



MODERN

CROSSING

THE LINE



By Stan!

A Short d20 Modern Adventure for Four 19th-Level Characters

To most people, the word “winning” means completely subduing a foe. But victory need not be measured in such absolute terms. Some goals can be achieved merely by holding the opponent at bay for a long enough period of time.

When the goal is to hold off rather than physically overcome an adversary, the best tools are misdirection, obfuscation, outright prevarication, and any other techniques that can send the foe down the wrong track for a time. But when the clock is ticking, a good delaying tactic can be just as effective. *Crossing the Line* pits the heroes against an opponent whose goal has nothing to do with actually beating them. All this particular foe wants to do is keep them from going through the front door.

This adventure can be set in practically any locale. In fact, the details depend entirely on the backstory to which you (as GM) attach it. The antagonist, Remi Leone, should be able to apply his tactics to any desired location with only minor variations.

While *Crossing the Line* constitutes a complete adventure in its own right, it is best used in combination with another scenario. On his own, Remi Leone is unlikely to have sufficient motivation to interfere with the heroes, although you could certainly orchestrate a situation in which he does. As a gun for hire, though, he is more than happy to use his skills in the service of someone who has a more antagonistic relationship with the heroes.

LEVELS

Crossing the Line is a short scenario for four 19th-level heroes. With slight modifications, you can make it suitable for heroes at other levels (or groups as large or small as you're comfortable adjudicating). See the Scaling the Adventure sidebar for guidelines on adapting it for other groups.

You, the Game Master (GM), need a copy of the *d20 MODERN Roleplaying Game* to run this adventure.



To get started, print out the adventure (including the map) and read it through. Familiarize yourself with the basic situation as well as the GM characters, their motives, and their abilities. Then make sure you are comfortable with the rules for combat, movement, and cover from Chapter 5 of the *d20 MODERN Roleplaying Game*.

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

BACKGROUND

Crossing the Line is not so much a stand-alone adventure as it is a complex encounter. It can easily be added to any situation in which the heroes are trying to reach a certain destination under a tight time constraint. Exactly where they are going does not matter; the only requirement is that someone—an enemy or even a rival—wants to prevent them from achieving their goal.

No Time To Lose

The history behind this scenario involves someone who is at cross-purposes with the heroes. The identity of this character is left wholly to your discretion. It could be a villain they have tangled with in the past, a new opponent who knows

them by reputation, or a rival group that has been competing with them off and on throughout their careers. Whoever it may be, this opponent has but one goal—to prevent the heroes from reaching a specific objective. A crime lord might be about to make a tremendous drug deal, or another group of adventurers might be trying to steal one of the heroes' clients, or an international spy could be trying to destroy evidence of his activities—the actual setup doesn't matter to this adventure. The important point is that the antagonist has hired professional help to ensure that the heroes cannot jeopardize an upcoming event.

The Professional

Remi Leone is widely regarded as the top man in his profession, though it is maddeningly difficult to define what that profession actually is. Some say he is a hit man, and it's true that Remi has killed many men and women on the orders of third-party employers. But more often than not, his contracts do not center around killing. In fact, most clients hire him in order to avoid the mess, scandal, and official investigations that always result from an assassination.

The fact that Remi can serve as a hit man—and an unerringly effective one—means that his appearance on someone's doorstep is a clear indication of how much trouble that person is in. And when Remi delivers a message instead of a killing blow, his target usually takes the information very seriously. A message delivered by Remi Leone is, after all, tantamount to a death threat, since it means the target is as good as dead.

Some recipients of Remi's messages have tried to turn the tables and threaten his life, but that tactic merely converts the threat of violence into the real thing. In every such case, Remi has killed the impetuous target immediately and, no matter how competent the surrounding security forces, escaped with his own life. Indeed, he usually manages to decimate the security staff as well.

For his part, Remi thinks of himself as a freelance emissary—a person whose job is neither good nor bad and who is capable of remaining totally unsullied by the morality and politics of the parties involved. He has a very strict personal code of honor that he holds more sacred than his own life.

Remi's Code

Remi Leone's code of honor is relatively simple but quite strict. He considers the following precepts sacrosanct and would rather die than go against them.

- Always be polite.
- Always deal directly with the target—do not trust other messengers.
- Use only the minimum force necessary to remove obstructions.
- Be as precise as possible, both with language and with violence.
- Warn opponents who are not actual targets before using deadly force, repeating the message up to three times. If the warning is still not understood or heeded at that point, the results are no longer your fault.

Scaling the Adventure

The encounters described in this adventure are suitable for heroes of any level. The best way to tailor it for a group of lower-level heroes is to adjust the DCs of the various checks and saves required for Remi Leone's traps. Overcoming them should be difficult but possible for a character whose level is equal to the party average.

Lowering Remi Leone's character level is not advised. After all, he is supposed to be the best contract killer that money can buy and, should the heroes choose to confront him directly, he should be completely capable of defending himself. If, however, you decide to change Remi's background and make him a more evenly matched opponent for the heroes, use the guidelines below to alter his statistics.

To Lower Remi's Level: If you want to pit lower-level heroes against Remi and give them any hope of beating him, reduce his character level until it equals the average character level of the party + 5. Begin by removing up to three levels of Infiltrator. Then alternate removal of Infiltrator and Gunslinger levels until both are exhausted. It should not be necessary to lower Remi's character level beyond that point.

To Raise Remi's Level: Remi should provide an adequate challenge for any group of heroes, but if you think he needs to be toughened up slightly, add one level of the Gunslinger advanced class. The rules in the *d20 MODERN Roleplaying Game* do not specifically cover character levels higher than 20th, but the method used to create Remi's statistics is briefly explained in the Reverse-Engineering Remi sidebar at the end of this adventure.



- Never harm a child.
- It is always all right to kill someone who is trying to kill you.

Previous Associations

The heroes may have had dealings with Remi Leone before, particularly if you have run the adventure called *A Friendly Warning* (available for free download at the Wizards of the Coast website). Even if they have not played through that scenario, however, the heroes might know Remi by reputation, since he is considered one of the best “contract workers” in his business (see *Who Is This Guy?* below).

The Job

While the events leading up to Remi Leone’s hiring can vary widely from campaign to campaign, his job in this adventure is always the same—he has been hired to prevent the heroes from entering the Antilles Building. Exactly where this structure is, what is going on inside, and how long Remi is supposed to delay the heroes are left for you as GM to determine. While this information is of great importance to the heroes, it has little if any bearing on Remi and his performance. From Remi’s point of view, the only important aspect is that fulfilling this assignment will not compromise his personal code.

SYNOPSIS

Crossing the Line is a very simple, self-contained scenario that takes place while the heroes are involved in some larger plot of your devising. They should, in fact, be on their way to the resolution of that plot (or at least to a major encounter) when this adventure begins. Unfortunately for them, their opponent has hired Remi Leone to prevent them from reaching their goal.

The adventure as written assumes that Remi has been hired to keep the heroes out of a particular building in a city. With a little tweaking, however, you can modify the scenario so that Remi is instead preventing them from leaving some particular location, entering a park or region of wilderness, or invading any other setting that figures prominently in their current mission.

Character Hooks

As GM, you know best how to involve your players and their characters in an adventure. In this case, however, they are already involved in a larger adventure of your choosing. All you need to do is make sure they understand that an event of importance to them is occurring beyond the threshold that Remi is guarding.

The mission at hand will of necessity be wildly different from campaign to campaign. Finding an adventure to which *Crossing the Line* can be attached may be a relatively simple matter. On the other hand, your campaign may not be built on adventures that lend themselves easily to this sort of encounter. Below are a handful of possible situations that could set the events of this scenario into motion. As always, feel free to modify the details to fit your heroes.

- The heroes are on the trail of a smuggler who is trying to hand off her incriminating evidence (stolen jewelry, uncut diamonds, or the like) to her client. She knows that the heroes are close behind her, but she needs only a few minutes to close the deal. Thus, she hires Remi Leone to make sure that the heroes do not burst in at an inopportune moment.
- A genetic research scientist with a god-complex has been kidnapping homeless people and using them as subjects in his experiments. John and Jane Doe corpses have been turning up all over the city, each one bearing relatively fresh surgical scars and showing evidence of strange cellular mutations. The scientist has been conducting these heinous experiments in hopes of deriving a cure for cancer, HIV, or some other deadly condition. He is sure that the next one will succeed, and that this boon to mankind will secure him amnesty for his recent sins. To gain the time he needs to finish, he hires Remi to keep the heroes away from his laboratory until his latest subject has been incubated.
- An extraordinarily clever opponent has convinced Remi Leone that one of the above scenarios is occurring. In reality, this person is a terrorist planning to blow up the building, and the heroes know it. Remi is literally sitting on top of a time bomb and trying to chase away the only people who can save him (as well as every innocent person within the blast radius).

BEGINNING THE ADVENTURE

Crossing the Line is a site-based adventure that you can transfer to whatever setting best suits the heroes and the campaign. Indeed, this scenario is best used as a small diversion in a larger plot of your choosing. During the course of this other adventure, the heroes become the targets of a highly trained professional who has arranged the situation so as to give himself a distinct tactical advantage over the heroes.

The scenario begins a short while before the heroes approach the location that Remi is protecting. The default location used in this adventure is a structure called the Antilles Building, which is located in a major city.

Because of his personal code, Remi feels honor-bound to give the heroes fair warning before they step into his trap, no matter how unlikely they are to heed such a warning. Depending on the particular adventure and heroes, this warning may come days, hours, or even mere minutes before the heroes try to breach the zone that Remi is guarding.

The heroes need not experience the events of *Crossing the Line* sequentially. The easiest way to use this scenario is to integrate the various encounters into the larger adventure you are running. Encounter A should probably occur near the beginning of the other scenario, and encounter B should almost certainly happen immediately before the larger story’s climax. The hunt for Remi (encounter C1), if it happens at all, may actually serve as the greater adventure’s denouement.

A. FAIR WARNING

Remi Leone is an eccentric individual. Some consider him an amoral psychopath, and in fact he has no qualms about being a contract killer. On the other hand, he adheres to a very strict code that governs his behavior, and he would rather

give up his own life than soil his honor by compromising these tenets.

Part of Remi's code requires that he give fair warning to those he places in harm's way, so that they have a chance to avoid the deadly force arrayed against them. In this case, that warning comes in the form of a note, hand-delivered by Remi. The gist of the message is given in the read-aloud text below, though you may add details of the larger adventure you have chosen, if desired.

Before setting up his defense of the area, Remi spends as much time as possible studying the heroes. (His information is especially accurate if he has encountered the group before, either in the adventure called *A Friendly Warning* or elsewhere.) While he does want to alert them to ways that they might avoid coming into conflict with him, he has no wish to leave himself open to pursuit or capture.

A1. The Note

Once he has a basic understanding of the heroes' tactics, emotional states, and behavior patterns, Remi decides upon the best way of delivering his note. His preferred method is to break into a home or office that only the targets have access to and leave the note there. This brazen breach of their security is meant as a display of his superior skills.

If that method seems unwise, Remi delivers the note to the heroes' sanctum in a manner that ensures that his actions and identity will be captured on a security camera. This tactic allows the heroes to see the face of their opponent and signals his contempt for their ability to negate or circumvent his plans.

If Remi has not previously had contact with the heroes, he may deliver the note to a store, office, or restaurant that the heroes are planning to visit. He hands the note to the receptionist or clerk mere minutes before the heroes arrive, then physically bumps into them on his way out. Thus, when the clerk describes the person who left the note, the heroes should immediately realize that they literally had him within their grasp.

If Remi believes the heroes would recognize him from prior encounters, he may opt to attract their attention from across a crowded room and then slip away before they can reach him, leaving the note behind.

When the heroes receive and open the envelope with Remi's note inside, read or paraphrase the following aloud, supplying any additional adventure-specific details pertaining to the site or situation that you wish.

Inside the envelope is a note printed on expensive paper and personalized with the monogram "R.L." Handwritten on it, probably with a fountain pen, is the following message.

"My friends, let me begin by saying that I have nothing but complete admiration for you and your capabilities. However, I have been engaged by an acquaintance of yours to see to it that a certain event is allowed to unfold without your interference. It would be well for us all if your plans did not include a visit to the Antilles Building. Should you choose to ignore this request, I cannot vouchsafe your security or continued health.

*Yours with the utmost respect,
Remi Leone"*

This note is the only warning that Remi gives the heroes. However, if it somehow fails to reach them, or if Remi knows that they did not read it, he attempts to get it into their hands two more times. When making these follow-up deliveries, Remi is less likely than before to make physical contact with the heroes or to let them see him in the flesh. Once they know what he looks like and that he is in the area, such behavior becomes too risky. However, he is still perfectly willing to let his face and actions be captured on security cameras.

A2. Who Is This Guy?

Unless they have dealt with him in the past, the heroes may wish to find out who this Remi Leone really is. Considerable information is available about Remi Leone—he is, after all, a particularly well-known operative in certain circles. Facts about him can be garnered in the usual ways—mostly through Gather Information and Research checks or by focusing Investigate checks on either the note or some other physical evidence that Remi left behind.

Gather Information

By questioning their contacts in the underworld and the law enforcement field (or other quarters that you deem appropriate), the heroes can acquire information about Remi Leone, his previous clients, and exploits attributed to him, plus a few unsubstantiated rumors.

Any hero who succeeds on a DC 15 Gather Information check obtains some reliable basic information about Remi—namely, all the data in the Background section under the heading "The Professional," except for the details of Remi's code. If the Gather Information check result beats DC 20, the hero also gains one of the following additional pieces of information, plus one more for each 2 points by which the check result exceeded 20 (that is, two pieces of information for DC 22, three for DC 24, and so forth). It is up to you as GM to decide which of the following facts and rumors the heroes receive.

- The heroes gain a detailed understanding of Remi Leone's code of honor (see Background, above), plus a list of jobs that Remi is rumored to have performed.
- Remi is a consummate professional who never gets emotional about his work. However, he has some crazy idea that everyone in his line of work ought to follow the same chivalrous rules as he does.
- One time, Remi used himself as a human shield to protect some kids who happened to be riding their bikes near a hit gone bad. He took eight slugs to the chest and gut, then killed the shooter with his bare hands after the kids had left.
- Remi doesn't like to take straight contract hits anymore because he's on some sort of crusade to give people a chance to change their lives. If they don't make an effort, however, he doesn't mind killing them in cold blood.
- If a job is likely to hurt a lot of innocent people, Remi turns it down. Moreover, he makes it his personal goal to stop the person who does take it.

- Remi used to be the best contract killer in Europe, but he quit because he was becoming too famous. Even ordinary, noncriminal people had heard of him and considered him some sort of “super spy.”
- Remi’s closest contact is a lady down in the Italian section of town. She owns a restaurant called Matilda’s Kitchen and runs a brothel in the building above it.
- Several of the surprising corporate mergers in the last few years happened after one side hired Remi to “negotiate” with the other.
- One time, a client double-crossed Remi. Twenty-five professional assassins were lying in wait for him, but Remi killed them all without suffering so much as a scratch. He completed his original assignment, collected his fee, and then killed his client.
- The police, the INS, the CIA, and the FBI all know about Remi, but they have no proof that he has done anything wrong.

You may, at your discretion, sprinkle the information that the heroes gather with rumors that turn out to be untrue, or give different heroes conflicting information. For example, one hero may think that Remi began as an operative for a Middle Eastern terrorist group, while another hero may find information that he started his career with the Israeli secret service.

Research or Investigate

Remi Leone may walk in the shadowy world of the underground, but his actions leave a record. Because no one is ever one hundred percent certain that Remi has been involved in a particular episode, however, a lot of discrete pieces of information have never been pooled to create a complete picture.

Heroes with access to official police or government records can gain some information by combing them for information about Remi Leone. Each hero perusing such records may make a Research check. If the check result beats DC 30, the hero gains one of the following additional pieces of information, plus one more for each 5 points by which the check result exceeded 30 (that is, two pieces of information for DC 35, three for DC 40, and so forth). It is up to the GM to decide which of the following facts the heroes receive.

- In Europe, Remi used an HK PSG1 sniper rifle when performing assassinations. Now, however, he usually uses a Glock 17 and does the job at close range rather than from a distance.
- The heroes gain a general comprehension of Remi’s training (that is, the players discover what Remi’s skill bonuses are for 1d4+2 of his most critical skills).
- The CIA and the NSA have both used Remi on several occasions—mostly to communicate with underworld figures, but also to eliminate terrorists before they could strike within US or Canadian borders.
- The heroes gain a general understanding of Remi’s innate capabilities (that is, the players discover 1d6+2 combat-related feats and/or class abilities that he possesses).

- Remi’s fingerprints are on record. Because of a clerical error, they are mistakenly labeled as those of a convicted murderer who was executed five years ago.

A3. A Double-Edged Sword

While the heroes are trying to uncover facts about Remi, he continues his research on them, so as to be as prepared as possible for his upcoming confrontation with them. In fact, how they go about tracking down information about Remi is likely to give him considerable insight into their forensic and investigative capabilities.

B. HOLD THE LINE

This encounter is the meat of *Crossing the Line*—when the heroes actually visit the location that Remi Leone is defending. The actual details of the site depend on the individual campaign and on the greater adventure to which this one is linked.

For the purpose of describing Remi’s tactics, the following assumptions have been made about the site. Modify the map and descriptions as needed if the situation in your campaign varies significantly from these suppositions.

- The location is an older structure called the Antilles Building. If you wish to use a larger piece of property instead of a building, Remi employs landmines, razor wire, or electrified fences to protect it. If the location is a room or a set of offices, he rigs the access hallways with tripwires, motion sensors, and other traps.
- The Antilles Building is in a city. While a more isolated location would provide a more defensible position, a site in the middle of a large urban area allows Remi’s employers to come and go without drawing attention to themselves. It likewise provides Remi with a greater selection of rooftops, alleys, and other vantage points from which to observe and attack intruders. Furthermore, such a location makes it considerably more difficult for the heroes to determine the position of their opponent.
- Noise is not a factor. The earlier considerations of discretion and secrecy notwithstanding, Remi assumes that he does not have to worry about keeping a low profile once the heroes arrive, and he has set up his defenses accordingly. If it is important that passersby and people in nearby buildings not realize that anything is amiss, you must make some significant changes to his plans. In particular, Remi is likely to let the heroes enter the building, then herd them into a prepared holding area that can be soundproofed well enough to keep the outside world oblivious to the events inside.

The following sections describe the Antilles Building and Remi Leone’s method of defending it. The purpose and contents of the Antilles Building are up to you—it could be an apartment building, a commercial center, or even a warehouse. It may be owned and inhabited solely by the heroes’ nemesis, or that person or organization could share the space with innocent citizens.

Remi has prepared his defenses on the assumption that bystanders are unlikely to be in the building or the surround-

ing neighborhood during the encounter with the heroes. He has laid numerous traps at all entrances to the Antilles Building and is now stationed on the roof of a building across the street from the main entrance, rifle at the ready. Since he would consider his mission a personal failure if any innocents were severely wounded or killed, you may need to adjust his tactics if this assumption is patently incorrect.

The ELs provided are for overcoming the various obstacles presented, including Remi himself. If confronted in actual combat, Remi is an EL 24 encounter.

Bl. The Antilles Building (EL 20)

Built in the 1960s, the Antilles Building is practically indistinguishable from other urban structures of the same period. It stands five stories tall and has very clean lines and a relatively unadorned façade. The Antilles Building was constructed from a combination of polished granite and bricks, and its design allows it to blend seamlessly into the city's skyline.

On the ground floor, a main door and two windows provide access to the lobby. A single iron door opens onto the street behind the building, and a janitorial exit opens onto an alley on its west side. The rest of the ground floor is windowless.

Each of the upper floors has single-pane windows spaced about 10 feet apart around its entire circumference. All these windows are identical, so an inspection from the outside in broad daylight does not reveal whether a given window leads to a small room or a large, communal office space. Someone looking into its lighted windows after dark,

however, could certainly get a rough idea of how big the spaces beyond them are.

Bl. Main Entrance

When the heroes first examine the main entrance of the Antilles Building, read aloud or paraphrase the following.

The building seems fairly nondescript—in fact, with the exception of the name and address printed on the awning, it looks virtually identical to its neighbors on either side save for height. The lower two stories are covered with a façade of polished granite, while the upper floors are constructed of rust-colored bricks.

A threadbare red carpet leads from the sidewalk's edge to a pair of glass doors. On either side of the doors is a seamless window blocked on the inside by burgundy curtains. The doorway and the carpet leading up to it are shaded by a canvas awning whose aluminum poles rise out of two potted plants placed near the curb.

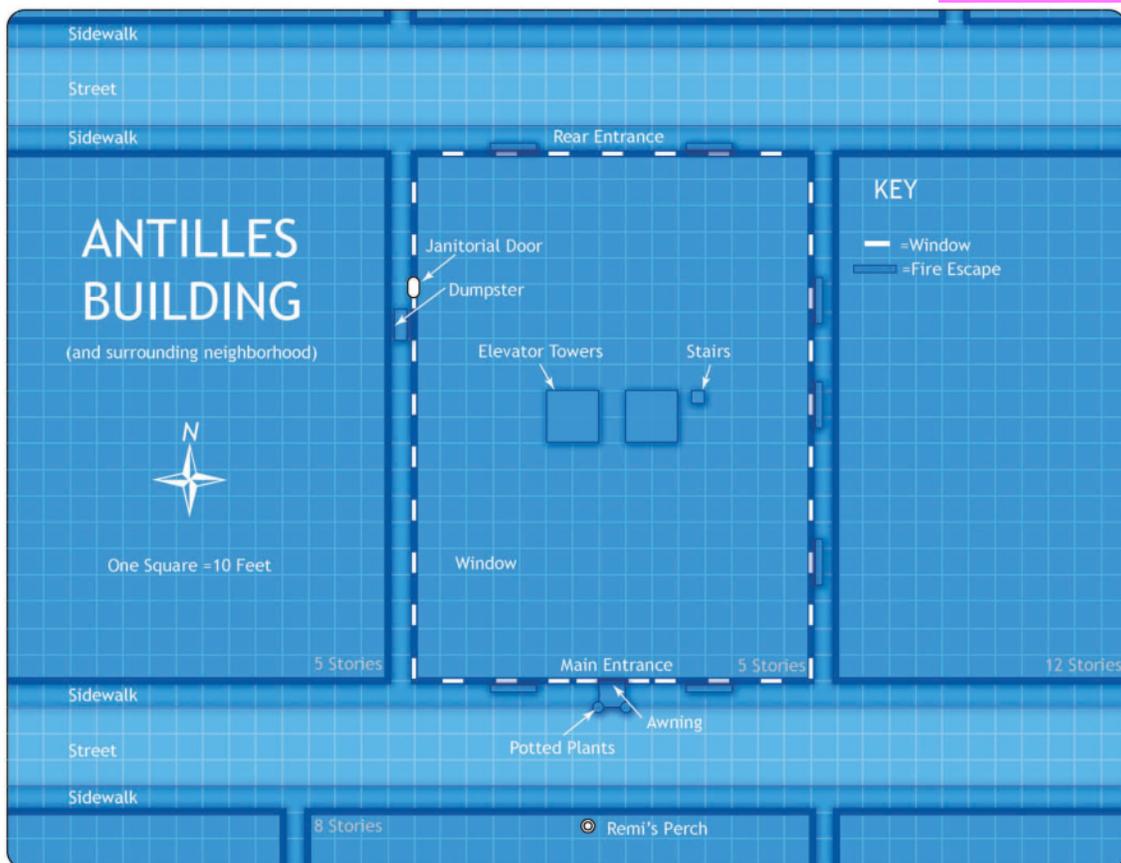
Remi has laid several traps near the main entrance. Some of them are quite deadly; others are merely designed to slow the heroes down or make them pause while Remi takes careful aim.

GM Character: Remi Leone is hiding on the roof of the building across from the front entrance of the Antilles.

Remi Leone: 215 hp; see Appendix.

Use the following traps in the order given unless the heroes' actions dictate otherwise.

Potted Plant Traps: Remi has placed a radio-controlled device in each of the potted plants beside the curb. When



the heroes first approach the building, Remi detonates the pot on the left, which contains a flash-bang device that produces both a bright flash and a loud noise. Every creature within 20 feet must succeed on a DC 16 Fortitude save or be dazed (unable to take actions) for 1d6 rounds.

If some of the heroes remain unaffected and continue toward the building, Remi activates the tear gas bomb in the right-hand potted plant on the next round. This device works like a tear gas grenade (see Chapter 4 of the *d20 MODERN Roleplaying Game*), except that its effect covers a larger area. On the round that the device explodes, a cloud of irritant fills all squares within 10 feet. The cloud fills all squares within 20 feet on the following round and all squares within 30 feet on the third round. Thereafter, it persists but does not expand further. The cloud disperses by itself after 15 rounds, but a moderate wind (11+ mph) disperses it in 6 rounds, and a strong wind (21+ mph) disperses it in 3 rounds.

Development: Remi hopes these two devices can keep the entrance secure without significantly damaging either the heroes or the building. Should the heroes press onward or make a second assault, he either ignites the awning or opens fire on them (see below).

Awning Trap: Remi replaced the regular awning with canvas that had been specially treated to be highly flammable and then rigged it with several small, radio-controlled, incendiary devices. At the appropriate moment, he sets off the devices, and the entire awning bursts into flames. Anyone underneath or within 5 feet of it at that time takes 1d6 points of fire damage (DC 15 Fortitude half).

On the following round, the awning falls off its frame. Anyone underneath it must succeed on a DC 15 Reflex save or be struck by the burning material and take another 2d6 points of fire damage (DC 15 Fortitude half). Any creature or object in physical contact with the burning awning takes identical damage every round thereafter until the material is completely consumed (1d6+5 rounds after ignition).

While it is aflame, the awning material takes on an adhesive quality that makes it cling to whatever it strikes. Removing it requires a DC 12 Strength check and exposes the character making the attempt to the standard damage from the burning canvas.

Development: If the heroes head for the door after dealing with the burning awning, Remi opens fire (see Red Carpet Trap, below).

Red Carpet Trap: If the heroes are about to reach the doors, Remi begins firing on them from his position overlooking the main entrance (see Remi's Perch, below).

Front Door Trap: If the heroes manage to survive both Remi and his traps, they must still get past the locked front doors and the trap that secures them in order to enter this way.

Entrance Doors: 1-inch-thick glass; hardness 1, hp 15, Break DC 18; Disable Device DC 12 to open lock.

Remi has rigged the front doors with a hidden explosive device (Search DC 20). Any hero who notices the trap may disarm it with a successful DC 30 Disable Device check. Otherwise, the device explodes when the door is opened, dealing 10d6 points of damage to every creature within 20 feet (Reflex DC 15 half). Furthermore, Remi has shaped and

placed the explosive so that an explosion causes part of the lobby to collapse. The explosion does not critically damage the building as a whole, but the rubble makes passage through the lobby very difficult. Anyone attempting to move through the area on foot must make a successful DC 25 Balance check or take 1d10+6 points of damage from falling rubble, unstable footing, and similar hazards. Alternatively, you may rule that the lobby has become totally impassible.

B1b. Rear Entrance

Though the rear of the Antilles Building faces onto a main road, most people pass by without even noticing it. Wishing to funnel all traffic through the main entrance, the architects designed the rear door to be as dull and utilitarian as possible.

When the heroes first examine the rear entrance of the Antilles Building, read aloud or paraphrase the following.

The rear of the Antilles Building looks like an extension of the buildings on either side. At its center is a single, plain, iron door that has been painted industrial gray. The door bears no signs, lettering, or other markings. Its only feature is a pull handle with a pair of keyholes above it.

The door is made of solid iron and is purely a utilitarian feature.

Iron Door: 4 in. thick; hardness 10; hp 120; Break DC 35.

Traps: Remi has used three different methods to secure this door—electrification and a pair of keyhole traps.

Electrification: Remi has electrified the rear door, but most of the wiring is on the inside—a fact that makes this trap quite difficult to spot (DC 35 Search check to notice the tiny, telltale arcs of electricity along the doorframe). Anyone who touches the door or the doorframe while the trap is active takes 4d6 points of electricity damage (Reflex DC 20 half). Disarming this trap requires a DC 40 Disable Device check.

Keyhole Traps: Any hero that makes a successful DC 20 Search check notices one of the following devices. (Whether all the heroes who make the check notice the same device is left to your discretion.) A hero whose check result beats DC 30 notices both. Each trap can be deactivated with a DC 20 Disable Device check.

If tripped, the trap on the upper keyhole splashes acid on all creatures and objects within 5 feet of the door and activates the bottom trap (see below) automatically. Every creature splashed with the acid takes 2d6 points of acid damage (Reflex DC 15 half).

The trap attached to the bottom keyhole also employs acid, but in a different way. If tripped, it sprays a powerful acid on the door and the doorframe, fusing them together and increasing the door's Break DC to 50.

B1c. Windows

When the heroes first examine the windows of the Antilles Building, read aloud or paraphrase the following.

The only windows on the first floor of the Antilles Building are the two that look into the lobby. Each of the upper floors, however, has windows spaced approximately every 10 feet. None of them are open, and since the building appears to have central heating and air conditioning, they may even have been painted shut. Several of the windows, however, have wrought-iron fire escapes leading up past them.

The most likely way for the heroes to gain access to the windows is by using the fire escapes. The lower ends of the fire escape ladders are folded up to a point 10 feet above the ground so as to allow space for pedestrians to pass underneath. Thus, to gain access via a fire escape, a hero must succeed on a DC 42 Jump check (see the Jump skill description in Chapter 2 of the *d20 MODERN Roleplaying Game*) or use some other means to reach the ladder and pull it down to street level. The ladders are only a few feet wide, forcing the heroes to climb them single-file. In addition, all heroes on the fire escapes travel at half normal speed because of the difficulty of the climb.

GM Character: Remi Leone is hiding on the roof of the building across from the front entrance of the Antilles.

Remi Leone: 215 hp; see Appendix.

Tactics: If any hero succeeds in grabbing the ladder or finds any other way up to the windows on the front or sides of the building, Remi begins firing on the group from his position overlooking the front entrance (see Remi's Perch, below). If, however, the heroes are using a fire escape on the rear of the building, Remi cannot see them.

Trap: In anticipation of the heroes' attempts to use the fire escapes in the rear, Remi has weakened the bolts that secure the fire escapes on that side of the building. Every round that someone stands on one of these fire escapes, it takes 1 point of damage for every 50 pounds (or fraction thereof) of weight on it. In other words, a 180-pound hero would deal 4 points of damage to the fire escape every round that he stood on it. Once a fire escape has taken 40 points of damage, it detaches from the wall and crashes to the ground.

Bld. Alleys

When the heroes first examine the alleys on either side of the Antilles Building, read aloud or paraphrase the following.

The Antilles Building is flanked on both sides by cramped alleyways. Barely 10 feet wide, these dark, dank spaces obviously see sunlight for only a few minutes each day. The walls are covered in offensive graffiti, the ground is strewn with garbage, and the air is filled with a foul, fecal odor.

Few details are visible from the street, but a large box or crate of some kind seems to be resting against the wall about halfway along the length of the western alley.

Any hero who investigates the western alley discovers that the "box" is actually a dumpster filled with garbage. Beside it is a metal door of the sort generally used by janitorial staff. It has two keyholes above the handle.

Steel Door: 4 in. thick; hardness 10; hp 120; Break DC 35.

The upper floors along the alley have windows identical to those on the front and back sides of the building, though the view is certainly less spectacular. These windows are also accessible via fire escapes in the same way as those in the front of the building (see Windows, above).

GM Character: Remi Leone is hiding on the roof of the building across from the front entrance of the Antilles.

Remi Leone: 215 hp; see Appendix.

Tactics: If the heroes seem about to try to open the janitorial door, Remi opens fire on them from his position overlooking the alley (see Remi's Perch, below).

Trap: Remi has wired this door for electricity in exactly the same way as he did the rear entrance (see above). He has not, however, trapped either of the locks.

Bld. Roof

Getting to the roof of the Antilles Building is a difficult matter. The heroes may attempt to climb up via one of the building's fire escapes, but that tactic presents its own set of challenges (see Windows, above).

If the heroes manage to reach the roof or can view it from a nearby rooftop, read aloud or paraphrase the following.

The roof of the Antilles Building is a surprisingly hot and noisy place. At the center of this flat space are three square sheds that thrum loudly. Next to these is a small structure that looks something like a shed that bears a sign reading "stairs."

Scattered across the roof are vents and fans that belch out a steady stream of uncomfortably warm air. The tarry surface offers a clear record of recent visitors in the form of footprints—a few from humans, and many from birds—probably the pigeons wandering to and fro.

Once on the roof, the heroes must evade fire from Remi Leone while dealing with one of his traps and the obstacles represented by the roof's normal conditions.

GM Character: Remi Leone is hiding on the roof of the building across from the front entrance of the Antilles.

Remi Leone: 215 hp; see Appendix.

Tactics: If the heroes manage to get to the roof, Remi uses every weapon at his disposal to keep them from reaching the stairwell (see Remi's Perch, below).

Development: Even without the distraction provided by Remi's weapon fire, passage across the roof is difficult. The vents and fans release hot air from the building's heating and cooling system, which has the unfortunate effect of making the roof's tarry surface perpetually sticky. Anyone attempting to traverse the roof on foot moves at one-half normal speed, and anyone lying prone on its surface must take a full-round action to stand up. The human footprints in the tar are those of the building janitors, who come up here occasionally to check the elevator towers.

The sheds hold the engines, counterweights, and cables that run the building's elevators, and this machinery thrums whether the elevators are in use or not. This constant cacophony imposes a –10 penalty on all Listen and Concentration checks made by anyone on the roof.



Trap: As a final precaution, Remi has trapped the door to the stairwell with a tear gas bomb. This device is identical to the one that was in the right-hand potted plant beside the front door (see above), except that it is not radio-controlled. A successful DC 20 Search check reveals the tripwire, and a successful DC 25 Disable Device check deactivates the bomb.

B2. Surrounding Buildings

If the heroes scan the surrounding neighborhood or specifically examine one of the nearby buildings, read aloud or paraphrase the following.

The Antilles Building appears to be just one of several structures that were designed and constructed during the same phase of urban expansion. The neighboring buildings all look very similar to it, although some are a few stories taller.

The heroes may wish to check out the surrounding buildings because of security concerns—a wise precaution, since Remi Leone is lurking atop one of them. Alternatively, they may be interested in using a neighboring window or rooftop as a method of accessing the upper stories of the Antilles Building. In such a case, the following information may come into play.

B2a. Accessing the Antilles

To the front and the rear of the Antilles Building are city streets wide enough to permit two lanes of traffic and street parking on each side. With the sidewalks on either side of the street, about 55 feet of space separates the facing structures from the Antilles Building.

The building in front of the Antilles is eight stories tall, and Remi Leone is currently hiding on its roof, keeping watch over the Antilles Building. The building in the rear is only five stories tall (exactly the same height as the Antilles). The heroes are unlikely to try to access the roof of the Antilles Building from either of these positions, but they do provide terrific vantage points from which to view the Antilles, the streets outside the building, and any activity that may be occurring in the upper floors.

The buildings to either side of the Antilles are separated from it by only 10 feet, but both are considerably taller. The building to the west is eight stories tall (about 30 feet taller than the Antilles), while the one to the east is twelve stories high (about 70 feet taller). Still, this arrangement should be more appealing to heroes looking for ways to access the Antilles' roof than using the buildings to the north and south (see the rules for jumping in Chapter 2 of the *d20 MODERN Roleplaying Game*).

The heroes may also try to jump or climb from a window on a neighboring building to a corresponding one on the Antilles. However, Remi Leone opens fire on any heroes he spies attempting this feat.

B2b. Remi's Perch (CL 20)

The characters may or may not ever spot Remi Leone during this mission, but he has his eyes on them at all times.

GM Character: Remi Leone has decided to use the roof of the building directly across the street from the front entrance of the Antilles Building as a sniper nest. He has chosen clothing that helps to camouflage his presence (+2 bonus on Hide checks) and selected a position that grants him nine-tenths cover against opponents on the street or on any floor lower than the 7th in any neighboring building. Against heroes who are on the roof of any neighboring building up to ten stories tall, or at a window on a floor between 8th and 10th, Remi gains only half cover. Against heroes in positions that are eleven or more stories high, Remi receives no cover bonus.

Remi Leone: 215 hp; see Appendix.

Tactics: By the time the heroes arrive on the scene, Remi has set all of his traps and is more than willing to let the heroes deal with them before he reveals his presence. Once the heroes seem about to enter the building, Remi attacks with grenades and his HK MP5. He uses the automatic setting on his gun, aiming at the squares around whatever entrance he is defending, since his mission is merely to keep the heroes out of the building, not necessarily to kill them. If he cannot achieve his goal any other way, however, he does not hesitate to fire on the heroes directly.

As the heroes move from the front of the Antilles Building to the sides, Remi moves along the rooftop to keep them in sight for as long as possible. While he is moving, each hero may make a Spot check opposed by Remi's Hide check to notice him.

Development: If the heroes succeed in getting into the Antilles Building, Remi considers his mission over—unsuccessful, but complete. He packs up his equipment and leaves as quickly and discreetly as he can. Any repercussions of his failure are for you as GM to decide.

Should the heroes spot Remi and begin to chase him instead of continuing their assault on the Antilles Building, Remi is less discreet about his withdrawal (see Changing Targets, below).

C. CHANGING TARGETS

Should the heroes spot Remi Leone, they may decide to confront him rather than continue trying to get into the Antilles Building. In such a case, Remi takes advantage of their change of focus to successfully complete his own assignment—keeping the heroes out of the Antilles.

C1. There He Is! (CL 24)

Use this encounter if the heroes spot Remi and give chase.

GM Character: Remi Leone begins this encounter on top of the building across from the front entrance of the Antilles Building.

Remi Leone: 215 hp; see Appendix.

Tactics: If the heroes are attempting to corner Remi, he tries to draw attention to himself as he retreats, shooting his guns for no reason other than to establish his position. He leads the heroes on a merry chase, jumping from rooftop to rooftop along the block and occasionally stopping to shoot out a satellite dish or some masonry. If the heroes are close enough to shoot at him, he does not hesitate to return fire.

When he runs out of buildings on the block, or if it looks like the heroes might actually catch up with him, Remi uses either a stairwell or a fire escape to descend to street level. Once there, he repeats the process, trying to lead the heroes even farther away from the Antilles.

Development: If the chase takes the heroes twenty or more blocks away from the Antilles Building, or if the heroes seem close to catching Remi, he stops trying to draw their attention, ducks down the nearest subway entrance, and tries to lose himself in the crowd. At that point, he considers his assignment successfully completed and leaves the area as quickly and discreetly as possible.

REWARDS

The rewards for *Crossing the Line* should be folded into the rewards for the larger adventure to which it is attached. The heroes may reap XP rewards from any of the following three sources.

Remi's Traps: The traps on the Antilles Building are lumped together as a single EL 20 encounter, but you may wish to award extra XP if the heroes came up with extraordinary ways of dealing with these situations.

Suppressive Fire: If the heroes came under fire from Remi Leone but did not actually confront him directly, encounter B counts as a single EL 20 encounter. Remi is a tough opponent, but if he was focused on merely preventing the heroes from entering the Antilles Building (as opposed to trying to kill them) he is not worth his full XP value.

Facing Down Remi: If the heroes switched targets and fought Remi face-to-face, encounter C counts as a full EL 24 encounter. If you have occasion to use this encounter, the heroes cannot collect the experience for it unless they actually overcame Remi.

CONTINUING THE ADVENTURE

The particular events in *Crossing the Line* do not warrant expansion to further missions. However, when the adventure is over, you should have one or two new plot "veins" to mine for future adventures.

Although Remi Leone has completed his assignment (successfully or not) and has no cause to interact with the heroes further, they may not be willing to let the matter drop so easily—they might well wish to track down their tormentor. Alternatively, another client might want to hire Remi now that he has proven that he can get the better of the heroes. (As a very principled criminal, however, Remi takes only those assignments that appeal to his sense of fair play and honor.)

Remi may also cross paths with the heroes again in a more subtle fashion. An interesting tweak to a future adventure could result in Remi and the heroes working on the same case, but from opposite ends. Perhaps a situation will arise in which it makes sense for them to team up against a common enemy. In such a case, Remi would certainly be willing to put the events of *Crossing the Line* aside—it's all just business, after all—but will the heroes be able to do the same?

REMI LEONE

Remi Leone is a world-class assassin who has chosen to forge a new career for himself as an envoy and emissary. Although he sometimes takes contracts that involve killing, he most often simply passes messages from one person to another—though these messages usually involve an implied threat. Despite the generally peaceful nature of his missions, he has no qualms about adding to his body count if the situation calls for such action.

Remi is an impressive physical specimen. He stands slightly more than 6 feet tall and has a broad-shouldered and muscular frame. His swarthy complexion sets off his deep-set, dark eyes and his black hair. He has a quiet but imposing demeanor and prefers implied threats to verbal ones. Remi's native language is Italian, but he is fluent in many other tongues as well, speaking them all with a slight accent that marks him only as European.

Remi Leone (Fast Hero 4/Soldier 3/Gunslinger 7/Infiltrator 10): CR 24; Medium-size human; HD 4d8+12 plus 3d10+9 plus 7d10+21 plus 10d8+30; hp 215; Mas 16; Init +5; Spd 30 ft.; Defense 35, touch 33, flat-footed 35 (+5 Dex, +18 class, +2 light undercover shirt); BAB +15; Grap +18; Atk +20 melee (1d4+2 piercing, knife) or +18 (damage varies, improvised weapon) or +22 ranged (2d6 ballistic, Glock 17) or +22 ranged (2d10+2 ballistic, HK PSG1); Full Atk +20/+15/+10 melee (1d4+2

Reverse-Engineering Remi

Remi Leone is a 24th-level character in a game whose rules do not address character levels higher than 20th. Thus, his statistics had to be created using a special extrapolation of the existing rules. In short, Remi was allowed to take additional levels of existing basic and advanced classes. The only extra material needed was an expansion of Table 7–8 from the *d20 MODERN Roleplaying Game* that would allow the experience point awards to be set fairly and consistently.

Expansion to Table 7–8: Experience Point Awards

PARTY LEVEL	—ENCOUNTER LEVEL—				
	21	22	23	24	25
14th	45,800	—	—	—	—
15th	35,200	47,600	—	—	—
16th	27,000	36,800	49,400	—	—
17th	20,400	28,400	38,400	51,200	—
18th	15,200	21,600	29,800	40,000	53,000
19th	11,400	16,000	22,800	31,200	41,600
20th	8,400	12,000	16,800	24,000	32,600

As a 24th-level character, Remi can provide high-level heroes with challenging opposition. While it is possible to generate heroes with character levels higher than 20th using this method, it is strongly suggested that you not allow such progression in your games. A staggering number of rules would potentially need adjustment to fairly adjudicate a game in which the party level exceeds 20th, and you might well discover that you need to spend more time with game design than campaign design.



piercing, knife) or +18/+13/+8 (damage varies, improvised weapon) or +22/+17/+12 ranged (2d6 ballistic, Glock 17) or +22/+17/+12 (2d10+2 ballistic, HK PSG1); FS 5 ft. by 5 ft.; Reach 5 ft.; SQ close combat shot, defensive position, improved evasion, improved sweep, improvised implements, improvised weapon damage, lightning shot, sharp-shooting, Skill Mastery (Escape Artist, Hide, Move Silently, Sleight of Hand, Tumble), sweep, Weapon Focus (Glock 17), Weapon Focus (HK

PSG1), weapon specialization (HK PSG1), without a trace; AL Remi Leone's code; SV Fort +11, Ref +20, Will +11; AP 12; Rep: +7; Str 16, Dex 20, Con 16, Int 14, Wis 14, Cha 14.

Occupation: Military (class skills: Hide, Move Silently; bonus feat: Personal Firearms Proficiency).

Skills: Demolitions +15, Disable Device +12, Escape Artist +28, Hide +35, Intimidate +15, Knowledge (tactics) +5, Listen +12, Move Silently +34, Read/Write Arabic, Read/Write Cantonese, Read/Write English, Read/Write French, Read/Write Italian, Read/Write Russian, Sleight of Hand +31, Speak Arabic, Speak Cantonese, Speak English, Speak French, Speak German, Speak Italian, Speak Japanese, Speak Russian, Speak Spanish, Spot +20, Tumble +25.

Talents (Fast Hero): Evasion, uncanny dodge 1.

Feats: Advanced Firearms Proficiency, Agile Riposte, Burst Fire, Dead Aim, Dodge, Double Tap, Far Shot, Heroic Surge, Mobility, Nimble, Personal Firearms Proficiency, Point Blank Shot, Precise Shot, Shot on the Run, Simple Weapons Proficiency, Stealthy, Strafe, Weapon Finesse (knife).

Equipment: Ammunition (and spare clips for all firearms), cell phone, Glock 17, HK PSG1, knife, light undercover shirt, and other equipment as necessary.

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