D20 MODERN

A d20 Modern Sourcebook

fortress

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

introduction:

Along England's south-eastern coast lies a line of fortresses built to defend against an invasion that never came. Costing the equivalent of billions of today's dollars, these fixed fortifications are a shrine to the way wars used to be fought.

Spanning France's eastern border, from the Ardennes in the North to the Alps in the South, are the remains of the vaunted Maginot Line. Built from 1929 to 1940, the series of gun emplacements, pill-boxes, forts, and underground barracks represented the pinnacle of modern military fortification. However, in May of 1940, the German army invaded France from the Ardennes in Belgium, and simply bypassed the world's greatest fortress.

On June 6, 1944, the Allied forces breached and ultimately overran Hitler's Fortress Europa in a combined airborne and sea borne invasion. This despite the fact that the coastal defenses at Normandy had been designed and overseen by two of the era's finest soldiers, Erwin Rommel and Heinz Guderian, and manned by one of the best armies ever to be fielded by any nation in history.

The above examples illustrate how modern warfare has changed to render fixed fortifications and defensive structures less impregnable than the castles and walled cities of the ancient past. With the advent of gunpowder, walls had to become thicker and stronger, costing much more to build. As armies became more mechanized, static lines of defense became much less secure, facing the threat of being outflanked and enveloped. With the introduction of combat aircraft to the battlefield, forts had to seek cover under ground, reducing their symbolism of territorial control and martial power. Finally, as the shells and bombs became bigger and more destructive, the realization came that no fortress, no matter how strong, and well-defended could ultimately stand against a well-equipped and tenacious adversary.

That said, any soldier worth his salt will tell you that any cover is better than no cover at all. It is for this reason that fortified buildings are still designed and built, and that older structures are retro-fitted and strengthened to better stand against modern warfare. It

d20 system

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is the intention of this book to give players and GMs a thorough understanding of the uses of modern fortifications, their construction, and how to attack, defend, or overcome, and reduce them in their games.

what is inside:

Inside this book you will find:

- a comprehensive guide to designing and building a modern fortress.
- a thorough listing of construction components, materials, and accessories for a modern fortress.
- a guide to incorporating fortresses into your campaign.
- a few sample fortresses, ready to be dropped into the game, as is.

how to use this book:

To use this book, you need a copy of the d20 Modern Roleplaying Game™, published by Wizards of the Coast. You will need to be familiar with the rules concerning the Craft (*structural*) skill, the rules governing Wealth and Purchase DCs, and the rules for Cover and material Hardness in Combat.

Additionally, there are references to the other books in the d20 Modern Roleplaying Game™ game line; including Unearthed Arcana™ and the d20 Menace Manual™. You may find it useful to have access to those volumes, as well.

Other than that, the book will be in a step-by-step format with alphabetical listings where necessary.

chapter 1: building a fortress

selecting a location:

This is possibly the most important step in the building process. Historically, fortresses have usually been built on high ground with a commanding view of the surrounding terrain, typically at a strategic location; with the purpose of defending a river-crossing or bay entrance, for instance. However, in modern times, and especially in urban settings, it is often necessary to fortify whatever position one finds one's self in. For example, a mob boss would have his mansion in the suburbs guarded with a high wall, electronic surveillance, dogs, and armed men. The house could even have bullet-proof windows and other counter-measures. Perhaps a gun-toting vigilante operates out of an abandoned garage near the docks. His H.Q. would probably have hidden explosives set to self-destruct the building in the event of being overrun, while he made it out through one of many secret escape routes.

The above examples should demonstrate the variety of what one could call a fortress. Obviously, when deciding where and what to fortify, one is limited by certain things such as geography, available resources, and even social convention. A nightclub bouncer who freelances as an urban adventurer is more than likely not going to buy an 800-year-old keep in the Highlands of Scotland and have it shipped stone-by-stone to his L.A. neighborhood.

So, to begin, you should ask, "where am I going to build my fortification?" If you already have a suitable headquarters, such as a roomy and private studio apartment or secluded warehouse, or even an isolated farmhouse in the country, the answer should be simple: Just fortify what you've got. If, however, you have been living out of a suitcase or your car for a while, the answer is much more open-ended. In the following table, you will find sample locations and their respective Purchase DCs. These DCs represent real-estate as is, without any fortification other than standard construction methods.

For more details on locations, check the Lifestyle section of the d20 Modern Roleplaying Game™, page 122.

Vacant Lot: This is exactly as it sounds, a piece of undeveloped property. The advantage of purchasing this sort of location is that you can build to suit.

Subdivision Homes: These properties are identical to the small and medium houses mentioned on pg. 122 of the d20 Modern Roleplaying Game™. Typically, they are made with a simple wood-frame construction with sheetrock interior walls (*Hardness of 4, 8 hp*), and vinyl siding over insulation and particle board exterior walls (*Hardness of 7, 13 hp*), on a cinder-block foundation (*Hardness of 8, 60 hp*). Higher-end structures (those with the +2 Purchase DC) usually have brick and/or wooden construction (*Hardness 8, 40 hp, and Hardness 5, 30 hp, respectively*).

Farm Houses: Identical to the large house described on pg. 122 of the d20 Modern Roleplaying Game™, these houses sit on large agricultural properties. Most are of wooden construction (*Hardness 5, 30 hp/wall*) with sheetrock interior walls (Hardness of 4, 8 hp). However, some of the more expensive (*+2 Purchase DC*) farm houses are of brick or stone construction (*Hardness 8, 40 hp/wall*) with wooden interiors (*Hardness 5, 30 hp/wall*).

table 1-1: location purchase d.c.s

Location	Purchase DC	Location	Purchase DC
Vacant Lot (*1-5 acres*)	20-25	1BR Apartment	25-28
Subdivision Home (*20-30k sq. ft.*)	30-32	2BR Apartment	26-29
Subdivision Home (*31k+ sq. ft.*)	33-34	3BR Apartment	27-30
Farm House with Land (*6+ acres*)	35-36	Studio Apartment	28-32
Estate Home with Land (*10+ acres*)	36-38	Warehouse	30-35
Historic Building	39-50	Urban Building	35-40

Estate Homes: Treated as the mansion listed on pg. 122 of the d20 Modern Roleplaying Game™, estate homes tend to be of stone or brick construction (*Hardness 8, 40 hp/wall*), with wooden interiors (*Hardness 5, 30 hp/wall*).

Historic Buildings: These structures can fall into any of the other listed categories, but because of their age and/or historical significance, have a much higher profile and asking price.

Apartments: The one- and two- bedroom unit is identical to the small condo mentioned on pg. 122 of the d20 Modern Roleplaying Game™, while the three-bedroom apartment and studio apartment are considered large condos. These are usually units found in a larger structure partitioned into separate living quarters for multiple tenants. A typical apartment building has cinderblock or brick outer walls (*Hardness 8, 60 hp*) with sheetrock interiors (*Hardness 4, 8 hp*).

Warehouse: Warehouses are large, open structures designed to store freight, machinery, or vehicles. Many older warehouses are of wooden construction (*Hardness 5, 30 hp*), or of stone or brick construction (*Hardness 8, 40 hp*). More modern warehouses are made of steel components (*Hardness 10, 60 hp*). Cheaper warehouses are often prefab aluminum structures (*Hardness 6, 20 hp*).

Urban Buildings: These are structures found in a town or city environment. Most older urban buildings are of stone or brick construction (*Hardness 8, 40 hp*), with wooden interiors (*Hardness 5, 30 hp*). However, many modern urban buildings are glass (*Hardness 1, 2 hp*) and aluminum (*Hardness 6, 20 hp*) structures built on steel frameworks, with sheetrock interiors (*Hardness 4, 8 hp*).

size of the fortification:

Once you have selected your location, the next step is to decide the size of the fortification you are going to build or modify. If you are building from scratch on a vacant lot, you have a plethora of choices before you. If you are fortifying an existing structure, however, you are limited by the size of that structure. Though you can't make a larger fortification than the existing building without building onto the structure, you can elect to fortify any part of it so as to make a smaller fortress. For example, you may have a large farm house as the base structure, but you only want to fortify the root cellar and make it into a survivalist shelter and bunker.

buying materials and labor:

After you have decided upon the extent to which you will be fortifying or building your structure, it is time to acquire the necessary resources. In addition to building materials, security components, and labor, it should be noted that you will be required by law in most cities to purchase a building permit even if remodeling an existing structure. This permit has a Purchase DC of 10 and requires at least one day to be issued before work can begin. The cost of various building materials, electronics, and other components and labor can be found in the next chapter.

determining the final costs:

Once you have compiled a list of all of the required materials, labor, and permits (*if applicable*), it is time to start determining costs to see if you can purchase all of the desired necessities. It is best to purchase the materials before hiring the labor, and the labor before getting the permits. Otherwise you may wind up with a building permit but no crew to build, or a crew with no materials to work with. It is also possible to role-play out the bargaining for materials and services to get a better deal than the prices given in the next chapter. The permit fee, however, is non-negotiable, since it is a bureaucratic kickback for "the system".

mapping the structure:

After you have done all of the number-crunching and tricking out of your intended fortress, it is time to map it. The map will give everyone involved a solid understanding of the structure's layout, strengths and weaknesses, and provide a setting for possible encounters. When mapping your structure, it is important not to overlook the little details like bathroom plumbing, washer/dryer hook-ups, wall outlets, light fixtures, and fuse boxes or breaker panels, etc.

getting approval:

Now comes the hard part, selling the GM on your well-thought-out newly fortified base of operations. Since it is ultimately up to the individual GM to decide whether or not to allow players to put down roots or build hi-tech hideouts, the onus is on the individual player to convince him or her that it is a good idea for the campaign. Once the GM gives the go-ahead, you can actually do the role-playing to determine the availability of the desired materials, required labor crews, and cost negotiations. An entire game session could actually develop as the player or players try to work out all of the necessary details in the building process, and deal with any complications that may arise.

chapter 2: components

In this chapter, you will find a detailed listing of all of the components necessary to build and equip a fortified structure. In the following tables, you will find the Purchase DC of each material, accessory, and service.

walls and fencing

Brick: This typical building material is more resistant to weather and the elements than wood or vinyl. It is also harder to damage with debris or fire. The primary advantage of using brick to fortify a structure is that it is readily available and relatively cheap and offers a fair amount of protection from small-arms fire. Brick can also be used cosmetically, to conceal the nature of a concrete or cinderblock structure. (*Brick, Hardness 8, 10 hp/inch of thickness, Break DC of 15*)

Chain-link: One of the most common materials used in fencing, chain-link consists of interwoven strands of galvanized

steel. Chain-link fences can be found in almost any setting, from four-feet tall backyard fences in subdivisions to fifteen-feet tall, razor-wire topped barriers surrounding maximum-security prisons. The primary function of the fence is not to provide protection, but to serve as a physical barrier to impede movement across a protected line. Chain-link can only be damaged with slashing weapons or bolt-cutters. (*Chain-link, Hardness 10, 5 hp/ per strand, Break DC of 10*)

Chicken-wire: A less-durable version of chain-link, chicken-wire consists of a wide mesh of aluminum circles or hexagons, roughly an inch in diameter. Primarily used in farm pens and stalls to keep small livestock from escaping, chicken-wire is also used in the construction of concrete structures. Chicken-wire stretched between support posts serves as a form for the wet concrete. Chicken-wire can only be damaged with slashing weapons or bolt-cutters. (*Chicken-wire, Hardness 6, 4 hp/per ring, Break DC of 8*)

Cinderblock: Like brick, this is a common material used in modern construction. Also like brick, it offers a fair amount of protection from small arms fire at a relatively low price. The biggest disadvantages to using cinderblock is that it is unsightly and is very difficult to insulate. (*Cinderblock, Hardness 8, 15 hp/per inch of thickness, Break DC of 35*)

Concrete: Although common on most construction sites, concrete is rarely seen in urban settings as the primary material used in a building's construction. Essentially, this is due to its comparative expense. However, steel-reinforced concrete has been the staple building material for military fortifications for over a century, offering solid protection against small arms fire and a moderate level of resistance to heavier weapons, depending on the thickness of the structure. (*Concrete, Hardness 8, 15 hp/per inch of thickness, Break DC of 40*)

Particle board: Sometimes called press board, this cheap composite wooden paneling can be used to bolster the strength of a wall. Aside from its availability and inexpensiveness, particle board's main advantage is that it absorbs much of the energy transfer from projectiles passing through it. In game terms, this means that the particle board's Hardness and hit points stack with those of any material it is attached to. (*Particle board, Hardness 5, 8 hp/per inch of thickness, Break DC of 12*)

Privacy (*Wooden*) Fence: As the name implies, the primary function of this type of fencing is to conceal what goes on behind it. Although not as sturdy as wrought-iron and chain-link, it is much more concealing, and cheaper than brick. Privacy fences tend to be at least six to ten feet in height, though some can tower to fifteen or more. (*Privacy fence, Hardness 5, 10 hp/per inch of thickness, Break DC of 23*)

Steel plating: Used to reinforce walls, floors, and ceilings, steel plates are literally heavy pieces of armor attached to a structure, formed into the concrete, or sandwiched between two layers of softer materials. Not only do these plates make the structure near-impenetrable to small arms, but they also greatly reduce the probability of certain types of heavier projectiles from penetrating the structure by adding their Hardness and hp to that of the base structure. (*Steel plating, Hardness 10, 30 hp/per inch of thickness, Break DC of 35*)

Stone: The standard in fortification for thousands of years, stone is rarely used in modern constructions since it is more expensive than comparable materials such as brick, concrete, and cinderblock. Its use in fortification nowadays is an entirely cosmetic decision. (*Stone, Hardness 8, 15 hp/per inch of thickness, Break DC of 35*)

Vinyl: A relatively inexpensive material used in housing construction, and in fencing, vinyl's primary appeal is in its cosmetic appearance, and variety of colors. Although not likely to protect against any form of modern weaponry, vinyl can be used to conceal the nature of a fortified structure. (*Vinyl,*

Table 2-1: Walls and Fences

Material	Hardness	Hit Points	Break DC Time* in man hrs.	Purchase DC*	Craft
Brick	8	10 per inch (40)	15	17	60 hr.
Chain-link	10	5 per strand	10	10**	12 hr.
Chicken-wire	6	4 per ring	8	7**	8 hr.
Cinderblock	8	15 per inch (90)	35	12	40 hr.
Concrete	8	15 per inch (90)	40	16	60 hr.
Particle board	5	8 per inch (16)	12	8	8 hr.
Privacy fence	5	10 per inch (20)	23	13**	16 hr.
Steel plating	10	30 per inch (120)	35	22	24 hr.
Stone	8	15 per inch (90)	35	18	60 hr.
Vinyl	2	5 per inch (5)	12	11	16 hr.
Wrought-iron fence	10	15 per bar	30	17**	16 hr.

**-Purchase DCs and Craft Times are listed per 15 ft. x 15 ft. room and per 60 ft. section of fencing. Wall materials are listed for a single layer of standard thickness. Adding additional layers increases the Purchase DC by 2 per additional layer. For example, a brick-walled room has a Purchase DC of 17 and 40 hp; if the room is to have a double layer of brick, then the cost would be 19 and increase the room's hp to 80. However, double-layering a room with the same material does not increase the Craft Time.*

***-Purchase DCs for fencing are given for a standard 6 ft. height; each additional 2 feet of height adds +1 to the Purchase DC. For example, a ten-foot tall section of chain-link fence would have a Purchase DC of 12.*

Hardness 2, 5 hp/per inch of thickness, Break DC of 12)

Wrought-iron Fence: A fairly expensive alternative to chain-link, wrought-iron just looks better and more imposing, especially if capped with spear-like decorative heads. Common in older and more affluent constructions, wrought-iron is an old standby in home-security. (*Wrought-iron, Hardness 10, 15 hp/per bar, Break DC of 30*)

Layering

When building or fortifying a structure, especially one that is expected to be the target of an attack, it is important to improve the chances of survivability as much as possible. This requires the building's walls to be as thick and impenetrable as is practicable. To that end, multiple layers of material should be used to reduce the penetrative abilities of modern projectiles.

As has been mentioned, steel-reinforced concrete is the preferred military solution. However, this may not be practical to every situation; either due to financial constraints, the physical limitations of an existing structure, or the simple desire to keep a low profile in an urban setting. For this reason, it is possible to fortify walls with less-impenetrable, but more readily-available materials, simply by adding additional layers of material to a wall.

When adding another layer of material to a wall, the materials' Hardness do not stack (*except in the cases of Particle board and Steel plating*), but their hit points do. In such cases, consider the stronger material's Hardness and Break DC to determine attacks against the structure.

If double-layering a room with the same material, the Craft Time is not increased. However, if different materials are used to layer a room, the Craft Times are added together. For example, a room is to be fortified with brick and particle board; the resulting room would have a Hardness of 13, 56 hp, a Break DC of 15, and would take 68 man hours to complete.

Doors, Windows, and Locks

Bullet-proof windows: Made of high-strength Plexiglas, these windows have a Hardness of 4, and have 10 hp per inch of thickness, with a Break DC of 18. Typically, these windows are between 1 and 3 inches thick. However, they are usually fixed and mounted, making them extremely difficult to open.

Coded-entry lock boxes: Becoming more popular with office complexes, hospitals and nursing homes, and other locations that desire to monitor and/or restrict admittance to the premises, these small electronic boxes are attached to doorframes and wired to a locking mechanism (*usually magnetic*), and then preprogrammed with a number of pass-codes. These pass-codes are then given to employees, residents, and anyone permitted on the property. These locks range from Average to High-security, and require a successful Disable Device skill check against the appropriate DC to circumvent without the proper code. This mechanism does not include the lock, itself.

Dead-bolt locks: A standard lock for home security, this simple lock extends a steel bolt from the door to the doorframe to secure the entry. Multiple dead-bolts can be mounted on the same door to increase security. Lighter, domestic dead-bolts are usually of Average construction, but stronger, heavier dead-bolts can be up to High-security quality, increasing the DC of any Disable Device skill check attempting to open the door.

Dual-key access systems: Designed to keep one person from being able to bypass a security level, these systems require the simultaneous turning of two separate keys in appropriate locks. These locks are always placed too far apart for a single person to perform the task, and the keys are usually in the possession of two separate individuals. These systems are considered to be High-security or Ultrahigh-security. This mechanism does not include the lock, itself.

Fireproof doors: A new standard in construction, fireproof doors are made of a fire-resistant foam panel sandwiched between two pre-molded, heat-tempered aluminum door panels. The primary purpose of these doors — which can be molded to look like wood or other materials — is to prevent fires from spreading from room to room. These doors have a Hardness of 6, 25 hp, and a Break DC of 25.

Gun-ports/murder-holes: These are simply sliding panels built into a wall, door, floor, or ceiling which can be opened just wide enough for the muzzle of a firearm to fit through. Anyone firing a weapon through one of these devices is considered to have nine-tenths Cover (*+10 bonus to defense, and +4 bonus to Reflex saves*). The limitation of these devices is that they provide a limited and fixed firing arc of 45 degrees forward of the firing position.

Key-card terminal: A modern security system (*usually used in tandem with magnetic locks and other security features*) which helps keep track of who enters at a given point and at what time. Utilizing an infrared scanner to read and record data stored on a magnetic strip along the back of a credit-card sized key card, this system is linked to a database which can be reviewed to see at what time a given key-card accessed the lock. Since each card is unique and typically assigned to specific employees or staff, this measure allows easier determination of suspects in the case of security violations.

Magnetic locks: Ranging from High-quality to Ultrahigh-security, these locks consist of an electrically magnetized plate connected to a doorframe and a corresponding metal plate attached to the door. This type of locking system is popular among newer businesses and office buildings, and is usually linked to a coded-entry locking system.

Padlocks: Available in the ages-old key-lock and the more modern combination-lock varieties, these simple locks simply fit through a secured hasp or links of chain to hinder anyone from opening the protected item or door. These locks range in quality from Cheap to Average, and are by far the easiest manner of security to bypass.

Peep-holes: From the tiny, lensed aperture in a front door to concealed spy-holes hidden behind paintings, these devices are

simply an ancient contrivance to see others without being seen. More advanced methods of using this device include placing cameras and microphones in concealed locations, rather than standing behind a wall one's self. Anyone using a peep-hole to spy on others receives a +6 equipment bonus to all Hide skill checks.

Shatterproof glass: Used primarily in hospitals, prisons, and schools, this type of glass can be found in windows and doors. Made of Plexiglas, this material has a strong but thin layer of metal mesh inside it. The intention is to prevent the glass from breaking away from its frame and scattering in the event of an impact. A secondary benefit is that a barrier will still remain, preventing easy access through it, in the event that the glass is broken. Shatterproof glass has a Hardness of 3, 5 hp, and a Break DC of 17.

Table 2-2: Doors, Windows, and Locks

Item	Purchase DC*	Craft DC*	Time (in man hrs.)*
Bullet-proof windows	12	(*structural*) 15	4
Coded-entry lock boxes,			
Average	8	(*electronic*) 15	4
High quality	10	(*electronic*) 20	4
High Security	11	(*electronic*) 25	6
Dead-bolt locks,			
Average	3	(*mechanical*) 10	1
High quality	5	(*mechanical*) 15	1
High Security	8	(*mechanical*) 20	2
Dual-key access systems,			
High Security	23	(*electronic*) 25	8
Ultrahigh Security	27	(*electronic*) 30	12
Fireproof Doors	10	(*structural*) 15	1
Gun-ports/Murder holes	4	(*structural*) 15	2
Key-card terminals,			
High quality	8	(*electronic*) 20	4
High security	10	(*electronic*) 25	6
Ultrahigh security	14	(*electronic*) 30	8
Magnetic Locks,			
High quality	8	(*mechanical*) 20	2
High security	16	(*mechanical*) 25	3
Ultrahigh security	24	(*mechanical*) 30	4
Padlocks,			
Cheap	1	(*mechanical*) 5	1
Average	2	(*mechanical*) 5	1
Peep-holes	3	(*structural*) 10	1
Shatterproof Glass	8	(*structural*) 15	2
Steel doors	16	(*structural*) 15	3
Time-delay locking systems,			
High security	24	(electronic) 25	8
Ultrahigh security	27	(*electronic*) 30	12
Vault locks,			
High security	27	(*mechanical*) 25	16
Ultrahigh security	32	(*mechanical*) 30	32
Wooden doors,			
Simple	6	(*structural*) 15	1
Strong	8	(*structural*) 15	1

**-Purchase DCs, Craft DCs, and Time (in man hrs.) are given for each unit to be installed. For example, each bulletproof window has a Purchase DC of 12, and it would take 16 man-hours to install four of them.*

Steel doors: These heavy doors are used in warehouses, factories, industrial complexes, and other locations where large equipment or other dangers could easily destroy lesser portals. Steel doors have a Hardness of 10, 120 hp, and a Break DC of 35.

Time-delay locking systems: These systems are set on an electronic timer with the intention of keeping a seal secure for a set period of time. Once the open time is set, and the locking mechanism secured, the only way to open the lock before the programmed time is to enter a specific code. This code is usually only known by the lock's owner and the database at the manufacturer. Time-delay locking systems are of either High-security or Ultrahigh-security in quality. This mechanism does not include the lock, itself.

Vault locks: Making use of heavy hydraulic bolts on the same principle as the dead-bolt system, linked to heavy-duty magnetic locks, these lock systems are either High-security or Ultrahigh-security in quality. Vault locks are usually used with dual-key systems, coded-entry systems, time-delay systems, or any combination thereof.

Wooden doors: These old standbys are relatively cheap, but they won't hold the enemy at bay for long. Typically available as either a standard, old domestic-construction door, or as a stronger, heavier gate-like barrier, wooden doors can serve as tempting lures to entice assailants into a trap. Statistics for wooden doors can be found on Table 5-10, pg. 150 of the d20 Modern Roleplaying Game™.

Redundant Systems

In order to increase the security of a given structure, it is recommended that overlapping access control systems are used. Just as the walls and fences of a fortress can be layered, so to can the gates and doors that offer entrance into said fortress. Examples include access control gates at both ends of a short corridor, or guardhouse checkpoints along a drive from the gate to the main structure. The next section will include several more options to increase security of a new fortress.

Security, Surveilance, and Hi-Tech Gizmos

Air scrubbers: These devices help to filter toxins, pollutants, and mold out of air and recycle oxygen. Ranging in size and quality from suitcase-sized mobile units to closet-sized fixed units, air scrubbers can improve the air quality of a single room, or of a high-rise office building. Any room treated with an air scrubber bestows a +2 equipment bonus on all Saves to resist the effects of gaseous toxins, or gas-like effects.

Air-tight lockdown systems: Common in high-security military, hospital, and office structures, these systems are primarily designed to protect sensitive equipment, like computers and radiological devices from fire. Once activated, the room is sealed off with sturdy Plexiglas walls and the air is sucked from it to extinguish flames almost instantly. Anyone caught in such a situation is considered to be suffocating (*see rules page 213, d20 Modern Roleplaying Game*™).

Alarm services: Common in the private and commercial sectors, this service requires a monthly fee to insure the security of a building or chain of businesses. The service provides an alarm system that is monitored by customer-service representatives off-site. If the alarm is triggered after being armed, a representative will contact the location and ask for a password; if the proper response is not forthcoming, then the representative contacts the authorities for immediate response. Alarm services provide a single master switch to arm and disarm the system, two motion detectors, and three door sensors. Additional security measures may be purchased and linked to this service.

Alarm systems: These are self-monitored systems, where all of the motion detectors, security cameras, and other sensors are all linked up to a central command center on site, such as a security desk. Although this requires continual vigilance, the system offers a more-immediate level of response to possible threats. Alarm systems provide a single master control panel, two cameras and a single monitor, two motion detectors, and three door sensors. Additional security measures may be purchased and linked to this system.

Cameras and monitors: Security cameras are usually placed in fixed positions with a commanding view of an area. The most common security cameras are black and white TV cameras, while more expensive and advanced options are available, such as color digital, and even thermal imaging (*which provides excellent night-vision security*). They can be concealed in air vents, behind two-way mirrors, or behind faux smoke detectors. Each camera is linked, via cable or electronic receiver, to a monitor. In some systems, a single monitor is linked to multiple cameras, and cycles through them on a set pattern. More expensive models are mounted on radio-controlled actuators and have zoom capability so that anyone at the command center can directly control what the camera sees. Cameras and monitors do not include an alarm or security system, though they may be linked to them.

Elevators: Ranging in size from small, two-person affairs to room-sized freight elevators, this is a common form of conveyance in modern buildings. Elevators move vertically up and down through a tube-like structure in or attached to the building, by means of an electrical motor-driven cable and pulley system.

Escalators: Found in large two- or three-story constructions such as malls and hospitals, escalators are a quick and easy alternative to stairs. A horizontally-moving version, commonly called a "people mover", can be found in most airports and some of the larger theme parks and recreation centers.

Explosives: Explosives can be set to self-destruct a complex in the event that such drastic measures are called for. Further information on explosives can be found on pages 54 (*Craft (chemical) skill description*) and 103-04 (*Explosives and Splash Weapons*) in the d20 Modern Roleplaying Game™.

Fence sensors: These devices are placed on every section of a fence, and send a constant signal to a receiver at the security command center. If the fence is breached (*such as being cut or*

knocked down), the sensor stops sending its signal, which in turn alerts the receiver of the exact location of the security violation. A standard set of sensors includes enough pieces of equipment to outfit 300 ft of fencing. Each additional increment of 100 ft increases the Purchase DC by 1.

Fingerprint scanner: This relatively new addition to security uses a digital scanner to read fingerprints and compare them with a database of admissible personnel. More advanced models actually register blood pressure, so that a severed finger can not be used by infiltrators.

Fire escapes: Consisting of a wrought-iron stair and ladder system attached to the exterior of a building along a column of windows, this is one of the oldest means of escaping fires in a multistory building.

Fireproof safes: Made of thick layers of fire-hardened steel and insulated with heat-resistant foam lining, these modern lock-boxes are designed to keep valuables safe from the devastation of fire. Fireproof safes are available in sizes ranging from that of a breadbasket to the size of a small room.

Flood lights: Often wired to motion detectors, these brilliant halogen lamps throw out an arc of intense light when activated. Anyone caught in the illuminated area of a flood light suffers a -4 penalty to all Hide skill checks. Conversely, the lamp bestows a +4 equipment bonus on any Spot checks to locate hidden or lost items within its area of illumination.

Gas dispensers: Primarily used to spray gases that help to kill flames in the event of fire, these mechanisms can be put to more nefarious uses if equipped with the right gases. Gas dispensers are normally mounted in the ceiling of a room, but may be mounted in the walls and floor as well. Each additional pair of gas dispensers in a room increase the DC of appropriate saves by +1 to a maximum of +5.

Guardhouse: This is possibly the oldest form of access-control still practiced. By putting a security guard, or guards, in a high-visibility position at controlled-access points, the idea is to keep potential trespassers from even attempting a security violation, and provides the added benefit of giving immediate information access to legitimate visitors. Typically, guardhouses are placed at gated entries to compounds, and at the entrance to each building, as well as the entrance to each wing of a building. Without exception, a guardhouse will have bulletproof windows, a lockable door, communication with the central security command center, and a means of recognizing legitimate guests.

Gun safes: Designed to keep firearms out of the hands of the wrong people, these devices range from decorative to maximum security. The more common, decorative gun safes found in many domestic settings are little more than glass and wooden cabinets sealed with a simple lock. However, more modern gun safes are of solid steel outer construction, with a foam interior lining, and are sealed with high quality combination locks.

Hand scanner: This device scans both hands of a potential entrant, and compares results with a database of authorized personnel. Like the fingerprint scanner, this device matches up fingerprints, but it also looks for other attributes, like body temperature, scars, and complexion.

Holographic projectors: These miniature projectors come in threes, each projecting the same image in a different color of the visible spectrum at the same point, so that the overlapping images create a ghostly three-dimensional illusion. Like peep-holes, these projectors are often concealed so that the generated image is not immediately discernable for what it is.

Intercom systems: Consisting of a series of interconnected call boxes and speakers, these systems allow for auditory communication from room to room within a structure. These are commonly found in schools, hospitals, and commercial buildings.

Iris scanner: One of the latest and most advanced forms of biometric security access control, this device painlessly reads the eye of potential entrants. The iris is the most unique physical human attribute, even more specific than fingerprints, which make it the ideal method of identity verification. By comparing an iris scan with a database of authorized personnel, this device is a near fool-proof method of access control.

Laser tripwires: These relatively simple devices are comprised of two electronically-linked modules; a projector and a receiver. The projector sends out a tiny beam of light which is, in turn, picked up by the receiver. If anything crosses the beam, and thus interrupts the electronic signal, the receiver alerts any alarm to which it is connected.

Medical facility: This can range from a single emergency operating table and rudimentary surgical equipment, to a fully-staffed medical laboratory with X-ray machines and experimental treatment machinery, depending on the Purchase DC.

Metal detectors: Security metal detectors come in two varieties. The first, the archway, is the type most of us are familiar with from airport security; this is a metal doorway that stands about seven feet tall and sets off a buzzer any time anything metallic bigger than a quarter passes through it. The other type, the wand, is a battery-powered device that resembles a cricket bat, and is used by security personnel to manually sweep over a person's body in lieu of a pat-down search. This device will also set off an audible alarm as it comes across anything metallic of size.

Mobile command systems: These systems take all of the functions and controls of a central security command center, and put them in the palm of your hand, literally. All of the alarm systems, surveillance systems, command systems, and communication systems of a given facility or structure are linked to a hand-held device no bigger than a TV remote control.

Motion detectors: These devices detect infrared light generated by heated bodies passing through a set detection area. When wired to a security or alarm system, motion detectors can trigger cameras, silent alarms, or pre-set booby traps.

Operations CPUs: These powerful, customized computer systems autonomously run the day-to-day operations of a

Table 2-3: Security, Surveillance, and Hi-Tech Gizmos

Item	Purchase DC	Craft DC*	Time (in man hrs.)*	Counter DC
Air Scrubber,				
Small	12	(*mechanical*) 15	4	n/a
Medium-sized	16	(*mechanical*) 20	8	n/a
Large	20	(*mechanical*) 25	16	n/a
Huge	24	(*mechanical*) 30	32	n/a
Air-tight lockdown system,				
High security	23	(*mechanical*) 25	24	Reflex Save DC 18 to avoid being trapped; see description
Ultrahigh security	27	(*mechanical*) 30	30	
Alarm Service,				
High quality	10	(*electronic*) 15	4	Disable Device 30
High security	15	(*electronic*) 20	8	Disable Device 35
Ultrahigh security	20	(*electronic*) 25	12	Disable Device 40
Alarm System,				
High quality	8	(*electronic*) 15	4	Disable Device 30
High security	12	(*electronic*) 20	8	Disable Device 35
Ultrahigh security	18	(*electronic*) 25	12	Disable Device 40
Cameras and monitors,				
Average	18	(*electronic*) 15	4	Hide 25
High quality	21	(*electronic*) 20	4	Hide 30
Thermal Imagery	25	(*electronic*) 20	4	Hide 40
Elevators,				
Medium-size	24	(*mechanical*) 20	12	n/a
Large	27	(*mechanical*) 25	24	n/a
Huge	30	(*mechanical*) 30	60	n/a
Escalator	27	(*mechanical*) 25	24	n/a
Fence sensors	10	(*electronic*) 20	4	Disable Device 30
Fingerprint scanners,				
High security	22	(*electronic*) 20	8	Disable Device/Disguise 35
Ultrahigh security	25	(*electronic*) 25	12	Disable Device/Disguise 40
Fire Escape	18	(*structural*) 20	24	n/a
Fireproof Safes,				
Small	10	(*structural*) 15	8	Disable Device 30
Medium	12	(*structural*) 20	12	Disable Device 30
Large	15	(*structural*) 25	16	Disable Device 35
Huge	18	(*structural*) 30	24	Disable Device 40
Flood lights (2)	5	(electronic) 15	4	Hide
Guardhouse,				
High security	25	(*structural*) 20	40	Varies
Ultrahigh security	30	(*structural*) 25	60	Varies
Gas dispensers (2)	17	(*mechanical*) 25	16	Fortitude Save
Gun safes,				
Average	14	(*structural*) 15	8	Disable Device 20
High security	17	(*structural*) 20	16	Disable Device 30

Table 2-3: continued

Item	Purchase DC	Craft DC*	Time (in man hrs.)*	Counter DC
Hand Scanner,				
High security	20	(*electronic*) 20	8	Disable Device/Disguise 35
Ultrahigh security	23	(*electronic*) 25	12	Disable Device/Disguise 40
Holographic projectors (3)	12	(*electronic*) 20	16	Spot 18
Intercom System	15	(*electronic*) 20	16	n/a
Iris scanner	30	(*electronic*) 30	18	Disable Device/Disguise (40)
Laser tripwires,				
Average	12	(*electronic*) 15	4	Hide 25
High quality	15	(*electronic*) 20	8	Hide 30
High security	17	(*electronic*) 25	16	Hide 35
Ultrahigh security	21	(*electronic*) 30	24	Hide 40
Metal Detector,				
Wand	6	(*electronic*) -	-	Sleight of Hand/ Disable Device 40
Archway	18	(*electronic*) 25	30	Sleight of Hand/ Disable Device 40
Medical facilities,				
Basic (EMT level)	17	(*structural*) 15	24	n/a
Standard (ER level)	21	(*structural*) 20	60	n/a
Advanced (ICU level)	27	(*structural*) 25	100	n/a
Improved (specialty equipment)	35	(*structural*) 30, (*mechanical*) 30	300	n/a
Mobile Command System	25	(*electronic*) 20	16	n/a
Motion detectors,				
Average	11	(*electronic*) 15	2	Hide 20
High quality	12	(*electronic*) 15	4	Hide 25
High security	15	(*electronic*) 20	8	Hide 30
Ultrahigh security	17	(*electronic*) 25	12	Hide 35
Operations CPUs,				
Basic (domestic)	25	(*electronic*) 25	16	n/a
Advanced (corporate)	30	(*electronic*) 30	24	n/a
Improved (military)	35	(*electronic*) 35	32	n/a
Voice-print analyzer	25	(*electronic*) 8		Disable Device/Disguise 30
Voice-recognition com. system	25	(*electronic*) 25	16	n/a
Smoke detectors,				
Simple	4	(*electronic*) 15	1	n/a
Electronic	15	(*electronic*) 25	8	n/a
Sprinkler System	16	(structural) 25	20	n/a
Tire Barrier	14	(structural) 15	8	Drive 40
Weight scale	15	(electronic) 25	12	Disable Device/Disguise 35
X-ray machine	15	(electronic) 25	24	Disable Device/ Sleight of Hand 40

**-Craft DC and Time (in man hrs.) are listed for completely installing a single unit or system.*

facility or estate by using pre-programmed timers to perform set activities, such as turning lights on or off, and arming alarm systems. More advanced CPUs are capable of dealing with random events, such as fires or trespassers, by taking the appropriate action as dictated by their programming.

Voice-recognition command systems: These systems allow verbal commands to be given to the operations CPU directly through any intercom interface. A standard voice-recognition command system can be programmed with up to five recognizable voices, and up to five levels of authority and command clearance.

Smoke detectors: The simplest form of home protection against fire, smoke detectors can be as simple as a battery-powered disc in an apartment, or as complex as an electronically-linked system which identifies the source of the smoke and directs appropriate countermeasures accordingly.

Sprinkler systems: A standard security measure in most commercial properties, sprinkler systems are simply water lines running through the walls or ceilings of the structure, with exposed nozzles and heat-sensitive triggers. Activating one nozzle will activate the whole system in most cases. The majority of sprinkler systems are also linked to smoke detectors and/or emergency pull-boxes, as well.

Tire barrier: Typically placed at guardhouses and other vehicular access points, this device is simply a long strip of angled and sharp steel attached to the ground. When a vehicle tries to cross it in the wrong direction, the metal teeth of the barrier will effectively destroy all tires crossing it. In order for a driver to successfully cross a tire barrier without damaging his tires, he has to make a skill check (*DC 40*). If the barrier is crossed at speed and the check fails, the driver must then make a Reflex save (*DC 20*) or lose control of the vehicle.

Voice-print analyzer: Another hi-tech means of identity verification, the voice-print analyzer uses a microphone to compare a potential entrant's speech pattern and voice modulation with a pre-programmed database of authorized personnel. Voice-print analysis is more reliable than fingerprinting, but not as foolproof as an iris scan.

Weight scale: Typically used in tandem with one or more identification verification methods at a controlled-access point, this scale is located just under the other scanners, so that a person is weighed at the same time he or she is swiping a key-card, getting a fingerprint scan, or whatever. If the person's weight is too far outside of the registered norm for that individual, access will be denied. The purpose of this device is to ensure that nothing, such as a weapon or explosives, is being brought in, or that another person is not forcing an authorized individual to grant him or her access.

X-ray machine: A favored security device at airports and government buildings, this device sends carry-on luggage, handbags, and briefcases through a lead-shielded scanner which emits small doses of x-rays. These x-rays create an image that is displayed on a closed-circuit TV monitor, which is observed by a security guard. Anything metallic will show up clearly, as will most ceramics, and heavy plastics, making this machine ideal for detecting weapons and explosive devices.

EXTRAS

Ballistic barriers: Made from the same material as most personal body armors, Kevlar, these draperies are designed to protect from heat and shrapnel resulting from explosions. Since they are not as rigid as actual armor, the ballistic barriers are not as effective against direct gunfire. Ballistic barriers provide a +3 equipment bonus to Reflex saves against explosives and burst-effect attacks, and a +2 bonus to saves against heat and fire effects. A standard ballistic barrier is a six-by-six foot square.

Barbed wire: Originally designed to limit the free-grazing of western cattle, this invention has seen action as a military barrier in both World Wars, and was only recently replaced by razor wire and concertina wire. It comes in rolls of 20-foot-long sections that can be stretched across any distance to form a barrier. For each 2-foot section that someone tries to cross, he or she must succeed on a Reflex save (*DC 15*) or take 1d4 points of damage (*save for half*). Barbed wire has a hardness of 2, 5 hp, and can only be damaged by slashing weapons or cut with bolt cutters.

Electrification: All forms of metal fence can be electrified by simply applying an electric current to them. A standard electric fencing kit comes with a small generator capable of delivering up to 10 volts of direct current, and the necessary wiring to wire up to as much as 75 miles of fencing. Anyone coming in direct contact with an electric fence must succeed on a Fortitude save (*DC 18*) or take 2d6 points of electrical damage (*save for half*). There is a 5 % chance (*1 in 20*) every time someone takes maximum damage from such a shock that the fence will short out.

Embedded glass: This nasty trick is a low-budget alternative to topping a fence with wire. By placing jagged shards of broken glass upright in some form of fixative along the top surface of a fence or wall, a painful barrier is created. For every 2-foot section of a fence or wall so treated that someone tries to cross, he or she must succeed on a Reflex save (*DC 15*) or take 2d4 points of damage (*save for half*). However, once someone has successfully crossed, that 2-foot section no longer poses a threat, the glass having been broken off.

Fireproof insulation: This spray-on foam is highly flame-retardant and resistant to extreme heat. Usually applied to walls before visible paneling or sheetrock is hung, the primary purpose of this modification is to keep fires from spreading quickly from room to room. Structures treated with this modification receive a +5 to saves against fire and heat effects and attacks.

Gun turrets: Ranging from swiveling armored chambers with narrow firing apertures to remote-controlled mechanical gun pods, these devices are intended to give a gunner (*or automated gun*) a versatile field of fire with a certain level of protection. Firing from a gun turret provides nine-tenths cover, and most turrets are made of 2-inch thick steel (*Hardness 10, 60 hp, and have a Break DC of 35*).

Razor wire: The latest incarnation of barbed wire, razor wire can be seen gracing the tops of fences at maximum security prisons and military compounds around the world. Manufactured in 20-foot-long rolls, razor wire can be used to create an effective deterrent with its studs of four-inch long razor blades. For every 2-foot section that someone tries to cross, he or she must succeed on a Reflex save (*DC 15*) or take 1d8 damage (*save for half*). Razor wire has a Hardness of 3, 5 hp, and can only be damaged by an edged weapon or with bolt cutters. Anyone attempting to damage or cut the wire must succeed on the Reflex Save.

Soundproofed padding: This foamy lining is attached to the

floor, walls, and ceiling of the room to be soundproofed. If properly installed, anyone trying to make a Listen skill check to hear something on the other side of the wall will suffer a -10 equipment penalty. Possible uses for this modification could include an interrogation room, a holding cell, or a firing range.

Window tinting: Popular in the automotive industry for years, window tinting has come into its own in domestic and business construction of late. Not only does tint cut down on the glare inside a room, and make air-conditioning more efficient, it also makes it harder for those outside the building to see what those inside are doing. Tinting is available in five intensities: One-quarter, one-half, three-quarters, nine-tenths, and total. Each of these intensities offers the corresponding amount of concealment as listed on Table 5-7: CONCEALMENT on page 146 of the d20 Modern Roleplaying Game™.

STAFF

Administrator: An administrator handles the day-to-day operations of a facility and deals with life's little surprises that may arise during those operations. The major-domo of the facility, it is his or her job to make sure that everyone else is doing theirs, and that the owner, president, big boss, whatever, is not bothered with details. Most administrators are college graduates, often with more than one degree, with at least a handful of years in managerial experience. Administrators tend to have levels in Smart and Charismatic, with some of the best having at least one level in Dedicated.

Carpenter crew: Responsible for building and repairing the wooden frames that many modern homes and structures are built upon, these men and women are in many ways the backbone of the construction industry. Many carpenters also do vinyl siding, as well. A typical crew consists of two or three framers, their helpers, and a crew chief, though some crews are two or three times this size. Most carpenters have levels in Strong, Tough, and/or Fast.

Contractor, general: The general contractor is the person who gathers all of the other construction crews together, works out a deal with them, and manages the whole construction process so that the property owner or property manager doesn't have to micro-manage every detail. The cost of hiring a contractor takes the place of the individual Purchase DCs for the various crews. Contractors tend to be Smart and Charismatic.

Custodial crew: Custodians are the people who keep the building clean and efficient once it is built. From cleaning the restrooms to washing the windows, it is their job to make sure that the business of the building is handled in a professional setting. A custodial crew can be any size from one person to a staff of dozens, depending on the size of the structure to be maintained. Custodians tend to be Tough and/or Fast.

Dog handler/trainer: A security officer specializing in K-9 response, the dog handler/trainer is responsible for overseeing the care and performance of the dogs that are used to patrol and secure property grounds. Dog handler/trainers tend to be Tough and Dedicated.

Electrician crew: Responsible for the safety and efficiency of the electrical wiring of a structure, electricians are the ones that ensure that all electronics and appliances are properly installed. A typical electrician crew is one or two electricians and their helpers. Electricians tend to be Smart and Fast.

Table 2-4: Extras

Item	Purchase DC	Time (in man hrs.)*	Craft DC*
Ballistic barriers (1)	18	1	-
Barbed wire (20 ft)	10	4	(*Structural*) 15
Electrification (1 unit)	7	4	(*Mechanical*) 15
Embedded glass (20 ft)	2	6	(*Structural*) 15
Fireproof insulation (1 room)	16	16	(Structural) 20
Gun turrets,			
Small (rifle, light MG)	+2 to weapon	8	(*Structural*) 20
Medium-sized (heavy MG)	+2 to weapon	16	(*Structural*) 25
Large (tank cannon)	+3 to weapon	24	(*Structural*) 30
Huge (artillery piece)	+4 to weapon	60	(*Structural*) 35
Gargantuan (naval gun)	+5 to weapon	120	(*Structural*) 40
Razor wire (20 ft)	12		(*Structural*) 15
Soundproofed padding (15' x 15')	10	18	(*Structural*) 20
Window tinting, (4 windows)			
One-quarter	8	24	(*Structural*) 20
One-half	9	24	(*Structural*) 20
Three-quarters	10	24	(*Structural*) 20
Nine-tenths	11	24	(*Structural*) 20
Total	12	24	(*Structural*) 20

*Time (*in man hrs.*), and Craft DCs are listed for installing one unit.

Guard dogs: These are identical to the Medium-size dogs listed on page 234 of the d20 Modern Roleplaying Game™.

Gun crew: Usually found only on military bases, these are soldiers specially trained in the handling of heavy weapons (*heavy machine-guns up to artillery pieces*). A typical gun crew is between 2 and 6 persons, depending on the size of the weapon they are servicing. Gunners tend to be Strong, Fast, and/or Tough.

Heat and Air crew: These are the people who install, maintain, and repair central heat and air conditioning units and ventilation systems. A heat-and-air crew can range in size from a single lead-man and his helper to a dozen or so such pairs, depending on the size of the structure. Heat-and-air crew members tend to have levels in Tough.

Masonry/bricklayer crew: Responsible for brick and block construction, bricklayers and masons mainly work on the exteriors of buildings. With concrete and steel replacing much of the older brick and wood construction, especially in urban settings, many masons and bricklayers have added cement/concrete pouring to their repertoire. A typical mason/bricklaying crew can range in size from two to twenty persons, depending on the size of the project. These crew members usually have levels in Strong and Tough.

Medic: Medics, or EMTs, are individuals trained in emergency medicine and on-the-spot lifesaving techniques. They can stabilize most injuries, but extended and more advanced medical techniques are beyond their scope. Most medics have levels in Smart and Dedicated, with levels in Strong, Fast, or Tough being advantageous.

Nurse: Nurses have a higher level of medical training and education than medics. Like medics, they can stabilize most injuries, but they are also able to administer certain levels of higher medical techniques and make rudimentary diagnoses. Nurses tend to have levels in Smart and Dedicated.

Plumbing crew: Plumbers are the people responsible for making sure that a building has fresh water coming in, and the bad water going out. A typical plumbing crew consists of two people, but several crews can work together on particularly large jobs. Plumbers usually have levels in Strong and Tough.

Roofing crew: Roofers are the ones responsible for weather-proofing the top of a structure. From shingles on a domestic home to the thick layers of tar atop a skyscraper, these are the men and women who put them there. A roofing crew can be as small as a single roofer, or as large as a dozen. Roofers usually have levels in Fast and Tough, with Dedicated not being unusual.

Security guards: These individuals are responsible for the security of a property, and of its occupants. Detailed information on security guards can be found on page 117 of the d20 Menace Manual™.

Security installation crew: These are the representatives of a security service that specialize in system installation. A typical security installation crew is usually only one technician for smaller domestic jobs, but can be as big as a team of ten or more individuals for larger jobs. Most security installation technicians have levels in Smart and Tough.

Surgeon: The pinnacle of the medical field, surgeons specialize in putting the human body back together and removing diseased organs and tissue. Because of the extreme education and training they must undergo, surgeons can offer aid to almost any extent of injury or illness in almost any situation. Like nurses, surgeons tend to have levels in Dedicated and Smart, only more of them.

Table 2-5: Staff

Staff	Purchase DC per 40 hrs.
Administrator	10 + administrator's Diplomacy ranks
Carpenter crew	10 + crew's total Craft (structural) ranks
Contractor, general	20 + 2 for each type of crew required
Custodial crew	8 + 1 for each additional crew member
Dog handler/trainer	8 + trainer's Handle Animal ranks
Electrician crew	10 + crew's total Craft (electronics) ranks
Guard dog	7 + 1 for each additional
Gun crew	7 + total number of Profession ranks
Heat and Air crew	10 + crew's total Craft (structural) ranks
Masonry/Bricklayer crew	10 + crew's total Craft (structural) ranks
Medic	8 + medic's Treat Injury ranks
Nurse	10 + nurse's Treat Injury ranks
Plumbing crew	10 + crew's total Craft (structural) ranks
Roofing crew	10 + crew's total Craft (structural) ranks
Security guard	7 + total number of Profession ranks
Security installation crew	8 + crew's total Craft (electronics) ranks
Surgeon	15 + surgeon's Treat Injury ranks

chapter 3: fortresses in the campaign

In this chapter, you will be given some basic guidelines for integrating the contents of this book into your own campaign, both as a player and as a GM. Whether you are looking to build the most impregnable headquarters for your adventuring group, or you are wanting some tips for penetrating the security of someone else's, this chapter will point you in the right direction.

building a fortress: location and workers

As has been stated, where you decide to fortify depends a great deal on where you are, or what you are trying to defend. Criminal masterminds usually choose a defensible location near the area they are trying to control or subjugate, such as a fortified mansion in or near a city. However, some evil geniuses, intent on controlling or subjugating the whole world, will choose an out-of-the-way site in some desolate location to ensure the secrecy of their plans until they come to fruition. Alternately, individuals and organizations intent on protecting and defending a populace invariably select the location of that populace as the site of their fortified headquarters.

One simple reason for choosing populated areas for the site of a fortification is workers. It is far easier to find skilled laborers, engineers, architects, and other required personnel in an urban or metropolitan setting. This greatly reduces the cost of recruiting workers and then transporting them to a remote location, and then feeding, and lodging them until a construction is complete. If this is the case, the Purchase DC of each crew is increased by +2. Although this process is not unheard of, it is usually outside the financial scope of private individuals and is restricted to the realm of governments and large corporations.

Once you've built your fortified structure, you are faced with the task of staffing it. If your character and his companions, both PCs and NPCs, can handle the operation, maintenance, and defense of the structure, then you don't have to worry about hiring help. If, however, the task is just too big, staffing does become an issue; and, just like when building the structure, workforce availability is a consideration. However, loyalty and skill-level are probably larger considerations; it is better to have two or three trusted and efficient staff members than to have a dozen or more suspect or incompetent ones.

running a fortress: delegation, profitability, and binding ties

After you have moved into your new facility and seen to its staffing, it is time to become a business-manager. Even if your structure does not do "business", it still must face the profits vs. loss equation. Unless you are planning on handling every detail of the facility's operation, it would be advisable to make sure that you have an Administrator on the payroll. In game terms, his Purchase DC covers all minor maintenance issues that may arise, such as overflowing toilets, blown fuses, replacing supplies, etc. Otherwise, you are at the GM's mercy to deal with every inconvenience which he or she can contrive. After all, where would the Avengers have been without Jarvis; or Batman without Alfred?

That said, it takes money to keep a structure of any size operational. There are utility bills, employee payrolls, taxes, and other financial obligations that must be fulfilled by a property owner to ensure that the status quo is maintained. To ensure that the facility does not get into "the red", the character, or characters in the case of a joint effort, must make sure that his (*or their*) Wealth Bonus stays at least one point above the total Purchase DC for running the facility. This number is determined by adding the highest Purchase DC of the structure's staff to the Purchase DC of the structure's most expensive add-on or extra feature.

For example: *A compound has a surgeon with 9 ranks in Treat Injury on staff (Purchase DC 24), and eight security guards with a total of 10 ranks in Profession (Purchase DC 17); and the facility also has an Improved Medical Facility (Purchase DC 35), and a High-security Guardhouse (Purchase DC 25). In order to keep this facility operational, the owner must maintain a Wealth Bonus of 60 or more (24+35+1=60).*

If the character's Wealth Bonus ever drops below this number, he or she must shut down one feature or system, or dismiss one employee until such time as his or her Wealth Bonus returns to the necessary level. This process is repeated every time the character loses Wealth thereafter, even if the new Wealth Bonus is sufficient to run the reduced facility.

Once your facility is operational, it will attract the attention of its neighbors. If you are in a corporate hi-rise in the middle of downtown, the local commerce organizations will want to know a little about your business, and potential customers/clients will begin to drop by. If, on the other hand, you have simply fortified your apartment, your neighbors will want to know more about the mysterious person who is up all hours of the night with the power tools. In any case, you will be presented with a multitude of role-playing opportunities; because, like it or not, you have just put down roots. You are now a part of a community, and people will want to talk to you, and you may become interested in individuals within that community. The era of the "mysterious stranger" or "lone wolf" is over. At best, you will simply become "that reclusive hermit", should you cling to these old concepts.

protecting a fortress: gming, hirelings, community relations, high- vs. low-profile, using it or losing it, and outposts and watches.

Now that you have your own place, it is up to you to keep it. Since the d20 Modern™ world is a competitive and often violent one, you should take measures to ensure the safety and integrity of your structure; your fortress. If you are the GM, you should know who your antagonist is, why he or she has a fortified building, how it is protected, how it is viewed by the public, or if it is even known to the public, and whether or not it is fully-staffed by vigilant or oafish security personnel, diligent or corrupt administrators, and whether or not it was properly

constructed and equipped. After all, even the "ultimate power in the galaxy" had a faulty ventilation design which led to its destruction.

If you propose to hire NPCs and entrust your building's security to them, it behooves you to know who they are and how loyal they are to you and yours. Will they sell you out to the highest bidder? Will they tuck and run at the first sign of trouble? Or will they go to the wall and fill any breaches with their own bodies like Henry's men at Harfloure? Will they even be at work and on time on a given day? All of these are important security questions to be considered.

As has been mentioned, once you have settled into a community, you are a part of that community. Even if you are considered "that creepy guy in the old haunted house at the end of the street", you still have an identity in the neighborhood. It is up to you and your employees, and/or associates to determine what that identity is going to be. This is determined by how active you are in the community (*do you sponsor a local charity or youth group*), how personable you are with other members of that community (*do you wave at your neighbors when you see them; do you know their names*), and how much you let them know about you (*are you an average joe with the mortgage and the ex-wife, or are you in the witness-relocation program*). All of these things will determine how you and your facility are perceived by the surrounding community.

Another consideration is whether or not to keep a high profile in the community. Although this will invariably lead to the development of positive relationships with your neighbors, it will most-likely make it easier for your enemies to locate you. If you are the president and CEO of a huge corporation, it doesn't matter; you want them to know who and where you are, and that you're not afraid of them. If, however, you're a retired cop or DEA agent with an arrest record as long as your arm, you might not want some of your former acquaintances dropping in for a visit. Generally, the more you can spend on security and fortifications, the higher your profile can be. However, there is a point of diminishing returns in this regard; if you are able to afford these securities because of unlawful activities and exploits, chances are, your enemies are going to be military and/or law-enforcement agents. In which case, the lower the profile the better.

An old cliché says that when the cat is away, the mice will play. This is true, at least in regards to compromising a facility's security. The best time to strike any location is when the enemy is not there. You should always be mindful that much of today's technology allows you to be observed from miles away, without you ever having an inkling that your every move is being recorded. For this reason, vary your routine; never be gone from your headquarters at the same times, or on the same days. Never leave your fortress for extended periods of time. Doing so may invite enemies to infiltrate and either make off with prized possessions, raze it to the ground, or even worse, leave nasty surprises for your return.

One method of defense against the above possibilities is the use of counter-surveillance. By employing guards and/or watchmen — or even watchtowers in a more rural area — at various locations surrounding your property with the specific task of observing the comings and goings of people and vehicles, it is possible to spot unusual or shady situations. With adequate equipment (*such as may be found on pages 114 -116 of the d20 Modern™ Roleplaying Game Core Rulebook, and pages 76 - 77 of the Urban Arcana™ campaign setting*) and vigilance, counter-surveillance can turn the tables on your enemies as you may find out more about them than they do about you.

Assaulting a Fortress: Strike Teams, Sieges, Smoking them out, and attacking the structure itself

Now that you know the best ways to defend a structure, it is time to talk about the best ways to attack one. If you are a player, you will undoubtedly need this information for future adventures when faced with the hulking steel hi-rise of death concocted by your GM after reading this book. On the other hand, if you are the GM, you will want to know how best to deploy your cyber-ninja death squads when they reduce your players' newly-created secret headquarters to a smoking pile of rubble.

Surprise is the primary weapon of the strike team. SWAT full-breach entry teams are a prime example of how best to utilize this method. Using well-armed, highly-trained professionals in a fast in-and-out room-to-room assault, strike teams seek to catch a structure's occupants with their pants down. The Portable Ram and Forced Entry Kit on page 78 of the Urban Arcana™ campaign setting are useful tools for the strike team method.

Stealth is another method of using the strike team to good effect. Instead of blowing the door down with a battering ram or explosive shotgun shells, the same highly-trained and well-armed team sneaks into the structure and conducts their room-to-room assault with the use of silenced weapons, electronic countermeasures, and fast-acting tranquilizers and gas. This method is preferred in hostage situations, or where the strike team is considerably outnumbered by the facility's security personnel. Whether planning a surprise frontal assault or a stealthy infiltration, always remember that a little reconnaissance goes a long way; if you know about something, you can be prepared for it.

The word "siege" may invoke images of catapults and ballistae bombarding castle walls while restless armies waited for months before getting to hack one another to pieces. However, when a police cordon closes off all points of escape around a bank robbery gone wrong, or when a mechanized infantry division and an armored division seal off every road in or out of a town or city, a state of siege exists. Even more than in the old days, however, time is on the side of those laying the siege. Eventually the criminals realize there is no escape and give up, or do something stupid and are taken out by snipers; eventually the town or city runs out of supplies, and the beleaguered forces within must surrender or try to fight their way out. When attempting to use this method of reducing a stronghold, it is important to consider every modern convenience available to those within. Cutting a building's power will knock out air-

conditioning and refrigeration as well as lights. Shutting off the water main will force those inside the besieged structure to deal with sewage problems as well as the inconvenience of not having fresh drinking water and the ability to bathe. Cutting the phone line will limit their access to the outside world, while scrambling or listening in on wireless communications is now also a possibility. And never forget to think in three dimensions; helicopters can offer a quick getaway through the air, and secret tunnels can allow your quarry to escape underground.

Tear gas and other non-lethal incapacitation devices, such as loudspeakers pumping incredibly loud music or propaganda into a structure, or floodlights intended to keep those within from sleeping are all modern ways of smoking an enemy occupant out from his fortifications. Typically used as an element of a siege, these methods are chiefly designed to capture a fortress's occupants without a direct, physical confrontation.

Finally, if you can't get at the enemy within his fortifications, you are faced with reducing the structure, itself, and digging him out of the rubble. For this reason, in specific, the information on material Hardness, Hit Points, and Break DCs was included. Whenever a wall or door's Hit Points have been exhausted, it no longer poses a viable source of cover. Although objects, including walls and structures, are immune to critical hits, any single attack that exceeds a structure or material's Break DC (*after reducing for Hardness*) will reduce that structure's cover bonus to defense by one category.

For example: *A terrorist is firing from a gun-port built into a massive steel door (Hardness 10, 120 Hp, Break DC 35), which provides him with nine-tenths cover, or a +10 bonus to his Defense. When the door takes a direct hit from a 25mm cannon (causing 38 points of damage after reducing for Hardness), the terrorist is now treated as having only three-quarters cover. And with only a +7 bonus to defense between him and a 25mm cannon, he may consider fleeing or surrendering soon.*

As you have probably guessed, this method of attack requires serious firepower, and a certain degree of counter-defense, itself, as the occupants of the structure will no doubt be returning fire from their defended positions. The best way to succeed with this method is to achieve fire superiority as soon as possible; if you have access to heavy weapons, such as those listed on Table 4-15: Vehicle Weapons (*page 126, d20 Modern Roleplaying Game*™), and your fortified enemy does not, then chances are good that you will win the fight. Not only that, it may prove to be a short one.

commandeering a fortress: setting up shop, disarming, damage control, re-arming, retro-fitting, and re-staffing

In the course of your campaign, it may occur that you and your companions are able to take possession of a defeated foe's facility with minimal or no damage to the structure, itself. This could become a permanent situation, or a temporary one (*such as when that defeated foe's allies are going to arrive before you can get away*). In either case, there are several steps that you will want to take to make your new situation more tenable.

First, you will want to make sure that there are no nasty secrets left behind by the former owner that could spell disaster for you and yours, such as an armed and fanatical guard using secret passages and catwalks to hunt you down one-by-one, or a self-destruct mechanism wired to 600 barrels of C-4 buried under the foundation.

Second, you will need to take stock of the facility and all of the features that it offers. This is done by simply familiarizing yourself with the basic layout of the building(s), and making an inventory of all of the equipment, weapons, and supplies on the premises.

Next, you will need to assess the extent of any damage you may have caused when you "liberated" the structure. Did you use rocket launchers and grenades when you stormed the place? Did you use silenced .22s to knock out the security cameras and flood-lights? Did you fry the central fuse-box to shut down electronic surveillance? If so, you will need to repair or replace those systems and walls, or else you will be in a far more vulnerable position than was the previous owner.

Finally, you must decide what systems and/or staff to replace, and what new systems and methods you will implement. Did the BBG's army of silver-jumpsuited, motorcylce-helmeted, submachine gun-wielding bodyguards pose a serious threat to you when you attacked? If so, you might want to consider hiring some replacements. Were the electronic countermeasures adequate enough to thwart most hackers from shutting down the security grid? If not, you might want to purchase or build a better system. Did you say at any time during the assault, "it's a good thing they didn't have a __"? If so, maybe you should get one.

destroying a fortress: neutralizing it, looting it, and demolishing it

Sometimes, taking over a location is not possible; sometimes a final solution is necessary. In this case, it is vital to make sure that the facility can never be used again; but not before you have pillaged it of all its useful secrets, materials, and possessions.

The first step in destroying a fortress is to take away its offensive capabilities. Without its weapons, for all of its defenses, a fort is still just a building. This usually entails removing a garrison, whether it be a small team of armed security guards or a barracks full of soldiers. Once the personnel are dealt with, you must consider automated weaponry and remote-controlled systems.

When there is no possibility of suffering casualties within the structure, it is then safe enough to proceed to the looting stage. If not pressed for time, you can take a leisurely approach, examining each room and its contents for desirable plunder. If, however, time is of the essence, you can run through the structure making random Spot checks to see if you find anything worth keeping. Just remember, even though you found something, you still have to be able to get it out before you destroy the building if you want to keep it.

Finally, it is time to seal the structure's fate. Using the Demolitions skill, along with lots and lots of explosives, is the best way to do this. However, some extreme situations can offer more immediate and accessible alternatives. For example, if an evil genius was in the process of building a dimensional gate in his lab, it may be possible to completely destroy the facility with minimum damage to the surrounding environment, by simply powering up the unfinished device. In either case, it is ultimately up to the GM to determine the degree to which the fortress was annihilated, based on the appropriate dice rolls, of course.

Chapter 4: Example Fortresses

Apartment: Oddball

Oddball runs a "shop" of sorts out of his second-story, two-bedroom apartment in the University area of town. He not only caters to the needs of partying college students, but also to the wants of discerning professionals and collectors with a taste for the exotic. Since his dealings in rare — and often illegal — commodities have made him enemies on both sides of the law, Oddball has, over the years, implemented several defensive measures to improve personal security.

How to get in:

Since Oddball's apartment has an exterior entrance, you have to take a short flight of stairs up to the front door; it's an old building without a fire escape or second-story balcony. The stairs are old and made of iron and concrete, and even a skinny five-year-old will make them creak and rattle, so there's a good chance Oddball (*or one of his buddies*) will hear you coming (*Move Silently skill check DC18*). When he does, he changes the channel on his TV to 4, and he sees you via the old security camera he has mounted in his kitchen, looking through a peep-hole onto the landing. If you look like a cop or a wiseguy, he doesn't even bother to turn off the TV before heading out the back.

Once you're at the front door, you're still under surveillance by the camera. If you ring the bell or knock, you've just identified yourself as an unwanted guest; if you're not told to leave and called dirty names in a high, bellowing yell, you will be ignored with icy silence. If, however, you call through the door in a loud, clear voice, "I've come to see a man about a dog," someone will come to the door and interrogate you through the peephole.

About the door, it may look like an old, worn-out fireproof door on the outside, but in actuality, it's as tough as tank armor. Somehow, Oddball got his hands on some experimental light-weight alloyed steel sheets, and he has placed them in key defensive positions throughout the apartment. Not only will it survive a direct hit from a rocket-launcher (*he's reinforced the frame and hinges, as well*), the door also has a secret gun-port at waist level; on the outside is a convincing paper-mache panel that looks like the rest of the door (*Oddball was an art major at one time*), while on the inside, the doorman is leveling a 12 gauge at your midsection. (*Of course, this is also the weakness of the door. Should someone succeed on a Spot check B DC of 20 B they will see the paper mache for what it is and be able to fire through the port as well.*)

If you give acceptable answers to the random questions of verification, and appear to be a legitimate buyer, you will not be blown in half or maced through the tiny aperture beneath the door's peephole. The six eight-inch steel deadbolts will be unlocked and you will be admitted for business.

If you are looking for a less direct approach to getting in, you are not going to have an easy task. Oddball has replaced all four of his windows with shatterproof glass, and he has installed a high-security alarm system. The alarm sets off loud sirens and bright flashing lights, as well as sending a pre-programmed text message alert to his cell phone. The only unguarded way in is the same way Oddball gets out in case of trouble. This is a narrow (*18" by 18"*) abandoned section of air duct that connects the unit closet in his apartment with that of the empty apartment across the way. Negotiating this tight crawl requires an Escape Artist check against a DC of 18. Each success moves you five feet along the twenty-foot shaft. A die roll of "1" means you are stuck until you roll another "1" or a "20". Each skill check takes approximately 3 minutes; Oddball is able to make it completely through in just under 10 minutes.

Defenses:

Aside from the steel door (*Hardness 10, 120 Hp*), Oddball has another steel plate mounted behind his couch directly opposite the door (in case someone comes in shooting); this provides one-half cover and has the same Hardness and HP of the door. The master bedroom's door is also steel-reinforced with another gun-port, though this one is not concealed. Aside from these three steel plates and the shatterproof windows, the rest of the apartment is made of standard construction materials.

As has been mentioned, Oddball's electronic defenses are formidable. The security camera in the kitchen has a commanding view of the landing; there is nowhere to stand outside the door without being seen. All of the apartment's windows are wired to the alarm system, which when activated sets off wailing sirens and bright strobe lights (*requiring a Will Save DC 15 to avoid a -2 penalty to all rolls*), as well as informing Oddball of a security breach if he's away at the time.

Room descriptions:

Living Room: This is a standard-sized room (*15' x 15'*), occupied by an old recliner next to a hookah pipe, a 36" plasma TV, an old and worn-out sofa (*backed by a four-foot high piece of steel*), and a littered coffee table. The carpet is old, stained, and threadbare in places, but Oddball refuses to let the landlord replace it despite having lived in the apartment for five years. The living room has two windows facing East; these are covered with black-light tapestries, giving the room a murky quality. The only source of illumination in the room is a spider lamp behind the sofa and two lava lamps on either side of the TV.

Kitchen: This smallish room is only a third the size of the living room (*15' x 5'*), but has all of the usual amenities crammed into it: a refrigerator, a stove, a double sink, and a dishwasher. The narrow counter is crowded with a blender, a microwave, and a toaster. A small, closet-sized pantry faces the refrigerator.

Dining Room: A half-sized (*10' x 10'*) extension of the living room, this room is where Oddball stores most of his "regular" wares. Cardboard boxes, plastic totes, and filing cabinets line the walls of this chamber.

Hall Bath: The less said about this full-bath (*10' x 15'*), the better. Oddball is not a housekeeper.

Bedroom 1: Opposite the hall bath, this standard-sized (*15' x 15'*) room is where Oddball's "guests" stay. Empty except for an old dirty mattress on the floor, Oddball has been thinking about soundproofing the room of late. The one window has already been painted black and covered with aluminum foil.

Bedroom 2: Oddball's bedroom is a standard-sized room (*15' x 15'*)with a half-bath (*5' x 10'*) and a walk in closet. The room's two windows are covered with ballistic barriers, anchored in the wall with masonry bolts, and his bed sits above another steel plate to protect from gunfire below. The furniture and closet share their space with Oddball's more exotic and expensive merchandise, as well as his personal possessions; including his heavy-duty gun safe and collection of automatic weapons and grenades.

Fear Press

Occupying what was prime industrial real-estate in the '20's, the old Free Press building is now one of the last turn-of-the-old-century's monsters to be slated for urban renewal. Unfortunately for city planners, the district is no longer under the control of law enforcement; it now belongs to one of the most vicious gangs of white-supremacists to ever have evolved in this particular corner of the urban nightmare. This well-organized and well-armed group of skinheads has decided to make use of the old, but still functional machinery in the basement of the ancient newspaper building to help spread their message of hate. They know that eventually the authorities will have to shut them down, so they have prepared for it; planning to wrap their martyrdom in a mockery of the Bill of Rights.

How to get in:

The three-story building is situated in the center of a 300' x 300' vacant lot, which is surrounded by a ten-foot-high chain-link fence on all sides. The gang has added razor wire to the top of this, as well as an automatic gate controlled from inside the building. Motion detectors are set on each post along the fence (*every 15 feet*), and are wired to an alarm system inside the building as well as to flood lights mounted in the ground every 15 ft along the perimeter. A security camera watches the call box at the gate.

The windows of the building have all been bricked up, leaving only a cross-shaped firing port in the center of each. The first story has no windows, and its only doors are made of metal and locked with heavy deadbolts, and are monitored by security cameras. At least one doorman is on guard at each entrance at all times. The skinheads have no intention of allowing anyone outside the gang access to the premises; even authorized law enforcement officers will be met with lethal force.

There is an old abandoned water-main that leads directly under the building, but this has been mined with claymores and is monitored by an infrared camera.

Defenses:

The building is made of brick with a concrete foundation (*Hardness 8, 40 HP*), and has not been fortified beyond this, with the exception of replacing all of the interior doors with ballistic barriers. However, as has been mentioned, several electronic security measures are in place. All of the security cameras (including the IR one in the basement), the motion detectors, and even the explosives detonators, are all linked directly to the security command center on the second floor. From here, a security guard or administrator may direct other members within the structure via an intercom system.

In addition to the doormen (*armed with AK-47s*) on the first floor, at least two snipers with Remington M24s are located on the third floor at all times. There is an armory located on the second floor, stocked with AK-47s, various submachine guns, shotguns, and even a few grenades. If attacked, all present gang members will drop what they are doing and run to the armory to be armed and will immediately assume a firing position at one of the external firing ports (*nine-tenths cover*), or take up interior positions to repel intruders.

In addition to the claymores in the basement, a pair have been set on either side of each door, as well. These, like the ones in the basement, and the C-4 set all along the foundation, are all wired to the detonators in the command center.

A series of portable emergency generators along the north wall of the basement can give the facility power for up to 48 hours in the event that the electricity is shut off.

Room descriptions:

Main entrance: This standard-sized (*15' x 15'*) room is where the doorman or doormen stand watch. It is decorated floor-to-ceiling with racist propaganda and fascist jargon. A small card table sits in the corner opposite the steel door, surrounded by four chairs.

1st Floor offices: These half-sized (*7' x 15'*) rooms have been converted into dorm rooms and store-rooms. Most of the first-floor rooms have at least one old army cot, but some have as many as four, as well as bags or boxes of personal possessions.

Freight elevator: This behemoth (*10' x 15'*) still works, and is used to not only move printed material from the basement to the dock, but also to move men and guns en masse to where they are needed quickly.

Stairwell: These old, but sturdy five-foot-wide steps are kept in good repair and offer safe conveyance between floors.

Restrooms: These old-fashioned porcelain and tile facilities are kept in surprising good order. Considering that as many as thirty gang members can be living in the building at one time, hygiene is important. (*20' x 15'*)

Loading dock: Where the printed messages of hate go before being loaded onto vans and carried to the masses. A ramp in the back of the building grants access to the sliding steel door that opens onto this huge room. An old forklift sits in the corner to help load full pallets onto the trucks. (*30' x 75'*)

2nd Floor offices: These rooms have been cleared of everything except a single chair and a table, and a first-aid kit. It is from these rooms that the gang members hope to rain death down upon those who would seek to attack them. (*15' x 15'*)

Conference room: This room has been equipped with bandages, antiseptics, sedatives, pain killers, surgical equipment, and other means of treating victims of gunshot and shrapnel wounds. (*20' x 25'*)

Armory: What was once the office supply room is now the storehouse for munitions and weapons. This room has the only interior door that has not been replaced with a ballistic barrier; it is guarded by a gate of iron bars and a single gunman. The key to the gate, and to the gun racks and ammo lockers inside, is in the possession of the officer of the day; usually the gang member in the command center. (*15' x 20'*)

Security command center: This tiny (*5' x 10'*) room used to be the janitor's closet, but is now the nerve center of the fortification. Chosen because of its central location, and lack of an exterior wall, the command center is theoretically the best protected room in the building. It is guarded by two gunmen in Kevlar vests at all times.

3rd Floor offices: Similar to the 2nd story rooms, these have been cleared of all unnecessary clutter. In fact, most of the interior walls have been removed on this floor so that a sniper can run from one firing position to another quickly.

Basement/Press room: This huge (*100' x 75'*) chamber is full of press machinery, huge spools of paper, an industrial cutter, and other tools and equipment of the early newspaper trade. At least a half dozen gang members are down here at all times, servicing the machines and unloading and binding the completed materials. It is also on this level that the generators are kept.

Foreman's office: This room is where the print technology of today meets the press methods of yesterday. At a single desk, a series of computer hard drives, monitors, scanners, modems, and printers are linked to a single laptop, from which all of the printed materials originate. Although the gang's leader is rarely on premises, one of his lieutenants drops by from time to time to download the latest fascist manifesto or racist claptrap onto the press computers for circulation. (*15' x 15'*)

El Casa del Diablo

Deep in the Bolivian jungles, a deposed king holds court over a rag-tag army of criminals, terrorists, and mercenaries; waiting for the day when he can reclaim his throne and title as the world's most-powerful drug lord. Called "the White Devil" by the natives and the international press alike, the reclusive criminal mastermind has done well for himself and his fortunes since fleeing his palatial Columbian estate three years ago. In that time, he has attracted a small force of devoted and experienced followers, and built a modest, yet profitable, operation at the base of the mountains. With his newly-improved recipes, his retinue of violent men, and his ever-widening web of international contacts, it is only a matter of time before El Diablo Blanco stages his comeback.

How to get in:

El Casa del Diablo is surrounded by more than 20 miles of dense rainforest in every direction. Nestled at the base of a steep mountain on its north-eastern side, the compound has only one muddy road that leads to it from a small riverside village nearly 40 miles to the southwest.

Once you reach the compound, your challenges are only beginning. The whole setup is surrounded by a 15-foot-tall chain-link fence, topped with razor wire. At the solitary gate, and at each of the four corners of the compound, a twenty-foot-tall guard tower watches the perimeter. Each tower is manned by at least one guard, armed with a PKM (*Russian light machine-gun*), two fragmentation grenades, a 9mm pistol, 300 rounds of ammunition, a machete, and a walkie-talkie. Each tower also has a spotlight which can be rotated in nearly any direction. Additionally, the single gate is manned by two guards armed with AK-47s and 9mm pistols at all times, and two teams of two guards patrol the inner perimeter in a clockwise direction; these are armed the same as the gate guards, and it takes them nearly 30 minutes to make a complete circuit, so that no stretch of fence is ever unobserved for longer than 15 minutes. If an alarm is raised by any of these sentries, the whole garrison of between 15 and 40 guards can be turned out in less than two minutes.

Defenses:

The compound's defenses rely primarily on isolation and vigilance, not on high-technology and electronic surveillance devices. By remaining hidden to the authorities and competitors, Diablo hopes to stay secure in his temporary mountain fortress. If someone does stumble upon the compound, however, his well-armed and tenacious men will insure that the intruder will not survive to tell of the event.

In addition to the towers and fences, and the horde of armed guards, the compound has four 4wd vehicles (*use the stats for the Ford F-150 XL on page 126 of the d20 Modern Roleplaying Game™*) that have been converted to lightly-armored personnel carriers. These light trucks have steel plates and roll-bars attached to them to offer better protection, as well as having NSV Russian heavy-machineguns mounted on swivels on the

roofs. From time to time, one or two of these will be sent out with a team of 3-5 guards to scout the immediate perimeter.

Also, Diablo owns an old Viet-Nam era Huey helicopter (*use the stats for the Bell model 212 on page 124 of the d20 Modern Roleplaying Game*™) which can be used to search the jungle, or for quick getaways as well as shipment transportation.

Room descriptions:

Guard Towers: These are little more than half-sized wooden rooms (*7 1/2' x 7 1/2'*) on top of twenty-foot stilts, with a ladder leading up through a hole in the center of the floor. The tower-rooms have four-foot walls which give the guards in them one-quarter cover, with a Hardness of 5, 20 hp, and a Break DC of 23.

Guard Barracks: This low-roofed wooden structure is similar to a warehouse in that it consists of one large 20' x 60' room. That room has two neatly-stacked rows of bunk-beds running along each long wall, and weapons racks along the two short walls. A wooden door at each end of the building offers quick egress in the event of an emergency, and six narrow windows along each long wall offer one-half cover if fired from. Up to forty men can share these quarters at a time. Hardness 5, 20 hp, Break DC 23.

Workers Shed: This smaller building is similar to the guard barracks, but is of much flimsier construction, being made of tar-paper and tin. Although its 20' x 40' area houses close to 80 workers (*mostly enslaved natives*), it can only accommodate 25 at a time, comfortably. This building has only one small doorway, and no windows making it a veritable hot-box during the day. Hardness 4, 15 hp, Break DC 20.

Warehouse: This 40' x 40', two-story wooden building is where the drugs are kept, in both raw and processed forms, along with the various chemicals used in the manufacture of the final product (*these are extremely combustible, and will explode in a 30' radius 6d6 fireball if any of their containers take more than 10 points of damage from gunfire or heat/fire-based attacks*). It is always guarded by no less than four men armed with AK-47s, pistols, and fragmentation grenades. The building has no windows, and only one door; a 7' x 7' steel door mounted on a sliding track and padlocked (*Average*). Hardness 5, 30 hp, Break DC 23; door has Hardness 10, 120 hp, and a Break DC of 35.

Plant: This large 20' x 30' wooden building is where the raw materials are turned into processed drugs. Between four and twelve guards (*armed like those above*) patrol this room at all times, watching the dozens of workers who are processing the drugs around the clock. Barrels of chemicals, vats of mixtures, and bags of raw and finished products are abundant in this windowless room (*these are also highly volatile; see above description*). Only two steel doors, identical to that of the warehouse, offer entrance to the building. Hardness 5, 30 hp, Break DC 23; door: Hardness 10, 120 hp, Break DC 35.

Villa: This two-story rustic mansion is, literally, the house of the devil. Although modestly constructed with a simple floor-plan, the villa is decorated with the finest art and trappings that the international black market has to offer. Diablo is a cold-hearted criminal, but he is also a highly-educated sophisticant. No fewer than four workers and five guards are ever present in the house at any one time. The villa is of wooden construction with wooden interiors. Hardness 5, 40 hp, Break DC 23.

First floor parlor: By far the largest room in the house (*30' x 30'*), this is where Diablo entertains visiting business associates with rare wines and brandy, Cuban cigars, and classical music played on his state-of-the-art home theater system. The room houses a cavernous fireplace, a good-sized personal library of rare volumes and first editions, as well as genuine antique Victorian furniture and Neoclassical art.

Kitchen/Pantry: This large room (*20' x 20'*) connects the dining room to the parlor, and is equipped with the best modern conveniences, including a restaurant-sized oven/stove, microwave, indoor grill, industrial freezer/refrigerator, dish-washers, and even a six-keg tap system. A small stairway at the back of the walk-in pantry leads down to the wine cellar. (*The wine cellar is one large room, measuring 60' x 60' x 10', and is stocked with hundreds of bottles of wine, casks of port, and dozens of rare collectible vintages.*)

Dining room: This room is slightly smaller than the parlor (*20' x 30'*) and is richly decorated with dark paneling, a crystal chandelier, fresh garden palms, and an exquisite Victorian dining room table and chairs, capable of seating up to 12 comfortably. A matching sideboard/wet bar occupies the inner wall, opposite two sets of french doors that open onto the wrap-around porch.

Central corridor: Leading from the front entrance, this hallway connects all of the rooms of the first floor to the spiral stair in the foyer. The hall is 12' wide.

Office: Nestled behind the spiral stair, this average-sized room (*15' x 20'*) houses Diablo's desk, a roll-top Victorian, and chair, his personal filing cabinet where he keeps his business ledgers, and his high-security safe (*key-locked, code-key, fingerprint scanner combination system*), where his valuables and secret recipes are locked away. A small wet bar and 36" plasma television and DVD player also occupy this room. A pair of french doors behind the desk opens onto the wrap-around porch.

Hall bath: Occupying the space beneath the stairs, this is a pleasantly-apportioned half-bath, decorated in brass and white marble.

Second floor master bedroom: Directly above the parlor, the master bedroom consists of a large (*30' x 15'*) bed chamber, a spacious walk-in closet (*15' x 15'*), and comfortable full-sized bath (*15' x 15'*). As this is Diablo's inner sanctum, it is only fitting that it is decked in the finest Victorian trappings: a massive four-poster king-sized bed elegantly draped in fine mosquito netting, matching dark-wood vanity, dresser, and chest-of-drawers, as well as a towering armoire. The closet, in addition to housing a massive summertime and formal wardrobe, is the hiding place for Diablo's personal arsenal. In a 6' x 6' fireproof high-security gun safe, a collection of experimental military weapons share space with rare and unique

collectible firearms. The master bath is a posh affair with light carpet and elegant marble and gold-trimmed fixtures. A pair of french doors opens onto the upper balcony.

Guest rooms: These four bedrooms are identical in dimension (*15' x 20'*), though each is decorated with a different flair. However, all are furnished with queen-sized beds, a vanity/dresser, and a chest-of-drawers. A pair of french doors opens onto the upper balcony from each room.

Hall bath: The second-story bath is a full bath approaching the elegance and splendor of the master bath, but falling just short. Somewhat smaller (*10' x10'*), this bath houses a marble-tiled shower instead of an in-floor Jacuzzi.

Helicopter pad: This 40' square of asphalt is where Diablo's helicopter usually stays, covered by a camouflage net.

Garage: A huge wooden barn-like building, this is where all of the fuel, maintenance equipment, spare parts for the vehicles, and the generators are stored. At any given time, the 40' x20' single-story building will have between five and 15 barrels of regular gasoline, 20 and 25 barrels of diesel fuel, and 10 and 15 barrels of aviation fuel stored inside. Should any one of these barrels take 10 points of damage from gunfire, explosions, or heat/fire-based attacks, the whole stockpile will go up (*a 6d6 fireball +1d6 for every 2 barrels over 10, in a 60' radius*). Underground power lines run from the six large generators in the center of the building to the other structures of the compound.

Al Jyhad

Hidden deep in the deserts of ancient Palestine lies the well-preserved remains of a temple built by Saladin and his men during the Crusades. Originally intended to be a holy place for the preservation of the remains of those martyred in the wars with the Christians, the temple eventually grew to become a military stronghold for a fanatical sect of warriors and assassins. Over time, the place was abandoned and re-occupied dozens of times and dedicated to numerous sects, before being abandoned and all but forgotten prior to the 17th century. Many people believed it to be a cursed and evil place.

It was not reclaimed from the desert sands until the years following the First World War, when a small party of European occultists uncovered it while searching for some fabled object of myth. As soon as news of the temple's discovery reached the ears of the descendants of the ancient orders, the zealots quickly resolved to reclaim their ancestral temple from the infidels. In a matter of weeks, most of the Europeans had been murdered, while the survivors fled back across the sea in various states of madness.

It would be over 80 years before the Western world would hear from the temple again; but when it did, the noise was deafening.

How to get in:

The temple known as Al Jyhad is surrounded by over 100 miles of desert in every direction. It is not on any known map, and even intelligence satellites are not definite in depicting its exact location; even in the 21st century, the black temple remains a mystery. The only definite information concerning the structure comes from the 17th-century writings of an Italian historian and adventurer, Leonardo Agrippa, who purportedly stumbled upon the building while on his pilgrimage across the Holy Land. His accounts are spurious, at best, and woefully incomplete, at worst. Still, they are all that anyone outside the sect has to go on at present.

Defenses:

According to Agrippa, the temple consists of a squat two-story fortified-stone construction, with a tower rising to an additional two stories. Aside from its complete isolation and unknown whereabouts, Al Jyhad's construction is, itself, a formidable defense.

Its four-foot thick exterior walls are constructed from some bizarre, shiny black stone (*Hardness 10, 540 hp, Break DC 40*) that remains unclassified by geology. The interior walls are of normal stone construction (*Hardness 8, 150 hp, Break DC 35*). According to Agrippa, only the strong outer doors remained intact, and were forged of strong steel (*Hardness 10, 90 hp, Break DC 40*). There are four narrow windows on each story of the building's four walls, allowing snipers or gunners to cover 360 degrees of the temple's surroundings with nine-tenths cover. Additionally, the top level of the tower offers three-fourths cover to anyone using it as a firing platform.

It is entirely possible that the temple's current occupants have added modern defensive and security measures, as well.

Room descriptions:

First floor entry: This standard-sized room (*15' x 15'*) is little more than an antechamber with one narrow (three-feet wide) doorway leading to the central corridor. It is assumed that the tight confines of the room were to make it easier to defend a breach in the main gate. Although it may have once been decorated with beautiful mosaics, the walls were stricken bare even in Agrippa's time, as were all of the walls of the structure.

Prayer room: This good-sized room (*20' x 20'*) is directly opposite the entry chamber. Little niches along the walls show where shrines and relics were once kept by the faithful, and the smoothly-polished stone floor bears witness to the frequency with which prayer rugs were rolled and unrolled on its surface over the centuries. The two windows in this room face toward the holy city.

Dining hall: This good-sized room (*15' x 20'*) is the next room off of the central corridor as you approach the tower entrance. The fact that it opens onto the kitchen is the only clue to its original purpose, as no furnishings were left behind. Two of the four windows on this side of the building are in this room.

Kitchen: The largest room on the first floor (*15' x 30'*), the kitchen still houses a sizeable pantry, an indoor well, and a cool, dry root cellar, as well as the fragments of clay pottery, rusty implements, and broken tables.

Priest's chambers: This modest room (*10' x 20'*) is opposite the dining hall. Once, it was where the temple's chief cleric prepared his lessons and studied the holy texts; now, it is a gutted room with only a small, three-foot stone alter to indicate its importance.

Quarters: These last two rooms on the circular corridor are identical (*15' x 15'*), with one narrow window each.

Second-story quarters: Of the same dimensions as the lower quarters, these two rooms were probably reserved for more senior members of the sect. Having two windows each, one in each exterior wall, and a separate entrance indicates higher status than the rooms below.

Master chambers: This large room (*15' x 30'*) has three windows, and was once probably the private quarters of the temple's chief cleric.

Library: Adjacent to the master chamber, this good-sized room (*15' x 25'*) has two windows, and its walls are lined with ancient wooden bookshelves. Sadly, however, the volumes and tomes were all missing at the time of Agrippa's writing. However, it is possible that the temple's newest tenants may have returned some of those mysterious grimroires to their former home.

Storage: The rest of the second story is made up of smaller rooms (*15' x 15', 15' x 20', and 10' x 10'*) where various things were stored. As has been said, the interior doors were all removed prior to Agrippa's discovery of the temple, but he cites evidence that interior doors did once exist in the structure. In specific, he points to the presence of empty steel and iron hinges and lock-hasps on the doorways of these three rooms.

The tower: Most of the tower is nothing more than ten-foot wide stone stairs leading up to the precipice. The top chamber, open on all sides, is where the chief cleric once called the faithful to prayer, and sang his praises to the masses.

One final note on Agrippa: as his account of Al Jyhad includes an encounter with a supernatural beast of uncertain origin within the temple, it may be surmised that the Italian was writing under the influence of hallucinations, and therefore any or all of his information may be untrue.

Hellstrom Tower

Hellstrom Tower is the corporate center of billionaire philanthropist Damon Hellstrom's global empire. Not only is it the headquarters for Hellstom Enterprises and all of its subsidiary companies, as well as all of the Hellstrom-funded charities, Hellstrom Tower is also the symbol of the city, itself. New York has the Empire State Building, Chicago has the Sears Tower, Seattle has the Space Needle; this city has Hellstrom Tower. Not only does the cyclopean hi-rise dwarf every other building in the city, but most others in the world, as well.

Knowing the amount of wealth, coin and otherwise, that passes through the building on an hourly basis, few there are that can resist such a big target. Few can resist, but no one can succeed; at least not to date. Hellstrom Tower's security is the most formidable system (*or systems, as the case may be*) in the world. To date, there have been fourteen attempts to violate the Tower's integrity, and all have failed; with greater or lesser degrees of painful consequences for the perpetrators.

How to get in:

Walk in the front door, smile at the security guard and politely ask for an official pass if you know what's good for you. No one is allowed beyond the first floor without proper credentials. All personnel, even janitorial staff and security guards, have to undergo a rigorous and in-depth background check before gaining clearance to work in the building. Some employees work for years at other facilities before being deemed trustworthy enough to be transferred to The Tower. Nothing is outsourced; even the window cleaners are Hellstrom employees.

If you are looking for a clandestine approach, see the defenses listed below.

Defenses:

First, the doors. On the first floor, there are three revolving doors made of bullet-proof glass that provide access to the lobby. A service entrance in the back provides access to janitorial staff, laborers, and deliveries. Both points of ingress are closely monitored by a pair of armed security guards (*undercover vest, SIG-Sauer P226 9mm pistol, 40 rounds of ammunition, pepper spray, ASP baton, and a covert ops radio*). The service entrance is accessed by a high-security key-card reader on the outside of the building and monitored by two remote-controlled security cameras. Once inside the magnetically-locked metal door, one guard will sign in the individual while the other sweeps him or her with a small metal-detector wand. Any items to be carried inside the building will have to pass through an x-ray device similar to those used at airports. The lobby entrance is less overt, but actually more secure. As soon as you enter the lobby, you are swept by a thermal-imaging camera, as well as photographed by a digital camera wired directly to the employee database and the FBI's most-wanted database. Everyone must pass through a metal-detector and have their possessions x-rayed before boarding one of the twenty elevators that grant access to the upper floors. Employees have identification key-cards which they must also scan as they head toward the elevators. Visitors must get a pass from the security guard at the central security desk. If credentials are in order, another guard from an upstairs security room will be summoned to escort the individual; if more than one person is to be escorted, up to three guards will be called. These guards will not let any visitors out of their sight.

The walls. Hellstrom Tower looks like a merger of early 20th century architecture with the High Gothic. It is constructed of steel-reinforced concrete and completely-tinted bulletproof glass. Stone and steel gargoyles perch along narrow decorative ledges on every 12th floor, and the penthouse is actually a 12th century English Abbey brought stone-by-stone from Kent to serve as Damon Hellstrom's American home. The six-foot thick stone walls of this mediaeval castle have also been reinforced with modern materials as well. (*Tower: Hardness: 18, 300hp, Break DC 40; Windows: Hardness: 4, 30 hp, Break DC 18;*

Penthouse/Abbey: Hardness: 18, 1200 hp, Break DC 35).

Countermeasures: Aside from the elaborate security measures monitoring entrance to the building, Hellstrom Tower is even more assiduously guarded from within. In addition to the security cameras monitoring the lobby and service entrance, there are over 600 hidden cameras, both thermal-imaging and digital, throughout the building. These are closely monitored by security guards in security rooms on every 12th floor. Every office department has a computer-security specialist on duty at all times, running random checks for viruses, hackers, threats and security violations, internal as well as external. Every restricted area, including those areas where sensitive documents, cash, or other currency are kept, is accessible only by a combination of iris scanners, key-card scanners, voice-print analyzers, and weight scales. In the event of a power outage, all restricted areas are automatically time-locked with ultrahigh security locking systems for a minimum of 48 hours; only Damon Hellstrom, himself, has authorization to unlock them before then.

The ventilation system is guarded by motion sensors and laser tripwires in every duct that is big enough for anything larger than a rat to pass through, as well as having several cameras trained on intersections of large ducts. Air scrubbers insure the purity of the Tower's air, and gas-dispensers coupled with air-tight lockdown systems guard against fire. An ultrahigh security system notifies every guard station of the exact location of any breach in security or safety hazard within seconds of its occurrence.

Garrison: There are never fewer than 100 security guards on duty at a given time. During events of elevated security, this number can be increased to 175. In addition to the equipment listed above, armories at each security station hold enough equipment to arm each guard with the following: Special Response Vest, Kevlar helmet, Heckler & Koch MP5A5 or Heckler & Koch 512 shotgun, 100 rounds of ammunition or 20 shells, a flashlight, and two flash-bang grenades.

Extras: Virtually every kind of hi-tech security system and locking mechanism can be found, in one form or another, in Hellstrom Tower. Additionally, there are dark rumors of Damon's active participation in the occult and the supernatural; it is only logical that if such preposterous tales were true that the tower would also possess certain magical wardings, as well.

Room descriptions:

Lobby: This massive room takes up almost half of the bottom floor (*a full-city block*) of the Tower. Measuring 200' x 100', this room is decorated in a somber motif of black marble and gold fixtures. On the back wall, between the ten pairs of elevators, the Hellstrom Enterprises logo towers over the room in huge, fifteen-feet tall gold and black iron letters. In the exact center of the room, a raised circular security desk sits between four pairs of metal-detecting archways (*Disable Device/ Sleight of Hand DC 40*). Along the front wall, on either side of the three revolving doors, two burgundy loveseats and a pair of charcoal-gray chairs surround a small black marble coffee table covered with newspapers and magazines. A set of double doors on the right side of the elevators is locked with a key-card magnetic lock *(Disable Device 40*) and opens onto the loading dock and service entrance area. The double doors on the other side open onto the emergency stair well, and are wired to the alarm system.

Mail room: Connected to the loading dock via a magnetically sealed pair of sliding steel doors (*accessed by a key-card scanner as above*), the mail room is where many Hellstrom employees get their start. This huge room (*100' x 100'*) houses all incoming and outgoing mail, as well as the workstations for nearly one hundred employees, six x-ray scanners, six infrared scanners, and six ultrasound devices. Each piece of mail rides a conveyor belt through each type of machine before being processed, in or out.

1st floor restrooms: As you enter the building, the men's room will be on your right, and the women's room will be on the left. Both facilities are spacious (*20' x 30'*), functionally apportioned, and immaculately clean at all times. A pair of security cameras (*one digital, one thermal*) hidden (*Spot DC 20*) in the ventilation grills keep these rooms under surveillance.

Loading dock: Sharing the back half of the building's first floor with the cavernous mail room, the loading dock is a no-frills concrete and cinderblock room with enough space for up to three good-sized vehicles to load or unload freight at the same time. The industrial trash-compactor and recycle bins sit off to the corner near the steel roll-up doors, for easy pick-up by the sanitation department in the early mornings. Aside from the roll-up door, which can only be opened from inside the guard's control booth, the dock is accessed by key-card controlled doors from the lobby and the mailroom, as well as a service elevator, which is also key-card accessed. Security cameras are also present here, as well.

Utility control room: This room, little more than a closet (*5' x 10'*), is accessed only by security guard key-cards and maintenance key-cards. It houses all of the gauges, readouts, and override controls for the various utilities, elevators, and networks. This is located between the loading dock and the lobby.

Reception: Every floor above the first has a reception area facing the elevators. Since there are literally dozens of businesses and organizations housed within the tower, these areas are necessary to greet and direct visitors, new employees, and prospective clients. This area is like a foyer (*30' x 25'*) between the elevators, restrooms, and work areas. A good-sized desk, attended by a skilled and informed office receptionist occupies most of this area, with a line of comfortable chairs against each wall.

Conference room: Always a corner room on every floor, this is where business meetings, proposals, deals, etc. are conducted. These large rooms (*30' x 20'*) are equipped with a good-sized table and chairs (*seating up to 12*), an overhead projector, an easel, a 42" wall-mounted plasma TV wired to a DVD/VCR home theater system, an intercom/phone hub, a pull-down screen, electronically-tinted windows, and a sink, micro-fridge, cabinets, and coffee maker set-up.

Office cubicles: Really just one huge room (*75' x 75'*) that has been divided into smaller workspaces (*ranging from 8' x 8' cubicles to 10' x 15' cubicles*), this is where most of the actual day-to-day operations of the business is carried out. Without exception, each cubicle will contain a desk/cabinet arrangement with a desktop PC, another filing cabinet, a chair, and a phone in addition to any personal effects. Also in this area, located in conveniently-formed niches, are a small copier, a fax machine, and a network of laser printers, as well as a pair of water-coolers. Note on cubicles: a cubicle can provide three-quarters cover, but is made of flimsy stuff (*Hardness 0, 15 hp, Break DC 10*).

Copier room: This small room (*20' x 15'*) is stocked with boxes of paper and toner cartridges, as well as two larger, industrial copier-printing machines, and a high-tech color copier. A shelf along the back wall also holds a small supply of post-its, pens, tape, white-out, and other office supplies.

Break room: Occupying the corner next to the copier room, this 20' x 20' room holds two small dining tables and eight plastic-backed chairs, a coffee-maker, a microwave, a full-sized refrigerator/freezer, a soda machine, a candy machine, and a bank of cabinets which contain various kitchen supplies.

Restrooms: Right next to the reception area, these facilities are relatively small (*15' x 20'*), with a maximum occupancy of four at a time.

Director's office: One of the corner offices, this is the workspace for the business's office administrator. This 20' x 30' room is furnished with a large desk, desktop computer, phone, book cases, filing cabinet, small conference table and chairs, a small loveseat, and a private half-bath.

Executive's office: Another corner office, this spacious 30' x 35' room is the office of the business's CEO or vice president. It is similarly outfitted as the director's office, with the addition of a micro-fridge and wet bar.

Store room: This is where the bulk of the office supplies are kept. The small 15' x 10' room holds cases of copier paper, envelopes, pens, rubber bands, staples, etc.

Janitor's closet: This room is much like the store room, in function as well as dimensions. However, cleaning supplies and spare light bulbs and other maintenance materials are stored here.

CPU room: Each floor houses a high-security computer room, requiring key-cards for access. In the computer room, one or two operators are responsible for monitoring all of the mainframe and network activity of the business. A computer-networks security specialist is also on duty in this room at all times, running random programs and searches on the system network, as well as individual employees' machines.

Security office: Every 12th floor of the tower is dedicated to security. Since most of the security operations only require a fraction of the space used on the office floors, much of the extra space is devoted to storage. However, on the 36th floor, this extra space has been devoted to security guard training. A fully equipped gym, including a ½ Olympic-sized pool, and a sound-proofed firing range share space with the security office. The offices themselves are 35' x 35' rooms with one massive wall dedicated to security-camera monitors, a long desk showing the readings of every mechanical gauge and alarm system in the building, and a stationary bicycle. Additionally, each security floor holds a small high-security vault where the tactical weapons and gear are stored. This vault is accessed via a voice-print analyzer and key-card combination system. The security floors, themselves, are accessible only by security guard key-cards from the elevator.

Records: This large room (*40' x 50'*) is filled with tall steel shelves, lined top-to-bottom with archive boxes meticulously labeled and filled with old records, and documentation. It is restricted to supervisors and department heads, via the key-card locking system.

Emergency Stairs: These eight-foot wide concrete stairs are strictly off-limits except in the event of an emergency. Their doors are wired to the alarm system, and if one is opened, it will sound the fire alarm, which will in turn set off the nearest air-tight lockdown system and gas-dispensers, as well as notify the fire department. A security camera monitors every single emergency exit, as much to deter employee pranks as to guard against intruders. Any employee caught in the act of opening one of these doors without just cause is immediately terminated.

Vault: Each floor has an ultrahigh security vault for storing vital information, moneys, bonds, important documents, etc. These vaults are accessed only by department heads and one other designated employee at a time (*in addition to Damon Hellstrom, of course*), and are guarded by a key-card lock, a voice-imprint analyzer, an iris-scanner, and a weight scale combination system. If a false reading is given to any one of these identity-verification systems, the vault will automatically lockdown for 48 hours, and the alarm will be triggered.

Elevators: These are double-decker elevators (*20' x 20' each level*) that travel at a much faster rate of speed than those in most other office buildings. They are voice activated, and are accessed via key-cards. They are decorated with dark marble paneling and charcoal gray carpet on the inside. Twin security cameras (*digital and thermal*) are mounted in each elevator car behind concealing panels.

penthouse/Abbey:

Foyer: Only one of the twenty elevators will go past the 102 floors of the tower to the penthouse level, and then only with the proper key-card, voice-print, and iris-scan identification verification. Damon Hellstrom is the only person who has all three; so you must either be with him, or expected by him to reach this room. The room itself is a fairly large chamber (*50' x 40' x 20'*) decorated to look like the great hall of an ancient Saxon castle. The floor is of large flagstones, and the walls are covered with authentic tapestries from the Middle Ages. A huge, rough-hewn table in the center of the room is decorated with fresh-cut flowers every day, and authentic suits of thousand-year-old armor stand guard in glass display cases in each corner

of the room. A heavy set of engraved iron-studded wooden double doors stand in the tapered stone arches at the center of each of the room's other three walls. Having entered from the North, the opposite door opens onto the living room, while the one on the right leads to the hallway outside of the bedrooms; going through the left door will lead to the Gallery.

Living Room: This room is slightly larger than the foyer (*50' x 50' x 20'*), and is a beautiful synthesis of old and new. The flagstones of the foyer are here replaced by thick shag carpet of a deep burgundy, while the stone and wood walls are decorated with originals by Wyeth and Whistler, Gaugin and Mattise, and Pickman and Escher. Supple black leather furniture adorned with bronze studs is accompanied by tables of beveled glass and black marble. Ornate black iron lamps, reminiscent of mediaeval candlesticks provide the evening light, while a massive circular skylight offers illumination during the day. A tastefully massive television and home-entertainment center occupy most of the West wall, while a full-sized bar takes up the North wall. A tournament-sized billiard table sits on the eastern side of the room. A double-hinged door next to the bar leads to the kitchen, and an open doorway near the pool table leads to the dining room.

Kitchen: This large room (*40' x 40' x 20'*) houses the finest in culinary technology, from the industrial-sized freezer to the state-of-the-art coffee maker. It is outfitted with everything a chef would need to prepare a gourmet feast for a party of up to fifty. One of Hellstrom's hobbies is cooking; he claims it helps him relax.

Dining Room: Another huge room (60' x 50' x 20'), the dining hall is decorated as if it were still a Saxon keep. The large dining table sits on an elevated stone dais, and is shaped like an inverted "U", so that an opening in the middle of the dining party can be occupied by live entertainment. The room is decorated with rich marble flooring and large mediaeval tapestries.

Master Bedroom: A spacious room (*40' x 45' x 20'*), the master bedroom is richly carpeted with polished black marble walls. An enormous four-poster bed dominates the room, and is accented by antique Edwardian furniture, as well as a few small pieces of Renaissance statuary. A pair of stained-glass windows on the eastern wall are actually doors which open onto a balcony overlooking the pool/helipad and the city. A sizeable full-sized bath (*25' x 25' x 20'*) decorated with polished white marble and brushed bronze offers a three-person Jacuzzi in addition to an in-floor personal bath, and an open-roomed shower. The walk-in closet (*15' x 15'*) houses most of Hellstrom's American wardrobe, which is completely updated by his personal shopper every six weeks.

Guest Bedrooms: These two identical rooms (*30' x 25' x 20'*) are decorated in a more modern vein, as Damon knows that not everyone shares his love for the Middle Ages. Both are furnished with low, box-framed king-sized beds, matching chest-of-drawers and dressers, as well as a 36" TV/VCR/DVD combo. Each also has a standard-sized closet (*5' x 10'*).

Study: Damon's personal office is a simple room of standard proportions (*15' x 15' x 15'*), and is decorated in a modest manner. The walls are covered with a light, polished walnut paneling; the carpet is a conservative gray, and the desk and matching bookcases are of simple cherry wood. The light fixtures are brass, and the solitary window in the room is a narrow cloister-style affair with black iron fixtures.

Library: Constituting one-half of what Damon calls his "treasury", the library is a massive room (*40' x 30' x 20'*) decorated in richly engraved black-oak, floor-to-ceiling bookshelves, black iron chandeliers suspended by black chains from the raftered ceiling, and high-backed burgundy leather chairs, studded with bronze. The wooden furniture in the room, the massive desk and the low coffee table and smoking table, are black-oak topped with black marble. A huge, four-foot globe stands in one corner of the room, and a glass-topped pedestal sits atop a raised stone dais at the southern end of the room. The globe once belonged to Copernicus, and the pedestal supports a surviving fragment of the original Die Unaussprechlichen Kulten. The shelves are full of some of the rarest volumes ever to be seen by such auction houses as Sutheby's and Christie's.

Bathrooms: There are two full-baths and a half bath in addition to the master bath in the penthouse. One of the full-baths is at the end of the hall, adjacent to the foyer and one of the guest bedrooms. The other is in the hallway between the master bedroom and the kitchen. The half bath is between the gallery and the library.

Balcony: This stone balcony actually surrounds the penthouse and overlooks the roof of the tower. It is 20' wide and has a three-and-a-half-foot tall stone banister surrounding it.

Pool/Helicopter pad: This 25' x 25' pool is 9' deep at its deep end, and is covered by a steel-reinforced slab of concrete that hydraulically slides into place to form a helipad at the touch of a button.

Gallery: Damon's private art collection includes works by Bosch, Goya, David, and Duhrer, as well as several other masters of dark romance and fantasy.

A note on security: the penthouse is defended by radar as well as surveillance cameras, motion detectors, infrared cameras, laser tripwires, and an ultrahigh security alarm system. Additionally, if the alarm is triggered in the library or the gallery, the room will automatically seal with 5" steel doors over the windows and doors, and the gas-dispensers in the air-ducts, floors, and walls will be triggered, filling the room with chloroform gas at a rate of 5 cubic feet per round. Anyone caught in this situation must make a Fortitude Save against a DC of 18 every round until freed, or be rendered unconscious for 1d3 hours.

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