

MODERN MAYHEM

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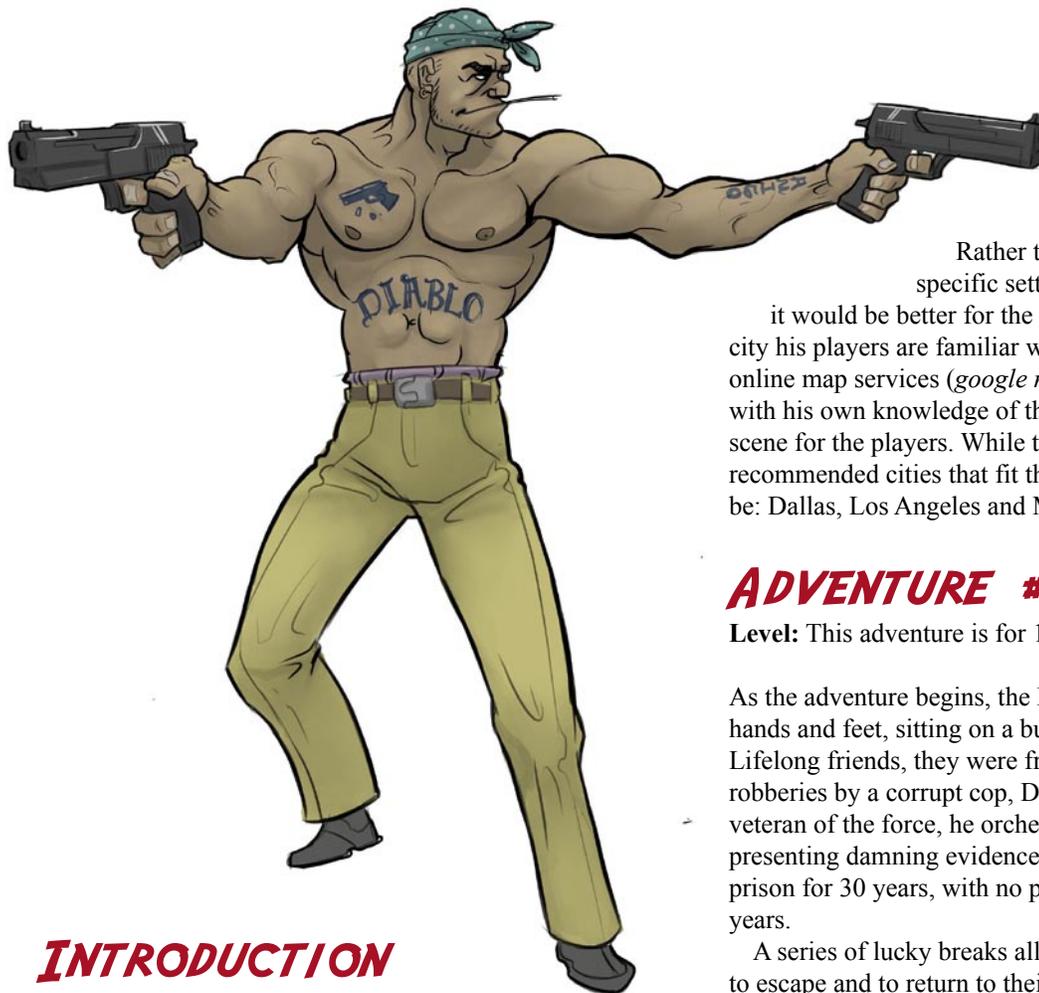
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CRIMINAL MAYHEM TO THE 20TH POWER



INTRODUCTION

Welcome to *Modern Mayhem*, the first full-fledged adventure path for *Modern²⁰*! *Modern Mayhem* casts the players in the role of wrongfully convicted criminals on the run from the law. Whether they act the part of murderous escaped convicts is up to them and the adventure has several branching paths that lead to different endings based on the players' actions.

Each adventure below begins with a synopsis, followed by a series of events. Sometimes these events are accompanied with real-aloud text, in italics, which can be read to the players or given to them in synopsis form by the game master. Then each encounter is presented with relevant statistical information for each.

Players who intend to play through this adventure should stop reading now. All information from this point forward is for the game master's eyes only.

A note about maps: While some maps are included for *Modern Mayhem*, the game master is likely to need more during the course of the adventure.

Rather than tie the adventure to a specific setting, real or fictional, we feel it would be better for the game master to choose a city his players are familiar with and use one of the many online map services (*google maps* for example), along with his own knowledge of the city in question, to set the scene for the players. While this could be *any* city, some recommended cities that fit the tone of the adventure would be: Dallas, Los Angeles and Miami.

ADVENTURE #1: OIL SPILL

Level: This adventure is for 1st to 2nd level characters

As the adventure begins, the PCs are handcuffed on their hands and feet, sitting on a bus on their way to prison. Lifelong friends, they were framed for a series of armed robberies by a corrupt cop, Detective Chikatillo. A 20-year veteran of the force, he orchestrated their trial perfectly, presenting damning evidence that will send the PCs to prison for 30 years, with no possibility of parole for 10 years.

A series of lucky breaks allow the characters a chance to escape and to return to their home neighborhood, a rough and tumble place where people aren't too keen on cooperating with law enforcement.

SPECIAL: LIFE ON THE LAM

The PCs are wanted fugitives convicted of a serious crime. Though they have some friends (particularly in the "old neighborhood") and will have the ability to make more, their conviction has been a serious set-back.

All PCs suffer a permanent -4 Wealth penalty, since many of their assets have been confiscated through property seizure laws, which allow property or possessions purchased through criminally gained wealth to be seized and sold at auction.

This isn't to say the PCs are totally without resources. First, there's the "old neighborhood", a place the PCs grew up where people take care of their own and don't involve the police. While there, the PCs will not have to worry about anyone calling the cops on them, no matter how bad the heat

12 TO MIDNIGHT MODERN FLOORPLANS

12 to Midnight has graciously allowed us to bundle a few of their maps that you will find useful running this adventure. This includes a church, a bank, a apartment, and a diner. They have tons of other great modern floorplans in various sizes and scales. Check them out.

gets.

Second, the PCs have a safehouse in the old neighborhood, where they have a cache of guns and body armor hidden. This house is owned by the PCs but in a way that could never be traced to them. In short, as long as the PCs get to that safehouse and stay there, they should be perfectly safe for a time. Such a place would make an excellent starting point in their search for the man that framed them, the scumbag detective on the take: Chikatillo.

ENCOUNTER #1: OIL SLICK AND WRECK

The game master can read the following text aloud or summarize it:

You are on a bus bound for prison, along with 25 other prisoners (not counting your friends). All the prisoners are manacled hand and foot. There is one guard on your side of a cage enclosure to keep the prisoners in the bus, carrying a shotgun and a pistol. There is a second guard, similarly armed, and a driver, carrying a pistol on the other side of the bus cage.

As you sit on the bus, manacled hands and feet, wearing orange jumpsuits and pondering your future, you hear a loud screech of skidding tires, followed by a wrenching sound of tearing metal. Ahead of you on the highway, a tanker has overturned and covered the highway with oil. Before the driver of your bus can react, he is in the oil and before you know it, the world is spinning as the bus skids and then overturns, tumbling end over end off the highway and down the side of a steep embankment.

Those vehicles not thrown off the highway are less lucky. As you are trying to pick yourselves up off the side of the bus (it has come to rest on its side), a spark above you triggers an enormous fire on the interstate above, spewing a column of thick, black smoke into the air.

GAME INFORMATION

Miraculously, each PC will take only 1d6 damage from the wreck. A successful Reflex saving throw (DC 15) means this damage is non-lethal. If this saving throw has failed, the PCs have suffered lethal damage during the accident.

ENCOUNTER #2: ESCAPE!

The game master can read the following text aloud or summarize it:

All hell has broken loose in the bus, as 30 prisoners, manacled and wearing orange jumpsuits like you struggle to right themselves. The guard on your side of the cage is unconscious but he fared better than the guard and driver on the other side of the cage, who were horribly crushed when the bus landed on its nose during the terrible tumble down the embankment. The sound of sirens in the distance reminds you that this opportunity won't last forever.

GAME INFORMATION

The PCs were in the front of the bus, nearest the guard. Just moving in the bus is not easy. Manacled as the PCs are, moving to the guard, finding his keys and getting free requires an Acrobatics skill check (DC 15).

Once the PCs get free, they have their first moral choice to make. They are on a bus full of hardened criminals. Setting the entire busload full of criminals free could make a great distraction.

This will grant the PCs a +5 bonus on all skill checks to escape pursuit but also cost them -1 point on the Humanity Meter (see below for more information on how the PCs' actions can affect the outcome of the adventure).

Explain the Humanity Meter to the PCs, explaining that it will track their actions and that this will only affect the very end of the adventure. Make sure to explain that the entire party's actions will be tracked, not individuals, and that no course of action is right or "good". The meter will simply determine what ending to the adventure the PCs will get and is simply a way of tailoring the end of the adventure to the way the PCs are playing it.

Lastly, the unconscious guard whose key the PCs will use to get free has some equipment that will make the rest of this adventure *much* easier. The front of the bus is crushed so only the one guard's equipment is up for grabs. Still, it will give the PCs a start.

PURSUIT AND EVASION

This is the first time the Pursuit mechanic will be used in this adventure. As such, the game master should take a

moment to familiarize herself with the mechanic (found in the section following the adventure) and also brief the PCs on the basics of the system.

In brief, the PCs will have 10 chances to make a certain number of successes to escape the police forces that are after them. In this early encounter, the PCs will have it somewhat easy and will start at the *Person of Interest* level on the Heat Meter.

This means the PCs have 10 tries to get two successes (DC 15) to escape the net of pursuit. Subsequent encounters will give the PCs chances to tilt these odds some in their favor, as well as the opportunity to round out their equipment. However, there are a couple of things the PCs could already have done to help themselves. First of course, is the encounter where they escape from the bus, where releasing their fellow prisoners could be used as a screen. Second, the PCs could scan the police radio and listen to police calls for back-up, thereby tracking the course of the pursuit. Each of these can give the PCs a cumulative +5 bonus on their skill checks to evade pursuit.

The typical skills allowed to evade pursuit are listed in the Heat Meter section below but any skill could be allowed by the game master depending on the circumstances. Each success or failure should be described in as vivid a detail as possible to make the escape interesting and not just a pointless exercise in rolling dice. Also, the PCs should be encouraged to look for things in their environment to assist them, as detailed below.

Remember that any additional crimes the PCs commit while escaping will add to their Heat Meter, especially if they commit any acts of violence against civilians or police.

POSSIBLE TREASURE

Beretta 92 F, 2 clips of ammunition, Pepper Spray, Taser, Tonfa, Light Duty Vest, 2 pair Steel Handcuffs, Professional Walkie-Talkie (all on the police officer whose key the PCs will use to free themselves)

ENCOUNTER #3: ROCK BOTTOM

The game master can read the following text aloud or summarize it:

Though out your manacles and out of the bus that was going to take you to prison, you still have a long way to go and from the number of sirens you hear, it seems the police are beginning to realize they have a missing bus full of prisoners. It won't take them too long to realize they're a few prisoners short of a full load. Worse, your orange jumpsuits are going to make it easy for any passing cop or civilian to realize you probably shouldn't be on the street.

GAME INFORMATION

Obviously, the PCs' first order of business has to be getting some proper clothes. With a Perception check (DC 15) the PCs can spot some laundry hanging from a fire escape in a nearby alley. If this check fails, no convenient source of clothes will be spotted and the PCs will have a couple of less optimal options to obtain a change.

If the PCs spot the clothes in the alley, they're a single Athletics check away (DC 15) from acquiring enough clothes to get them all out of those snazzy orange jumpsuits.

If not, the PCs must either break into an apartment or a clothing store. Of the two, breaking into an apartment is the better of the two choices, since it is likely to attract less attention than busting into a clothes store waving guns around (no, there isn't a chance of the PCs successfully shoplifting wearing orange jumpsuits).

Of course, a final option presents itself: the PCs could simply try to escape wearing their neon orange jumpsuits. This will make things more difficult for them and impose a -4 penalty on all pursuit skill checks.

POSSIBLE TREASURE

Clothes that aren't neon orange.

ENCOUNTER #4: SWEET RIDE

The game master can read the following text aloud or summarize it:

Emerging from a nearby alley with your new threads, you see the gods have given you a little gift: a car sits on the street with its engine running, the keys still inside.

GAME INFORMATION

Of course, this might seem a little too good to be true, and it is. As the PCs approach the car, they see blood on the backseat. A Perception check (DC 15) will reveal a trail leading from the car into the closest building. If the PCs get in the car and drive away *immediately*, they will gain a vehicle but risk implicating themselves into what's happening inside the building, increasing their Heat by +1.

If the PCs follow the trail into the building, they will find themselves in the middle of a drug deal gone bad. Both the money man and the "bag man" (the guy who was selling the drugs) are inside, both are armed and both are injured. If the PCs are obviously armed when they enter (have a weapon of any kind drawn, even a knife or a pipe) there is a 50% that each of the thugs inside will decide that the PCs are backup called by *the other* guy and open fire. And yes, it's quite possible that *both* of them will succeed at this check and immediately open fire on the PCs.

On the other hand, if the PCs seem to be non-combatants, both will assume the PCs are innocent bystanders and yell for them to get out. Again, the PCs can simply leave, get in the waiting car and drive away. On the other hand, there *is* cash and drugs here for the taking.

If the PCs help one side or the other, they will be rewarded with either cash (Wealth equal to the average party level) or drugs (which a character with Streetwise can sell for Wealth equal to the average party level- but this will raise the PCs' Heat by +1).

Of course, it's possible the PCs will try to take them both down.

(2) Bag and Money Men (Empath 1): HD 1d8; HP 4 (current 2, 3); Init +1; Spd 30 ft (40 ft on bicycle); Defense 11, flatfooted 10 (+1 Dex, +0 Class); BAB +0; Atk +0 ranged (2d6+4, Beretta 92F); SQ Resolute; SV Fort +2, Ref +3, Will +3, Rec +1; Rep +0; Str 10, Dex 12, Con 11, Int 10, Wis 13, Cha 8.

Background: Criminal

Occupation: Mobster: Perks 2

Hobby: Varies

Skills: Athletics 4 (+4), Crime 6 (+6), Firearms 6 (+7), Influence 4 (+3), Perception 4 (+8), Stealth 4 (+5), Streetwise 6 (+7), Unarmed 4 (+4), Vehicles 4 (+5)

Feats: Attack Focus (baseball bat), Awareness, Move-By Action: +2 to attack rolls from vehicle, Teamwork (La Guerra)

Access/Contacts/Followers: None

Wealth: 6

Possessions: Beretta 92F, 30 rounds ammunition (2 clips)

Character Disadvantages: Varies

Quote: "Get out of here before I shot you!"

ENCOUNTER #5: OFFICER DOWN

The game master can read the following text aloud or summarize it:

Just as it seems your goal is in sight, having almost arrived back at the old neighborhood (by one means or another), you find you're not the only prisoner to get free from the prison bus. Sal Gardocki, a particularly nasty motorcycle thug and loan shark is free and has gotten the drop on a cop and his partner. Both are unconscious and it seems Sal is intent on finishing the deed before taking their uniforms and police car to make good his escape.

GAME INFORMATION

Talking Sal out of murdering the cops is impossible. They had him in custody briefly before he turned the tables on them and he's sure they can identify him. If the PCs try to

talk him down, he'll tell them that, should they subdue him, he'll identify them and give information on where they were, possibly even where they were headed.

The PCs can either help Sal, gaining a murderous thug as a "friend" and a -1 on the Humanity Meter, do nothing and walk away, which earns them nothing either way, or they can try to stop Sal, gaining a +1 on the Humanity Meter but earning an enemy in Sal (assuming the PCs leave him alive).

Keep in mind this encounter will only affect the PCs heat if they assist in killing the cops. Killing Sal generates no heat as explained in "criminal on criminal crime" in the Heat Meter section below.

While Sal is a tough opponent, he has not yet had time to fully strip the police officers of equipment and the PCs have the advantages of superior numbers. If the PCs are 2nd level, add a second member of the Holy Rollers, with identical stats.

Sal Gardocki (Tank 2): HD 2d12+4; HP 17 (currently 11 from the crash); Init +1; Spd 30 ft; Defense 12, flatfooted 11 (+1 Dex, +1 Class); BAB +1; Atk +3 melee (1d4+3, pistol whip), or +2 ranged (2d6+4, Beretta 92F); SQ Resilient; AL Holy Rollers Motorcycle Club; SV Fort +5, Ref +3, Will +1, Rec +5; Rep +1; Str 14, Dex 12, Con 15, Int 10, Wis 13, Cha 8.

Background: Criminal

Occupation: Mobster: Perks 2 (Aggressive Stance, Precision Strike)

Hobby: Unarmed

Skills: Athletics 4 (+6), Crime 7 (+7), Firearms 7 (+8), Influence 4 (+5), Stealth 4 (+5), Streetwise 7 (+7), Unarmed 4 (+6), Weapons 5 (+7)

Feats: Damage Reduction, Enemy (law enforcement): +3 damage, Intimidating Presence, Move-By Action: +2 attack rolls when attacking from vehicle, Point Blank Shot: +2 damage

Access/Contacts/Followers: Information Contact (Bookie at an illegal off track betting establishment- can provide the occasional hot tip on a horse race and information on when gamblers come in).

Wealth: 12

Possessions: Beretta 92F, 2 clips ammunition

Character Disadvantages: Code: Loyal to anyone wearing Holy Rollers "ink" (DSR 5)

Background: Sal Gardocki is a thug who works as an independent loan shark, hanging around several illegal OTB (off track betting) establishments. He has a sharp eye for gambling addicts and will loan money at exorbitant rates, applying muscle to insure that all debts are paid to his satisfaction. He also hires out to local criminal families as muscle from time to time but they use him sparingly, knowing that his true loyalty will always be his gang.