



A d20 Modern Adventure *Full Circle*

Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc.

D20 MODERN



overview

Full Circle is a module for four to eight players in which the players must find and return a kidnapped baby to its parents. Along the way the players will discover the existence of a black market baby operation. They will need to sift through falsehoods; truths and half-truths to trace it back to the Red Wing Tong organization. In the process of tracking down this group they may uncover evidence that alludes to a mind-control project.

An alternate path in this scenario is possible if one of the players is willing to play the role of a former black market baby.

Having a character with a high Computer Use Skill improves the characters' chances of success.

Timeline

June 17

The president of a multinational mega-corp contacts the party with a job. Recover his kidnapped, newborn son, digital photos attached. The child was born at Haven Memorial Hospital. The PCs investigate this hospital and it turns up a wealth of information. Much of this information is useless. However, there are some snippets that are true. This investigation will lead the PCs to one suspect and will prompt a follow-up investigation at a second hospital location.

June 18

Investigation at Haven General Hospital turns up still more evidence. Some of this evidence supports findings at the first hospital and some of it is contradictory. This leg of the investigation will result in the uncovering of an additional suspect.



Written By Ron Felice and Carl Malota

June 19

The PCs should focus on tailing their suspects today. This will result in the discovery that the first suspect was in fact innocent and that it was a different employee at the hospital who was responsible for the kidnappings. However, they will discover that their initial suspect is running a drug house. Unfortunately for them they are discovered tailing him by his sharp-eyed cohorts. If they cannot escape unabated from the scene, they will have to battle it out with gun toting drug dealers. They will also discover a strange truck that the suspects will enter.

June 20

The PCs are able to gain entry to the truck and discover a mobile newborn clinic and a computer, as well as several hard copy files. If they are able to hack the computer they will discover files pertaining to the recent kidnapping as well as ties to the Red Wing Tong.

Background

For 15 years the local branch of the Red Wing Tong has been operating a black market adoption ring. They steal babies from local hospitals and then sell them to couples that are willing to pay a large sum of money. In addition, they are purchasing some babies from indigents and trading drugs for others.

Usually the babies they steal are from welfare mothers who have to rely on the police to track down the kidnappers. There are sufficient security holes and staff shortages in the hospitals to allow just about anybody to walk out with the baby, so the police have never been able to nail the culprits.

This time the kidnappers screwed up and took the baby of a wealthy and powerful businessman, with connections. He seeks out the PCs based on a recommendation from someone who knows Mr. Grimm.

The PCs will need to conduct discrete investigations at the hospitals in order to uncover the suspects. The suspects will have to be tailed to uncover their mobile operations center. If none of the characters have a high CM ability it will be very difficult to tie this all to the Red Wing Tong. It will require nearly a week of following the suspicious truck before it turns up at a known Red Wing Tong front business.

The CEO will settle for the return of his son for payment, but will be very generous toward the PCs if they bring him the head of the kidnapper. If the PCs share the information that the kidnapping is tied to the Red Wing Tong and a Black Market adoption ring this could lead to a follow-on scenario.

Optional content would be that the PC's try to break up of the drug house that is being run by this orderly. Investigation will result in the discovery that he is stealing drugs from the hospital as well as importing them.

Day 1

Read this to players:

You are sitting at home when the phone rings. "Hello this is Donovan Moritz. A mutual friend gave your name to me. I have a problem and was told that you could help me. My son was born seven days ago. When he arrived the doctors said he was in perfect health. They wrapped him in a blanket and handed him to my wife. This is the last time we saw him. In less than 24 hours he was taken from the hospital. We called the police immediately. They have interviewed everyone at the hospital, have put tails on suspects and now, a week later, we are no further ahead than we were when our son disappeared. I want to offer you \$50,000 for the safe recovery of my son. If you fail or if my son is dead I pay nothing. If you bring me the head of the kidnapper I will give you an extra \$50,000.

So what do you say? You want the job?"

Donovan is beyond distraught. He has become furious with the incompetence of the police and this is reflected in the way he describes what they have done. This is a very powerful man and he is used to getting what he wants. He is willing to increase the pay for the job, up to \$100,000 for the recovery of his son, but will pay no more for the kidnappers head.

Should the PCs refuse the job he should drop Mr. Grimm's name and allude to how disappointed he will be to hear that they declined such a generous offer.

Read this to players:

"The doctor's name was Terique McCants. He's a good guy and I trust him. I don't believe he had any part in this. I don't know the names of the nurses that were on duty, but I'm sure you can find that out from the hospital. I took some digital pictures during and just after the birth. I will send you a couple so you can identify him when you find him.

The birth took place at about 9:00 am after my wife was in labor all night. We were all pretty tired, but if I recall correctly, after my wife and I were able to hold our son, his name is Jacob by the way, the nurse place him in one of those mobile cribs and called the orderly to take him to the nursery.

That's all I can remember from that day. I leave it in your hands. Do not disappoint me."

There is no other information that he can provide. The PCs investigation should begin at the hospital.

Haven Memorial hospital, one of the newer hospitals in the city is the leading neo-natal clinic for many miles.

Should the PCs attempt to pass themselves off as police detectives doing an investigation the people will be quite perturbed with them. They will get terse and annoyed responses from the people (e.g. *Can't you just read it in the report one of the other officers filed? How many times are you guys going to ask the same questions? Etc).*

If the PCs portray themselves as the media the people will be very happy to talk to them. However, each one will portray her/himself as having almost caught the kidnapper, before losing him for one reason or another.

If the PCs portray themselves as private investigators hired by the parents, the employees will be very sympathetic and eager to help. This is the preferred method and the results of these conversations follow.

Interviewing the Doctor

The doctor will provide this information. There is no reason to read the text verbatim. Allow it to come out through roleplay.

Read this to players:

"I guess I was really the first to notice that the child was missing. I went back to the nursery 6 hours after delivery to check on him and noticed he was gone. My initial thought was that he was back upstairs with the parents. This would not have been uncommon, as the child would likely need to feed again.

Two hours later I was approached by the attending nurse, Betty Larosse, who asked if I had sent the baby for tests. Of course I hadn't, having not seen the child. It was then that a red flag was raised and the hunt for the child began.

If asked about his length of service with this hospital he will respond with, "Roughly 17 years." The doctor really has very little to add besides the typical, oh it's a tragedy whenever something like this happens and the parents are distraught. If the characters question the "whenever something like this happens" statement from the doctor, he will become very tight-lipped.

This interview will lead the PC's to question the nurse Betty Larosse. Betty is a kind, grandmother type. She is nearing retirement age and everyone thinks very highly over her.

Read this to players:

"Oh dear, it really is a shame what happened to little Jacob. I can't believe he is gone." She pauses to wipe tears from her eyes. "I remember putting him in his crib and the orderly taking him to the nursery. That was the last time I saw him. This is the first one that was ever lost on my watch."

If asked about her last statement she will relate the fact that this has happened about a dozen times in the last fifteen years.

If asked about the orderly she will indicate that the boy's name was Lance Barnes.

This is all the information that she has.

This interview will lead the PCs to question the orderly Lance Barnes. Lance is in his mid 30's, has been with the hospital for 15 years and is a pretty big guy. He's 6'5" and weighs in at roughly 260#. His attitude is almost as big as he is. He will answer very few questions, barely acknowledging his name. He

will admit to taking the baby to the nursery. He will also indicate that there was a nurse, Nicole Beeman and another orderly, Neal Reiser working the nursery. He will refuse further questions.

The PCs will want to talk to either Nicole or Neal next.

Nicole is your typical girl next door. She appears to be very wholesome and beyond reproach. She is 32 and has been with the hospital for 16 years.

Read this to players:

"I just love children. I started volunteering here when I was 16. I've been working in the nursery ever since. The day Jacob disappeared I was in here for most of the day, preparing formula for the children that weren't being breastfed. We have nearly 100 babies in here at any one time. It really is a lot to keep track of. You know how staffing goes though. The hospital is always trying to cut corners. There really should be 4 nurses here. It makes me so angry, because these precious darlings deserve so much more attention. Maybe if I hadn't been so busy I would have seen the guy who took poor Jacob."

At this point, she steps up to the least attractive male PC (Lowest CHA). Read the following.

Read this to players:

She places her hand on your chest and looks into your eyes. Near the edge of tears she says, "Do you think he'll be okay?" Then she collapses against your chest and begins sobbing. Despite any amount of effort she doesn't answer any more questions and balls louder the more you ask.

If the PCs keep at it they will attract the attention of hospital security that will warn them once and then escort them out.

Neal is a nice guy, diminutive compared to Lance and very pleasant to talk to. He is in his mid 30's as well and started at the hospital at the same time as Lance.

Neal will admit to working the nursery with Lance and acknowledge the other orderly's bad temper. He will confirm the disappearances of the 12 babies over the time he has been there and go so far as to implicate Lance. Comments such as, "Yeah the disappearances of the babies started just about the time that Lance started working here. Funny how he always seemed to have an airtight alibi though. He must be working with someone else." He will also indicate that the last time he saw the baby, he was alone with Lance in the nursery. Thirty minutes later the nurse noticed that the boy was missing.

Neal is in fact the one responsible for the disappearance of this and all the children. He sees this as his opportunity to kill two birds with one stone. He can throw the suspicion off himself and get rid of that pain in the ass Lance.

Further investigation at the hospital will confirm the disappearance of the other children. A review of hospital records can be done from any terminal in the hospital (Computer Use DC10).

If the hospital records are accessed read the following to the PCs.

Read this to players:

You manage to pull up the records quite easily. Searching on neo-natal records you uncover a list of 12 babies that have been taken including dates and parents names. You notice that in all cases, save baby Jacob, the parent or single mothers were being covered by Medicaid.

Other information gathered at the hospital:

A rumor that the hospital administrator is involved in the disappearances of the children. (F)

A rumor that a drug ring is being run out of the hospital. (Partially T)

A rumor that similar disappearances are happening at the Haven City General Hospital across town. (T)

A rumor that the children are being abducted by aliens. (F)

A rumor that the children are being taken by the government for mind control experiments (Partially T)

Day 2

Today, the players should investigate rumors that similar kidnapping have occurred at Haven General Hospital, across town. If the players don't follow this lead on their own, have Donovan Moritz call on of the PCs and mention that in his own investigations have turned up the connection to the second hospital.

Read this to players:

Haven General Hospital is a sprawling complex, in the heart of downtown Haven. Although one of the oldest buildings still standing in the area, it is anything but rundown. Even as you arrive, crews of construction workers are applying the finishing touches to a remodeling project on the west wing of the hospital. The parking lot is packed, and the lobby is bustling with activity.

The players will have a harder time of it here, as this place represents modern bureaucracy at its best. Simple inquiries at the information desk will turn up blank stares, and recommendations that they contact the administrative office on the 10th floor. If they decide to snoop around the nursery, read the following:

Read this to players:

The nursery wing is a state of the art, modern facility. The walls are painted a soothing shade of blue, and soft classical music drifts from speakers positioned at regular intervals in the ceiling. A large nurses station is situated centrally within the wing, and three nurses are working diligently on computer terminals.

The nurses are friendly, but preoccupied. As soon as the players

bring up missing babies, they will clam up and direct all inquiries to administration on the 10th floor. One nurse, Maggie by her name tag, seems distraught, but will not say anything around the other two nurses. If the players move out of site of the nurses station, she will discreetly follow them. When she manages to catch them, read the following:

Read this to players:

Maggie, one of the nurses from the nursery approaches you in the hallway. "Hey, I'm sorry I couldn't talk earlier, we've all been instructed to keep quiet about this stuff, but it really bothers me, ya know."

Maggie is about 30 years old, and she has been a nurse at Haven General for three years. If the players are politely inquisitive, she will reveal the following:

Read this to players:

I was on duty here at the nursery about a year ago, it was the night of the last disappearance. I didn't think anything of it at the time, but Dr. Han, Dr. Lu Han visited the nursery unexpectedly. I remember thinking how odd for a doctor to show up unannounced at 1am, but I assumed he was at the hospital for an emergency delivery, I never checked, but I probably should have. After we discovered that one of the children was missing, I was so distraught, I completely forgot about Dr. Han's visit. I never even mentioned it to the police. It wasn't until weeks later that it occurred to me how odd his appearance was. I don't know if this helps, but it has really been bothering me, but I just didn't know who to talk to. I don't want to cause any problems for Dr. Han, he's really a nice guy, but if he had anything to do with those missing babies....."

Maggie isn't able to provide any more information, but she seems relieved to have gotten that off her chest. If the players push her to provide more information on Dr. Han, all she can say is that he left the hospital staff about six months or so ago to focus on his private practice.

If the players head to the administrative office, read the following.

Even the door to the administrative office is imposing. It's a heavy solid oak door, flanked by frosted glass, with a simple plaque which reads, "Administration". The interior is rather large and spacious, with what appears to be an antique desk centered in the room. An attractive woman in her late twenties sits at the desk, and pretends to ignore you until you actively try to get her attention.

"How can I help you?" She asks in a no nonsense tone of voice.

This is Kelly Flannigan, the receptionist for the administrative department. She will listen to all of the players questions with a bored look in her eye, and finally suggest they make an appointment to see Andrew Mintz, the public liaison for the hospital. She will inform them that he is booked up until next Monday.

Ms Flannigan is used to dealing with irate patrons, nosey press, and even angry doctors. She will handle whatever the players throw at her with cool confidence. If they get agitated, she will call security. After several minutes of fending off the players, a tall man wearing an expensive business suit will enter the reception area. This is Andrew Mintz, just returning from an appointment.

Mr. Mintz will introduce himself and ask if there is anything he can do for the PCs. He will invite them to his office, as soon as they mention abducted babies.

Read this to players:

You are guided down the hall by Mr. Mintz to a spacious office with a large window overlooking the city.

Mr. Mintz closes the door behind you, and faces you all with a furrowed brow, "Now, I can assure you that this hospital has the highest security available. Believe me; we did everything we could to find those poor children. It remains a mystery, one that will not repeat itself, not on my watch."

Mr. Mintz will remain evasive with the players about specifics, but will admit that their have been babies abducted at Haven General in the past, but not for more than a year. If the players mention the name Donovan Moritz, Mr. Mintz will drop the evasive act, and provide them with whatever they ask.

Otherwise, fast talking and good role playing will be required to get Mr. Mintz to reveal the following:

1. 18 children have gone missing from Haven General over the past 15 years. If the players ask, all were born to poor unwed mothers; in fact 7 of them were already heading to an adoption agency.
2. Investigations into the disappearances have always led to dead ends with the following exceptions. One orderly was on duty during 4 of the disappearances, Lance Barnes, who worked here part time for a few years, moonlighting from his job at Mercy. Barnes couldn't produce a credible alibi, but further investigation turned up nothing.
3. No other orderlies or nurses were on duty for more than one of the abductions, and Haven Police Department cleared all of them, and Haven Generals privately funded security office.
4. If the players ask for copies of personnel files, and they spend at least an hour going over them, they will discover that a doctor named Lu Han was either the delivering doctor, or an assisting doctor for all of these cases except one. Mr. Mintz will say that Dr Han had been cleared as well. If they ask, he will say that Dr Han left the hospital about 6 months ago to devote more time to his private practice. He will provide the players with the address of the practice.

This is all the information that Dr. Mintz can provide.

At this point, the players may wish to investigate Dr. Han further, his office is located across town. If they wish to visit the office read the following:

Read this to players:

Dr. Han's private practice is actually more of a clinic, providing emergency and preventative health care to the Asian community of Haven. The building is a stand alone structure situated between an Asian grocery store, and an apparently abandoned warehouse, with which it shares an alleyway. The reception area is spartanly furnished and decorated, with ten chairs lining the walls of the waiting area. There is a sliding glass window on one wall, with a sign that reads, "Please sign in here." It is also written in Chinese and Korean.

There is one receptionist working, Mylee Chan, a Korean immigrant who speaks very poor English. She asks the players how she can help, but if they mention they are investigating the abductions of children, her English will become even worse. If by chance of the the players speak either Korean or Mandarin Chinese, she will be very evasive, claiming she has no idea what they are talking about. If they ask to see Dr. Han, she will tell them he is away on vacation, and Dr. Hwang is on duty.

Dr. Hwang is Dr. Han's partner at the clinic, he is Chinese, and in his late fifties. His English is better, but not by much. He will dodge the players questions, and will reveal nothing unless they threaten violence. He is not a strong man, and will buckle under any believable physical threats. If they manage to get it out of him, he will reveal the following:

1. Dr. Han has some shady contacts in town, and Dr. Hwang has suspected him of illegal activities for some time now.
2. On at least three occasions over the past few years, Dr. Han has been seen at the clinic long after hours, and each time he was carrying a child safety carrier.
3. Dr. Han is a respected member of the community, and he will warn to tread lightly as the people in this area will protect their own.

Neither Dr. Hwang, or Mylee Chan know Dr. Han's exact whereabouts, he left for a medical conference in Hong Kong ten days ago, and was due back yesterday, but has not returned nor has he contacted anyone.

At this point, allow the players to snoop around as much as the like, but little else will be discovered today.

Day 3

The PCs have some solid suspects now. Today the PC's should focus on gathering evidence on them. The PC's should be encouraged to track down the Lance Barnes first. If they insist on hunting down the doctor, or the nurse first, make it clear to them that the nurse is on duty and the doctor is not around and besides his house and practice; they really have no idea where to look.

Read this to players:

Today happens to be Lance's day off. Arriving at his apartment you find his car parked in the lot, just outside his building. Not long after you arrive, he comes out of his apart-

ment with a duffle bag. He's dressed in sweats and appears to be headed to the gym.

This is exactly where he goes. The PC's can follow him in, but would look very suspicious standing around watching. If they ask, guest, one day, memberships are available for \$10. If they aren't dressed for the gym, they will need to purchase work out gear from the gym store. Keep in mind that Lance has met them before and may recognize them (Spot DC25). If he does spot them he will ignore them unless they approach him, in which case he will head for the bathroom where he will lock the door and climb out a window.

Following his work out, if he recognized the PC's, he will try to lose them. A driver of average ability will be able to keep up. If lost, the PC's might as well move on, because they won't find him the rest of the day.

If they are able to conceal the fact that they are following him or if they weren't recognized at the gym, then proceed with the following.

Read this to players:

Lance comes out of the gym around noon. He heads to a Halo Burger, where he has lunch. After almost an hour there he leaves again. The clutter and congestion of downtown begins to give way to broken down cars and burned out shells of homes. This is certainly not the neighborhood you want to be stuck in over night. He pulls into the driveway of a large Victorian style house, riddled with bullet holes, and pulls his car around the back

At this point the PCs have a couple of choices, watch the house or go in. If they choose to wait, read the following.

As you watch the house, several people walk up and knock on the door. The door opens, they hand something in, something is handed back and they leave. This happens several times in the space of an hour.

These are drug transactions and this is a drug house. If the PCs have binoculars they can easily see that it is money being handed over and that being handed back appears to be rocks of crack cocaine. If they choose to rush the house, or if when they arrived they chose to snoop around the house read the following.

Shots from automatic weapons pepper the ground all around you. A glance at the house lets you know, that is where the shots are coming from.

There are plenty of abandoned cars that the PCs can use for cover. A frontal assault will be difficult. There are three armed gunmen in the house, one of whom is Lance. They are watching the PCs movements. Their best bet is to call the cops, if they choose to take them out alone they will have better luck splitting up and sending half around the back, while distracting the gunmen from the front.

The back door of the house is not locked and there are no windows either, so the approach is relatively shielded. Breaking

in the backdoor will catch the gunmen off guard.

If the PCs survive this shoot out and search the house, read the following.

The house is a wreck. There is rotting food on the counters. The only thing in the fridge that's fresh is the beer. Empty cans and bottles litter the floor. In the front room there is a television and a large shoebox stuffed with cash. There is another shoebox that contains several plastic bags holding crack cocaine.

That is all there is of any value in the house. If the PCs stay too long the cops will show up and they'll have some explaining to do. The money box contains \$10,000 and the drug box contains about \$5000, street value worth of drugs.

The gunmen all had wallets with minimal cash and no credit cards.

At this point the PCs may be thinking that they just bumped off one of the kidnappers, but as they will find out later, they were mistaken.

If the PCs decide to seek out Nicole read the following.

Deciding to track Nicole you return to Haven Memorial Hospital, arriving just as she is walking out. She has changed out of her nurses uniform and gets into her car, a Ferrari 355. A bit pricey for a nurse. Her tires squeal as she leaves the parking lot. As you follow behind you see her turn into the parking lot of the Haven's Gentlemen's Club.

If the PCs do not choose to follow her in, they should be encouraged to move on as she will be in there the rest of the night.

If the PCs do go into the club read the following.

Havens Gentlemen's Club is not exactly upscale, but its not a dive either. All the girls are young and very attractive. Everyone's Ids are checked as they enter the club. You don't have to wait long to find out why she came here. The em-cee comes on over the speaker, "Here she is gentlemen, Haven's own Nikki Lamour!" A scantily clad Nicole comes down the runway.

If the PCs stay to watch the show she will see them and when she has finished her show she will seek them out. She will be very embarrassed and beg them not to tell anyone about her moonlighting.

The PCs should then try to track down Doctor Han. If they seem hesitant to move on, have a call come in from Moritz asking about their progress and urging a rapid completion.

When they do decide to seek out the doctor, read the following.

As you are driving back through town, you notice fire trucks, police and EMTs at the doctor's practice.

If they stop to watch and ask questions they will discover that a fire was mysteriously started, before the place opened. The

receptionist, Mylee Chan, was being taken to Haven Memorial, she was suffering from smoke inhalation. She was the only person in the office which has been completely ravaged by fire.

Further investigation at the scene will reveal nothing. If they choose to go to the hospital to talk the receptionist read the following.

The hospital uncharacteristically quite today, perhaps violence has taken a break in the city. Not likely you assure yourselves as you approach the emergency room desk. You are greeted by the nurse, "How may I help you today?"

She readily provides the room number for Mylee, when given her name. She will explain, briefly that she was treated for 1st degree burns and smoke inhalation and is being held for a few hours for observation.

Once they make their way to the room read the following.

They find Mylee Chan lying in bed watching television. She gets very nervous when she notices you. Too shaken up by the day's events to mask it, her English has significantly improved over the prior day.

Initially she will be very defensive, but with very little prodding she will breakdown and admit that Doctor Han was in the office that morning and that it was he who started the fire. She tried to stop him, but he smacked her and knocked her unconscious.

He was burning papers that he took out of his wall safe. She's not sure what was on them. She will recall that he took out his passport and tucked it into his pocket before starting the fire.

She has no other information and further questioning will be fruitless.

The PCs will want to try and catch the doctor at his home. When they arrive there read the following.

You arrive outside the doctors home, just in time to see Neal Reiser leaving. He gets into a large white truck and drives away.

If they choose to check out the doctor's house they will discover that he has packed his things and is not there. Oddly there is a fire burning in the fireplace, yet it is early summer. If they extinguish the fire and search the ashes they will find remnants of a bankbook and several manila folder. The only document that is significantly legible will be a transfer record from Haven Memorial, authorizing the transfer of a baby from the hospital to an adoption agency.

If they decide to pursue the white truck read the following.

Night has settled in on the city, but a vehicle that size is easy to track. He doesn't appear to be in any hurry, so he must not have noticed you following him. He winds through the city, eventually pulling up in front of a warehouse complex. A fifteen-foot high cyclone style fence, topped with barbed wire, surrounds the complex. Signs alert passers by to the danger of the electric current running through the fence. After a

moment, the gate opens, allowing the truck to pass and slides shut immediately after it passes through.

There is only one way into this complex and that is through this gate. The PCs will be unable to gain entrance unless someone else passes through. They can camp out here all night, but that gate won't open until morning when the white truck leaves again.

Day 4

If the PC's spent the night waiting out in front of the fenced complex read the following.

As the sun breaks over the horizon, you see, approaching the gate, a large white truck, much like the one you followed here last night.

If the PCs took down the license plate number, then they will be able to match it with the one on this truck. If not leave it up to them to decide whether or not to follow. If they don't, there will be vehicles that come and go, but no one they recognize and the vehicles are completely unfamiliar.

If the PCs did not wait here, but return in the morning have them arrive as the vehicle is pulling out of the gate.

If the PCs do not come here at all skip this next part.

Read this to players:

The truck exits the complex and turns out, heading toward the south side of town. The further it goes, the more apparent it becomes that the vehicle is headed to Haven General. The vehicle pulls up, near the employee entrance and stops. Shortly, Neal exits and gets into the truck. The truck then pulls away and continues south. It leaves the downtown district and heads into an industrial complex. The truck stops in front of a non-descript building with no signage identify ownership; just a number, 101. The driver exits the truck and circles around back. He opens the back doors and out hops Neal and Dr. Han.

If the PCs attempt to stop the trio a fire-fight will ensue. There is very little to hide behind as the large buildings are spaced out quite a bit. The driver will attempt to get in the truck and drive it away, while the Neal and Dr. Han will attempt to make it to the building. The building is cinderblock, with no windows and one standard size metal door. If they make it into the building breaking in will be very difficult as there is a latch bolt on the inside of the door.

If the PCs choose to let the scene play out instead of attacking, read the following.

The trio enters the building together after the driver of the truck locks the back door. The building door slams shut.

The truck lock is fairly easy to pick, anyone of average skill should have an easy time of it. Once inside the truck, things become very clear for the PCs. Read the following.

Inside, the vehicle looks like a med unit. There is an incubator, life support equipment, a heart monitor and miscellaneous other odds and ends. There is a desk with a file cabinet as well. Papers on the desk contain information about a baby boy delivered to a couple, the date on the papers indicates that the delivery happened yesterday. The name Baby Doe is scratched out and Moritz is written in above it.

In the file cabinet will be documents similar to this one, with the exception that the dates will be different and the delivery locations will be different. There is also a laptop with a wireless network card. Anyone with average computer abilities or better will recognize that it will take some time to hack into it and draw the information off.

At this point the PCs have enough information to retrieve Donovan Moritz's son. If they choose to collect on the bonus, they can take the kidnappers in dead or alive, Moritz has no preference. If they choose to take of with the information they have then the scenario is over. They retrieve the child, the couple is very embarrassed by the whole episode and is quick to hand him over. Donovan Moritz pays the PCs what he said he would pay them and thanks them for their hard work. If the PCs decide to go for the bonus read the following.

Just as you're finishing up in the truck you hear the building door slam shut again. You hear three voices outside, one clearly asian.

If the PCs didn't close the door then the trio is alerted to their presence and play out the ensuing firefight as such. If the PCs did close the door then they get a surprise attack on the trio.

Should the PCs survive and capture or takedown the culprits, they can still retrieve the baby as described above and deliver the whole package to Donovan Moritz. In which case he will be very pleased, thank the PCs for their hard work, pay them what he has promised them and ensure them that he will tell their mutual friend what a bang up job they did.

THE END

FOLLOW ON ADVENTURES

Decoding the data on the laptop will review the involvement of the Red Wing Tong gang and the scope of the operation. The laptop has a connection to a server belong to the Red Wing Tong, which contains a significant amount of damaging information from the entire operation over the last 15 years.

It shows an operation that spans 2 continents and has involved hundreds of children over that period of time.

NPCS

Lance Barnes

Strong Hero
5th Level

STR: 20 **INT:** 10 **DEX:** 12 **CON:** 18 **WIS:** 8 **CHA:** 10
HD: 5d8

HP: 37

Action Points: 31

Base Attack: +10

Defense Bonus: +3

Skills: Climb (*Str*) +8, Craft (*structural*) (*Int*) +3, Handle Animal (*Cha*) +2, Jump (*Str*) +8, Knowledge (*popular culture*) (*Int*) +4, Profession (*Wis*) +1, Read/Write Language (*none*) +2, Repair (*Int*) +4, Speak Language (*none*) +1, and Swim (*Str*) +8.

Languages: English, Spanish

Feats: Toughness, Athletic, Brawl

neal reiser

Charismatic Hero

6th Level

STR: 12 **INT:** 16 **DEX:** 12 **CON:** 10 **WIS:** 16 **CHA:** 18

HD: 6d6

HP: 35

Action Points: 39

Base Attack: +3

Defense Bonus: +2

Skills: Bluff (*Cha*) +12, Craft (*visual art*) (*Int*) +2, Diplomacy (*Cha*) +12, Disguise (*Cha*) +12, Gather Information (*Cha*) +12, Handle Animal (*Cha*) +12, Intimidate (*Cha*) +12, Knowledge (*streetwise*) (*Int*) +12, Perform (*stand-up*) (*Cha*) +11, Profession (*Wis*) +10, Read/Write Language (*none*) +4, and Speak Language (*none*) +4

Languages: English, Korean, Chinese, Spanish

Feats: Confident (+2 *Bonus*, +2 *Intimidate*), Trustworthy

DR HAN

Dedicated Hero

8th Level

STR: 10 **INT:** 18 **DEX:** 16 **CON:** 12 **WIS:** 18 **Cha:** 12

HD: 8d6

HP: 45

Action Points: 56

Base Attack: +6/+1

Defense Bonus: +4

Skills: Craft (*pharmaceutical*) (*Int*) +13, Gamble (*Wis*) +12, Investigate (*Int*) +12, Knowledge (*earth and life sciences*) (*Int*) +12, Listen (*Wis*) +13, Profession (*Wis*) +13, Read/Write Language (*none*) +4, Sense Motive (*Wis*) +12, Speak Language (*none*) +4, Spot (*Wis*) +12, Survival (*Wis*) +12, and Treat Injury (*Wis*) +14

Languages: Chinese, Korean, Japanese, English

Feats: Educated (+2 *pharmaceutical*), Medical Expert (+2 *Pharmaceutical*, +2 *Treat Injury*), Surgery

nicole beeman

Charismatic Hero

5th Level

STR: 14 **Int:** 16 **Dex:** 14 **Con:** 10 **Wis:** 9 **Cha:** 18

HD: 5d6

HP: 25

Action Points: 31

Base Attack: +3

Defense Bonus: +3

Skills: Bluff (*Cha*) +8, Craft (*visual art*) (*Int*) +10, Diplomacy (*Cha*) +4, Disguise (*Cha*) +10, Gather Information (*Cha*) +8, Handle Animal (*Cha*) +6, Intimidate (*Cha*) +8, Knowledge (popular culture) (*Int*) +12, Perform (*dance*) (*Cha*) +14, Profession (*Wis*) +12, Read/Write Language (*none*) +2, and Speak Language (*none*) +2

Languages: English, Spanish

Feats: Creative, Deceptive

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