d20 Critical Locations™

ERIC CAGLE, OWEN K.C. STEPHENS,
CHRISTOPHER WEST

620_95370740_CritLoca_64.indd 1 2/13/06 2:09:09 PM



Designers
Eric Cagle, Owen K.C. Stephens

Cartographer
Christopher West

Editor
Christopher Perkins

Design Manager
Christopher Perkins

Managing Editor
Kim Mohan

Art Director
Paul Hebron

Cover Artist
Kalman Androsofszky

Interior Artists
Ramon Perez, Chris Trevas

Graphic Designer
Paul Hebron

Image Technician
Sven Bolen

Graphic Production Specialist
Angelika Lokotz

Director of RPG R&D
Bill Slavicsek

Production Managers
Randall Crews, Joshua Fischer

This product requires the use of the *d20 Modern Roleplaying Game* by Bill Slavicsek, Jeff Grubb, Rich Redman, and Charles Ryan. Rules mechanics are based on the *d20 Modern Roleplaying Game*, the original Dungeons & Dragons® rules created by E. Gary Gygax and Dave Arneson, and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This Wizards of the Coast® game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

U.S., CANADA,
ASIA, PACIFIC, and LATIN AMERICA
Wizards of the Coast, Inc.
P.O. Box 707
Renton WA 98057-0707
(Questions?) 1-800-324-6496

ISBN-10 0-7869-3914-1

620-95370740-001-EN
9 8 7 6 5 4 3 2 1
First Printing: May 2006

EUROPEAN HEADQUARTERS
Hasbro UK Ltd.
Caswell Way
Newport, Gwent NP9 0YH
GREAT BRITAIN
Please keep this address for your records

ISBN-13 978-0-7869-3914-5

d20, d20 Modern, d20 System, Urban Arcana, *d20 Menace Manual*, *d20 Future*, *Dungeon*, *d20 Critical Locations*, the d20 System logo, Dungeons & Dragons, D&D, Wizards of the Coast, and their respective logos are trademarks owned by Wizards of the Coast, Inc. d20 Critical Locations is a trademark of Wizards of the Coast, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.
Printed in the USA. ©2006 Wizards of the Coast, Inc.

Visit our website at www.wizards.com/d20modern

620_95370740_CritLoca_64.indd 2 2/13/06 2:09:14 PM

Table of Contents

How To Use This Book 4
City Overview 5
Structural Features 5
Architectural Terms 5
About the Designers 5
About the Cartographer 5
Arctic Research Station 6
Occupants 6
Structural Features 6
Whiteout and Snow Blindness 6
Bomb Shelter 8
Occupants 8
Structural Features 8
Survival Supplies 8
Protection from the Bomb 8
Adventure Seed 8
Bowling Alley 10
Occupants 10
Structural Features 10
Makeshift Weapons 10
Bowling Match Results 10
Adventure Seeds 10
Cemetery 12
Occupants 12
Exhumation and Coffins 12
Structural Features 12
Unhallowed Ground 12
Adventure Seeds 12
Cineplex 14
Occupants 14
Structural Features 14
Yelling "Fire!" In a Crowded Theater 14
Adventure Seeds 14
City Hall 16
Occupants 16
Structural Features 16
Bureaucracy 16
Adventure Seeds 16
City Morgue 18
Occupants 18
Structural Features 18
Performing Autopsies 18
Autopsies and the Law 18
Adventure Seeds 18
Convention Center 20
Occupants 20
Structural Features 20
Crowds 20
Mobs 20
Adventure Seeds 21
Corporate High-Rise Office Building 24
Occupants 24
Structural Features 24
Getting In and Out 24
Corporate Computer Networks 24
Adventure Seeds 24
Fast Food Restaurant 26
Occupants 26
Structural Features 26
Adventure Seeds 26
Firehouse 28
Occupants 28
Structural Features 28
Firefighter Gear 28
Occult Shop 28
Occupants 28
Structural Features 28
Gothic Church 30
Occupants 30
Structural Features 30
Hallowed Ground 30
Holy Water 30
Adventure Seeds 30
Grocery Store 32
Occupants 32
Structural Features 32
Shelves and Debris 32
Improvised Weapons 32
Adventure Seeds 32
Hotel Lobby with Fancy Restaurant 34
Occupants 34
Structural Features 34
Using Fame and Infamy 34
Adventure Seed 34
Lakeside Cottage 36
Occupants 36
Structural Features 36
Cutting Power and Phone 36
Adventure Seeds 36
Large Family Residence 38
Occupants 38
Structural Features 38
Alarms and Motion Sensors 38
Gated Communities 38
Waking the Neighbors 38
Adventure Seed 38
Large Metropolitan Bank 40
Occupants 40
Structural Features 40
The Bank Vault 40
Safety Deposit Boxes 40
Paint Bombs 40
Adventure Seed 40
Luxury Yacht 42
Occupants 42
Structural Features 42
International Waters 42
Adventure Seeds 42
Mansion 44
Occupants 44
Structural Features 44
Panic Room 44
Security 44
Hidden Safes 44
Adventure Seeds 44
Municipal Library 46
Occupants 46
Structural Features 46
Research Modifiers 46
Adventure Seed 46
Nightclub 48
Occupants 48
Structural Features 48
Adventure Seeds 48
Pawnshop 50
Occupants 50
Sleazy Bar 50
Occupants 50
Structural Features 50
Police Station 52
Occupants 52
Structural Features 52
Detention 52
Adventure Seeds 52
Public High School 54
Occupants 54
Structural Features 54
Resources 54
High School Campaigns 54
Adventure Seeds 55
Roadside Motel 58
Occupants 58
Structural Features 58
Checking In Anonymously 58
Adventure Seeds 58
Small Apartment Building 60
Occupants 60
Structural Features 60
Disgruntled Urban Terrorist 60
Adventure Seeds 60
TV and Radio News Broadcasting Studio 62
Occupants 62
Structural Features 62
Broadcasting 62
News Van 62
Adventure Seeds 62

620_95370740_CritLoca_64.indd 3 2/13/06 2:09:19 PM

d20 Critical Locations



RP

Let's dance

Great maps are hard to find, yet Gamemasters use them all the time in adventures. This book is aimed at Gamemasters who need maps of generic locations where scenes of action and intrigue can play out. *d20 Critical Locations* provides 29 such maps in glorious detail, with locations that you're likely to use regardless of the type of d20 MODERN campaign you're running.

d20 Critical Locations was inspired, in part, by Christopher West's "Global Positioning" maps, which first appeared in *Dungeon* magazine. In fact, some of the maps that appear in these pages were originally published in issues of the magazine. However, many of the maps in this book are new, rendered in Chris's trademark style. Gamemasters praised the quality and utility of the "Global Positioning" maps, and we felt that a book loaded with more of the same would be as well received. Moreover, we recognize that many GMs consider mapmaking a painstaking, time-consuming exercise in futility; put another way, they can't draw a good map to save their skins.

In addition to dozens of maps, *d20 Critical Locations* provides adventure hooks and special rules tied to each mapped location. Use or ignore them as you see fit. Not every adventure hook will dovetail nicely with your existing campaign, but even the ones you can't use immediately might inspire future adventures or interesting diversions from your campaign's main story arc.

So, enjoy the book. Use it. Until now, you probably never thought or cared to run an encounter in a grocery store or bomb shelter—now, you have a reason to.

HOW TO USE THIS BOOK

d20 Critical Locations is intended for Gamemasters (GMs) and provides ready-to-use maps, rules, and adventure hooks appropriate for any d20 MODERN campaign. GMs are encouraged to build encounters and adventures set in the various locations presented herein, and permission to photocopy the maps *for home game use only* is hereby granted. Additional mapped locations are also available for free download at **www.wizards.com/d20modern**.

The maps presented in this book are generic enough to be used multiple times. (Frankly, if you've seen one corporate high-rise, you've seen them all.) They are laid out on 5-foot square grids to make them easy for GMs to redraw on graph paper or a dry-erase battle mats. Most of the maps in this book work best for city-based adventures, although a few of them clearly take the adventure outside city limits.

Not every location the heroes visit needs to serve as the backdrop for a firefight or brawl. Just because this book presents a map of a sleazy bar doesn't mean that you should feel compelled to stage a fight in a sleazy bar at some point to keep things interesting. The maps allow you to more easily describe locations to your players, but if the heroes manage to leave the sleazy bar without breaking a single chair over someone's head, then this product has still served its purpose.

This book assumes that you own a copy of the *d20 MODERN Roleplaying Game*. Other books in the d20 Modern line that can be used in conjunction with this book include the *d20 Menace Manual*, the *URBAN ARCANA Campaign Setting*, and *d20 Apocalypse*. None of these books is required to use *d20 Critical Locations*, however.



620_95370740_CritLoca_64.indd 4 2/13/06 2:09:22 PM



CITY OVERVIEW

A city's character is defined by the attitude of its residents and the mélange of cultures present. Different neighborhoods add their own flavor to the mix. Most neighborhoods have an official name (such as Bricktown, White Springs Development, or Fox Run) but are likely to carry some unofficial nicknames as well (the Battery, Downtown, the Circuit, the Old Borough, Business Park, and so on).

Structural Features

The following are the typical hardness values, hit points, and break DCs for features found throughout the city. Particular locations have their own structural features as well; see the individual location descriptions for details.

ATM: Hardness 10; hp 250; break DC 28; Disable Device DC 40.

Kiosk: Hardness 5; hp 60; break DC 21.

Mailbox: Hardness 6; hp 30; break DC 18.

Street Sign: Hardness 10; hp 10; break DC 30.

Streetlight: Hardness 10; hp 50; break DC 20.

Architectural Terms

Here are some architectural terms used to describe common features among city buildings, particularly older structures. You may find these terms useful when describing a cathedral, museum, City Hall, or similar building to your players.

Acroterion: A stone ornament built into an arch, architrave, gable, or similar feature, often depicting a monster (such as a sphinx, gargoyle, gorgon, or griffon).

Amorino: Ornament depicting a chubby, naked cupid.

Arcade: A series of arches supported by columns or piers.

Architrave: A molded frame around a door or window opening.

Balustrade: A masonry railing with stone posts or balusters topped by a coping, usually hedging a stone flight of steps or balcony.

Bargeboard: An ornate wooden trim that projects from the gable line of a roof.

Buttress: A projecting mass of brickwork or masonry that supports a large wall or structure, such as a cathedral.

Caryatid: A support column sculpted in the form of a woman.

Cresting: A decorative fencelike ornament on the ridge of a roof.

Cupola: A small turretlike structure situated atop a roof, often domed with solid walls or arches.

Dentils: Small toothlike projections adorning an area under an overhang.

Dormer: A vertical window and window box that projects from a sloping roof, has its own roof (most commonly a gable roof).

Fanlight: A segmented, semicircular window above a doorway.

Finial: A spikelike ornamentation fixed to the top of a peak, arch, or gable.

Gable: The triangular end of a peaked roof.

Gambrel Roof: A double-sloped roof where the upper slope is of a lesser pitch than the lower, as seen on barns and many Dutch colonial houses.

Gothic Window: A triple-arched window where the central arched pane is taller than the side arched panes. Most commonly seen in churches.

Hipped Roof: A roof on a rectangular building that slopes upward on all four sides.

Linhay: An addition to the rear of a structure; either one story with a shed roof (single-slope) or two stories with a flat roof. Also referred to as a lean-to.

Palladian Window: A three-part window where the center window is arched and wider than the two straight-topped side windows.

Pilaster: A rectangular column projecting only slightly from a wall.

Portico: An open porch with columns supporting an overhanging roof, creating the entrance and/or centerpiece of a façade.

Raincap: A projection mounted over a window or door designed to shed water away from the opening. Raincaps can be heavy and ornate or light and plain.

Sidelights: Narrow windows placed on either side of a larger window or door.

Tracery: Decorative patternwork in the upper portion of a window.

Transom: A rectangular window mounted above a door.

ABOUT THE DESIGNERS

Eric Cagle is a freelance writer who lives in Washington State. A prolific contributor to the Wizards of the Coast website, Eric has also contributed to several published products, including *Monster Manual III* and *Races of Destiny* for the DUNGEONS & DRAGONS® game and *Urban Arcana* for the *d20 MODERN Roleplaying Game*.

Owen K.C. Stephens, a freelance writer living in Oklahoma, has written numerous articles for the Wizards of the Coast website, including d20 MODERN adventures and advice columns. His roleplaying game design credits include *d20 Cyberscape* and several supplements for the *Star Wars Roleplaying Game*.

ABOUT THE CARTOGRAPHER

Christopher West is one of the game industry's premiere cartographers. His work has been featured in *Dungeon* magazine and numerous game products. He also created the battle maps for the *Star Wars Miniatures Game.* Chris created all of the maps in *d20 Critical Locations* from scratch and drew upon real-world buildings and architecture for inspiration.

620_95370740_CritLoca_64.indd 5 2/13/06 2:09:31 PM

ARCTIC RESEARCH STATION

Located in the Arctic Circle, this research station is designed to house and protect a small number of researches in the harsh cold of the far north for months at a time. It serves as home, hospital, office, and lab for a crew that may be cut off from civilization for months or even years at a time. Though simple in its design, the station is tough enough to withstand sub-zero temperatures, driving winds, thousands of pounds of ice buildup, and the destructive force of weeklong blizzards. Because of its extreme location, the station is often beyond the reach of any transportation or communication for months at a time.

Most such stations are government projects, funded to perform pure research. Though private citizens and businesses may help provide equipment and personnel, the station itself is generally under the authority of either a military branch or an international scientific council.

Occupants

The station can support as many as 12 permanent personnel, though often houses only 8–10. All the personnel must take on double duties, performing both their own scientific research and the daily cooking, cleaning, and maintenance needed for the station to function. The isolation can affect station personnel, causing them to lose their grip on reality (and, as a consequence, gaining chaos as an allegiance). See below for a sample mad scientist's statistics (which can also be used for any crazed scientist archetype).

High-Level Mad Scientist (Smart Ordinary 7/Dedicated Ordinary 2): CR 8; Medium-size human; HD 2d6+2 plus 7d6+14; hp 39; Mas 12; Init +1; Spd 30 ft.; Defense 15, touch 15, flat-footed 14; BAB +4; Grp +4; Atk +4 melee (1d6, hatchet) or +5 ranged (1d8, flare gun); Full Atk +4 melee (1d6, hatchet) or +5 ranged (1d8, flare gun); FS 5 ft./5 ft.; Reach 5 ft.; AL chaos; SV Fort +7, Ref +2, Will +7; AP 0; Rep +3; Str 10, Dex 13, Con 12, Int 17, Wis 14, Cha 8.

Occupation: Adventurer (bonus class skills: Bluff, Spot)

Skills: Bluff +11, Climb +5, Computer Use +10, Craft (writing) +5, Handle Animal +5, Knowledge (behavioral sciences) +8, Knowledge (earth and life sciences) +13, Knowledge (physical sciences) +8, Knowledge (technology) +8, Navigate +10, Profession +8, Read/Write English, Repair +8, Research +13, Search +8, Sense Motive +8, Speak English, Spot +14, Survival +12.

Feats: Archaic Weapon Proficiency, Blind-Fight, Dodge, Endurance, Great Fortitude, Iron Will, Point Blank Shot, Simple Weapon Proficiency.

Possessions: Hatchet (ice axe), flare gun, 4 flares, parka, laptop computer, ID badge.



Reaching the arctic research station requires special equipment

CT

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for typical features within this building.

External Door: Hardness 10; hp 120; break DC 30.

External Door Lock (high quality): Hardness 10, 120 hp, Break DC 30.

External Wall: Hardness 12; hp 180 per 5-foot section; break DC 40.

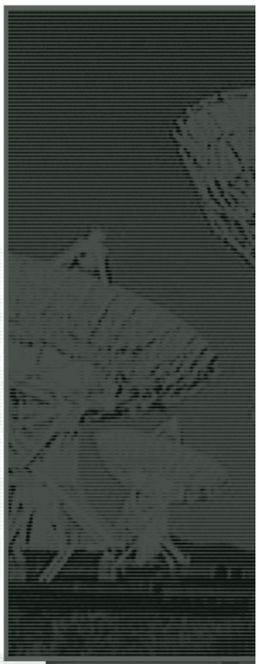
Internal Door: Hardness 5; hp 20; break DC 23.

Whiteout and Snow Blindness

When snowstorms or blizzards are accompanied by high winds, the driving snow can reduce visibility to as little as 5 feet. Known as a whiteout, this condition reduces all forms of vision, including low-light vision and blindsight. Since the lack of visibility is caused by physical intervention of snowflakes, lights and other illumination are useless, making whiteouts even more dangerous than pitch blackness. Depending on the severity of the whiteout, the GM can assign varying ranges of concealment, from one-quarter to total.

In addition to whiteouts, explorers in the arctic face the risk of snow blindness. This occurs when the sun reflects off a field of snow or ice sheet, producing an area so bright prolonged exposure can actual burn the eye, making it swollen and sensitive to light. A character exposed to such an area for an hour or more must succeed on a Fortitude save (DC 10 +1 per hour of exposure) every hour. On a failed save, the character suffers snow blindness. Characters with protective eyewear gain a +4 equipment bonus on these saves. A character may make a Survival check to rig makeshift eye protection, granting a +2 equipment bonus.

Characters afflicted with snow blindness take a –2 penalty to Defense, lose any Dexterity bonus to Defense, move at half speed, and take a –4 penalty to most Dexterity-based skill checks. All targets are considered to have one-half concealment from the snow-blinded character. Snow blindness lasts 1d4 hours, or for 1 hour after the character reaches a dark or shady location.






KEY
1) Sheltered Entranceway
2) Main Entrance Foyer
3) Storage Closets
4) Communications Center
5) Mess Hall
6) Sample Storage Area & Floor Hatch
7) Receiving Room
8) Loading Dock
9) South Entrance Foyer
10) Staff Quarters & Bunk Beds
11) Testing Laboratory
12) Auxilliary Laboratory
13) Main Research Laboratory
14) Restroom & Shower
15) Connecting Passage
16) Observatory
17) Laundry Room
18) Parts Storage Room
19) Garage
20) Workshop/Rec Room
21) Exterior Storage Domes
22) Greenhouse
23) Power Station Control Room
24) Furnace Room
25) Fenced High-Voltage Area
26) Water Treatment Room
27) Circuit Breaker Room
28) Access Tunnel
29) Restricted Laboratory
30) Administrator's Office
31) Private Restroom
32) Supply Closet & Ceiling Hatch
33) Emergency Exits
SUBLEVEL
Arctic Research Station
1 square = 5 feet
WEST

BOMB SHELTER

Built during the Cold War, this well-stocked bomb shelter was meant to protect a family from catastrophe. Buried beneath dozens of feet of earth, the bomb shelter is a block of thick concrete and steel that can withstand almost anything but a direct hit from a bunker-busting missile or nuclear warhead.

The bomb shelter is designed to keep its inhabitants alive for a year, in degrading comfort. It comes stocked with a full year's supply of nonperishable food items in the form of canned, dried, and pickled goods, plus a bewildering array of other items. In addition to drawing power from an external source (the main building above), a bomb shelter has a large generator (and fuel supply) in case the electricity gets shut off. The bomb shelter is protected from the outside world by a formidable steel door that locks from the inside.

Occupants

As most bomb shelters are only occupied during an emergency or other unusual circumstances, it's up to the GM to determine who is present inside the bomb shelter at a given time.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices found within this building.

External Blast Door: Hardness 10; hp 300; break DC 40.

External Door Lock (high quality): Hardness 10; hp 10; break DC 20; Disable Device DC 30.

Internal Doors: Hardness 10; hp 120; break DC 35.

Survival Supplies

A properly equipped bomb shelter has most or all of the following items neatly packed within. The quantities assume enough disposable items (such as food) to provide for four people for a year. Larger bomb shelters have proportionately more supplies.

- Clothing (including fatigues)
- Water supply (and filtration system)
- Dried, canned, and pickled foodstuffs
- 2 professional walkie-talkies
- Bolt cutter
- Chemical kit
- Duct tape
- Basic electrical tool kit
- Basic mechanical tool kit
- 4 first aid kits
- 2 medical kits
- Search and rescue kit
- 2 multipurpose tools
- Surgery kit
- Binoculars (standard)
- 2 backpacks
- 100 chemical light sticks
- Climbing gear
- 2 compasses
- 2 fire extinguishers
- 10 standard flashlights
- 4 battery flood flashlights
- 4 gas masks
- GPS receiver
- Maps
- Portable stove
- 4 sleeping bags
- 4-person dome tent
- 1 year's supply of trail rations

Not all owners of bomb shelters possess guns. In the case where the owner does have firearms, assume the following guns are present:

- 2 Remington 700s (7.62mm hunting rifle)
- 2 Mossbergs (12-gauge shotgun)
- 2 Beretta 92Fs (9mm autoloader)
- 500 rounds of ammunition for each weapon

Note that more paranoid or well-stocked owners may have access to military grade weapons, including assault rifles, grenades, and explosives.

Protection from the Bomb

The purpose of the modern-day bomb shelter is to protect its inhabitants from a nuclear attack. The bomb shelter cannot withstand a direct hit, but it does provide protection against a distant blast and the subsequent radiation.

The depth and reinforced concrete walls of the bomb shelter provide an effective hardness of 500 against attacks from outside weapons (including nuclear arms). With the door shut and sealed, the shelter reduces the amount of radiation that its inhabitants are exposed to by two levels (see page 80 of *d20 Future* for more information on radiation sickness). Opening the door, however, reduces this protection to one level.

Adventure Seed

Heroes might use a bomb shelter as a hideout, or an antagonist might keep one as a secret lair.

- While searching through an abandoned house, the heroes discover the entrance to a bomb shelter located in the backyard. Upon opening the door (unlocked), they discover four bodies—they died apparently long ago. The bodies are huddled in strange positions, as if they were protecting themselves from some catastrophe. Anyone that checks the Geiger counter lying on the ground discovers elevated radiation levels outside the shelter itself, although the source of the radiation cannot be found.
- The heroes are hunting a terrorist believed to be hiding in the city. They eventually learn that he's fallen in with a gang of anarchists and is using them to collect the components he needs to build several bombs. All of the homemade bombs are being loaded into stolen vans at an abandoned bomb shelter, and the heroes must shut down the operation before the trucks can be placed at strategic points around the city.



620_95370740_CritLoca_64.indd 8 2/13/06 2:09:54 PM


Bomb Shelters
1 square = 5 feet
WEST
1) Elevator to Surface
2) Surface Gear Storage
3) Stairs to Surface
4) Entrance Hall
5) Parts Storage
6) Workshop
7) Utility Room
8) Provision Storage
9) Kitchen Area
10) Exercise Area
11) Library
12) Pool Chemical Storage
13) Pool Room
14) Recreation Room
15) Dining Area
16) Lounge
17) Bathroom
18) Greenhouse
19) Bedrooms
20) Laundry Room
KEY
Luxury Holocaust Shelter
Paramilitary Bunker
Storm Shelter

BOWLING ALLEY

At its best, a bowling alley is a cheap, family-friendly place of entertainment. While it includes a snack bar and a few pinball machines, it's a place where people primarily go to roll balls and knock down pins. Families can play one or two games cheaply (purchase DC 4), or a league can set up and run weekly tournaments. Unlike a movie theater, the bowling alley is normally open late enough to appeal to night owls.

At its worst, a bowling alley isn't much better than a biker bar, a hangout for surly men and women who want to kill time drinking beer and complaining about work. It could become a haven for the criminal element, which uses the facility as a public meeting place to cut deals, plan robberies, and sell drugs. Organized crime or gangs may even take partial ownership of a bowling alley to better control access to it.

Occupants

A bowling alley doesn't need a lot of personnel other than a cashier, a food counter clerk, and someone able to fix a jammed lane. These may all be one person, or up to four 1st-level ordinaries with a few basic skills. At its busiest, the bowling alley might have 40 or more customers set four customers to a lane, along with a few spectators; however, except on nights when a league plays, it's rarely more than half full.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and equipment within the bowling alley.

External Door: Hardness 5; hp 20; break DC 23; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break DC 13.

Vending Machine/Bowling Machinery: Hardness 5; hp 15; break DC 15.

Bowling Ball: Hardness 5; hp 15; break DC 25.

Makeshift Weapons

Bowling balls and bowling pins can be used as improvised weapons.

Bowling Ball: Professional bowling balls vary in weight from 6 to 16 pounds, but most are roughly 13 pounds. Due to the awkward grip, attacks made with a bowling ball take a –2 penalty (beyond the normal –4 penalty for being an improvised weapon). Hurling a bowling ball provokes attacks of opportunity, as normal for a ranged attack.

Bowling Pin: A bowling pin is treated as a club.

Bowling Match Results

There is no Bowling skill in the *d20 Modern Roleplaying Game*. To determine the outcome of a bowling match between two players or teams, have each side make a ranged attack roll.

Each team chooses a leader. The leader makes the ranged attack roll. Other members of the team can attempt aid another checks, adding +2 to the leader's result with each successful aid another attempt. Surefooted characters can improve a team's overall performance; if one or more players on a team have at least 5 ranks in Balance or Tumble, add a flat +2 bonus to the team leader's roll (apply this bonus only once, regardless of how many team members meet the above qualifications). The team that rolls the highest wins the set. A game may have multiple sets, as agreed upon by the opposing teams beforehand.

Although the outcome of a set is decided by a single roll, a typical game can last up to 1 hour, particularly if players spend time drinking, eating, arguing, and badmouthing.

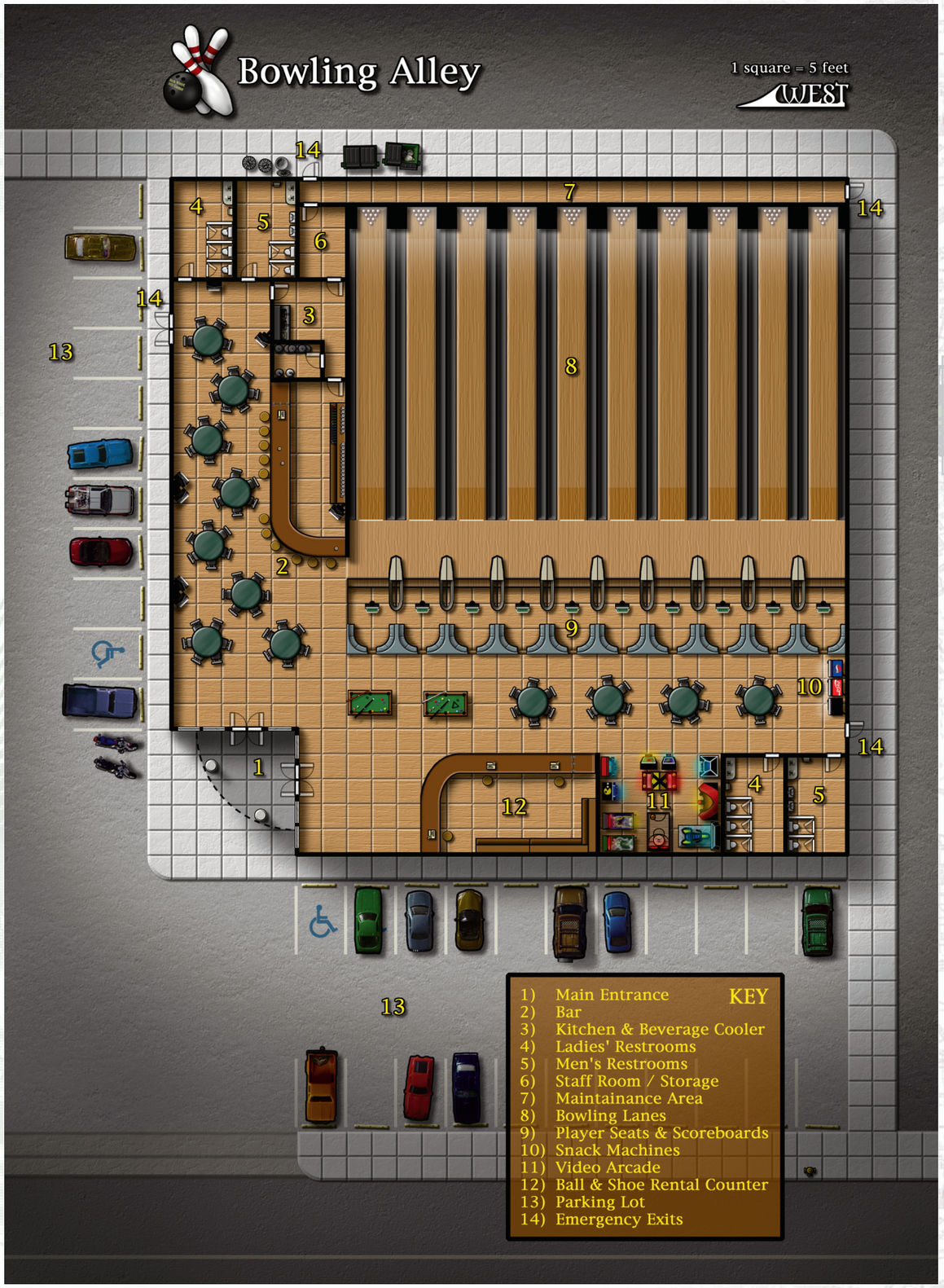
Adventure Seeds

An unlikely spot for adventure, a bowling alley may be selected as a public place for a risky meeting or might serve as a neutral meeting place for gangs or mobsters.

- A street gang has set up a drug distribution operation in a run-down, sleazy bowling alley. Customers place money in the finger holes of their bowling balls, and a gang member working behind the lanes takes the money and places a small bag of drugs in the holes before returning the balls. The heroes must figure out how the drugs are being distributed.
- The heroes discover that a notorious mob boss is an avid bowler and decide to confront him on bowling night. They might be undercover agents posing as a bowling team to get close to the mob boss. When the regular competition fails to show, the heroes are invited to bowl against the mob boss's team. What happens next depends on whether or not they win or lose. The mob boss might be a gracious winner, but a sore loser. As the secret owner of the bowling alley, he can make it very difficult for the heroes to leave if they tip their hand.
- The heroes become a thorn in someone's side. During a clandestine meeting with one of their contacts at the local bowling alley, hired thugs show up and pick a fight.



Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC
Bowling ball	1d8	20	Bludgeoning	5 ft.	Medium	13 lb.	10
Bowling pin	1d6	20	Bludgeoning	10 ft.	Small	3 lb.	4


Bowling Alley
1 square = 5 feet
WEST
KEY
1) Main Entrance
2) Bar
3) Kitchen & Beverage Cooler
4) Ladies' Restrooms
5) Men's Restrooms
6) Staff Room / Storage
7) Maintainance Area
8) Bowling Lanes
9) Player Seats & Scoreboards
10) Snack Machines
11) Video Arcade
12) Ball & Shoe Rental Counter
13) Parking Lot
14) Emergency Exits

CEMETERY

A cemetery is a necessary part of any city or large town. Smaller towns may share a centralized cemetery located in a more rural area between them. Cemeteries may be attached to a church or cathedral, or they may be purely secular businesses. Those run by religious groups (whether attached to a church or freestanding) often cater only to practicing members of their religion.

A burial and funeral can be surprisingly expensive. A burial plot in a nice, well-cared-for cemetery has a purchase DC of 20, and a decent funeral (with casket) has a purchase DC of 19 to 27. A lavish funeral, including burial in a mausoleum, can easily have a purchase DC as high as 30. If no one can pay for a body's burial, it generally ends up in the unattractive part of a cemetery or a government-owned "potter's field" maintained for the burial of indigent or unclaimed bodies.

Occupants

A cemetery generally has one or more caretakers who maintain the grass, do minor repairs, and set up pavilions for burials and memorial services. In smaller cemeteries, a caretaker may actually live in an adjacent house and dig burial plots. In larger cemeteries, caretakers generally work daylight shifts, and funeral homes arrange to have their own personnel dig needed graves. Use the low-level thug for both caretakers and gravediggers (see page 273 of the *d20 Modern Roleplaying Game*).



Back from the dead

Exhumation and Coffins

In rare cases, it may be necessary to exhume a buried body, generally to allow for testing as part of a criminal investigation. Exhuming a body requires either permission of a close relative or a court order. Judges require probable cause before issuing such an order against the wishes of family members. Convincing a judge to issue the order requires a successful Diplomacy check (DC 20), with modifiers to the check as appropriate.

Most municipalities require a coffin be buried at least 6 feet below the surface. Digging that deep with a shovel or pick takes one person 2d4 man-hours (up to two people can dig at a time). In many cemeteries, coffins are further protected by a concrete vault, which should be treated as a buried mausoleum (see below). A modern coffin weighs between 50 and 200 pounds empty, and with a body, dirt, and detritus can easily weigh 300 pounds more than that. A living person entombed within a coffin runs out of air in 2d6 minutes, unless some source of air has been placed within the coffin.

Structural Features

The following are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for typical mausoleums and coffins found within the cemetery.

Mausoleum External Door: Hardness 10; hp 120; break DC 35; Disable Device DC 20 (lock).

Mausoleum Internal Door: Hardness 5; hp 20; break DC 23.

Coffin: Hardness 5; hp 50; break DC 21.

Unhallowed Ground

If your game includes magic FX and creatures such as evil outsiders, the heroes might find themselves dealing with a cemetery that has been turned into unhallowed ground by necromancers, cultists, or fiends. In most cases, only a small part of the cemetery would be considered unholy ground, which grants the following effects:

- Outsiders with an allegiance to good must succeed on a Will save (DC 20) to enter within the unhallowed area.
- All Charisma checks to turn undead take a –4 penalty, while Charisma checks to rebuke undead gain a +4 profane bonus.
- A dead body interred in unhallowed ground has a 50% chance of returning as a random minor undead (CR 2 or lower) each new moon.

Adventure Seeds

- A cabal of evil Acolytes has begun exhuming and animating corpses. Local authorities assume it's the work of common grave robbers but lack the resources to watch the cemetery long enough to catch them. A quick investigation allows the heroes to learn that the Acolytes plan another major ritual during the next new moon.
- A kidnap victim has been placed in a coffin and buried alive. The heroes are involved in capturing the kidnappers, but the criminals refuse to disclose exactly where the victim has been buried. The coffin has 2 hours of air in pressurized tanks within it, but if the heroes can't use Intimidate to force the crooks to talk or the Track feat to locate the proper grave, the air will run out before the coffin can be found and dug up.





620_95370740_CritLoca_64.indd 13 2/13/06 2:10:33 PM

CINEPLEX

A far cry from the movie theaters of old, the modern Cineplex is an enormous affair boasting numerous smaller screens packed into a single building. Hosting several movies at the same time, the Cineplex offers vast entertainment to the masses for a moderate (if inflated) fee. Food and beverages are readily available, albeit at a higher price than normally found. Each theater holds up to 200 people at a given time, although this maximum capacity happens infrequently unless the Cineplex hosts a blockbuster.

Some theaters built on the foundations of older movie houses possess a warren of back stages and hidden warrens. Many of these older buildings have myths and legends associated with them, including the ghosts of performers from long ago that refuse to give up their time in the limelight.

Purchasing a ticket to a movie is relatively inexpensive (purchase DC 1). During a movie, a dimly lit theater provides one-quarter concealment (25% miss chance). Excessive or loud talking typically draws the attention of 1d3 staff members, who ask that the person involved go to the lobby or leave the premises. Gunfire or fisticuffs bring 1d2 security guards in 1d6 rounds, and 2d4 police officers in 1d6+4 minutes.

Occupants

During business hours, 4d6 employees work at the Cineplex, including cashers, ticket counters, and technicians keeping the films running. In addition, there are 10d100 moviegoers watching films, purchasing food and beverages, or waiting outside to purchase tickets. In addition, 1d2 security guards (see page 16) patrol the premises, keeping an eye out for gang members or anyone else that might cause trouble.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices found within this building.

External Door (glass): Hardness 2; hp 5; break DC 10; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break 23.

Plate Glass Window: Hardness 0; hp 2; break DC 4.

Theater Seats (bolted): Hardness 2; hp 10; break DC 15.

Cash Register: Hardness 5; hp 10; break DC 15; Disable Device DC 25 (when locked).

ATM: Hardness 10; hp 250; break DC 28; Disable Device DC 40.

Yelling "Fire!" In a Crowded Theater

One of the dangers of the Cineplex is its mass of panicky moviegoers. When someone fires a gun or yells something that incites panic, such as "fire," crowds of people immediately begin streaming toward the exits. For more information on crowds, see the Convention Center entry (page 20).

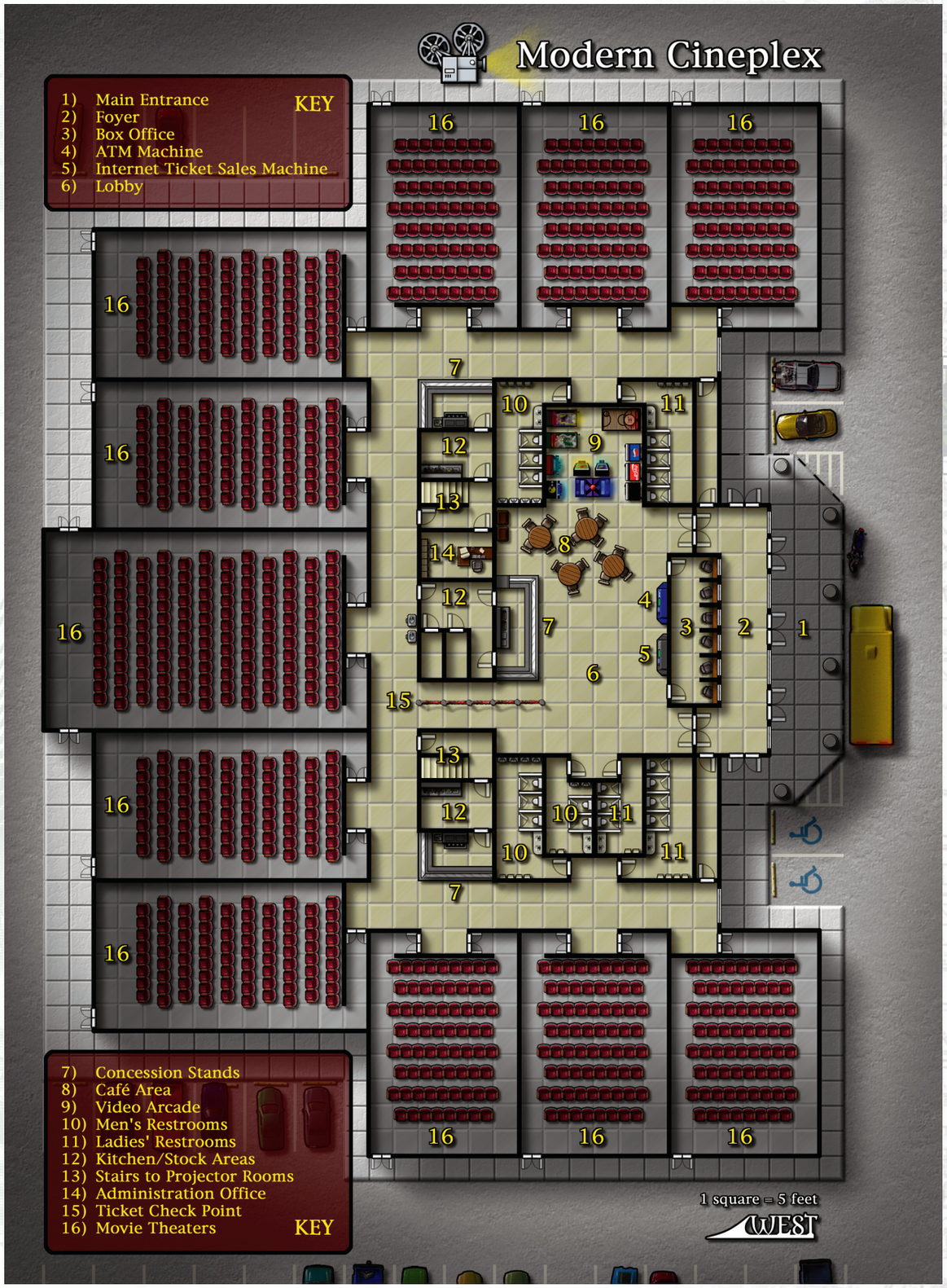
Willingly inciting a panic within a crowded movie theater is a felony and draws the ire of law enforcement, compounding any additional charges the person acquires amid the chaos.

Adventure Seeds

Although an unlikely spot for an adventure, the Cineplex often serves as a meeting place for clandestine liaisons, where the dim lighting and hushed tones (covered by the movie dialogue and soundtrack) keep conversations private.

- The heroes are lured to a local Cineplex after the manager complains of strange figures roaming the theater after it closes. At first, the sightings were dismissed as kids hiding out in the theater as a prank or employees mistaking each other in the dim lighting. Employees speak of the movie theater chairs folding an unfolding, even when no one else was in the theaters at the time. During their investigation, the heroes witness a moviegoer apparently becoming "possessed" by a spirit, who then attacks people at random. If the heroes research the building's history, they find the Cineplex was built on the foundation of another theater that had burned to the ground.
- The heroes are called in to help break up a criminal cartel in their city. During their surveillance, the heroes discover that the criminals meet with their contacts at the local Cineplex, passing messages back and forth under the dim lights of the movie. However, as the heroes move in to break up a meeting, things go horribly wrong. A gunfight erupts in the confines of the theater, with panicked people running everywhere. The heroes must prevent the criminals from escaping or taking hostages, all the while avoiding injury to themselves and innocent bystanders.
- The heroes are called in to investigate a bizarre case involving the disappearance of an entire audience during the first showing of a new horror movie based loosely on an H.P. Lovecraft short story. An employee recalls hearing loud screams inside the theater about half way through the film, then silence. When he entered the theater, the audience was gone. Left behind were behind scattered popcorn buckets, spilled drinks, cell phones, purses, jackets, and other personal belongings. If the heroes view the same copy of the film, they discover that at one point in the movie, an actor utters a string of nonsensical words. Moments later, a portal opens in the middle of the screen. Out of this gate spills a pack of fiends or other monsters that try to drag audience members back into their unspeakable dimension. Destroying the one copy of the film might be enough to end the threat from beyond, or there might be other copies that unlock portals.
- The heroes investigate unexplained cases for Department-7. A man claiming to have proof of extra-terrestrial life agrees to sell them a videotape obtained from a military base in Idaho. He alleges that the tape shows government officials inspecting a UFO inside a military hangar. However, he's too nervous to meet privately and insists that the heroes meet him at a Cineplex. Unfortunately, government agents know about the clandestine meeting and have sent some "men in black" to intercept the videotape before it falls into Department-7's hands. They also have orders to exterminate anyone who comes into contact with the tape. If the assassins are taken down, the heroes discover the presence of puppeteers (see page 253 of the *d20 Modern Roleplaying Game*) on these human hosts.




Modern Cineplex
KEY
1) Main Entrance
2) Foyer
3) Box Office
4) ATM Machine
5) Internet Ticket Sales Machine
6) Lobby
7) Concession Stands
8) Café Area
9) Video Arcade
10) Men's Restrooms
11) Ladies' Restrooms
12) Kitchen/Stock Areas
13) Stairs to Projector Rooms
14) Administration Office
15) Ticket Check Point
16) Movie Theaters
KEY
1 square = 5 feet
WEST

CITY HALL

City Hall is the center of the city's government, holding offices, meeting rooms, city record archives, and even the more expensive holiday decorations that are put out on the streets during wintertime. It includes the office of the mayor and the city council members, the city press office, a gallery (for publicly accessible meetings and hearings), the city clerk, the city manager, the district attorney, the city auditor/treasurer, the parks and recreation department, and a number of councils and taskforces that have been established to take care of matters of importance to the city. It also includes public assistance counters, where citizens can get permits and licenses issued by City Hall.

The security at City Hall includes cameras aimed at entrances and key internal facilities, metal detectors at doorways, and guards on duty 24 hours a day. None of these systems is state-of-the-art, as the documents kept in City Hall, while important, are not classified. The information kept in most of the files and computers is generally available to the public, and even confidential documents consist mainly of closed bids on city projects rather than top secret projects of any kind.

Occupants

During a regular day, 2d4 minor city officials, 2d6 security guards (including one guard at each entrance, manning the metal detectors), 6d6 clerks, and 2d100 citizens make their way through the labyrinth of bureaucracy at City Hall. At the GM's discretion, one or more of the city's top officials may be present (the mayor or a councilman, for example).

Statistics for a typical minor city official and security guard are given below.

Minor City Official (Smart Ordinary 3): CR 2; Medium-size human; HD 3d6; hp 10; Mas 10; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11; BAB +1; Grp +0; Atk +0 melee (1d3–1, unarmed) or +2 ranged; Full Atk +0 melee (1d3–1, unarmed) or +2 ranged; FS 5 ft./5 ft.; Reach 5 ft.; AL any; SV Fort +1, Ref +2, Will +5; AP 0; Rep +1; Str 8, Dex 12, Con 10, Int 15, Wis 13, Cha 14.

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

Skills: Computer Use +8, Diplomacy +7, Forgery +7, Intimidate +4, Knowledge (business) +8, Knowledge (civics) +8, Knowledge (current events) +8, Knowledge (streetwise) +5, Navigate +6, Profession +7, Read/Write English, Research +9, Search +9, Speak English.

Feats: Iron Will, Meticulous, Simple Weapon Proficiency.

Possessions: Office clothing, cell phone, watch, car keys or bus pass, personal possessions.

Low-Level Security Guard (Tough Ordinary 1/Strong Ordinary 1): CR 1; Medium-size human; HD 1d10+2 plus 1d8+2; hp 14; Mas 15; Init +1; Spd 30 ft.; Defense 16, touch 13, flat-footed 15; BAB +1; Grp +3; Atk +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F); Full Atk +3 melee (1d3+2, nonlethal, unarmed strike) or +3 melee (1d4+2, tonfa) or +2 ranged (2d6, Beretta 92F); FS 5 ft./5 ft.; Reach 5 ft.; AL; AP 0; Rep +0; SV Fort +4, Ref +1, Will +0; Str 14, Dex 12, Con 15, Int 13, Wis 10, Cha 8.

Occupation: Blue collar (bonus class skills: Climb, Drive, Intimidate)

Skills: Climb +2*, Concentration +5, Drive +5, Intimidate +5, Knowledge (current events) +2, Listen +1, Profession +1, Read/Write English, Speak English, Spot +3, Swim +1*

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Berretta 92F (9mm autoloader), 50 rounds of ammunition, uniform, undercover vest, cell phone, professional walkie-talkie, various gear and personal possessions.

* Includes armor penalty for undercover vest.

Structural Features

The following are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices in the building.

External Door: Hardness 5; hp 20; break DC 23; Disable Device DC 30 (when locked).

Internal Door: Hardness 5; hp 15; break DC 18; Disable Device DC 20 (when locked).

Security Camera: Hardness 1; hp 5; break DC 15; Disable Device DC 18.

Security System (whole building): Disable Device DC 25.

Bureaucracy

Most citizens go to City Hall to obtain a license of some kind. One can get residential and commercial building licenses, parking permits, pet licenses, fishing and hunting licenses, temporary licenses for the sale of alcohol, street closings, permits for parades and public demonstrations, voter registration, and most business permits either at the public assistance counters or in the appropriate council office. It's also possible to acquire copies of building permits; blueprints of buildings; birth, death, and marriage records; weapons licenses; car registration; and criminal records.

A character can access these records with a successful Gather Information or Research check. (The ability to cut through red tape and fill out the appropriate forms is part of those skill checks.) However, negotiating the complexities of City Hall bureaucracy is much easier with the friendly assistance of a clerk. A typical clerk is indifferent, though some can even be unfriendly. A character that manages a Diplomacy check high enough to change the clerk's attitude to friendly gains a +2 bonus on all Gather Information and Research checks made at City Hall for that day.

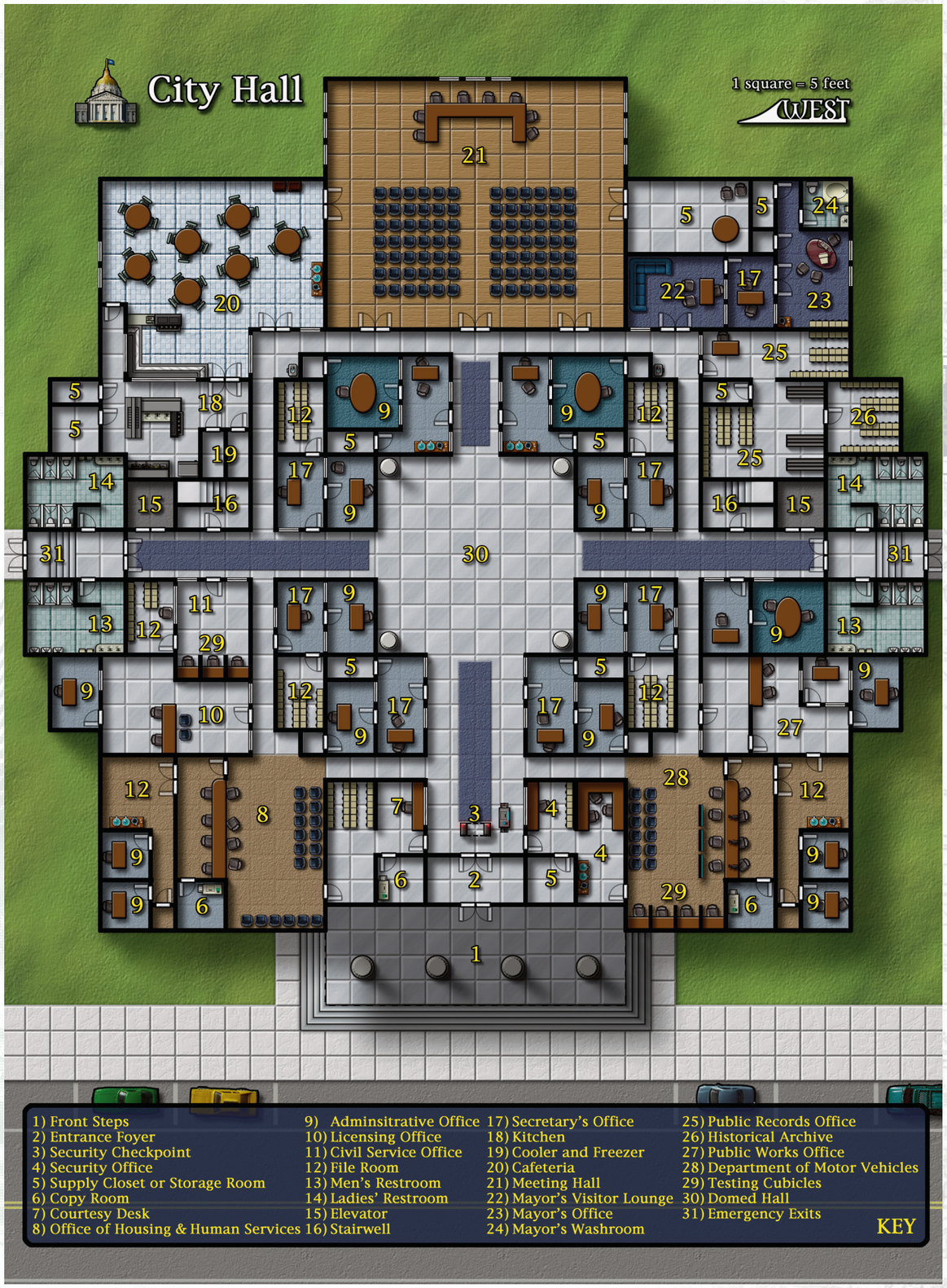
Adventure Seeds

Heroes might visit City Hall to speak to an official of importance (such as the mayor or the head of a department) or conduct research on some aspect of the city—its history, old buildings, or the location of old cemeteries and burial grounds. They might need to break into an office to find valuable information or records that aren't otherwise available to the public.

- The hero's uncover evidence that the city's new mayor is a demon-worshiper. He or she has filled City Hall with other demon-worshiping cultists positioned as clerks and office assistants, and they use the building nightly to conduct their demon-worshiping rituals. The heroes have to expose the evil covenant and see that the mayor is brought to justice. In a campaign with FX, the mayor may have one or more fiendish minions or might be possessed by a powerful demon dead-set on turning the city into its personal fiefdom.






City Hall
1 square = 5 feet
WEST
1) Front Steps
2) Entrance Foyer
3) Security Checkpoint
4) Security Office
5) Supply Closet or Storage Room
6) Copy Room
7) Courtesy Desk
8) Office of Housing & Human Services
9) Adminsitrative Office
10) Licensing Office
11) Civil Service Office
12) File Room
13) Men's Restroom
14) Ladies' Restroom
15) Elevator
16) Stairwell
17) Secretary's Office
18) Kitchen
19) Cooler and Freezer
20) Cafeteria
21) Meeting Hall
22) Mayor's Visitor Lounge
23) Mayor's Office
24) Mayor's Washroom
25) Public Records Office
26) Historical Archive
27) Public Works Office
28) Department of Motor Vehicles
29) Testing Cubicles
30) Domed Hall
31) Emergency Exits
KEY

CITY MORGUE

Every city or large town possesses a morgue of some kind, even if it's attached to the local hospital or clinic. The city morgue determines causes and times of death before handing a body over to a funeral home for the embalming (or cremation) process, typically 24 hours after the examination is complete.

Most morgues have surveillance cameras that keep an eye on the main entrance and the body storage area. The feed leads to the main office or another office located in the security room of the hospital, if applicable.

Occupants

Every city morgue has at least one forensic pathologist on call at any given time (larger cities have 1d4 forensic pathologists on call). In addition, the morgue contains 1d2 assistants. In rare cases, a police officer may be assigned to guard the outside entrance to the morgue. If the morgue is attached to a larger hospital, additional personnel are close at hand.

Use the statistics for a mid- or high-level crime lab technician for forensic pathologists, statistics for a low-level crime lab technician for assistants, and low-level police officer statistics for security personnel (see Chapter Eight: Friends and Foes in *the d20 Modern Roleplaying Game*).

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device DCs (where applicable) for various barriers and devices found within this building.

External Door: Hardness 10; hp 120; break DC 35.

Internal Door: Hardness 5; hp 20; break DC 23.

Body Freezer Door: Hardness 10; hp 75; break DC 30; Disable Device DC 25 (when locked).

Gurney: Hardness 5; hp 20; break DC 15.

Security Camera: Hardness 1; hp 5; break DC 15; Disable Device DC 18.

Performing Autopsies

The primary function of the city morgue is to perform autopsies to determine the cause and time of death of a corpse. An autopsy is a systematic examination of the body of a deceased person by a qualified pathologist. The body is inspected for the presence of disease or injury, and specimens of the vital organs and body fluids may be taken for microscopic, chemical, or other tests. These tests are conducted after the examination and do not delay release of the body to the next of kin.

Conducting an autopsy takes 1d6 hours, depending on the severity of decay or damage to the corpse, the circumstances surrounding the death, and the thoroughness of the investigation.

In order to perform an autopsy, a person must have at least 5 ranks in the Treat Injury and Knowledge (earth and life sciences) skills and possess the Surgery feat. Determine the thoroughness of the exam using the table below:

Treat Injury Check DC	Result
10	Cursory: Determines cause and time of death only
15	Typical: As above, plus identify toxins and diseases present in the body.
30	Thorough: As above, plus detailed forensic data, such as finding exotic diseases, hard-to-find poisons, and the like.

Autopsies and the Law

Autopsies are required by law. However, unusual circumstances may prevent one from taking place. Stopping an autopsy from occurring requires a Diplomacy check (DC 30) and often requires substantial reasoning for why it should be prevented. In most states within the United States, autopsies are considered public records and can be obtained through a written request. Homicide cases, however, are released only with the written approval of the District Attorney General. Most autopsy reports are completed and ready for release within 1d3 weeks. In certain cases, additional tests may need to be performed, which delays completion of the report for several additional weeks. A character can speed up this process, cutting through red tape, by making a Diplomacy check (DC 25). The hero gets to add her Reputation bonus to this roll, if applicable.

Adventure Seeds

The city morgue may be a common stop for heroes during investigations into violent crime.

- After one of the heroes' informants dies under mysterious circumstances, they discover that the investigation is being silenced by local law enforcement. Stonewalled at every turn, the heroes must bluff or sneak their way into the city morgue to find out what happened.
- The city is under the grip of a wave of deadly murders in which specific body parts of the victim are removed with expert skill. The heroes surmise that only someone with an intimate knowledge of anatomy could do such a thing. A few leads point the heroes to a forensic pathologist who works at the city morgue.
- A new hospital has forced the closure of the old city morgue. However, the facility doesn't stay empty for long. Heroes working for Department-7 or some other agency track a band of grave robbers to the city morgue and discover that the facility has been transformed into a flesh golem factory. The plot thickens when the heroes encounter the facility's government-sponsored overseers and uncover a sinister plot to turn human body parts into obedient golem super soldiers.



620_95370740_CritLoca_64.indd 18 2/13/06 2:11:13 PM


Forensic Crime Lab & Morgue
1 square = 5 feet
WEST
KEY
1) Entrance
2) Waiting Room
3) Administrative Office
4) Reception Desks
5) File Room
6) Observation Room
7) Interview Room
8) Conference Room
9) Ladies' Restroom
10) Men's Restroom
11) Security Office
12) Janitor's Storage
13) Offices
14) Break Room
15) DNA Lab
16) Supervisor's Office
17) Photo Lab
18) Fingerprint Lab
19) Trace Evidence Lab
20) Spare Lab
21) Ballistics Lab
22) Test Firing Range
23) Bio Lab
24) Examination Rooms
25) Autopsy Room
26) Coroner's Office
27) Morgue
28) Identification Room
29) Evidence Vault
30) Hermetic Storage
31) Vehicle Testing Lab
32) Garage
33) Dog Training Center
34) Kennels
35) Dog Trainer's Office
36) Storage Room

CONVENTION CENTER

The convention center draws tourists and businesses to the city, and as such receives support from the city council and the police. It can host a single enormous event, or it can host numerous smaller gatherings simultaneously. It's used for trade shows, fan conventions, sporting events, concerts, film festivals, business meetings, fundraisers, dinners, expos, specialty markets, and almost any other occasion when thousands of people need to gather in one place.

Occupants

During business hours, 6d6 employees work at the convention center, including cashiers, maintenance crews, ushers, food vendors, and managers. In addition, there are hundreds if not thousands of eager convention-goers attending panels, shopping in merchant rooms, waiting in lines, and perusing the exhibit halls. The convention center also employs 2d6 security guards (see page 16 for statistics) to patrol the premises, keeping an eye out for anyone that causes trouble. Particularly large conventions may also solicit help from the nearest police precinct, in the form of 1d6 uniformed police officers (use the low- to mid-level police officer statistics, page 275 of the *d20 Modern Roleplaying Game*).

Structural Features

The following are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for typical barriers and devices within the convention center.

External Door (glass): Hardness 1; hp 10; break DC 10; Disable Device DC 25 (when locked).

Internal Door: Hardness 5, 10 hp, break 23.

Plate Glass Window: Hardness 1; hp 5; break DC 4.

Chair: Hardness 5; hp 10; break DC 13.

Folding Table: Hardness 5; hp 10; break 18.

ATM: Hardness 10; hp 250; break DC 28; Disable Device DC 40.

Crowds

Crowds can severely limit movement and complicate combat encounters. It isn't necessary to put every member of a crowd on the map when a fight breaks out or when the heroes are forced to chase an enemy through a crowded area. Instead, just indicate which squares on the map contain crowds. If a crowd sees something obviously dangerous, it will move away at 30 feet per round on initiative count 0. For detailed rules on handling crowds as an entity, see Mobs below.

Directing a Crowd: It takes a DC 15 Diplomacy check or DC 20 Intimidate check to convince a crowd to move in a particular direction, and the crowd must be able to hear or see the character making the attempt. It takes a full-round action to make the Diplomacy check, but a free action to make the Intimidate check.

If two or more characters are trying to direct a crowd in different directions, they make opposed Diplomacy or Intimidate checks to determine whom the crowd listens to. The crowd ignores everyone if none of the characters' check results beat the DCs given above.

Movement in a Crowd: As a general rule, a single 5-foot square occupied by a crowd of Medium-size creatures contains three Medium-size creatures. These cramped conditions make moving in a crowd difficult. It takes 2 squares of movement to move through a square occupied by a crowd. The crowd provides one-half cover for anyone who does so, enabling a Hide check and providing a +4 cover bonus to Defense and a +2 cover bonus on Reflex saves.

A character who ends his movement in a stationary crowd square finds it difficult to do anything but move with the crowd. He takes a –2 penalty on attack rolls, Reflex saves, and all skill checks that are affected by armor penalties, and he loses his Dexterity bonus to Defense. Casting a spell or manifesting a psionic power in a stationary crowd requires a DC 10 Concentration check.

A character who ends his movement in a crowd square that moved in the last round faces an additional danger. He can take a full-round action to stand his ground, he can take a full-round action to move with the crowd, or he can try to resist the crowd's motion. A character who tries to resist the crowd in this manner must make a DC 15 Reflex save. Success indicates that he takes the same penalties as for being in a stationary crowd, except that the Concentration check to cast a spell or manifest a psionic power is against DC 15. Failure indicates that the character loses all actions for the round and is subjected to a trip attack. The crowd has a +8 bonus on the opposed attack roll to resolve the trip attack. If the character is knocked prone, he is trampled for 2d6 points of damage.

Mobs

An angry mob represents the most dangerous form of a crowd. As a general rule, the mob mentality overrides the desires and goals of an individual in the mob, and heroes who happen to get in the way could find themselves the focus of the mob's rage.

Mob Traits

A mob uses all of the base creature's statistics and special abilities except as noted here. All mobs have a CR of 8.

Size and Type: A mob is a Gargantuan creature composed of 48 Small or Medium-size creatures or 12 Large creatures. The mob's type remains unchanged from the base creature.

Hit Dice: A mob has 30 Hit Dice; this number represents the mob's mentality and physical mass rather than its race or class, since the individual members of the mob don't use their own abilities or experience to aid the whole. To calculate hit points, roll dice appropriate for the base creature's type (30d8 for a mob of humanoids).

Reducing the mob to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Mobs are never disabled or reduced to a dying state by damage.

Massive Damage: A mob is not subject to massive damage.

Speed: A mob's speed is 10 feet slower than that of the base creature.

Defense: As the base creature, but with a size modifier of –4.

Base Attack: A mob has a base attack bonus appropriate for a 30 Hit Dice monster of the base creature's type (+22 for a mob of humanoids).



620_95370740_CritLoca_64.indd 20 2/13/06 2:11:28 PM



Grapple: Add the mob's size modifier (+12) and Strength modifier (as base creature) to the base attack bonus to determine its grapple bonus.

Attack/Full Attack: Mobs don't make standard attacks. Instead, a mob deals 5d6 points of bludgeoning damage to any creature whose fighting space it occupies at the end of its move (no attack roll needed). Mob attacks ignore concealment and cover. Damage reduction applies to mob attacks.

Fighting Space/Reach: A mob occupies a square fighting space 20 feet on a side, but its reach is 0 feet. In order to attack, it moves into an opponent's fighting space, which provokes an attack of opportunity. It can occupy the same fighting space as a creature. A mob can move through squares occupied by enemies, and vice versa, without impediment, although a mob provokes an attack of opportunity if it does so. A mob can move through openings large enough for its component creatures.

Larger mobs are represented by multiples of single mobs. The area occupied by larger mobs is completely shapeable, though the mob usually remains in contiguous squares.

Special Qualities: A mob cannot use talents but retains all other special qualities of the base creature. In addition, it gains the following special qualities:

Expert Grappler (Ex): A mob can maintain a grapple without penalty and still make attacks against other targets (normally, attacking other targets while grappling imposes a –20 penalty on grapple checks). A mob is never considered flat-footed while grappling.

Improved Overrun (Ex): When a mob attempts to overrun an opponent, the target may not choose to avoid it. The mob also gains a +4 bonus on its Strength check to knock down the opponent.

Mob Anatomy (Ex): A mob is not subject to critical hits or sneak attacks. A mob cannot be flanked, tripped, grappled, or bull rushed.

Trample (Ex): A mob that simply moves over a creature and doesn't end its movement with that creature in its fighting space can trample the creature. A trampled creature takes damage equal to 2d6 + 1-1/2 times the mob's Strength modifier. The victim can either make an attack of opportunity against the mob or make a Reflex save (DC 25 + the mob's Str modifier) to take half damage.

Spells or psionic powers that target specific numbers of creatures can affect a mob. Each specific creature that is slain, disabled, or otherwise incapacitated by effects that target specific creatures bestows two negative levels on the mob. A mob that gains negative levels equal to its Hit Dice breaks up as if reduced to 0 hit points. Negative levels gained in this manner are not the result of negative energy and never result in permanent level loss. A mob takes half again as much damage (+50%) from effects that target an area, such as fireball spells and splash weapons.

Although a mob is treated as one creature, it sometimes becomes necessary to determine the fate of a specific individual caught up in the mob. If a mob is dispersed by nonlethal attacks, there are no casualties. If the mob is dispersed by lethal attacks, assume that 30% of its number are slain and 30% are reduced to 0 hit points. To determine a specific individual's fate, simply roll d%: 01–30 indicates death, 31–60 indicates the victim is reduced to 0 hit points, and a 61–100 indicates the victim escapes relatively unscathed.

Allegiance: A mob loses all of the base creature's allegiances and gains an allegiance to chaos.

Saves: A mob has base saves appropriate for a 30 Hit Dice creature of its type. A mob of humans has a base Fortitude and Reflex save modifier of +9 and a Will save modifier of +17. Ability modifiers apply as normal.

Action Points: A mob can never spend action points.

Reputation: A mob has an effective Reputation bonus of +0.

Ability Scores: A mob retains the Strength, Dexterity, and Constitution scores of the base creature. The mob's Intelligence, Wisdom, and Charisma drop to 10. If the base creature's Intelligence, Wisdom, or Charisma scores are already lower than 10, they do not change.

Skills: Same as the base creature; do not recalculate based on the mob's 30 Hit Dice. The mob's adjusted Intelligence, Wisdom, and Charisma scores might grant some skills different modifiers.

Feats: Same as the base creature; all mobs gain Improved Bull Rush as a bonus feat.

Typical Mob of Humans (Smart Ordinary 1/Dedicated Ordinary 1): CR 8; Gargantuan human (mob of Medium-size humans); HD 30d8; hp 135; Mas —; Init +0; Spd 20 ft.; Defense 8, touch 8, flat-footed 7 (–4 size, +1 Dex, +1 class); BAB +22; Grap +33; Atk +33 melee (5d6, special); Full Atk +33 melee (5d6, special); SQ expert grappler, improved overrun, mob anatomy, trample; FS 20 ft. by 20 ft.; Reach 0 ft.; AL chaos; SV Fort +9, Ref +10, Will +17; AP —; Rep +0; Str 8, Dex 13, Con 10, Int 10, Wis 10, Cha 10.

Occupation: Student (bonus class skills: Computer Use, Knowledge [current events], and Knowledge [technology]).

Skills: Craft (writing) +5, Computer Use +7, Knowledge (business) +5, Knowledge (civics) +4, Knowledge (current events) +7, Knowledge (popular culture) +4, Knowledge (technology) +6, Read/Write Language (any one), Repair +6, Research +5, Speak Language (any one).

Feats: Educated (Knowledge [current events], Knowledge [technology]), Gearhead, Improved Bull Rush (bonus feat), Simple Weapons Proficiency.

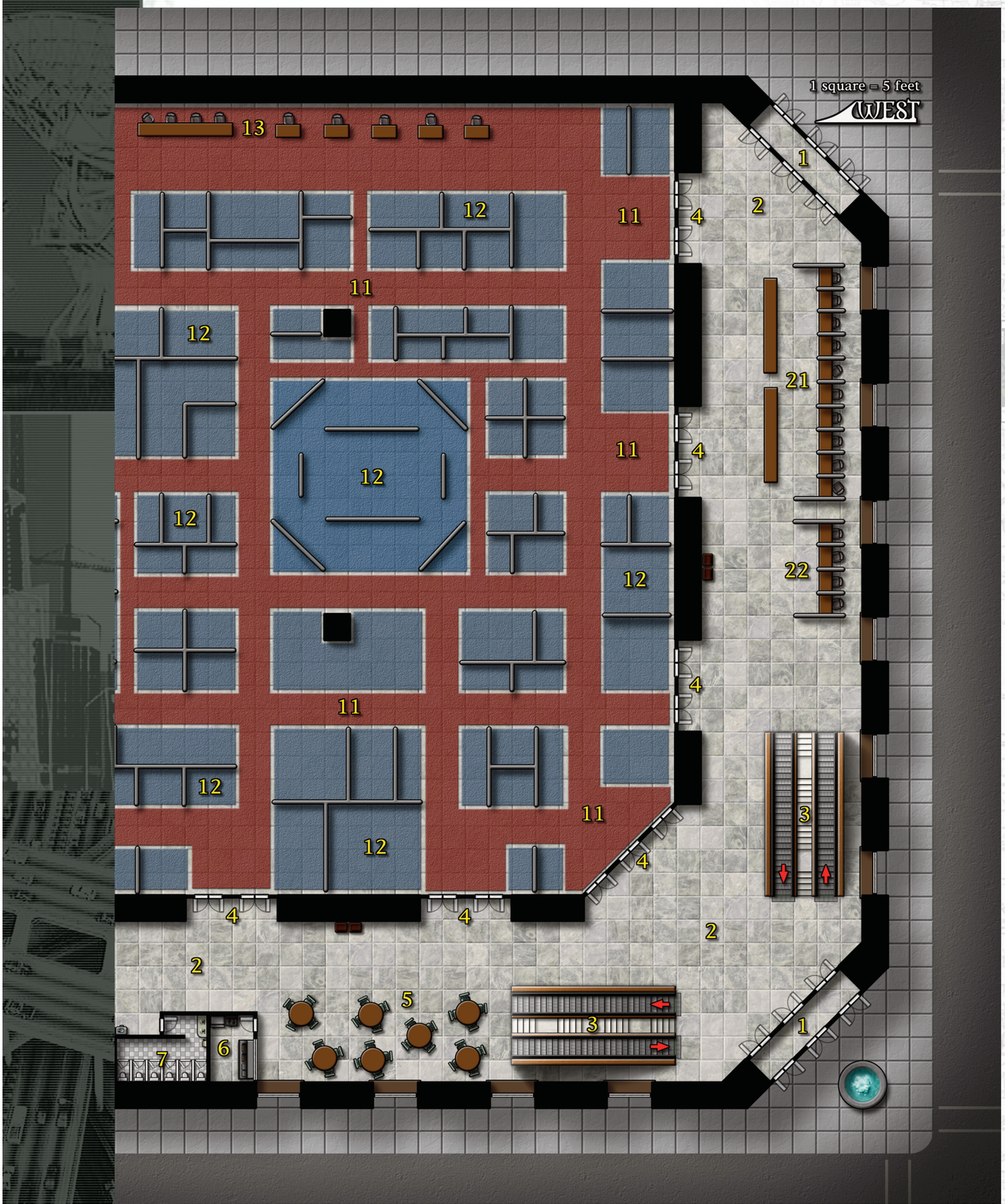
Adventure Seeds

When staging encounters in the convention center, the GM should take full advantage of the chaotic atmosphere.

- A whistleblower wants to meet the heroes to reveal his employer's sinister agenda, but he doesn't fully trust them. He insists on meeting at the convention center during a trade show, to ensure there are too many witnesses for foul play to be a viable option.
- A disturbed agitator wants to bring attention to the many world injustices that bother him by killing a large number of innocent people. He plans to be among the bodies when help arrives, a manifesto of his beliefs scrawled in ink on his body (along with a letter claiming responsibility). He targets the convention center and plans to unleash a gas bomb during a science fiction convention.

620_95370740_CritLoca_64.indd 21 2/13/06 2:11:34 PM


Convention Center
KEY
1) Public Entrances
2) Concourse
3) Stairs & Escalators to Mezzanine
4) Exhibit Hall Entrance
5) Food Court Tables
6) Concession Stands
7) Ladies' Restrooms
8) Men's Restroom
9) Stairwell
10) Elevators
11) Exhibit Hall Aisles
12) Exhibit Booth Areas
13) Celebrity Autograph Area
14) Shipping & Receiving Dock
15) Unloading Area
16) Union Office
17) Break Room
18) Union Restroom
19) Storage Hall
20) Conference Rooms
21) Event Registration Area
22) On-Site Badge Pickup Area


1 square = 5 feet
WEST
13
12
11
4
2
1
21
22
3
5
6
7

CORPORATE HIGH-RISE OFFICE BUILDING

More than a place of business, the corporate high-rise is a status symbol for the corporation that owns it and the officers who work it in. For the corporation, it's a sign of financial stability and influence. The offices within these steel-and-glass towers are expensive, and the larger and better appointed they are, the more wealth and power the corporation is perceived to have. For the presidents, CEOs, and senior executives who occupy the offices, the building and its trappings symbolize their own resolve and determination to succeed. Only the most important and productive employees are rewarded with offices. Competition among junior executives to reach office-worthy status is fierce, and worry about losing one's office runs rampant among those already installed. In the high-risk, high-reward world of big business, these offices are the pressure cookers that make or break major executives.

Occupants

Unless their business requires them to travel, executives spend 1d8+8 hours per day in their respective offices, ensuring that they aren't supplanted by younger and hungrier workers. Each office is also supported by a small staff—two or three secretaries, one personal assistant, a receptionist, and junior executives in smaller offices. Any worker on the floor can pick up a phone and summon 1d4 security guards (see page 16 for statistics), who arrive in 2d6 rounds.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for typical barriers and devices found within this building.

External Window (glass): Hardness 4; hp 20; break DC 15.

Internal Office Window (glass): Hardness 1; hp 5; break DC 10.

Internal Door: Hardness 5; hp 10; break DC 23; Disable Device DC 25 (when locked).

Computer: Hardness 5; hp 5; break DC 12.

Photocopier: Hardness 5; hp 10; break DC 5.

File Cabinet: Hardness 5; hp 15; break DC 18; Disable Device DC 25 (when locked).

Getting In and Out

Characters have several ways to reach a specific floor of a high rise. Stairs provide one option, but climbing them is tiring and time consuming. You can't run up stairs (at least, not as "run" is defined in the game), and every 5-foot square of movement up stairs counts as two squares of movement, so a character with a 30-foot move taking two move actions can climb 30 feet of stairs (roughly 2 stories) in a given round. As with running, a character can only climb stairs a number of rounds equal to her Constitution score. After that, she must succeed on a Constitution check (DC 10) to continue climbing stairs. A new check is required each round, with the DC increasing by 1 each round. On a failed check, the character must rest for 1 minute (10 rounds), during which time she can move normally but can't run or climb.

Modern high-rise buildings also have elevators that climb and descend at a rate of 6 floors per round. Most corporate high-rise offices have at least one express elevator that goes directly to the desired floor but requires a key to access (DC 30 Disable Device check to circumvent). These elevators have security cameras and move slowly (2 floors per round). During any kind of disaster that affects the building, such as a fire or earthquake, there's a 10% chance per round that an elevator stops moving.

Finally, it's possible to access the building from the outside by way of helicopters, cranes, and window washer platforms. Personnel delivered by helicopter must land on the roof, since a helicopter cannot get close enough to the side of the building. Cranes and window washer platforms can reach an outer window, but move very slowly (1 story per round), and generally can't move from side to side.

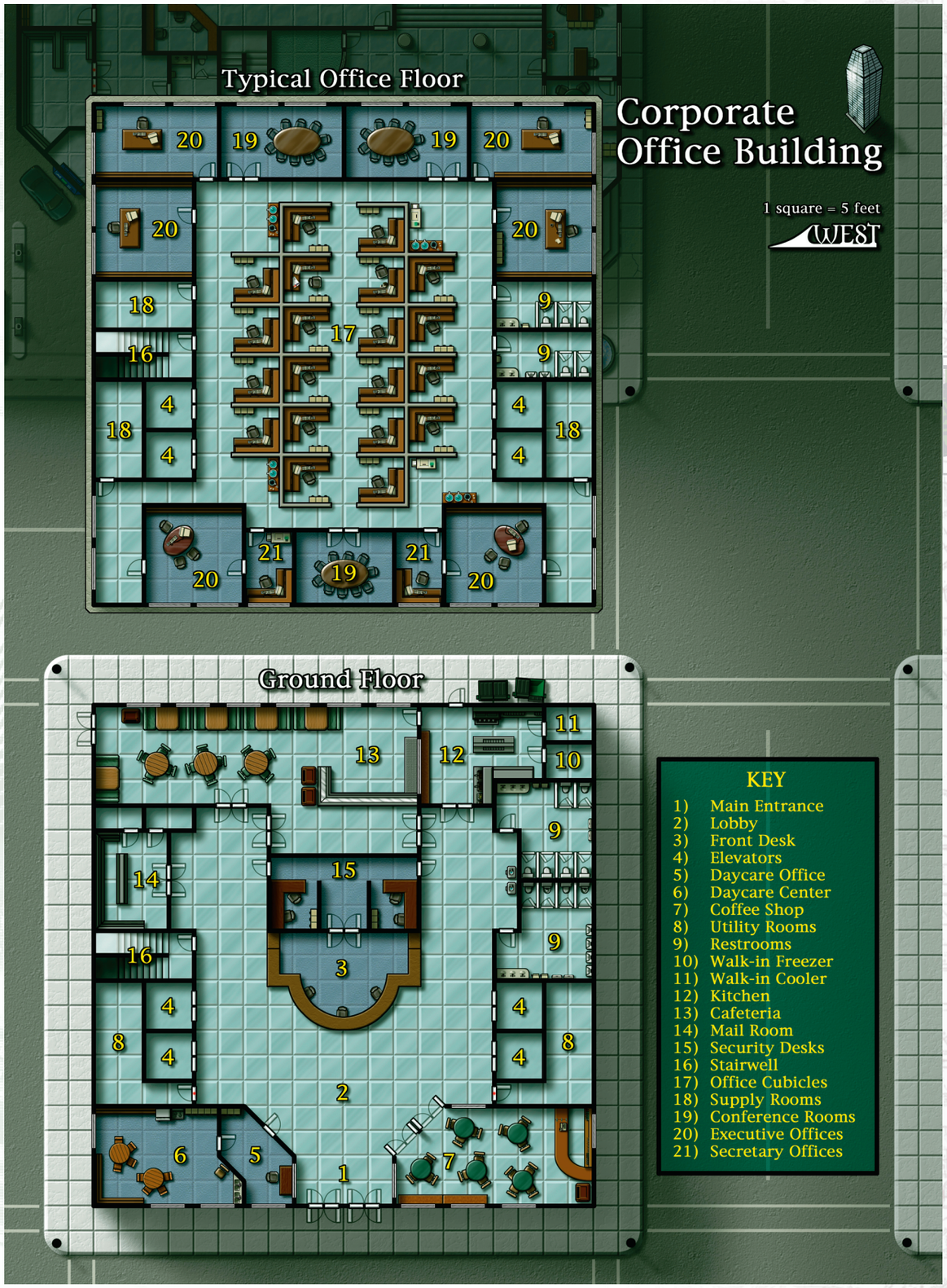
Corporate Computer Networks

Computers in a high-rise office building are connected to a massive corporate network. In addition, the computers have exceptional security programs protecting them. See the Computer Use skill description (page 51 of the *d20 Modern Roleplaying Game*) for rules on finding files and defeating computer security.

Adventure Seeds

- The most valuable thing in a corporate office is information. A group of high-tech thieves wants to extract proprietary files from the office of the corporation's CEO. When their covert efforts and hacking attempts fail, their only recourse is to enter the CEO's office and persuade her to share the access codes. However, she refuses to cooperate even when threatened, leading to a tense standoff that deteriorates as the thieves grow increasingly desperate.
- The characters are agents working for Department-7. One of the agency's command centers is located on the thirtieth floor of an office high-rise. Unfortunately, one of the Department's rivals learns about the command center and launches a full-scale attack against it.
- The heroes learn of a plot to assassinate a visiting dignitary using sleeper agents. The sleeper agents "activate" when they open and read a particular email message sent to their home computers. Heroes who discover the messages can track them to their source with a successful Computer Use check (DC 40). Following the trail leads heroes to a successful dot-com company holed up on the fiftieth floor of a crowded office building. Further investigation reveals that the company is merely a front for a foreign black-ops team stationed in the city.
- The architect of a new office building downtown uses sorcery to complete the project. Shortly thereafter, strange effects begin to manifest, causing several office workers to vanish without a trace. In addition, an evil presence has begun to manifest on one particular floor of the office building, disrupting computer systems, jamming photocopiers, and occasionally eviscerating members of the late night janitorial staff. The heroes are hired by the corporation to investigate, but the architect doesn't want the truth exposed.





620_95370740_CritLoca_64.indd 25 2/13/06 2:12:05 PM

FAST FOOD RESTAURANT

A ubiquitous part of the urban landscape, the fast food restaurant provides a place to get cheap, quick food that tastes good. Desperate thieves frequently target them as a source of quick cash.

Unlike a regular restaurant, the tables and chairs are bolted in place on columns, preventing them from being moved. The front and side windows of the building are made of large plate glass, which can easily be damaged or destroyed.

The main kitchen (area 15) and prep kitchen (area 16) are filled with all manner of ovens, cutting tables, and deep fryers. Several knives can be found in both areas. Splashing someone with hot grease from the deep fryer deals 1d6 points of fire damage, and immersing a body part (or person) into the fryer deals 1d6 points of fire damage per round. Most of this equipment is either bolted in place or has casters allowing it to be moved for easier cleaning of the floors.

Most fast food restaurants possess openly visible security cameras (Spot check DC 5) that monitor the entrances (area 1), the dining room (area 2), the service counter (area 4), the play area (area 6), the main kitchen area (area 15), and the parking lot (area 20). The feed leads to a VCR located in the office (area 13).

Occupants

During the morning and afternoon shifts, 3d4 fast food workers (1st-level ordinaries of various classes) work the counter or hit the floor, cleaning up tables. Meanwhile, 4d6 customers (25% of which are children) line up to order food or sit at tables, eating. In the event of violence, most of the people in the building hit the floor or head toward the exits.

In addition, there is a 30% chance that the restaurant contains 1d2 police officers catching a meal (see Chapter 8: Friends and Foes in the *d20 Modern Roleplaying Game* for statistics). Otherwise, a 911 call brings the police in 1d4 minutes.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices found within this building.

External Door (glass): Hardness 2; hp 5; break DC 10; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break DC 13

Plate Glass Window: Hardness 1; hp 5; break DC 4.

Table/Chair (bolted): Hardness 3; hp 10; break DC 13.

Cash Register: Hardness 5; hp 10; break DC 15; Disable Device DC 25 (when locked).

Time-Activated Safe: Hardness 10; hp 200; break DC 40.

Safe Lock (high security): Hardness 10; hp 120; break DC 35; Disable Device DC 40.

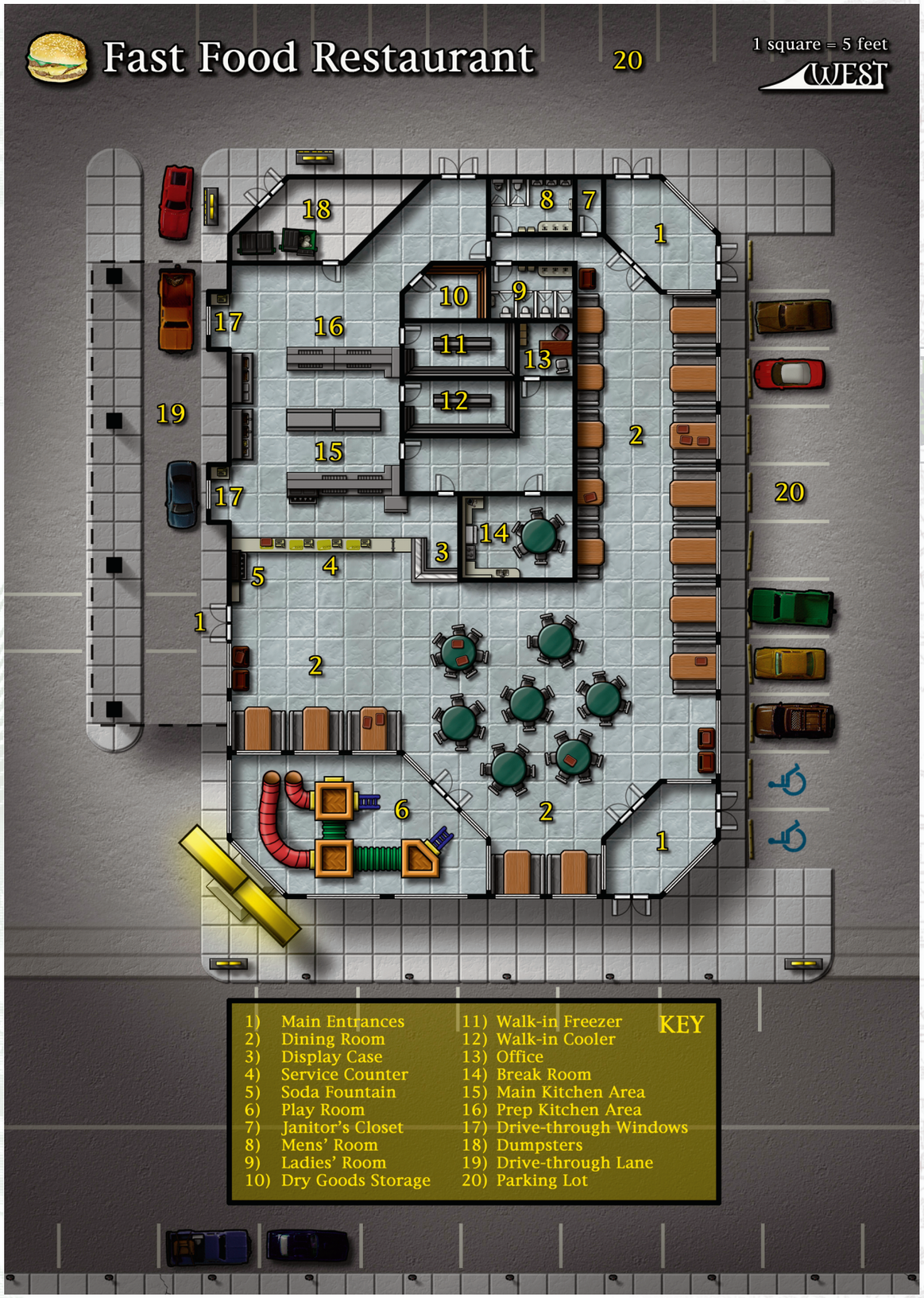
Adventure Seeds

Strange events might occur at such a seemingly mundane location. And everyone, even villains, need to eat sometime.

- While grabbing a bite to eat, the heroes are caught in the middle of a robbery that takes place by a well-organized team. Although the robbers are dressed as gangsters, they move and act like professionals—trained criminals, military, or the like. What would a team of professionals be doing knocking over a fast food restaurant?
- A new fast food restaurant has opened up in a seedy side of town. The restaurant is not part of a chain, but proves wildly popular. The food is delicious but has an odd texture to it. Over the course of a few months, the crime rate in the neighborhood spikes, with numerous bizarre and atrocious murders. Anyone investigating the ingredients of the fast food restaurant finds unusual chemicals in jars that look like they belong in an alchemist's shop. Have the fast food employees (or the owners) intentionally been poisoning people?
- After a botched bank robbery, criminals crash their get-away car into the side of the fast food restaurant in which the heroes are dining. With the police close behind, the criminals barricade themselves inside the fast food restaurant, bringing along a gym bag full of guns and their loot from the heist. A siege begins with the heroes on the inside. As an added twist, one of the criminals wears a vest full of explosives wired to a "dead-man's switch"—if he lets go of the button, the explosives detonate.
- The manager of Pandora Express, a fast food restaurant that caters to creatures of Shadow as well as humans, is having trouble with a gang of bugbears. The bugbears extort money from local businesses that cater to a bizarre clientele. The heroes decide to grab a bite to eat at the restaurant when the bugbears arrive to collect their monthly "tribute" and the manager decides enough is enough.



Fast Food Restaurant



FIREHOUSE

The firehouse has been in this location for nearly a century. In addition to all the equipment and vehicles needed for fighting fires, the firehouse has plenty of amenities for firefighters to keep themselves amused until the next call.

Occupants

When they are not out quenching a fire, 1d8+4 firefighters can be found inside the firehouse. Otherwise, there are 1d3 firefighters present. See below for the statistics of a typical firefighter.

Low-Level Firefighter (Strong Ordinary 1/Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d8+2 plus 1d6+2; hp 12; Mas 14; Init +1; Spd 30 ft.; Defense 17, touch 13, flat-footed 16; BAB +1; Grp +3; Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +4 melee (1d8+3/19–20, fire axe); Full Atk +4 melee (1d6+2 nonlethal, unarmed strike) or +4 melee (1d8+3/19–20, fire axe); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +1, Will +2; AP 0; Rep +1; Str 16, Dex 12, Con 14, Int 8, Wis 13, Cha 10.

Occupation: Emergency services (bonus class skills: Climb, Drive).

Skills: Climb +4, Drive +5, Profession +4, Read/Write English, Speak English, Spot +5.

Feats: Brawl, Armor Proficiency (light), Simple Weapons Proficiency.

Possessions: Fire axe, turnout coat, gas mask and air supply, professional walkie-talkie.

Structural Features

Here are the typical hardness values, hit points, and break DCs for various barriers and devices found within this building.

External Door: Hardness 5; hp 20; break DC 23.

Roll-up Garage Door: Hardness 10; hp 80; break DC 30.

Internal Door: Hardness 5; hp 10; break DC 13.

Firefighter Gear

Two pieces of firefighter equipment are not described in the *d20 Modern Roleplaying Game*: the fire axe and turnout coat. Their statistics are presented in the accompanying table.

OCCULT SHOP

Tucked away in a quiet part of town, this occult shop caters to the serious magic practitioner. It boasts a wide collection of mass-market books, knives, swords, statues, incense, and other commonly sold items used for magical practice. A separate, locked section holds the store's truly valuable items—old and rare grimoires, scrolls, and other hard-to-find publications. In campaigns that feature FX, the occult shop contains true spell components and scrolls with actual spells scribed on them, and the shop owner has one or more levels of the Occultist or Mage advanced class (see Chapter 9: Campaign Models in the *d20 Modern Roleplaying Game*).

Occupants

During business hours at the occult shop, the owner and 1d4–1 store patrons are present.

Occult Shop Owner (Smart Ordinary 4/Dedicated Ordinary 4): CR 7; Medium-size human; HD 4d6+4 plus 4d8+4; hp 40; Mas 12; Init +0; Spd 30 ft.; Defense 14, touch 14, flat-footed 14; BAB +5; Grp +4; Atk +4 melee (1d3–1 nonlethal, unarmed strike) or +5 ranged (2d6, Ruger Service-Six); Full Atk: +4 melee (1d3–1 nonlethal, unarmed strike) or +5 ranged (2d6, Ruger Service-Six); FS 5 ft./5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +2, Will +6; AP 0; Rep +4; Str 8, Dex 10, Con 12, Int 16, Wis 15, Cha 13.

Occupation: Academic (bonus class skills: Decipher Script, Knowledge [arcane lore], Knowledge [theology and philosophy])

Skills: Computer Use +12, Concentration +5, Craft (writing) +7, Decipher Script +17, Diplomacy +5, Forgery +16, Knowledge (arcane lore) +17, Investigate +6, Knowledge (art) +8, Knowledge (history) +14, Knowledge (theology and philosophy) +17, Profession +7, Read/Write English, Read/Write German, Read/Write Hebrew, Read/Write Latin, Research +16, Search +7, Speak English, Speak German, Speak Hebrew, Speak Latin.

Feats: Educated (Knowledge [arcane lore], Knowledge [theology and philosophy]), Meticulous, Personal Firearms Proficiency, Simple Weapon Proficiency, Studious

Possessions: Ruger Service-Six (.38S revolver), 50 rounds of .38S ammunition, cell phone, occult books, various personal items.

Structural Features

Here are the typical hardness values, hit points, and break DCs for various barriers and devices found within this building.

External Door: Hardness 5; hp 20; break DC 23.

Internal Door: Hardness 5; hp 10; break DC 13.

Cash Register: Hardness 5; hp 10; break DC 15; Disable Device DC 25 (when locked).

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

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
Turnout coat (light)	Impromptu	+4	+1	+3	–3	25	15 lb.	13	Lic. (+1)




Old Urban Firehouse
Ground Floor
Upper Floor
1) Main Entrances
2) Garages
3) Workshop Area
4) Showers
5) Fire Pole & Ready Room
6) Utility Room
7) Stairs to Upper Floor
8) Men's Room
9) Ladies' Room
KEY
10) Rec Room
11) Stairs to Ground Floor
12) Fire Pole & Storage Area
13) Dispatch Desk
14) Laundry Room
15) Small Bathroom
16) Lounge and Dining Area
17) Kitchenette
18) Overnight Rooms
Occult Bookstore
1) Front Entrance
2) Popular Books & New Items
3) Sales Counter
4) Older Book Section
5) Rare Book Section
6) Storage Area
7) Bathroom
8) Living Area
9) Owner's Bedroom
10) Private Magickal Sanctuary
KEY
1 square = 5 feet
WEST

GOTHIC CHURCH

Built to survive the ages, this aging cathedral is a testament of faith, done in marble, stone, and gorgeous antique stained glass. Despite a declining number of regular worshipers, the church serves as a central point for many people in the neighborhood. In addition to regular services, the church sponsors food drives, free meals for the homeless, and counseling services for those in need.

In campaigns that involve FX, particularly magic and the inclusion of sinister outsiders and undead, the church sometimes becomes a sanctuary for heroes eluding the forces of evil or a stopping point to meet with a priest. At the GMs discretion, the hallowed ground of the cathedral hedges out evil outsiders (see Hallowed Ground below).

Occupants

During the day, the church holds 1d4 priests, 2d6 administrative personnel, and 2d100 worshipers. This number increases by one die type (1d4 to 1d6, for example) during active services and one additional die all day on holidays. At the GM's discretion, one or more of the priests is actually an Acolyte (see page 322 of the *d20 Modern Roleplaying Game*).

Structural Features

Here are the typical hardness values, hit points, and break DCs for various barriers and devices found within the church.

External Door: Hardness 5; hp 50; break DC 26.
Internal Door: Hardness 5; hp 20; break DC 23.
Pews (bolted): Hardness 5; hp 100; break DC 26.
Altar (bolted): Hardness 5; hp 20; break DC 23.

Hallowed Ground

If your game includes magic FX and creatures such as outsiders, the heroes may find themselves heading to the cathedral in hopes of finding sanctuary or weapons of power for use against evil. At the GM's discretion, the cathedral and its surrounding property are considered holy ground, which grants the following effects:

- Outsiders with an allegiance to evil must succeed on a Will save (DC 20) to enter the property.
- If a character who is possessed or under the mental control of an evil outsider enters into hallowed ground, he makes an immediate Will save (equal to the original check with a +4 sacred bonus) to regain control.
- Checks to turn undead gain a +4 sacred bonus, and checks to command undead take a –4 penalty.
- A dead body interred on hallowed ground cannot be turned into an undead as long as it remains there.

Holy Water

Holy water is a staple for fighting the forces of evil, and heroes may invariably make their way to a cathedral in the hope of obtaining some. In campaigns with FX and monsters, the GM may decide that normal priests (in addition to Acolytes) are capable of creating holy water.

Depending on your campaign, there are two ways that holy water is created. First, holy water is created by a spell that only Acolytes are capable of casting (see New Spell below). Alternatively, creating holy water is something that any ordained priest with at least 5 ranks in Knowledge (theology and philosophy) and an allegiance to good can produce in limited quantity. In this case, the priest in question must perform a ritual that takes 1 hour. Once complete, the priest creates 1 pint (flask) of holy water. This quantity is commonly deposited in a larger vessel for ordinations, blessings, and the like. The holy water in this larger vessel of water is perfectly acceptable for these rituals (including use as a spell component for an Acolyte), but is too far diluted to harm undead creatures; only the "potent" original batch has the strength to harm evil. See below for the effects of holy water.

Bless Water

Transmutation
Level: Acolyte 1; **Components**: V, S, M; **Casting Time**: 1 minute; **Range**: Touch; **Target**: Flask of water touched; **Duration**: Instantaneous; **Saving Throw**: Will negates (object); **Spell Resistance**: Yes (object)

This transmutation imbues a flask (1 pint) of water with positive energy, turning it into holy water. Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it again an incorporeal creature, you must open the flask and pour the holy water onto the creature. Thus, you can douse an incorporeal creature only if you are adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity. A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an outsider with an allegiance to evil. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Material Components: Powdered silver (purchase DC 15).

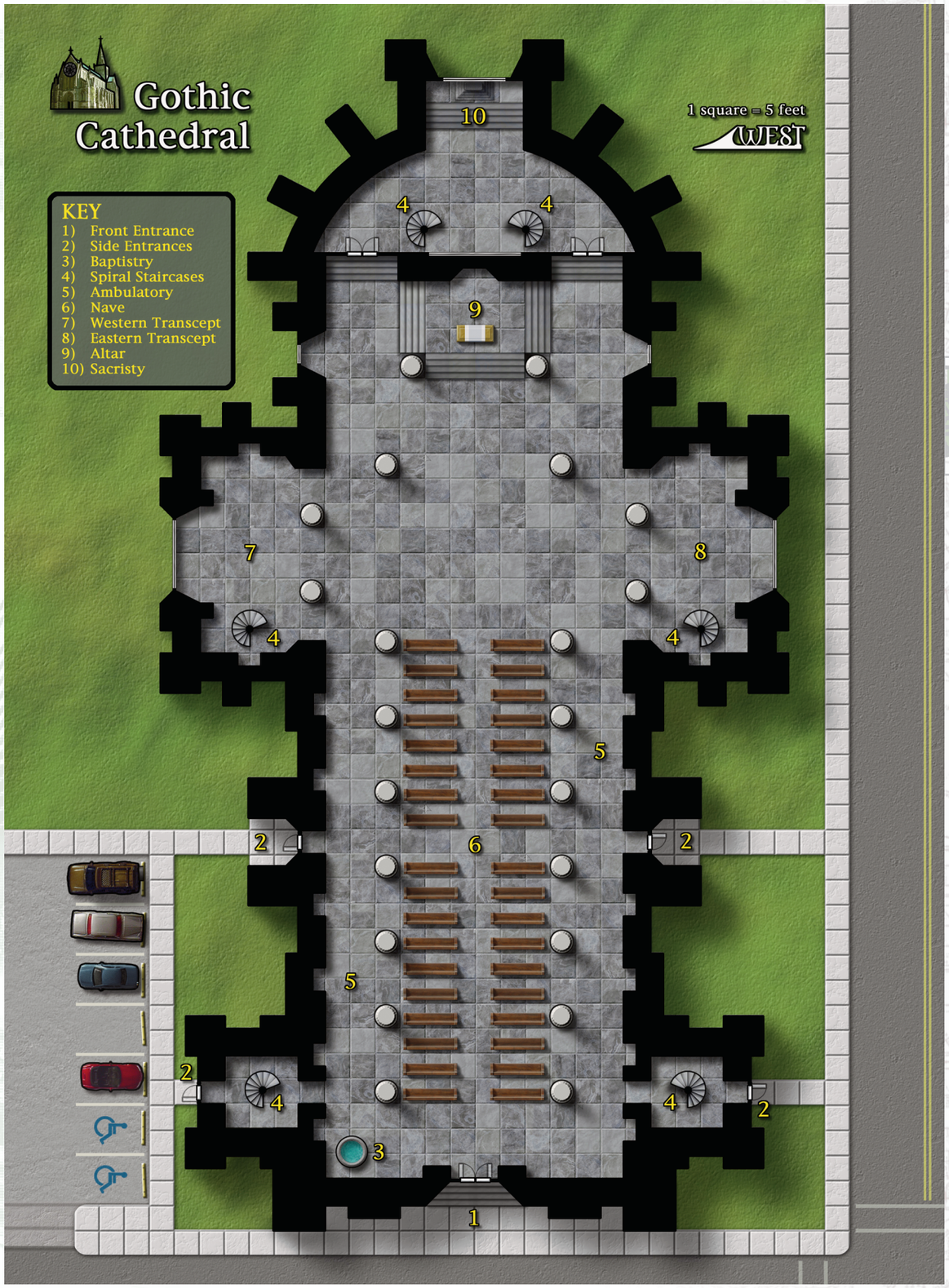
Adventure Seeds

- Years ago, an order of Acolytes defeated a powerful fiend and imprisoned its life force beneath a church. The order has long since faded into obscurity, and shortly after the church closed its doors, the wards that bound the demon's essence started to break down, allowing the fiend's life force to suffuse the church itself. Consequently, the fiend has gained the ability to animate the church's rooftop gargoyles and use them to gather sacrifices for a blood ritual that will free it from its prison. The heroes happen to be looking for someone snatched by the gargoyles. Drawn to the church by a series of clues, they find an old book left behind by the Acolytes describing a spell that the heroes can cast to trap the fiend once more.
- The heroes work for Department-7, investigating paranormal phenomena. Their latest case involves a priest and retired exorcist who frequently lends his expertise to the department. Recently he began receiving threatening emails, and the heroes are asked to investigate. The heroes are unable to trace the emails, despite knowing the sender's address: valefor666@acheron.com. "Valefor" claims to be one of many demons the priest has exorcised over the years. It's only a matter of time before Valefor's ardent worshipers come knocking on the church doors.



620_95370740_CritLoca_64.indd 30 2/13/06 2:12:45 PM




Gothic Cathedral
1 square = 5 feet
WEST
KEY
1) Front Entrance
2) Side Entrances
3) Baptistry
4) Spiral Staircases
5) Ambulatory
6) Nave
7) Western Transcept
8) Eastern Transcept
9) Altar
10) Sacristy

GROCERY STORE

Although mega-marts and chain stores are taking bigger bites out of the grocery business, the independent grocer is not yet a thing of the past. This small store survives by being responsive to the community, offering fresh food and friendly service, and carrying specialty items larger stores don't stock. This makes the grocery a lynchpin of the community, a place where neighbors can meet and greet one another in a safe, bright atmosphere.

In addition to typical groceries, the store carries deli items (which can be cut to order), does a light business in catering, and has a small selection of general interest magazines. It has a bakery and an old-fashioned butchery. A pharmacy in the back can handle common prescriptions, though anything too unusual requires a 24-hour wait (less common drugs must be ordered).

As part of its focus on service, the grocery does both special orders and delivery. Special orders for well-known customers don't require any advance payment, but others must put down at least some money in advance. (The Wealth check is made immediately, but any actual loss to wealth is delayed until final payment is made.) Deliveries are generally made on bicycles, though larger orders require the bakery truck. Deliveries have a slight charge added to the order (increase the purchase DC of the most expensive item by 1). Many elderly and disabled customers receive weekly deliveries.

Some grocery stores have surveillance cameras mounted to the ceiling above the aisles and checkout counters to catch shoplifters and burglars. The cameras feed into a VCR located in the manager's office.

Occupants

A typical grocery store has 2d6+6 clerks, cashiers, sackers, butchers, bakers, and managers (1st-level ordinaries of various classes) during business hours. Customer traffic is heaviest in the morning and early evening, when 4d6 people (25% of whom are children) wander the aisles and pick through the merchandise. At other times, only 2d6 customers are present, often rushing in to pick up just one or two items. After the store closes, 1d4 managers, stockers, and bakers remain to cleaning the store, do paperwork, and restock the shelves.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices found within this building.

External Door and Windows (glass): Hardness 2; hp 5; break DC 10.

External Door Lock (average quality): Hardness 3; hp 10; break DC 15; Disable Device DC 25.

Internal Door: Hardness 5; hp 10; break DC 13.

Grocery Cart: Hardness 5; hp 10; break DC 15.

Machinery (ovens, meat cutters, freezers, and so forth): Hardness 5; hp 40; break DC 15.

Electronic Cash Register: Hardness 10; hp 10; break DC 15.

Time-Activated Safe: Hardness 10; hp 200; break DC 40; Disable Device DC 40 (lock).

ATM: Hardness 10; hp 250; break DC 28; Disable Device DC 40.

Shelves and Debris

Grocery store shelves provide one-half cover against attacks from adjacent aisles. Even if a shot misses due to cover, it has a 20% chance of spraying the target with products stocked on the shelves (food, detergent, coffee grounds, or whatever the DM decides is appropriate). If this occurs, roll on the table below to determine the effect to the target, if any.

d6	Effect
1–3	No game effect.
4	Target is blinded for 1 round; Reflex save (DC 11) negates.
5	Target slips and falls prone; Reflex save (DC 13) negates.
6	Target takes 1 point of slashing damage from debris; Reflex save (DC 15) negates.

Improvised Weapons

The following grocery store items can be added to the list of improvised weapons provided on page 109 of the *d20 Modern Roleplaying Game.* Normal rules for wielding improvised weapons apply.

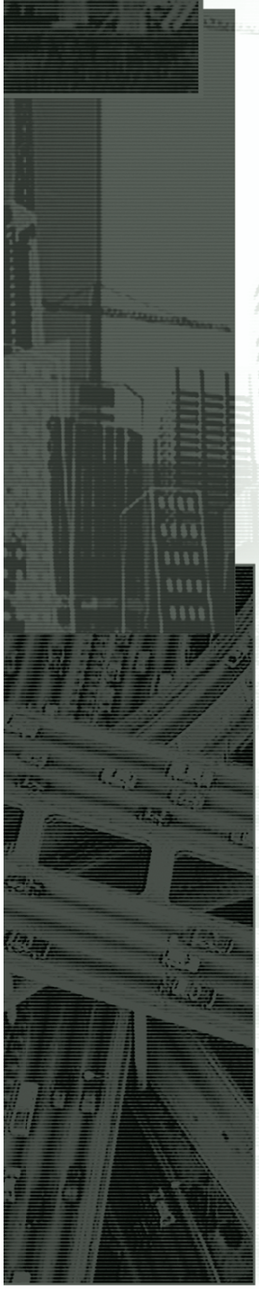
Object Size	Examples	Damage
Tiny	Can of beans, grapefruit, frozen fish, soda can	1d2
Small	Frozen pizza, milk jug, rolling pin, watermelon	1d3
Medium-size	Box of wine, frozen turkey	1d4
Large	Grocery cart	1d6

Adventure Seeds

- A famous and brilliant, but agoraphobic, scientist lives near the grocery and has several bags of supplies delivered to his secure home (use the large family residence) every week. Corporate mercenaries have been hired to break into his home and recover a prototype. They know his home is watched by the authorities and thus can't break in without being observed. They've decided to take over the grocery store and pose as the regular delivery drivers, allowing them to move in and out of the home without raising suspicion. However, that requires they control the grocery store for at least an hour, holding everyone inside hostage.
- A gang is pressuring the grocery store to pay "protection" money. The store owner has so far refused, so the gang now comes to the store and makes a mess every few days. The gang never shows up when police are present and flee before they arrive. If something isn't done, the store will fall under the gang's control and become a haven for drugs and other criminal activities.








KEY
1) Front Entrances
2) Cart Storage
3) Periodicals
4) Produce Aisles
5) Checkout Lines
6) Manager's Office
7) Lottery Sales
8) Freezer Aisle
9) Grocery Aisles
10) Dairy Coolers
11) Display Tables
12) Bakery Counter
13) Deli Counter
14) Seafood Counter
15) Ladies' Restroom
16) Men's Restroom
17) Freezer Access
18) Stockroom
19) Receiving Dock
20) General Storage
21) Break Room
22) Back Entrance
23) Pharmacy
24) Photo Lab
25) Darkroom
26) Florist Counter
Grocery Store
1 square = 5 feet
WEST

HOTEL LOBBY WITH FANCY RESTAURANT

The hotel business is fiercely competitive. Hospitality is the name of the game, and a properly trained hotel staff knows exactly how to pamper their guests and make them feel like visiting dignitaries, if not kings and queens. The hotel rooms are spacious, the décor impeccable, and the facilities top-notch. The attached restaurant employs some of the city's finest chefs, who conjure a dazzling array of artful dishes, while the hotel's ballrooms are large enough to host catered parties, galas, and business gatherings. By offering the perfect blend of comfort, entertainment, and dining enjoyment, a four-star hotel can provide experiences its guests will remember for years, thereby securing return customers and the hotel's place as a city landmark.

A prestigious hotel with service, comfort, and food second to none quickly establishes a sterling reputation among society's elite and becomes a haven for celebrities, business executives, and tourists looking for the ideal getaway. To keep out the riffraff, the hotel employs a state-of-the-art security system on par with the best Las Vegas casinos. Plainclothes detectives keep a watchful eye on the lobby, chasing out paparazzi and anyone else who might harangue the guests.

Occupants

One typically finds the manager (use the low-level politician statistics, page 282 of the *d20 Modern Roleplaying Game*), a concierge (use the low-level reporter statistics, page 282 of the *d20 Modern Roleplaying Game*), 1d4 desk clerks (1st-level ordinaries), and 1d6 bellhops (1st-level ordinaries) in the lobby area, along with 1d6 house detectives (use the low-level private eye statistics, page 280 of the *d20 Modern Roleplaying Game*).

The adjoining restaurant has one head chef (use the low-level crime lab technician statistics, page 281 of the *d20 Modern Roleplaying Game*), a sommelier (use the low-level dilettante, page 279 of the *d20 Modern Roleplaying Game*), 2d6 assistant chefs, 1d6 hostesses, 2d6 waiters, and 2d6 bus boys (all 1st-level ordinaries).

The lobby and restaurant also play host to any number of guests.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for typical barriers and devices within this building.

External Door (glass): Hardness 1; hp 20; break DC 15.

Internal Door: Hardness 5; hp 10; break DC 13.

Table: Hardness 5; hp 10; break DC 15.

Sculpture: Hardness 8; hp 5; break DC 10.

ATM: Hardness 10; hp 250; break DC 28; Disable Device DC 40.

Using Fame and Infamy

A little fame or infamy goes a long way in a four-star hotel. Heroes can play off their reputations to secure the hotel staff's assistance at no cost to them. Whenever a hero asks the manager or concierge for assistance with something that falls beyond the scope of a normal request and takes some resourcefulness or flexibility on the staff's part, have the GM character dealing with the heroes make a Reputation check and consult the Using the Reputation rules on page 38 of the *d20 Modern Roleplaying Game*. Sample requests include catering an impromptu party with little or no advanced warning, securing two tickets to the evening's opera, or getting a celebrity's autograph. If the Reputation check succeeds, the hero gets a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate, and Perform checks made against members of the hotel staff for the duration of their stay.

In theory, there is no limit to the number of special favors a hero can request, but milking one's own fame has its perils. For each special request the manager or concierge receives after the first in a 24-hour period, the hero's aforementioned bonus decreases by 1 (minimum +0).

Being infamous may or may not be a problem, depending on the source of the infamy. If a mobster shows up at a fancy restaurant, the staff may well give him a free meal if he successfully intimidates them. However, a washed up celebrity who's spent the past eleven months in drug rehab might not receive such consideration.

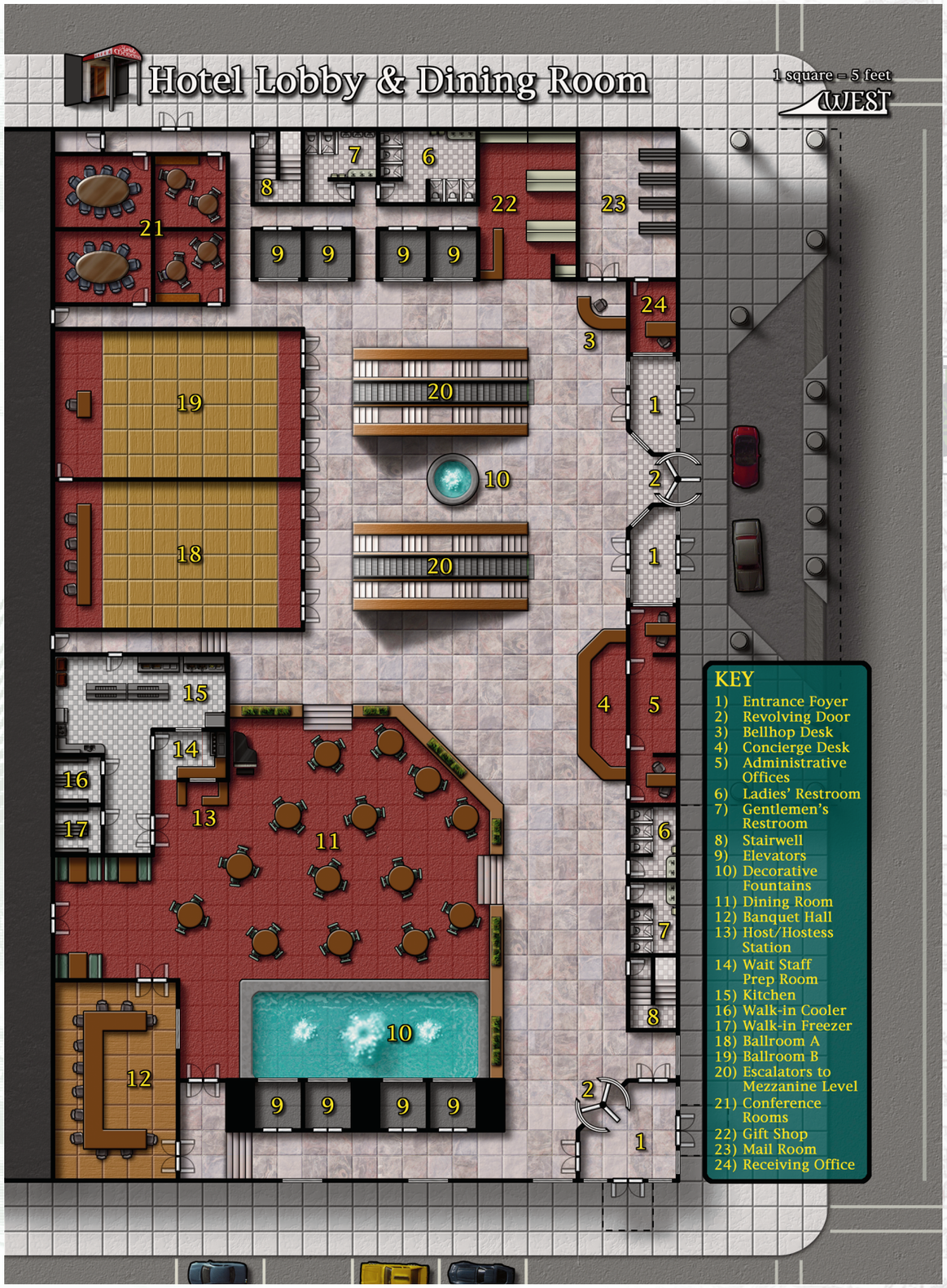
Adventure Seed

Everyone eats and sleeps, but the wealthy do it in style. Whether they're hunting down affluent villains, enjoying a brief respite, or just passing through, heroes can find plenty of opportunities for adventure at these upper-crust businesses.

- The heroes are enjoying a relaxing meal when they notice a large table of well-dressed gentlemen relaxing and smoking cigars in the restaurant. These are the leaders of the largest mobster family in the city, and they are celebrating the marriage of their boss's daughter. Even if the heroes recognize the mobsters, the criminals are clearly not looking to start trouble. They're polite and well behaved, not interested in casting a pall of violence over such a happy occasion.

  Unfortunately, another criminal syndicate has decided it's time to take over the territory. A dozen syndicate assassins have infiltrated the restaurant, posing as six dining couples. At the appointed time, the twelve assassins stand and draw guns. The heroes must decide whether they're going to try to stop the assassins (thus helping the mobsters), protect the innocent bystanders in the restaurant, or just get themselves to safety.





620_95370740_CritLoca_64.indd 35 2/13/06 2:13:21 PM



Yoriko the ninja avoids the booby-trapped cottage

LAKESIDE COTTAGE

This large yet cozy cottage is located far away from the hustle and bustle of the big city. It serves as the summer home for a wealthy family, a secluded retreat for an artist, writer, or other creative type, or a safe house for a mob boss or government organization. Its seclusion ensures privacy from prying eyes, and its amenities allow guests to relax (or plot) in comfort.

While the house itself is old, it's been recently updated, now with a state-of-the-art sound system, entertainment system, and fully stocked kitchen. The property includes a basketball court, gazebo, enclosed deck, and excellent privacy. The lakeside cottage may have a phone, depending on how private the owners want to be. Far away from the city water system, the cottage gets its water from an artesian well.

The cottage sits on the edge of a lovely beach and includes a dock and small boathouse, capable of holding a small vessel (typically a Bayliner 1802 Capri, see page 126 of the *d20 Modern Roleplaying Game*). At the GM's discretion, the boathouse may also contain non-powered water vehicles, such as canoes, kayaks, and inflatable rafts. The boathouse also boasts a deluxe mechanical toolkit, a basic electronics kit, bolt cutters, a fire extinguisher, and numerous tools and boat hooks that could be used as improvised weapons.

The lakeside cottage may also come equipped with motion-sensor lights, to scare off wild animals. See the Large Family Residence (page 38) for details on this sort of system. Hunters or paranoid cottage owners may have guns stashed in the house. Typical firearms include Remington 700 hunting rifles and Mossberg shotguns.

Although it's up to the GM to determine exactly how far away the lakeside cottage is from the nearest assistance, in general it takes 1d4 hours for police, ambulance, or other emergency services to arrive once the call is placed.

Occupants

The cottage has very few people present at any given time. Also, depending on how secluded the lakeside cottage is, the nearest neighbor could be dozens of miles away.

Structural Features

The following are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices found within this building.

External Door: Hardness 5; hp 20; break DC 23; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break DC 13.

Window: Hardness 1; hp 2; break DC 4.

Cutting Power and Phone

Part of the appeal of the lakeside cottage is its seclusion from the outside world. This does have some downsides, however, as help is far away and the power and telephone (if there is one) may have a tendency to go out during storms or due to the vagaries of the age and condition of the lines.

The GM may rule that there is an emergency, gas-powered generator located in the boathouse that powers the main house, used in case the electricity fails. It takes a full-round action to start the generator, which provides enough power to run full electricity in the house for 2 hours. Refilling the tank requires a gallon of gasoline and takes 1 minute. The generator is noisy when operating, imposing a –5 penalty on Listen checks made in or near the boathouse.

Someone wanting to cut the phone lines must make a Spot check (DC 10) to locate the lines, followed by a Disable Device check (DC 5). Disabling the power requires a Spot check (DC 10) to find the control panel or power lines, and a successful Disable Device check (DC 15). Failure by 5 or more on this last check means that the character is electrocuted in the process, taking 2d6 points of electricity damage. If this occurs, there is a 50% chance that it sends a power surge to the house that causes the lights to flicker, potentially alerting the occupants.

Adventure Seeds

Secluded and far off the beaten path, the lakeside cottage is perfect for a mystery- or horror-themed scenario.

- A local drug kingpin has retreated to his lakeside cottage, and rumors throughout the criminal underworld suggest that the drug kingpin is meeting with one of his rivals in the hopes of making amends and striking up an alliance. The heroes are handed the perfect opportunity to disrupt the meeting and possibly take down the drug lord.
- Rumors that a strange creature lives in the lake have persisted for years. However, a recent spate of missing boats and boaters prompts the heroes to investigate. In their search, they discover a weird family living in the lakeside cottage that seems to have a sympathetic view toward the creature.





620_95370740_CritLoca_64.indd 37 2/13/06 2:13:39 PM

LARGE FAMILY RESIDENCE

Nestled within a gated community in a welcoming neighborhood, this spacious residence provides serious comfort to the upper middle class suburban dweller. It boasts a two-car garage, wine cellar, workshop, gaming rooms, and the like. The entertainment and sound systems are top-notch. The combination of fine equipment, plus jewelry, artwork, and other valuable items makes houses such as this a ripe target for burglars. Such a home is ideal for doctors, lawyers, and other wealthy, white-collar individuals.

Occupants

It is up to the GM to determine who is present within the large family residence at any given time. There is a 25% chance that the family owns 1d2 dangerous attack dogs (see page 234 of the *d20 Modern Roleplaying Game*). Characters are given sufficient warning of the dogs, in the form of a Beware of Dogs sign posted somewhere on the premises.

Structural Features

The following are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices at this residence.

External Door: Hardness 5; hp 20; break DC 23; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break DC 13.

Window (barred): Hardness 5; hp 5; break DC 23.

Door/Window Alarm: Disable Device DC 25; see Alarms and Motion Sensors below.

Alarms and Motion Sensors

Most large residences possess high-tech security systems. In addition to signs located on the outside of the house to warn off potential burglars, each door and window is linked to a central control panel, typically located inside near the front door.

When the alarm is activated, a character has 2 rounds to turn it off by entering a code in alarm's keypad. Failure to do so releases an intruder alert, which could include a siren noise or flashing lights. The alert is transmitted to the security company's office, which then notifies its own security personnel and/or the police. Breaking a door or window automatically activates the alarm unless it was previously deactivated with a Disable Device check (see above).

Many houses have motion sensors designed to alert the homeowners that someone or something is wandering about on their property. A typical motion sensor works in a 60-foot cone and activates whenever a Tiny or larger creature (or object) moves faster than half speed within range. Activating the motion sensor typically activates floodlights. More paranoid (and secluded) homeowners may even hook up the motion sensor to a siren. Some of these actually produce high-frequency noise to scare off wild animals, but are silent to humans; animals with an Intelligence score of 1 or 2 must succeed on a Will save (DC 15) or be panicked for 1d10 rounds (see page 140 of the *d20 Modern Roleplaying Game*).

Gated Communities

A gated community provides 24-hour security for the homes contained within its fenced walls. In exchange for a front gate where visitors must be vetted, roaming patrols, and extremely quick response time to emergencies, the homeowners must give up some of their own personal freedom and privacy, in addition to living by a strict neighborhood charter.

A single guard protects the front gate of a typical gated community at all hours. The guard opens the gate (hardness 10, hp 170, break DC 30) for residents and questions anyone else who seeks entry. Another guard driving a marked Chevrolet Suburban (including yellow or blue bubble lights, spotlight, and professional walkie-talkie) patrols the quiet streets at alley speed, keeping an eye out for trespassers and looking for trouble. The two guards are in constant contact via professional walkie-talkies and have cell phones to contact 911 if more substantial back-up is required. Emergency response (police, fire, or ambulance) is typically 1d6 minutes from the time the call is placed.

Typical gated communities have 10-foot-high walls around the property with security cameras situated 100 feet from each other (with overlapping fields of view). These cameras feed back to the security gate at the entrance to the community.

Waking the Neighbors

Because of the quiet nature and close proximity of houses within the neighborhood, there's a good chance that any loud actions, particularly combat, may draw the attention of people living next door.

Houses in this type of neighborhood are typically 50 feet apart. When combat without firearms, explosives, or other extremely loud noises occurs, the GM can make a DC 20 Listen check for the neighbors next door (assume they have Listen +2). If firearms are involved, this Listen check is reduced to DC 15. If explosives (such as grenades) are use, the Listen check is DC 5. There is a 90% chance that an alerted neighbor calls the police (or security guard, if in a gated community), and two patrol cars containing two police officer each arrive in 1d6 minutes.

At the GM's discretion, a character walking on the plush, thick carpet commonly found inside certain rooms of a family residence gains a +2 circumstance bonus on Move Silently checks.

Adventure Seed

- The heroes investigate the murders of four middle-aged women and have reason to believe that the killer is something other than human. They learn that all four victims were members of the same sorority, as well as cheerleaders. They also learn the identity and whereabouts of a fifth woman who belonged to the same sorority and who was on the same cheerleading team. Fearing that she may be the next victim, they pay a visit to her large family residence, where they confront the killer—an invisible stalker. But who summoned the creature? Questioning the woman about possible enemies from her past, she dimly recalls one girl who was viciously ostracized and eventually driven out of the sorority. Heroes who track down the suspect discover that she's become a powerful Mage and is using her power to summon invisible stalkers to strike back at those who ostracized her.



620_95370740_CritLoca_64.indd 38 2/13/06 2:13:49 PM


Large Family Residence
1 square = 5 feet
WEST
1) Guest Bedroom
2) Closets
3) Spare Room / Storage
4) Bathrooms
5) Bedrooms
6) Upstairs Hallway
7) Living Room
8) Sitting Room
9) Front Entrance
10) Master Bedroom
11) Garage
12) Workshop
13) Deck
14) Dog House
15) Shed
16) Kitchen
17) Dining Room
18) Office
19) Play Room
20) Laundry Room
21) Utility Room
22) Wine Cellar
23) Storage
24) Rec Room
25) Gaming Area
KEY
Upper Floor
Ground Floor
Basement

LARGE METROPOLITAN BANK

A cornerstone of finance and the muscle of money, this building is the main branch for a bank in a given city. This building may be an old, marble structure with imposing pillars and friezes of commerce, or a gleaming smoked-glass modern building. In addition to offering regular checking and savings accounts, the municipal bank also provides information for home loans, refinancing, retirement planning, and high-end portfolio management.

The bank tellers (area 2) are protected by an enclosed area that can only be accessed through security desks (area 3). Transactions are conducted behind tough, bulletproof glass (with audio enhanced by microphones and speakers). Every teller desk has a panic button located beneath the counter, that, when activated, sends a silent alarm to the security desk (area 3) and to the local police department. Emergency response time to an alarm is rapid—1d3 minutes.

Security cameras are everywhere except in the restrooms, offices, and conference room. The feed for the video camera leads to the security desks, and backup video recordings are kept in the network mainframe (area 17).

Occupants

During business hours, the municipal bank has 10d6 employees working throughout the building and 5d8 customers. In addition, there are 2d4 mid-level security guards (use the statistics for a mid-level police officer, page 275 of the *d20 Modern Roleplaying Game*). When the bank is closed, 1d3 security guards patrol the premises while another mans the security desk next to the teller windows. These security guards carry professional walkie-talkies and cell phones, and they alert the police at the first sign of intrusion or trouble.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device DCs (where applicable) for various barriers and devices found within this building.

Teller Window (bulletproof glass): Hardness 10; hp 50; break DC 40.

Bank Vault Door (and surrounding wall): Hardness 20; hp 400; break DC 75.

Bank Vault Lock: Hardness 20; hp 150; break DC 40; Disable Device DC 50.

External Door (glass): Hardness 1; hp 5; break DC 10; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break DC 13.

Internal Door Lock (high quality): Hardness 10; hp 120; break DC 35; Disable Device DC 30.

Plate Glass Window: Hardness 1; hp 5; break DC 4.

Roll-down Gate (main entrance): Hardness 10; hp 100; break (or lift) DC 35.

Roll-down Gate Lock (high quality): Hardness 5; hp 10; break DC 35; Disable Device DC 30.

Safety Deposit Box (when removed): Hardness 10; hp 10; break DC 13; Disable Device DC 30 (when locked).

The Bank Vault

The bank boasts five vaults used to hold money, bearer bonds, and other valuables. Depending on the time of day, quarter, or year, the vault may be completely flush with cash or empty. Anyone attempting to rob a bank vault typically makes careful observations of cash pick ups and drop offs to make sure their efforts are not in vain. It is up to the GM to determine how much of a one-time Wealth bonus robbing the vault provides.

Safety Deposit Boxes

The bank also has an area dedicated to safety deposit boxes (area 4). Safety deposit boxes are a way for a person to store valuable documents and items in a secure place. To get a safety box, a character must fill out a form and provide two pieces of identification. Once completed, the individual receives a box to their specifications and a key—they can access the box anytime during the bank's business hours. Renting a safety box requires a DC 4 Wealth check for a small space (holding the equivalent of a Tiny object or several smaller objects) or a DC 9 Wealth check for a larger box (holding the equivalent of a Small object).

In order for the safety deposit box to be opened, the owner must fill out a log, providing her name, bank number, and time that she came in, and present her box key. A clerk takes the owner to the row of boxes and uses his master key in one of the box's two locks; the owner then uses her key to open the second. The owner may open the box in one of the private rooms and has 15 minutes to conduct her business before the clerk checks in to see whether she needs more time. There are video surveillance cameras in the vault of safety deposit boxes, but not in the private rooms.

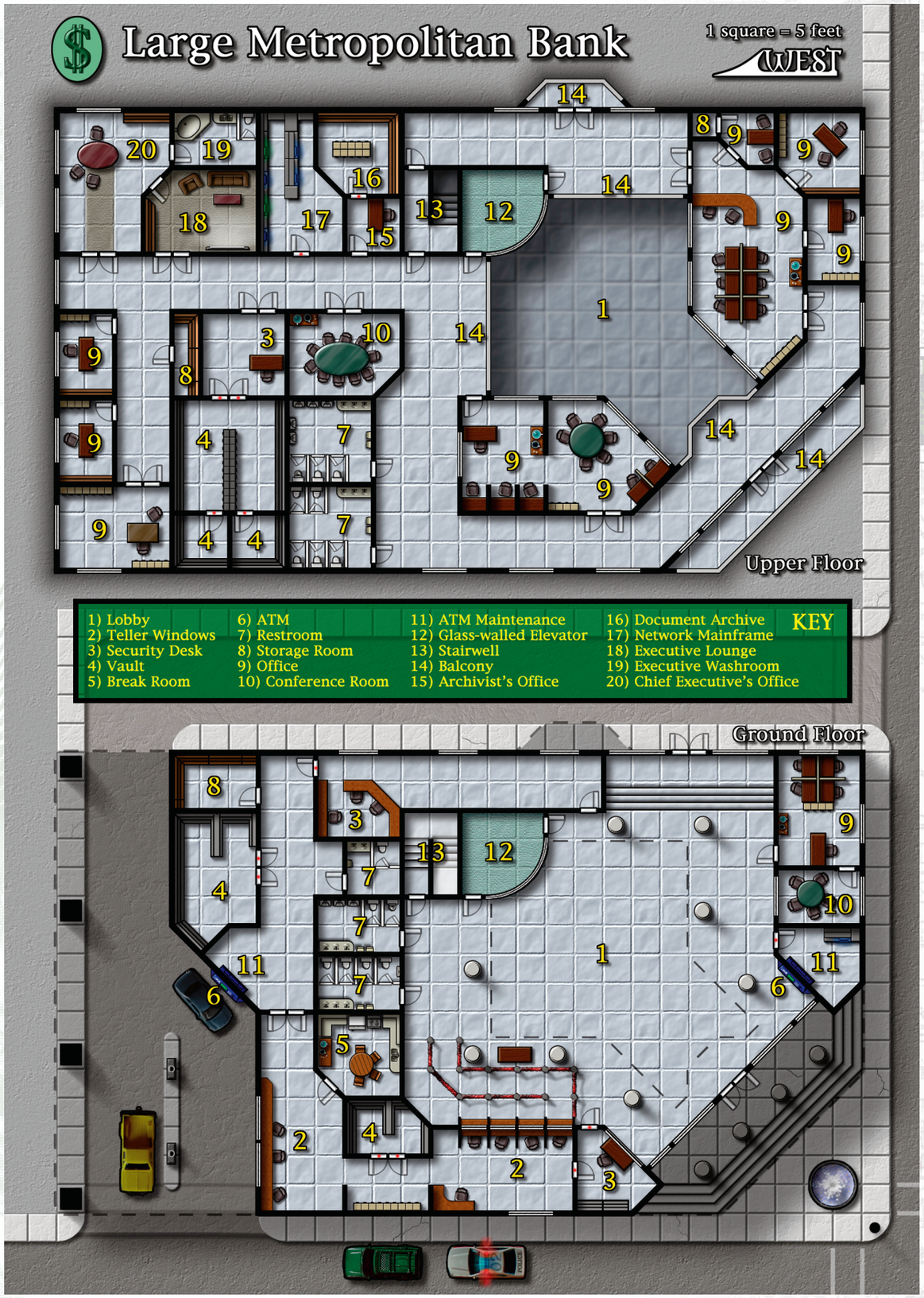
Paint Bombs

Each bank comes equipped with a stash of small paint bombs in case it is robbed. Typically, a teller slips one of them into the bag containing the stolen money. Pressing a small button (a standard action) on the end of the paint bomb activates a 10-minute timer—once pressed, it cannot be deactivated. When the bomb goes off, it releases a spray of brightly colored, indelible paint (typically a fluorescent purple, blue, or green) in a 10-foot radius. This ruins any money covered in the paint and makes the perpetrators easily identifiable by law enforcement. It takes 1d6 days for this paint to come off with repeated washings.

Adventure Seed

- Heroes working for Department-7 try to crack a series of bank robberies in which the robbers appear to use magic to bypass security. The culprits are a tight group of Mages (see page 318 of the *d20 Modern Roleplaying Game*) calling themselves the Brotherhood of the Magi, and they have access to handy spells such as arcane eye, change self, dimension door, invisibility, invisibility sphere, knock, passwall, sleep, spider climb, wall of force, telekinesis, and web. During robberies, they use tongues spells to speak to one another in languages no one else can understand. However, they are cocky and overconfident. After the heroes consult an expert on arcane magic, word gets around, and one member of the Brotherhood sends an untraceable email to the heroes, revealing the group's next target and daring them to interfere.




Large Metropolitan Bank
1 square = 5 feet
WEST
Upper Floor
Ground Floor
KEY
1) Lobby
2) Teller Windows
3) Security Desk
4) Vault
5) Break Room
6) ATM
7) Restroom
8) Storage Room
9) Office
10) Conference Room
11) ATM Maintenance
12) Glass-walled Elevator
13) Stairwell
14) Balcony
15) Archivist's Office
16) Document Archive
17) Network Mainframe
18) Executive Lounge
19) Executive Washroom
20) Chief Executive's Office

LUXURY YACHT

A luxury yacht serves many functions beyond simple transportation; it's a pleasure craft, mobile home, and office for the truly affluent. The yacht comes equipped with every modern amenity, including electronics, a full kitchen, cozy dining and sleeping areas, recreational facilities, and seasporting equipment. Many large businesses have yachts to entertain potential clients or investors. A smaller business might actually operate a small fleet of yachts as cruise ships, or rent them to wealthy customers who only want to be on the seas for a few weeks.

Occupants

A yacht requires a well-trained crew to operate safely, but also carries a staff whose primary task is to please guests. In addition to the captain and 2d4 sailors, all of whom have ranks in Drive and Navigate, the yacht comes with a cook, butler, and engineer. Some of these positions may be filled by the owner and his family, who are counted among the 2d4 passengers typically found aboard.

Sailor (Tough Ordinary 1/Smart Ordinary 1): CR 1; Medium-size human; HD 1d10+2 plus 1d6+2 plus 3; hp 16; Mas 14; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 class); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike), or +1 melee (1d4+1/19–20, knife), or +1 melee or ranged (1d8+1, spear); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +1, Will +1; AP 0; Rep +1; Str 12, Dex 13, Con 14, Int 15, Wis 10, Cha 8.

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

Skills: Climb +4, Craft (mechanical) +6, Drive +6, Knowledge (technology) +5, Navigate +6, Profession +3, Read/Write Language (any one), Speak Language (any one), Spot +4, Survival +4, Swim +7.

Feats: Athletic, Simple Weapons Proficiency, Toughness.

Possessions: Sailor's uniform, cell phone, basic walkie-talkie, knife, spear.

Captain (Tough Ordinary 3/Smart Ordinary 3): CR 5; Medium-size human; HD 3d10+6 plus 3d6+6 plus 3; hp 42; Mas 15; Init +1; Spd 30 ft.; Defense 15, touch 15, flat-footed 14 (+1 Dex, +3 class); BAB +3; Grap +4; Atk +4 melee (1d3+1 nonlethal, unarmed strike), or +4 melee (1d4+1/19–20, knife), or +4 ranged (2d6, SITES M9); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +1, Will +1; AP 0; Rep +1; Str 12, Dex 13, Con 15, Int 15, Wis 10, Cha 8.

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

Skills: Climb +4, Craft (mechanical) +7, Drive +8, Knowledge (technology) +7, Navigate +8, Profession +5, Read/Write Language (any one), Speak Language (any one), Spot +6, Survival +7, Swim +9.

Feats: Athletic, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency, Toughness.

Possessions: Captain's uniform, cell phone, basic walkie-talkie, SITES M9 (9mm autoloader), knife.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various fixtures aboard the luxury yacht.

Hull: Hardness 8; hp 150 per 5-foot section; break DC 30.

Door: Hardness 5; hp 20; break DC 23; Disable Device DC 25 (when locked).

Porthole Window: Hardness 5; hp 10; break DC 14.

Wheel/Electronic Systems: Hardness 5; hp 10; break DC 17; Disable Device DC 15.

Engine: Hardness 10; hp 30; break DC 15; Disable Device DC 15.

International Waters

Since nations may only claim territoriality over waters a certain distance from their shores (ranging from 50 to 250 miles), ships can ply international waters where no government claims control. The question of what is and isn't legal in international waters is a complex one, but in general a ship's crew can do pretty much what it pleases. A ship in international waters is not subject to local laws such as those that cover gambling, legal age for alcohol consumption, public nudity, and so on.

Although there are international regulations preventing the unlawful search and seizure of foreign ships, a nation has the right to exercise what is called "port state authority" in its territorial waters, allowing it to search a foreign ship if there's sufficient evidence to suggest that it might be transporting something dangerous or illegal. In addition, international agreements grant any government ship the authority to stop piracy and human rights violations (such as slavery), even on the high seas far from national waters.

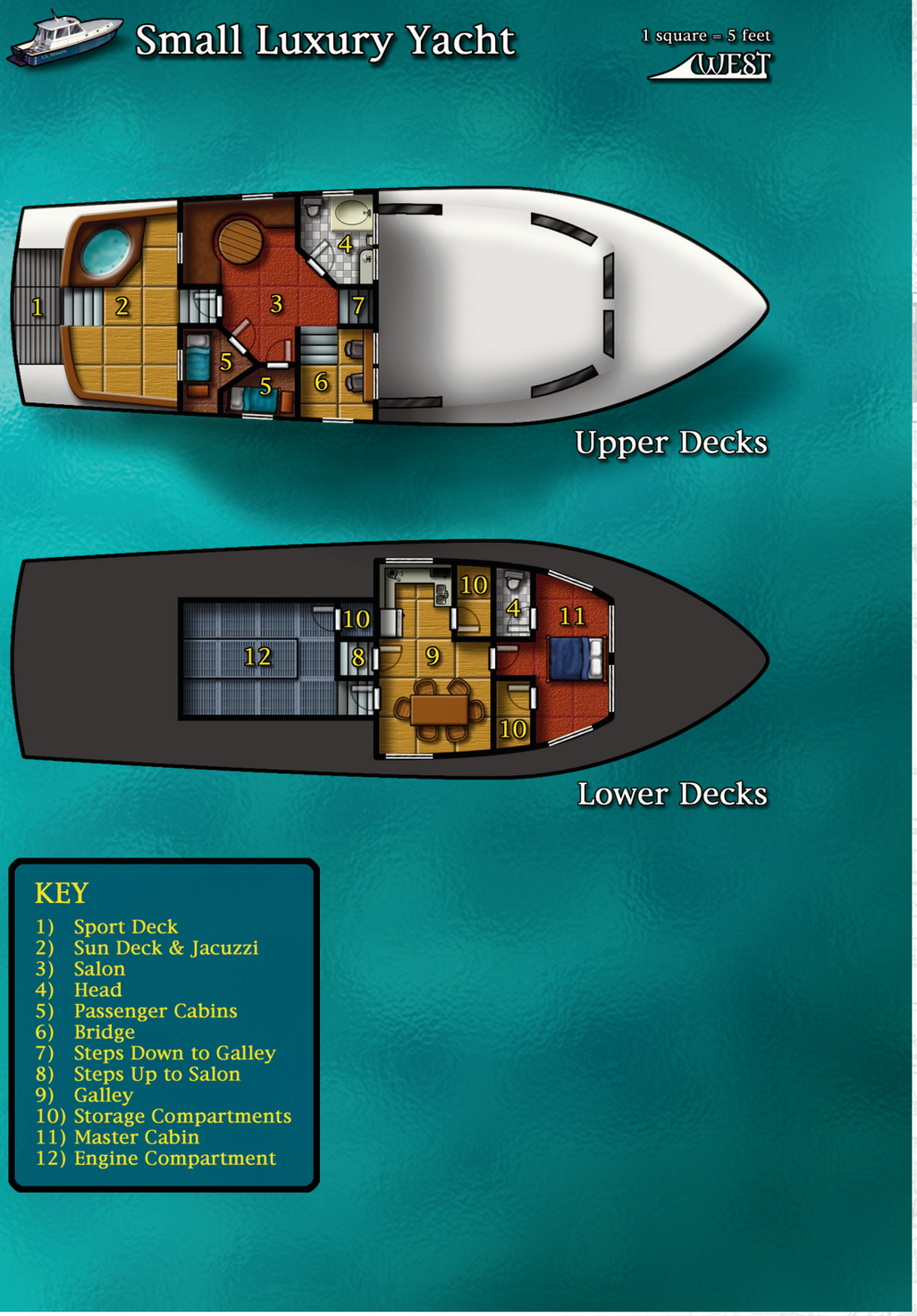
Every sailing ship is registered under the flag of some nation, and this nation has the legal authority and responsibility to enforce safety regulations and legal restrictions on that ship regardless of its location in the world.

Adventure Seeds

A luxury yacht can serve as a mobile base of operations for the heroes or their foes, a location for social events and business meetings, or even a wandering treasure to be salvaged. In any case, it's an excellent place for an adventure to begin or end.

- The *Sparta* is a luxury yacht used by a drug cartel for both pleasure and business meetings. The head of the cartel has taken an interest in the heroes, sending thugs out to rough them up and meddling in their lives. He is too clever to ever do anything directly illegal himself, and he keeps his ship in international waters to avoid police interference. He won't stop making lives difficult for the heroes until they challenge him aboard his yacht, where he has numerous underlings and guards.
- A few old hands remember the *Nepheron*, a luxury yacht that belonged to an eccentric, modern-day adventurer. It used to travel the world as its owner searched for new "treasures" to add to his bizarre collection, but it failed to come home a decade ago. Lost in a storm, its last radio message claimed it was surrounded by lights in the water. Most people assumed it went down in the storm. Over the years, boaters have claimed to hear messages from the *Nepheron* when navigating through particularly bad storms. Now the heroes are on a ship weathering rough seas, and the long-lost ship is visible just a few hundred yards away. It appears unmanned, but a strange glow can be seen flashing through its portholes, casting flickering, green light onto the water.




Small Luxury Yacht
1 square = 5 feet
WEST
1
2
3
4
5
5
6
7
Upper Decks
10
4
11
10
12
8
9
10
Lower Decks
KEY
1) Sport Deck
2) Sun Deck & Jacuzzi
3) Salon
4) Head
5) Passenger Cabins
6) Bridge
7) Steps Down to Galley
8) Steps Up to Salon
9) Galley
10) Storage Compartments
11) Master Cabin
12) Engine Compartment

MANSION

More than a home, the mansion is a status symbol. Its exterior is kept perfectly groomed, its grounds manicured and lush. Inside, one finds antique furnishings, state-of-the-art electronics, and art pieces worth thousands of dollars. The garage holds numerous expensive cars, from classics to modern sports cars and limousines. The cost of buying and maintaining a mansion is simply beyond the reach of most people, regardless of how hard they work. This is the home of the fabulously wealthy and extremely fortunate.

Occupants

A mansion can have as many as a dozen residents or shelter a single eccentric millionaire. The staff includes 1d4 butlers, 2d4 maids, and 2d6 other servants (gardeners, cooks, drivers, pool keepers, maintenance personnel, security guards, and even animal keepers), half of whom are present at any given time. The head butler and head maid often live on the grounds, if not in the mansion. There is a 35% chance that the owner keeps 1d4 attack dogs on the premises (use the Medium-size dog statistics, page 234 of the *d20 Modern Roleplaying Game*), and a 10% chance that more expensive animals are stabled on the grounds (hawks, horses, or even a lion or tiger).

Millionaire (Smart Ordinary 3/Charismatic Ordinary 3): CR 5; Medium-size human; HD 3d6 plus 3d6; hp 21; Mas 10; Init +1; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 class); BAB +2; Grap +1; Atk +1 melee (1d3–1 nonlethal, unarmed strike), or +1 melee (1d6–1/18–20, sword cane), or +3 ranged (2d6, Ruger Service-Six); Full Atk +1 melee (1d3–1 nonlethal, unarmed strike), or +1 melee (1d6–1/18–20, sword cane), or +3 ranged (2d6, Ruger Service-Six); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +3, Ref +4, Will +4; AP 0; Rep +9; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 16.

Occupation: Dilettante (bonus class skill: Speak Japanese).

Skills: Bluff +9, Craft (visual art) +8, Diplomacy +9, Handle Animal +9, Intimidate +9, Knowledge (art) +13, Knowledge (behavioral sciences) +8, Knowledge (business) +10, Knowledge (civics) +8, Knowledge (current events) +8, Knowledge (popular culture) +8, Knowledge (theology and philosophy) +8, Profession +8, Read/Write English, Search +8, Speak English, Speak Japanese.

Feats: Archaic Weapons Proficiency, Educated (Knowledge [art] and Knowledge [business]), Personal Firearms Proficiency, Renown, Simple Weapons Proficiency, Windfall.

Possessions: Business outfit, Ruger Service-Six (.385 revolver), sword cane, cell phone, 2 Medium-size dogs, mansion, Mercedes E55 AMG, various estates and holdings.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices found in the mansion or on the grounds.

External Door: Hardness 5; hp 20; break DC 23; Disable Device DC 30 (when locked).

Internal Door: Hardness 5; hp 10; break DC 13.

Hidden Safe: Hardness 20; hp 60; break DC 40; Search DC 25; Disable Device DC 45 (lock).

Window Alarm: Search DC 20; Disable Device DC 25.

Panic Room Door (concealed): Hardness 10; hp 200; break DC 40; Search DC 30; Disable Device DC 40 (when locked).

Panic Room Wall: Hardness 10; hp 250 per 5-foot section; break DC 40.

Panic Room

A mansion makes a tempting target, not just for theft but also for kidnapping. The owners of such homes are well aware of this risk and attempt to minimize it by installing a panic room. This is a secure room with a hidden entrance, monitors for the security cameras on the grounds, a separate phone line, food and water supplies for as much as a week, and armored, fireproof walls. (On the map, no specific room is shown to be a panic room. The GM should feel free to select any of the interior rooms to serve as the panic room, making a note on the map as to which door is camouflaged.)

Once the panic room is sealed from the inside, it can be opened and shut only from the inside. Most panic rooms don't have separate ventilation, making them vulnerable to gases and (eventually) fires. A panic room that does have its own ventilation, or even an internal air supply, acts as a separate, sealed building and is immune to most threats to the surrounding building.

Security

Any modern mansion has a high-tech security system similar to the ones described for the large family residence (page 38), except that the DCs to disable the systems are 5 higher than normal. A mansion is likely part of a gated community or has its own gate and security kiosk. A single guard staffs the security kiosk, which comes equipped with a separate phone line and surveillance camera monitors that feed images from cameras placed on the grounds and inside the mansion's panic room (see above).

Hidden Safes

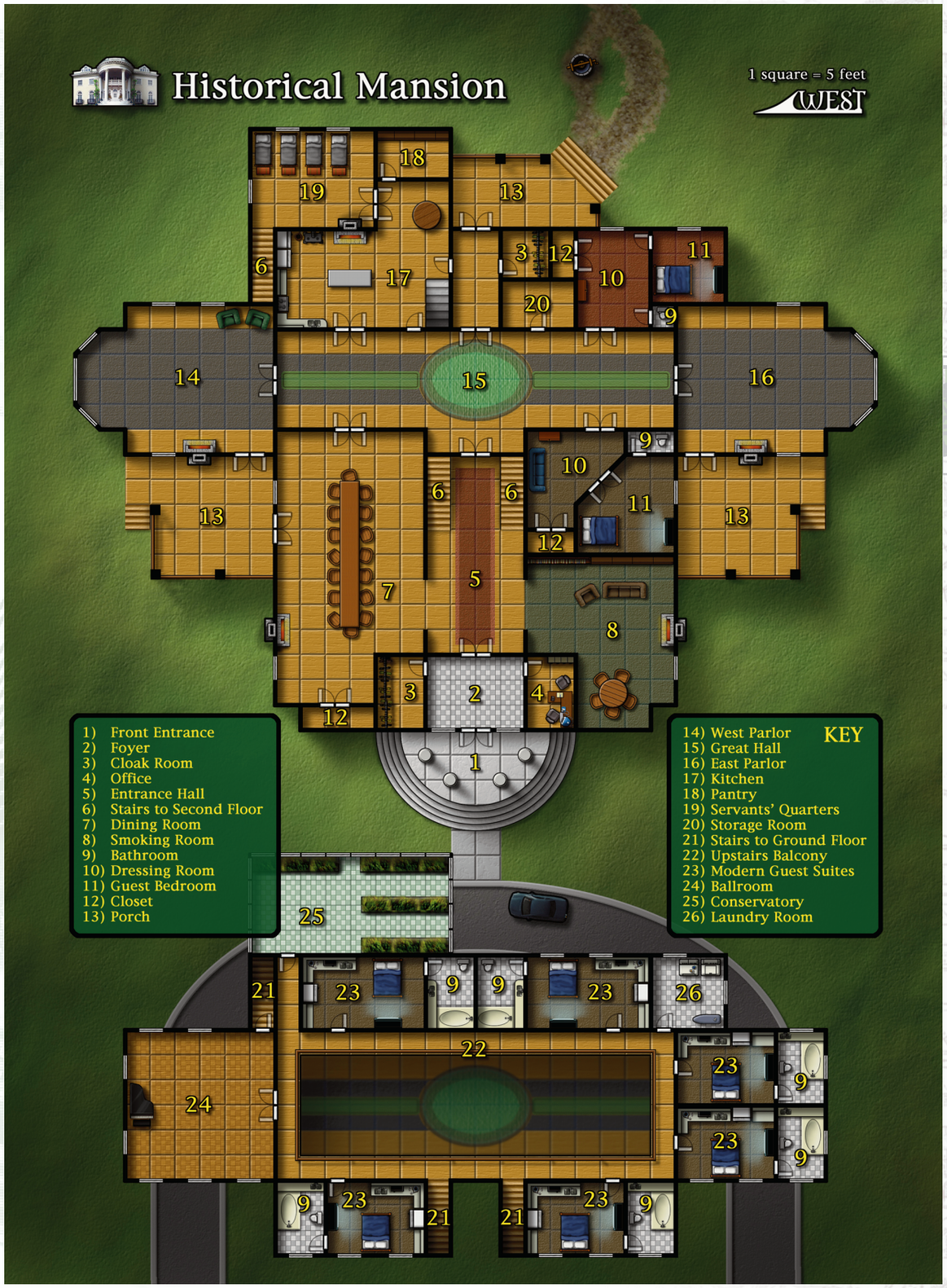
Many mansions include hidden safes. These range from the classic wall safe behind a painting to safes disguised as statues, safes set in the false bottom of a chest, safes built into appliances or the floor under a rug.

Adventure Seeds

- The mansion once belonged to eccentric countess, now deceased, but has been vacant for months while family lawyers argue over the countess's will. Rumor claims the building contains many hidden safes containing valuable books and parts of her deceased husband's rare coin collection. The heroes need to locate a specific book or coin for their newest benefactor, who can prove that he purchased the item before the countess's death. Unfortunately, someone else has decided to plunder the mansion of its valuables.
- A patron of the heroes has a large mansion on a remote island. Enemies of his have taken over the island and trapped him inside the mansion's panic room.
- A criminal kingpin whom the heroes have opposed in the past hires contract assassins to eliminate them. When the hit fails, the heroes decide to take the fight to the kingpin and confront him in his own mansion.



620_95370740_CritLoca_64.indd 44 2/13/06 2:14:35 PM


Historical Mansion
1 square = 5 feet
WEST
1) Front Entrance
2) Foyer
3) Cloak Room
4) Office
5) Entrance Hall
6) Stairs to Second Floor
7) Dining Room
8) Smoking Room
9) Bathroom
10) Dressing Room
11) Guest Bedroom
12) Closet
13) Porch
KEY
14) West Parlor
15) Great Hall
16) East Parlor
17) Kitchen
18) Pantry
19) Servants' Quarters
20) Storage Room
21) Stairs to Ground Floor
22) Upstairs Balcony
23) Modern Guest Suites
24) Ballroom
25) Conservatory
26) Laundry Room

MUNICIPAL LIBRARY

The municipal library is a government-run facility funded by the city and designed to meet the needs of the community. It offers books on numerous fiction and nonfiction topics, summer programs for children, Internet access, microfiche archives, video and audio media, books on tape, research assistance, meeting space, and various professional and personal development programs—all at no direct cost to the library patrons. Members of the community do pay through their taxes, and consequently the libraries in richer neighborhoods are often considerably nicer (as they're paid for from a higher tax base).

A modern library has separate adult and juvenile reading sections, each with its own reference database. In addition to large cabinets with physical cards for every book, the library's books are indexed on computer. Thousands of books are organized on floor-to-ceiling shelves, with videos, audiotapes, and DVDs stored nearby. Study rooms offer a quiet place to read, while public areas have spacious tables around which numerous people can gather. Kiosks hold more delicate data devices, including computers and microfiche readers.

Occupants

A municipal library has 1d6 librarians working during business hours. Though libraries don't normally have security guards, they are often located near other municipal buildings, including the police station and fire department. If a librarian calls for emergency services, assistance arrives in 1d4 minutes. The number of people using the library's resources varies wildly; roll 6d10 to determine the number of patrons.

Low-Level Librarian (Smart Ordinary 1/Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d6 plus 1d6; hp 7; Mas 10; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11; BAB +0; Grp –1; Atk –1 melee (1d3–1 nonlethal, unarmed strike) or +1 ranged; Full Atk –1 melee (1d3–1 nonlethal, unarmed strike) or +1 ranged; FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +1, Ref +1, Will +4; AP 0; Rep +2; Str 8, Dex 13, Con 10, Int 15, Wis 14, Cha 12.

Occupation: Academic (bonus class skills: Computer Use, Knowledge [history], Research).

Skills: Computer Use +7, Craft (writing) +7, Decipher Script +8, Investigate +7, Knowledge (current events) +9, Knowledge (earth and life sciences) +6, Knowledge (history) +11, Knowledge (physical sciences) +7, Profession +7, Read/Write English, Read/Write Latin, Read/Write Spanish, Research +10, Search +6, Speak English, Speak Latin, Speak Spanish.

Feats: Educated (Knowledge [earth and life sciences] and Knowledge [history]), Simple Weapons Proficiency, Studious.

Possessions: Clothes, PDA.



Lily does her online research at the library

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices within the municipal library.

External Door: Hardness 5; hp 30; break DC 23; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break DC 13.

Bookcase: Hardness 5; hp 50; break DC 14.

Computer: Hardness 5; hp 5; break DC 12.

Research Modifiers

One advantage to doing research in a municipal library is the availability of professional help, in the form of the librarians. Trained to assist patrons with difficult inquiries and extremely familiar with the resources of their own library, a librarian grants a +2 bonus on a patron's Research checks, as though he or she had successfully aided another (see Aiding Another, page 47 of the *d20 Modern Roleplaying Game*).

Because municipal libraries are designed to interest the community they're in, Research checks made with regard to people, places, things, and events in the community gain a +1 circumstance bonus.

A municipal library never has restricted or protected information available unless something very unusual has occurred to place restricted sources in a public place.

Adventure Seed

- An eccentric spinster dies and leaves her collection of worn grimoires to the municipal library. While sifting through the contents of her collection, one of the librarians discovers an arcane tome of incantations written in Latin. The librarian begins to experiment with the tome and inadvertently triggers a spell that either opens a dimensional rift or transforms her into some kind of hideous monster.






Local Community Library
1) Main Entrance
2) Circulation Desk
3) Librarian's Office
4) Private Study Rooms
5) Card Catalog
6) Electronic Card Catalog
7) Nonfiction Section
8) Children's Library
9) Audiobooks
10) Study Room
11) Classroom
12) Storage Room
13) Microfiche Lab
14) Reference Section
15) Fiction Section
16) Reading Lounge
17) Periodicals
18) Special Interest Section
19) Ladies' Restroom
20) Men's Restroom
21) Utility Room
22) Computer Lab
23) Emergency Exit
24) Parking Lot
KEY
1 square = 5 feet
WEST

NIGHTCLUB

This swanky, trendy nightclub is the hot spot for the city's ultra hip partiers to dance, drink, and mingle until dawn. Its large stage hosts live bands almost every night. Because everyone who's anyone comes to the club, getting in is more of an art than science, requiring a blend of good looks, style, and fame. The bouncers at the door ensure that only the "right" sort of people make it past the velvet rope into the nightclub beyond and eject anyone that makes too much of scene.

Most nightclubs don't open for business until dark and stay open until dawn (although the club stops serving alcohol at a certain time, depending on the particular state's liquor laws). For select clientele, however, these rules are overlooked, allowing them to party on until the nightclub shuts its doors. Persuading the bouncers or nightclub owner to perform this requires a Diplomacy check, with a final result of "helpful." Remember to include one's Reputation bonus in this check.

Most nightclubs are either dimly lit, illuminated by pulsing strobe lights, or both, making it difficult to see. At the GM's discretion, everyone in the nightclub has one-quarter concealment (10% miss chance). The intensely loud sound raises the DC of all Listen checks by 5.

Occupants

The nightclub has 3d6 bartenders, bar backs, and wait staff present during business hours. In addition, a DJ spins and mixes records and 1d4 bouncers work the front door. There is a 50% chance that an additional 1d4 bouncers keep an eye on the crowd for overly drunk individuals, illegal substance use, or other actions that could get the nightclub in trouble with the law. See below for the statistics of a typical bouncer and the Sleazy Bar (page 74) for the statistics of a typical bartender.

At any given time during open hours, 2d% patrons gather inside the club (use the statistics for the low-level dilettante, page 279 of the *d20 Modern Roleplaying Game*). In addition to the average clubber, typical supporting characters found in seedier clubs include criminals, drug dealers, gang members, and thugs. Fancier establishments may have politicians, reporters, and higher-level dilettantes. There is a 10% chance that 1d2 undercover police officers (use the mid- or high-level police officer statistics, page 275 of the *d20 Modern Roleplaying Game*) are present in any given crowd.

Bouncer (Strong Ordinary 5/Dedicated Ordinary 1/Charismatic Ordinary 2): CR 6; Medium-size human; HD 5d8+10 plus 1d8+1 plus 1d6+2 plus 3; hp 44; Mas 15; Init +1; Spd 30 ft.; Defense 15, touch 15, flat-footed 15; BAB +5; Grp +9; Atk +10 melee (1d8+3 nonlethal, unarmed strike) or +8 melee (1d6+3/19–20, metal baton); Full Atk +10 melee (1d8+3 nonlethal, unarmed strike) or +8 melee (1d6+3/19–20, metal baton); FS 5 ft./5 ft.; Reach 5 ft.; AL any; AP 0; Rep +2; SV Fort +6, Ref +2, Will +3; Str 16, Dex 10, Con 14, Int 8, Wis 14, Cha 12.

Occupation: Athlete (bonus class skills: Climb, Drive, Jump)

Skills: Climb +5, Diplomacy +7, Drive +3, Intimidate +10, Jump +5, Knowledge (current events) +2, Knowledge (popular culture) +2, Knowledge (streetwise) +3, Profession +4, Sense Motive +11, Spot +5, Swim +4.

Feats: Brawl, Improved Brawl, Knockout Punch, Toughness, Improved Initiative, Simple Weapons Proficiency.

Possessions: Stylish clothing, metal baton, professional walkie-talkie (with earpiece), various personal items.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device DCs (where applicable) for various barriers and devices found within this building.

External Door: Hardness 5; hp 20; break DC 23; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break DC 23.

Speaker/Lights: Hardness 5; hp 5; break DC 15.

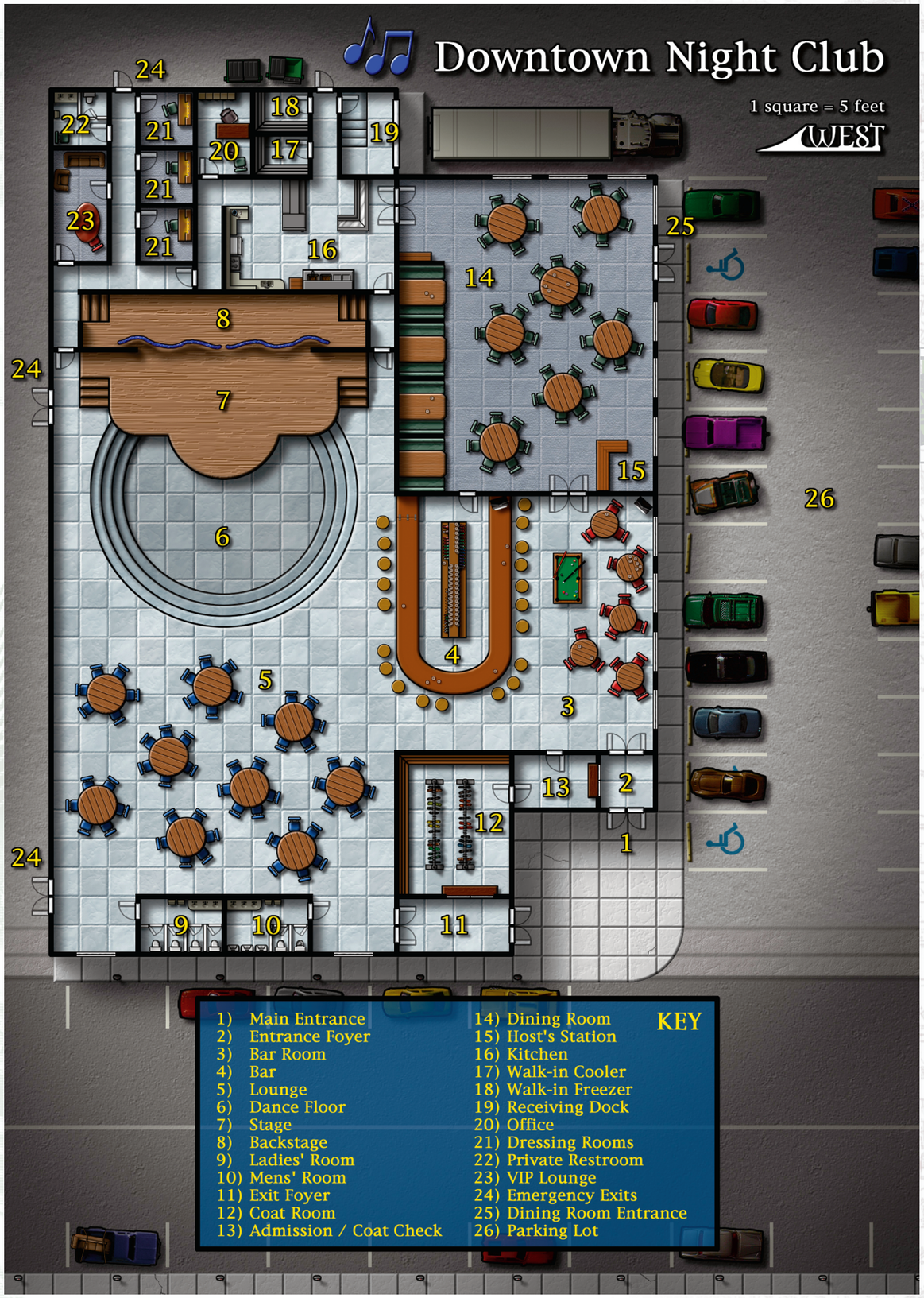
Table: Hardness 5; hp 10; break DC 15.

Chair/Stool: Hardness 3; hp 5; break DC 12.

Adventure Seeds

- Hitting the scene with a splash, a new nightclub draws the city's hip crowd like moths to a flame. The nightclub boasts an incredibly cutting-edge sound system that makes the music louder, crisper, and more intense than anything else heard before. However, the music has an odd effect on some of the club's patrons, causing them to go berserk an hour after they leave. Anyone investigating the sound system finds a curious black box hooked into the system, devoid of markings or any apparent function.
- Although seemingly doing well, the nightclub faces serious financial trouble. In order to keep the business afloat, the owner makes a pact with a shady group of people—terrorists or drug dealers—who use the nightclub as a place to plan their operations in exchange for covering the club's debts.
- A petty criminal the heroes have been tracking is known to frequent a particular nightclub in the city. Heroes stake out the club and await his arrival. However, they are not alone. Thugs sent by a corrupt bookie with ties to organized crime are waiting for the same mark, in the hopes of collecting on a gambling debt. They've already bribed the nightclub bouncers into not interfering with their "business."




Downtown Night Club
1 square = 5 feet
WEST
KEY
1) Main Entrance
2) Entrance Foyer
3) Bar Room
4) Bar
5) Lounge
6) Dance Floor
7) Stage
8) Backstage
9) Ladies' Room
10) Mens' Room
11) Exit Foyer
12) Coat Room
13) Admission / Coat Check
14) Dining Room
15) Host's Station
16) Kitchen
17) Walk-in Cooler
18) Walk-in Freezer
19) Receiving Dock
20) Office
21) Dressing Rooms
22) Private Restroom
23) VIP Lounge
24) Emergency Exits
25) Dining Room Entrance
26) Parking Lot

PAWNSHOP

A pawnshop is a business where a wide variety of one-off goods are bought and sold. Most legitimate pawnshops ask several questions about certain high-ticket items, such as expensive televisions, exotic jewelry, and the like, and refuse to take items that they know are stolen. (They will typically alert the authorities after coming into contact with such items.) Seedier businesses, however, ask no (or very few) questions about acquired items. To stay in business, these shadier pawnshops pay off local police officers to keep them from prying into the legal status of the store's stock.

Occupants

During business hours, a broker (see below for statistics) and 1d2 assistants/clerks work inside the pawnshop. In addition, there are 1d3–1 people selling, buying, or simply browsing. Clerks and clients are usually 1st-level ordinaries with a variety of classes.

Pawnshop Broker (Tough Ordinary 1/Dedicated Ordinary 5/Charismatic 1): CR 6; Medium-size human; HD 1d6+1 plus 5d6+5 plus 1d6+1; hp 28; Mas 13; Init +0; Spd 30 ft.; Defense 16, touch 14, flat-footed 14; BAB +4; Grp +3; Atk +3 melee (1d3–1 nonlethal, unarmed strike) or +5 ranged (2d6, Glock 17) or +4 ranged (2d6, Derringer); Full Atk +3 melee (1d3–1 nonlethal, unarmed strike) or +5 ranged (2d6, Glock 17) or +4 ranged (2d6, Derringer); FS 5 ft./5 ft.; Reach 5 ft.; AL any; AP 0; Rep +1; SV Fort +5, Ref +2, Will +5; Str 8, Dex 10, Con 13, Int 12, Wis 15, Cha 14.

Occupation: Criminal (bonus class skills: Forgery, Knowledge (streetwise)



Skills: Bluff +6, Diplomacy +13, Forgery +6, Gather Information +7, Intimidate +5, Knowledge (art) +6, Knowledge (current events) +6, Knowledge (streetwise) +8, Knowledge (technology) +7, Listen +5, Profession +6, Read/Write English, Sense Motive +10, Speak English, Spot +7.

Feats: Armor Proficiency (light), Low Profile, Personal Firearms Proficiency, Point Blank Shot, Simple Weapon Proficiency, Trustworthy.

Possessions: Glock 17 (9mm autoloader), Derringer (.45), pepper spray, hip holster, concealed carry holster (ankle), light undercover shirt, cell phone, various personal items.

SLEAZY BAR

This drinking establishment looks like it was last decorated in the mid-70s, and that's just the way the clientele like it. It's in the heart of a neighborhood in rapid decline—not a bad place to get a cheap, watery drink, but the perfect location for clandestine meetings and shady deals.

Occupants

During business hours, a bartender (oftentimes the bar's owner) can be found tending bar, serving liquor and ale in the cleanest glasses his or her establishment can muster. In addition, the bar contains 1d3–1 underpaid, overqualified waitresses and 1d6 patrons in various states of sobriety.

Bartender (Strong Ordinary 2/Dedicated Ordinary 2): CR 3; Medium-size human; HD 2d8+2 plus 2d6+2; hp 18; Mas 12; Init –1; Spd 30 ft.; Defense 13, touch 13, flat-footed 13; BAB +3; Grp +5; Atk +7 melee (1d8+2 nonlethal, unarmed strike) or +2 ranged (2d8, sawed-off shotgun); Full Atk +7 melee (1d8+2 nonlethal, unarmed strike) or +2 ranged (2d8, sawed-off shotgun); FS 5 ft./5 ft.; Reach 5 ft.; AL any; AP 0; Rep +1; SV Fort +5, Ref –1, Will +5; Str 14, Dex 8, Con 12, Int 10, Wis 16, Cha 13.

Occupation: Blue Collar (bonus class skills: Intimidate, Repair).

Skills: Intimidate +7, Knowledge (current events) +4, Knowledge (popular culture) +4, Knowledge (streetwise) +5, Listen +6, Profession +5, Read/Write English, Repair +4, Sense Motive +8, Speak English.

Feats: Brawl, Improved Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Possessions: Sawed-off shotgun (under bar), cell phone, various personal items.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and items in this the pqwnshop or sleazy bar.

External Door: Hardness 5; hp 20; break DC 23; Disable Device DC 30 (when locked).

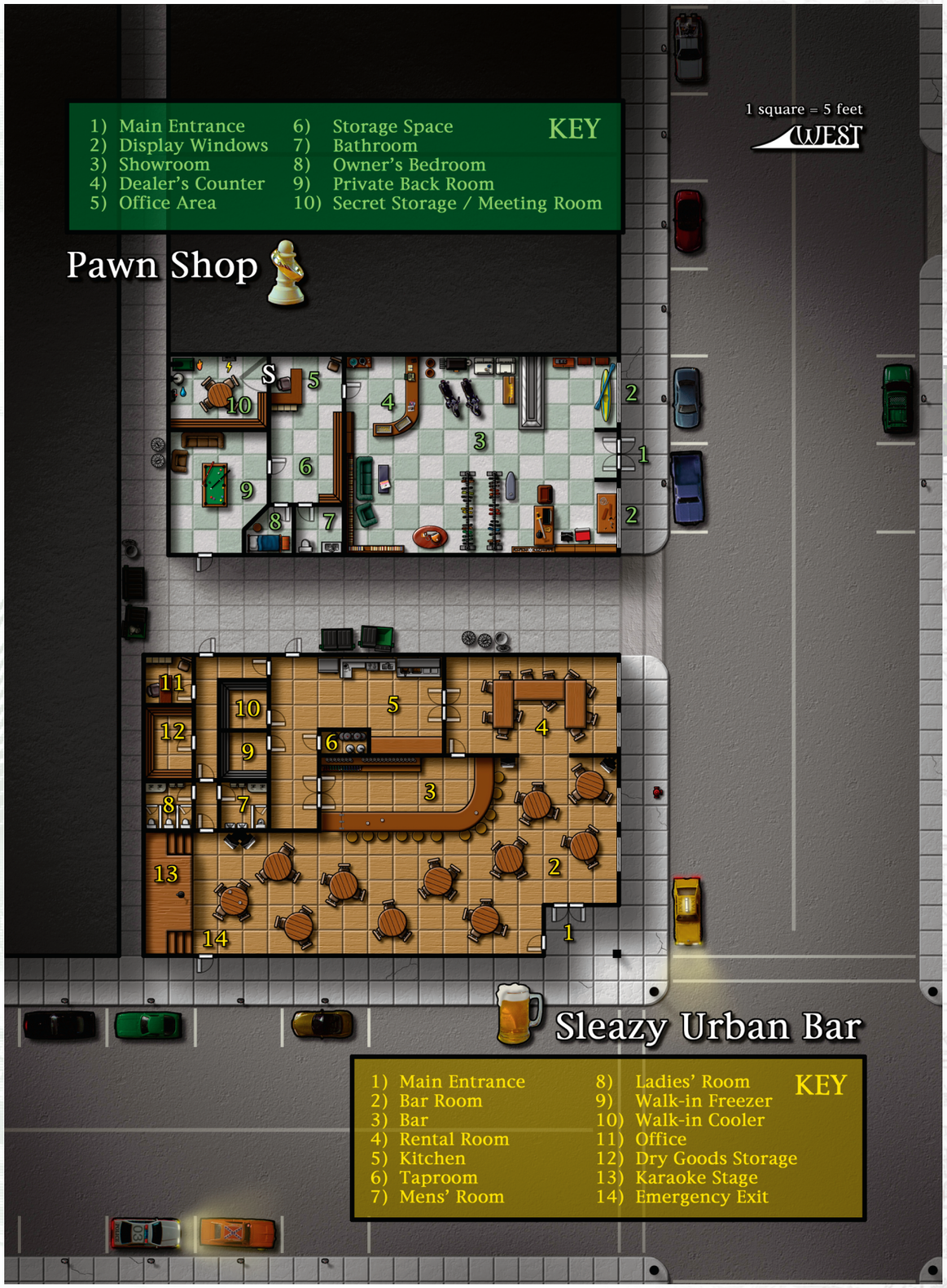
Internal Door: Hardness 5; hp 10; break DC 13; Disable Device DC 30 (when locked).

Roll-down Gate: Hardness 10; hp 100; break DC 35.

Window (barred): Hardness 5; hp 5; break DC 23.

Bar Stool/Chair: Hardness 5; hp 5; break DC 15.




1 square = 5 feet
WEST
KEY
1) Main Entrance
2) Display Windows
3) Showroom
4) Dealer's Counter
5) Office Area
6) Storage Space
7) Bathroom
8) Owner's Bedroom
9) Private Back Room
10) Secret Storage / Meeting Room
Pawn Shop
S
KEY
1) Main Entrance
2) Bar Room
3) Bar
4) Rental Room
5) Kitchen
6) Taproom
7) Mens' Room
8) Ladies' Room
9) Walk-in Freezer
10) Walk-in Cooler
11) Office
12) Dry Goods Storage
13) Karaoke Stage
14) Emergency Exit
Sleazy Urban Bar

POLICE STATION

The police station serves as headquarters for one complete unit of police. It may be the only police station in a small town, or just one of many precincts within a larger city. The station has offices for paperwork, meeting rooms for briefings, detainment cells, interview rooms for questioning witnesses and criminals, a garage for police and emergency vehicles, showers and lockers for the officers to change before and after their shifts, and the waiting room where the public sit when waiting for police help. When forced to pull long shifts back to back (such as when a major manhunt or riot is in progress), police often snatch a few hours of sleep in cots located randomly throughout the building.

Occupants

A police station may have as few as a dozen officers assigned to it, or as many as fifty. At any given moment, only one-third of the officers assigned to the station are likely to be present, unless some kind of emergency is in progress. Most of the officers are low- and mid-level police officers, but there's a 25% chance that at least one high-level police officer is on duty as well (see Chapter Eight: Friends and Foes in the *d20 Modern Roleplaying Game* for statistics).

Structural Features

The following are the typical hardness values, hit points, and break DCs for doors, windows, and other barriers.

Exterior Door: Hardness 5; hp 20; break DC 23; Disable Device DC 30 (when locked).

Exterior Wall: Hardness 8; hp 150 per 5-foot section; break DC 35.

Window (barred): Hardness 8; hp 50; break DC 25.

Cell Wall (barred): Hardness 10; hp 150 per 5-foot section; break DC 35.

Locked Cell Door (barred): Hardness 10; hp 150; break DC 35; Disable Device DC 40.

Detention

The laws and rules under which police can arrest, interrogate, and detain suspects are radically different depending on the country and even city in question. The following are general guidelines, based on United States law, but are far from comprehensive or universal (and certainly shouldn't be taken as real-world legal advice). In other nations, police may have much broader powers, significantly less court oversight, and fewer restrictions on their behavior. And of course, in locales with corrupt police, the rules and restrictions of law may simply be ignored.

The detention cells in a police station are not designed for long-term occupancy. They are mostly used as holding facilities, to keep suspects secure until they can be transferred to court for a hearing. If the court decides to incarcerate a suspect (such as holding him without bond, or for contempt of court), the detention is normally served in a separate facility. However, some police stations are also used to hold prisoners convicted of misdemeanors and sentenced to a year or less of jail time.

When a suspect is arrested, he is brought first to the police station of the officers who arrested him. Here he is "booked"—the facts surrounding the arrest are recorded and the suspect is fingerprinted and/or photographed. The suspect is hauled before a judge (sometimes called a magistrate or commissioner) to have the official charges explained to him and to determine whether he can be released on bail. In the United States, the initial appearance in court must occur "without unnecessary delay" after arrest. In practice, the courts allow the police to hold a suspect without charging him for up to 48 hours.

There are other circumstances under which an individual might be held in a police station. An individual who is likely to be harmed if released may be placed in protective custody. (For example, intoxicated individuals who are thrown in a "drunk tank" until they sober up are often technically in protective custody, to prevent them from harming themselves.) A judge concerned that a witness might not appear at a hearing may issue a material witness order, allowing the police to hold the witness until he testifies. While the rules for these things vary widely by county, state, and country, there is a limit to how long arrested felons can be held without a court order and an opportunity to argue their case.

Adventure Seeds

- An abandoned police station is scheduled for demolition in a few weeks. Nevertheless, it's currently being used to detain a major witness against the mob. The heroes have been asked to make sure he lives through the night, but mobsters have learned where he's being held and plan to get rid of him. A siege ensues. To complicate things, an untimely blizzard takes out the phone lines and makes it unlikely that the heroes will receive back-up if things turn sour.
- The police make a major criminal bust and confiscate thousands of dollars in stolen goods, drugs, for firearms. The mobsters, drug czar, or arms dealer who lost the items decide to get them back and send a message to the police at the same time. A dozen criminals wearing forced entry units launch a direct assault on the police station, and the heroes happen to be on hand. They might be questioning a captured criminal, conferring with some of their police officer contacts, or stewing in the holding cells when the criminal squad attacks.
- The heroes work for a government organization that investigates strange, unexplained phenomena. They receive news that a police station is detaining an extra terrestrial captured while attempting to rob a pharmacy. When they investigate, they find a station full of baffled police officers and some kind of alien creature locked in a holding cell. As the heroes attempt to communicate with it, the alien's brethren descend on the station to rescue their imprisoned comrade, stunning many of the officers and forcing a showdown with the heroes.





620_95370740_CritLoca_64.indd 53 2/13/06 2:15:48 PM

PUBLIC HIGH SCHOOL

Funded by the local government and property taxes, the public high school is supposed to provide an environment that encourages learning, exploration, and self-discovery. The best high schools manage this, but many are poorly funded and, in recent years, actually dangerous. Many schools now include metal detectors, security guards, and no-tolerance policies that produce suspensions and expulsions for any student carrying anything even remotely resembling a weapon.

In such an environment, learning can be difficult. Indeed, for many students, the so-called learning experience is secondary to social survival. High school creates its own microcosmic society, with teenagers dividing into cliques based on wealth, popularity, hobbies, and school activities. The cliques actively harass each other, and no level of adult supervision can prevent the ostracism and cruelty high school is famous for. However, this is also the place where many lifetime friendships are forged and important life decisions first get made. For all its biases and inequities, high school remains a place where students can learn to cope with the unfairness of life.

Occupants

A high school needs an extensive staff to operate smoothly. In addition to a principal, vice-principal and chief janitor, a school needs 2d6 nonteaching staff members (secretaries, yard workers, clerks, accountants, and so on) and 6d10 faculty members (teachers, coaches, instructors, and aids). In neighborhoods with high crime rates and in schools where teen violence is a problem, 1d6 security guards (see page 16 for statistics) may also be present, even after hours.

Not all high school football players are created equal



RP

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices found in a typical public high school.

External Door (glass): Hardness 2; hp 10; Break DC 10; Disable Device DC 25 (lock).

Internal Door: Hardness 5; hp 10; break DC 13; Disable Device DC 25 (lock).

Desk: Hardness 3; hp 10; break DC 13.

Cabinet: Hardness 5; hp 30; break DC 21, Disable Device DC 25 (lock).

Machinery (machine shop tools, sewing machines, projectors, and so forth): Hardness 5; hp 15; break DC 14.

Plate Glass Window: Hardness 1; hp 5; break DC 4.

Resources

A high school can be an excellent place to find tools in an emergency, particularly at night or during summer months when the school is mostly empty.

Chemistry Lab: The high school chemistry lab has a surprising amount of useful, and dangerous chemicals and compounds stored in locked cabinets. Characters find enough tools in the cabinets to assemble a basic evidence kit and a basic chemical kit. In addition, there's a 25% chance that the chemistry lab contains 1d4 flasks of mild acid.

Computer Lab: The computer lab has access to the Internet, but not much else. Gaining access to the Internet without the proper passwords requires a DC 20 Computer Use check (as though defeating a minimum security system).

Drama Room: Characters scrounging through the drama department find enough materials to assemble a single disguise kit with a successful Search check (DC 15).

Nurse's Office: Characters searching the nurse's office yields 1d3 first aid kits. If the school has extensive sports programs, there's a 25% chance the nurse's office has enough supplies to assemble a medical kit.

Shop: The shop may be restricted to woodworking, or it may include metalworking or even automotive tools. Characters can scavenge enough tools to build the equivalent of a basic mechanical tool kit without too much trouble. Assembling the materials to build a single basic electronic tool kit or car opening kit requires a successful Search check (DC 20). Only one of each type of kit may be assembled.

High School Campaigns

At some point, you might try running a d20 Modern campaign in which the heroes are high-school adolescents struggling with real-world situations and/or supernatural perils. The public high school is, after all, a place where different types of social interactions and conflicts can occur. For many students, high school is hell, and out of hell comes exciting drama. Here are some possible hooks for campaigns set against this backdrop:





- A supernatural evil invades the school or community, and the heroes are the first ones to become aware of it. For this type of campaign, you might want to adopt material from the SHADOW CHASERS™ campaign model (see page 285 of the *d20 MODERN Roleplaying Game*).
- The high school is a secret government testing and training facility for genetically enhanced students who manifest psionic abilities. In this case, you might want to adopt material from the AGENTS OF PSI™ campaign model (see page 298 of the *d20 MODERN Roleplaying Game*).
- The heroes are teenagers from another world or dimension. Until now, these fostered youngsters have enjoyed fairly mundane lives. However, as adolescents they begin manifesting strange powers that further set them apart from their human peers. If magic plays a role in this campaign, you might want to adopt material from the URBAN ARCANA™ campaign model (see page 312 of the *d20 MODERN Roleplaying Game*).

Creating Heroes

The high school campaign assumes that the heroes are teenagers, although it's possible for one or more heroes to be members of the faculty (the school librarian, for example). The rules for character creation change slightly for teenaged heroes in this setting:

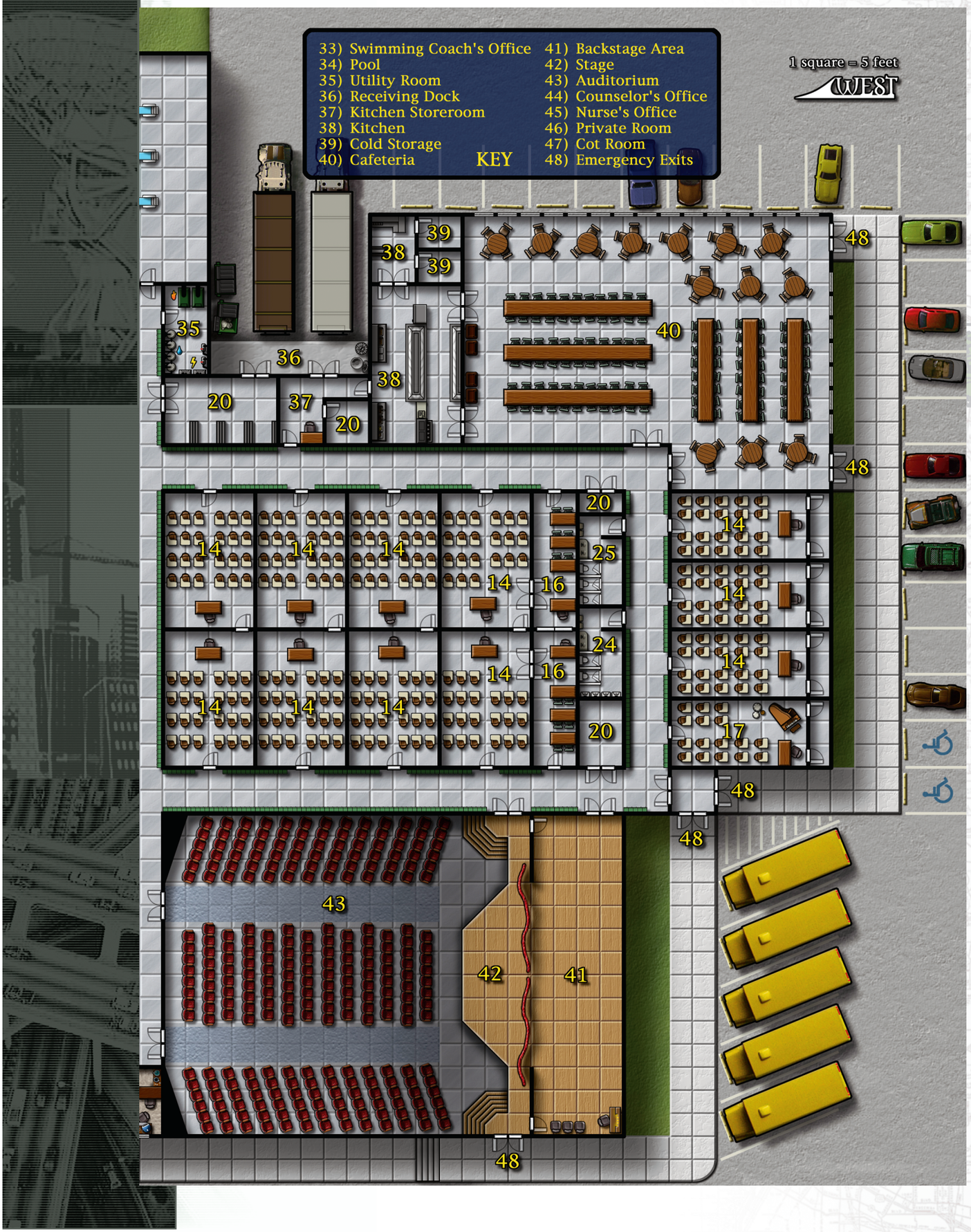
- Teenaged heroes do not gain starting occupations; instead, each hero gains a bonus action point at each level for as long as he or she remains a student in the high school.
- Teenaged heroes may not select the following feats at 1st level: Archaic Weapons Proficiency, Armor Proficiency, Exotic Melee Weapon Proficiency, Personal Firearms Proficiency, and Surgery.
- Teenaged heroes cannot take ranks in the Profession skill. They may have night jobs or summer jobs, but these aren't the same as having a true profession. A teenaged hero's Wealth bonus automatically increases by +1 when he or she gains a level, representing the fact that the teenager works, receives an allowance, or both.
- Teenaged heroes may not purchase any item with a restriction rating of Restricted (+2), Military (+3), or Illegal (+4). This eliminates, among other things, assault rifles and heavy weapons.

Adventure Seeds

An entire campaign can be set in and around a high school, with characters taking the roles of senior students, staff, and faculty.

- For whatever reason, one particular high school has become the preferred learning institution for creatures of Shadow, most notably half-dragons that appear human. They often refer to their school as Shadow High, and some members of the staff are creatures of Shadow as well, including a dwarf shop teacher, a half-dragon football coach, and an elf biology teacher. Adolescent creatures of Shadow learn calculus, chemistry, and other subjects alongside their oblivious human peers, but they also receive special lessons on how to avoid witch hunters and mobs, what to do with cursed magic items, and how to avoid drawing undue attention in a world that doesn't realize magic exists. Some of the more troubled human students can pierce the veil and see the Shadow students for what they are, but they are either too afraid to say anything or have accepted their monstrous peers for what they are and struggle to keep that knowledge secret.
- Scientists working at a secret government institute begin experimenting on high school football players, injecting them with nanites that improve their physical performance and render them nearly impervious to harm. The parents of these students, driven to see their sons dominate the football season, are encouraged by the early results—at least until the students begin to manifest some negative side effects.
- A teacher indoctrinates several members of the student body into a secret cult. Under her direction, they begin gathering sacrifices and components needed to summon a powerful demon into the world. The teacher, who has some demon blood coursing through her veins, plans to feed the aspiring cultists to the demon when it appears, thereby winning its favor. The heroes' investigation into the disappearances or deaths of some students leads to the discovery of the cult, which convenes in the school after regular classes have ended.
- The new head librarian has at the school begun filling library shelves with collections of unusual books on the occult, supernatural creatures, magic, taboos, and mythology. At the same time, a number of odd occurrences have begun to manifest throughout the community. Strange chalk diagrams have appeared on houses. Pets have disappeared. Residents complain that the new library content is given teens bad ideas. The librarian claims she's simply catering to demand. Is the librarian involved in the rash of strange occurrences, or is she just trying to protect the community against the real threat?
- Members of a well-armed militia group or urban gang seize control of a public high school, demanding that the government release their leader from a federal penitentiary and grant them all amnesty. The heroes are part of a counter-terrorism squad or a select group of students who decide to take matters into their own hands.
- A terrestrial effluvium works its way up into the basement of the school, and from there to the main floor, where it begins devouring members of the faculty and student body. The school is evacuated in short order, but someone needs to take down the gigantic ooze before it seeps back underground.
- A high school history teacher shows his students a ceremonial hunting spear that he acquired on his recent visit to Africa. The weapon is actually a *+1 spear* but carries a powerful curse that drives normal animals into a bloodthirsty frenzy. Apes, bears, and tigers from the local zoo join forces with horses, ravens, rats, and other creatures to besiege the school, trapping students and teachers in classrooms as they converge on the spear. Breaking the spear ends the curse and restores the animals' normal behavior.


Public High School
1) Main Entrance
2) Lobby
3) Display Case
4) File Room
5) Main Office
6) Conference Room
7) Principal's Office
8) Vice Principal's Office
9) Library
10) Raised Study Area (Over AV Rooms)
11) Librarian's Office
12) Library Assistants' Desk
13) Computer Lab
14) Classrooms
15) Industrial Arts Classroom
16) Science Labs
17) Music Classroom
18) Art Classroom
19) Darkroom
20) Storage Room
21) Home Economics Classroom
22) Teachers' Lounge
23) Lecture Hall
24) Men's Room
25) Ladies' Room
26) Gymnasium
27) Bleachers
28) Boys' Locker Room
29) Girls' Locker Room
30) Showers
31) Cleaning Supply Room
32) Coach's Office
KEY



620_95370740_CritLoca_64.indd 57 2/13/06 2:16:21 PM

ROADSIDE MOTEL

Located either close to the city or far off the beaten path, the roadside motel provides a place for a quick rest before hitting the road once more. It's closely situated next to a major highway or thoroughfare and is easily spotted by an enormous lit sign. The motel can be modern, clean, and efficient or seedy, dingy, and in serious need of repair.

The rooms of the roadside motel are modest, with twin double beds, a television set (reception varies), small refrigerator, and basic bathroom. The recreation room (area 1) boasts a pool table, some video games, pinball tables, snack machines, and another television set. The heated pool (area 12) may be clean and tidy, neglected and green with algae, or possibly empty. No lifeguard is present and swimmers use the pool at their own risk (as indicated by the signs that keep the hotel safe from lawsuits, should an accident occur).

The roadside motel has a video surveillance system that covers the check-in desk, the rec room, and the parking lots. The feed for the cameras goes to a VCR located in the main office (area 4) and the manager's private room (area 6).

Known only to the manager and select employees, a hidden surveillance passage (area 8) with a secret door (Search check DC 30) allows someone to view into the rooms attached to it. The peek holes are hidden in tacky paintings. A successful Search check (DC 30) reveals the presence of these spy-holes.

Occupants

During the day, 1d4 employees (clerks, maids, and pool cleaners) work at the motel. At least one clerk remains behind the check-in desk. Statistics for a typical clerk are provided below.

Clerk (Dedicated Ordinary 1): CR 1; Medium-size human; HD 1d6+2; hp 6; Mas 14; Init +1; Spd 30 ft.; Defense 16, touch 13, flat-footed 15; BAB +0; Grp +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike) or +1 ranged; Full Atk +2 melee (1d6+1, nonlethal, unarmed strike) or +1 ranged; FS 5 ft./5 ft.; Reach 5 ft.; AL any; AP 0; Rep +0; SV Fort +1, Ref +0, Will +1; Str 13, Dex 12, Con 14, Int 10, Wis 15, Cha 8.

Occupation: Student (bonus class skills: Knowledge [current events], Knowledge [popular culture], and Perform [stringed instruments])

Skills: Knowledge (current events) +4, Knowledge (popular culture) +4, Listen +7, Perform (stringed instruments) +4, Profession +3, Read/Write English, Read/Write Language (any one), Speak Language (any one), Sense Motive +3, Speak English, Spot +3.

Feats: Brawl, Run, Simple Weapons Proficiency

Possessions: Various personal items.

Structural Features

Here are the typical hardness values, hit points, break DCs, and Disable Device DCs (where applicable) for various barriers and devices found within this building.

External Door: Hardness 5; hp 20; break DC 23; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break DC 13.

Vending Machine: Hardness 5; hp 10; break DC 13.

Room Safe: Hardness 10; hp 60; break DC 35; Disable Device DC 30.

Security Camera: Hardness 1; hp 5; break DC 15; Disable Device DC 18.

Checking In Anonymously

Checking into the hotel is a straightforward affair. A person must pay up front (purchase DC 7 for a crappy motel, purchase DC 9 for a high-end one) and provide their name and the license plate number of their car, if they have one. If a hero wishes to pay with cash instead of using a credit card (in order to avoid creating a paper trail that can be traced back to them), they must make a Wealth check (add 1 to the purchase DC above) to determine whether they have the cash on hand.

Heroes who wish to remain undercover may attempt to bribe the clerk (see Bribery, page 58 of the *d20 Modern Roleplaying Game*). A normal failure means that the clerk refuses to put down false information. Failure by 5 or more indicates that the clerk notifies the police if and when the heroes leave, providing them with the make, model, and license plate of their vehicle.

Adventure Seeds

Heroes often find themselves at one of these motels, either hiding out or simply getting some rest between adventures.

- After a particularly harrowing adventure, the heroes hide out in a secluded roadside motel far off the beaten path. At some point in the night, they hear a muffled yell from the parking lot. A young boy is locked in the trunk of one of the cars parked in the lot while his kidnappers plot their next move in one of the nearby motel rooms.
- The heroes hear a groan emanating from a secret passage adjacent to their room, followed by retreating footfalls. If they discover the secret passage, further investigation reveals that it leads to a hidden cellar under the motel—a morbid sanctuary with human skulls lining the walls and carpets made of human skin.
- A motorcycle gang descends upon the roadside motel into which the heroes have checked. After a wild night of partying and a disagreement with the motel's owner, they set out to burn the place to the ground.



620_95370740_CritLoca_64.indd 58 2/13/06 2:16:29 PM


MOTEL 23
VACANCY
Roadside Motel
1 square = 5 feet
WEST
1) Rec Room
2) Housekeeping Storage
3) Office Restroom
4) Office & Check-in Desk
5) Staff Room
6) Manager's Private Room
7) Manager's Closet
8) Hidden Surveillance Passage
9) Laundry Room
10) Bathrooms
11) Guest Rooms
12) Heated Pool
13) Utility Sheds
14) Vending Machines
15) Parking Lots
KEY

SMALL APARTMENT BUILDING

The need for cheap housing inevitably drives the creation of small, inexpensive apartment buildings. Perfect for students, low-income families, temporary workers, and individuals just starting out on their own, the small apartment complex at its best is a tight-knit community of neighbors. Sadly, many small apartment buildings fall into disrepair. Unmotivated managers tire of the upkeep, and a lack of screening populates the complex with criminals and troublemakers. Some apartment buildings can be downright dingy, and the tenant complaints go unheard. Much like the roadside motel (see page 58), the small apartment building can be an excellent place to stay for characters that don't want attention.

Most small apartments are unfurnished when rented, but tenants soon fill them with cheap furniture. It's not uncommon for a few makeshift weapons to be kept near the front door or under a mattress, especially as the neighborhood deteriorates. Once poverty settles into a complex and drives the more affluent tenants elsewhere, criminals seize the opportunity to move in. If the complex hasn't fallen to a criminal element, it's because the remaining tenants have taken a strong stand against it.

Occupants

To keep down operating costs, a single manager runs the small apartment building. He or she also handles repairs and, at times, fills the role of security guard. In a few cases, the manager is also the owner, but more likely he or she is a tenant who receives cheap rent in return for collecting rent from the other tenants, replacing broken lights, and unclogging toilets and sinks.

Structural Features

The following are the typical hardness values, hit points, break DCs, and Disable Device check DCs (where applicable) for various barriers and devices within the small apartment building.

External Door: Hardness 5; hp 20; break DC 23; Disable Device DC 25 (when locked).

Internal Door: Hardness 5; hp 10; break DC 13.

Vending Machine: Hardness 5; hp 10; break DC 15.

Disgruntled Urban Terrorist

The disgruntled urban terrorist is a paranoid loner who feels he must strike out at the world. Despite a high IQ, he's only barely functional, convinced there are things so wrong with the world he must resort to violence to fix them. He may be a fanatical follower of a religious sect or cult, a dedicated believer in a fringe political group, or a sociopath who simply wants to hurt people. He can also be used for any petty criminal with an interest in explosives and trivia.

Disgruntled Urban Terrorist (Smart Ordinary 4/Dedicated Ordinary 3): CR 6; Medium-size human; HD 4d6+4 plus 3d6+3; hp 31; Mas 13; Init +1; Spd 30 ft.; Defense 14, touch 14, flat-footed 13; BAB +4; Grp +6; Atk +6 melee (1d6+2, 19–20, cleaver) or +5 ranged (special, pepper spray); Full Atk +6 melee (1d6+2, 19–20, cleaver) or +5 ranged (special, pepper spray); FS 5 ft./5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +3, Will +5; AP 0; Rep +0; Str 14, Dex 12, Con 13, Int 15, Wis 9, Cha 10.

Occupation: Criminal (bonus class skills: Hide, Move Silently).

Skills: Craft (chemical) +8, Craft (electronic) +8, Demolitions +10, Disable Device +8, Hide +9, Knowledge (current events) +6, Knowledge (streetwise) +8, Knowledge (technology) +8, Move Silently +8, Read/Write English, Sense Motive +5, Speak English, Spot +5.

Feats: Cautious, Iron Will, Low Profile, Personal Firearms Proficiency, Simple Weapon Proficiency.

Possessions: Pepper spray, hip holster, cleaver, Molotov cocktail, tap detector, random newspaper clippings, worn personal items.

Adventure Seeds

Heroes might come to a small apartment building looking for a suspect or contact. They may also reside in one or more such complexes in the city.

- A deranged urban terrorist has convinced himself that a vast conspiracy exists, dedicated to helping aliens control people with orbital radio broadcasts. Every major corporation, soda company, fast food restaurant, sports franchise, and religion is somehow woven into his conspiracy theory. In an effort to strike back at the vast conspiracy, he's begun planting and mailing small bombs. These aren't designed to kill (though like any explosive, they can be lethal), but to spread shredded aluminum foil over a large area—to interfere with the aliens' mind control, broadcasts. Tracing the mail allows the heroes to track him back to his apartment.

  As the heroes investigate the terrorists' apartment complex, they notice some odd things. The soda machine in the lobby is brand new, despite the generally run down condition of the apartments, and closer examination reveals that it has a security camera hidden in it. Radios in the terrorist's apartment pick up strange signals not found elsewhere. Clearly the terrorist is crazy and dangerous, but could there be a kernel of truth in his mad ravings?
- Heroes track a serial killer or creature of Shadow to a mostly abandoned apartment complex in the city. The villain has transformed many of the apartments into grisly shrines or galleries designed to show off his many trophies.
- Someone is spreading a particularly ravenous email virus, and the heroes track its origin to a small apartment complex in the city's university district. They confront the architect of the virus—a recent university dropout—and discover that he's but one member of a larger group on the verge of creating the first real "smart virus." Gifted with artificial intelligence, the smart virus could wreak havoc on the Internet and in government mainframes. However, when the heroes try to download data on the smart virus from the student's computer, the virus realizes that something is amiss and takes steps to protect itself.




Apartment Building
1 square = 5 feet
WEST
1) Empty Apartments
2) Newly Leased Apartment
3) Living Room
4) Stairs to Upper Floor
5) Closets
6) Bathrooms
7) Laundry Room
8) Bedrooms
9) Kitchen
10) Dining Room
11) Pantry
12) Stairs to Ground Floor
13) Game Room
14) Upstairs Hallway
KEY
Upper Floor



This just in . . .
beholder captures news station

TV AND RADIO NEWS BROADCASTING STUDIO

This state-of-the-art broadcasting studio holds both a television and radio station in its walls. Both stations are owned by the same parent company and reflect similar views in their style of reporting. The radio station holds several recording booths, audio editing suites, newsrooms, and the main production room. The television station boats a film archive room, video editing suites, and a large studio where the morning and nightly news is shot.

The radio station works around the clock, with talk radio and music in the morning and recorded programming during the evening hours. The television station is abuzz with activity during the day and mostly quiet during the evening. The station owns several vans and leases a news helicopter (a Bell Model 212) capable of broadcasting via satellite to the facilities for live video and audio.

The roof of the facility is covered in broadcast satellite dishes, radio antennae, and power lines. The lobby, broadcast rooms, garage, and roof have video surveillance cameras, with the feed leading to the control room and to the security desk. Because the studio is open at all hours, the front doors are unlocked 24 hours a day.

Occupants

From 6 A.M. to midnight, 10d6 people work inside the broadcasting studio; 3d6 people work from midnight to 6 A.M. Several of the employees are reporters (use the low-, mid-, and high-level reporter statistics, pages 282–283 of the *d20 Modern Role-playing Game*), as well as technicians and general administrative staff. In addition, there are 1d3 security guards (see page 16 for statistics) in the building at any given time.

Structural Features

Here are the typical hardness values, hit points, and break DCs for various barriers and devices found within this building.

External Glass Door: Hardness 1; hp 5; break DC 10.

Internal Door: Hardness 5; hp 10; break DC 13.

Soundproof Window: Hardness 1; hp 5; break DC 10.

Sound Equipment: Hardness 5; hp 10; break DC 15; Disable Device DC 20.

TV Camera: Hardness 5; hp 20; break DC 15; Disable Device DC 20.

TV/Computer Monitor: Hardness 1; hp 5; break DC 10.

Security Camera: Hardness 1; hp 5; break DC 15; Disable Device DC 18.

Broadcasting

Operating the video or audio broadcasting equipment requires a successful Knowledge (technology) check (DC 10). Another Knowledge (technology) check is required to switch to a live broadcast, preempting any prerecorded programming. Operating a video camera (floor or mobile) is easier, requiring only a DC 5 Knowledge (technology) check.

News Van

The typical news van has a beefed-up chassis and suspension. Most of the available cargo space is taken up by video equipment, a generator, satellite broadcast gear, and the like. If the satellite dish is deployed (hardness 5, hp 30, break DC 20), the vehicle's initiative and maneuverability drop to –4. A news van is 2 squares wide and 4 squares long.

Adventure Seeds

- A group of terrorists have taken over the broadcasting station, using it as a way to get out their political message. During the initial chaos, one of the terrorists is injured, and his companions demand a medical team arrive to treat him. The heroes are sent in, disguised as medical personnel and negotiators.
- Monsters entering our world through a dark dimension attack the station, intent on sowing fear and chaos by spreading word of their true existence while forecasting humanity's impending doom. Although many viewers dismiss the on-air "rampage" as a ratings stunt perpetrated by the studio, the heroes know better and decide to retake the station.
- A disenfranchised television reporter tells the heroes about a videotape that her studio purchased at great cost. The video contains evidence implicating a powerful industrialist or crooked politician in a murder or similarly heinous crime. The studio is using the tape as blackmail to gain political favors or tax breaks, but the heroes decide it's better off in their hands or the hands of the local authorities.

Civilian Truck	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hard	Hit Points	Size	Purchase DC	Restric.
News van	1	3	5,500	–2	–2	195 (19)	8	5	34	H	29	Lic (+1)


Multimedia Broadcasting Studio
KEY
1) Main Entrance
2) Lobby
3) Ladies' Restroom
4) Men's Restroom
5) Conference Room
6) Dressing Room
7) Makeup Room
8) Weatherperson's Greenscreen
9) Anchor Desk
10) Newsroom
11) Storage & Supply Room
12) Editing Room
13) Executive Office
14) Archive
15) Utility Room
16) Green Room
17) Prop Storage Room
18) Darkroom
19) Film Studios A & B
20) Advertising Office
21) Office
22) Break Room
23) Transmitter Maintenance Room
24) Audio Recording Studio
25) Producers' Control Room
26) Emergency Exit
27) Stairs Up to Roof & Broadcast Tower
28) Parking Lot
1 square = 5 feet
WEST

Introductory Products

D&D® is easy to learn, but can be hard to teach. With the DUNGEONS & DRAGONS® Basic Game, you can quickly bring your friends up to speed and get them ready for more adventure.

◆ *DUNGEONS & DRAGONS Basic Game*	❑ 0786934093	❑ $24.99	_____

Accessories

Keep your game moving with essential tools that put information at your fingertips. And add excitement to every session with ready-made adventures, maps, and more.

◆ *Dungeons & Dragons Dice*	❑ 0786935138	❑ $9.95	_____

Supplements

Expand your options for developing characters, creating adventures, and building campaigns with books filled with new races, feats, equipment, spells, monsters, magic items, and more.

◆ *Urban Arcana*	❑ 0786926597	❑ $39.95	_____
◆ *d20 Menace Manual*	❑ 0786928999	❑ $34.95	_____
◆ *d20 Weapons Locker*	❑ 0786931329	❑ $29.95	_____
◆ *d20 Future*	❑ 0786934239	❑ $34.95	_____
◆ *d20 Apocalypse*	❑ 0786932732	❑ $19.95	_____
◆ *d20 Cyberscape*	❑ 0786936959	❑ $19.95	_____
◆ *d20 Past*	❑ 0786936568	❑ $19.95	_____

Campaign Settings

Explore detailed worlds filled with inspiration, excitement, and adventure. Even if your game is set in a different setting, you'll find maps, monsters, villains, spells, races, and other options that you can use to add depth and detail to your campaign and characters.

◆ *d20 Modern Roleplaying Game*	❑ 0786928360	❑ $39.95	_____
◆ *Eberron Campaign Setting*	❑ 0786932740	❑ $39.95	_____
◆ *Forgotten Realms Campaign Setting*	❑ 0786918365	❑ $39.95	_____

Total: _____

Use this sheet to help friends and family find the books you want and when ordering from your favorite hobby shop or bookstore.

Name: _____ Telephone: _____

Address: _____

City: _____ State: _____

620_95370740_CritLoca_64.indd 64 2/13/06 2:17:16 PM