

THE HANDYMAN FIXES IT ALL

INTRODUCTION

The Handyman Fixes It All is a D20 Modern adventure for a group of two to four players at level one.

The adventure is designed to introduce the players to the area where further adventures will come and the players it involve. I don't really have a campaign name for this yet but I'm thinking of something lame as The Roaring Twenties.

The adventure takes place in New York City during the 1920's but can be moved to any other city and/or time at the DM's discretion.

Known problems: I lack knowledge about the financial situation during the 1920's so everything concerning money is most likely wrong. I am therefore also using money instead of purchase DC.

BACKGROUND

Miss Ella Tjyrnestad, the owner of a tenement located in the Irish Red hook in Brooklyn is having problem getting the rent from one of the tenants. Gregor Phearson how ever feels that he shouldn't pay since there is currently no handyman working there.

At the same time, Gregor's wife is tired from the abuse from her husband and asks the players to help her. She loves him dearly but thinks he just need some control.

She has a brother that might help her but he is a sailor and don't know how to get contact with him and this is where the players come in only find out that he is in trouble, he is in debt to some thugs.

ADVENTURE SYNOPSIS

The adventure starts when Miss Ella makes contact to the players and asks for help regarding the troublesome tenant. When first contacting the tenant Gregor Phearson he will refuse to pay since there is no handyman there to fix the many problems with the apartment.

There they will see the wife of Gregor, Lynda with a bruise on her face, if asked she will claim it to be an accident. Later though when out of reach from her husband she will desperately ask the players for help, not to hurt him but to find her brother to keep an eye on him.

To track down her sailor brother they have to go to the rough harbor and search there, luckily he is in town looking for work, the problem is some thugs have gotten the hold of him since he owes them money.

Convincing Miss Ella to hire Lynda's brother Emmet Dillon is not a problem, causing the beating of Lynda to stop and Miss Ella gets paid.

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THE JOB

Miss Ella will make contact with the players; it's up to the DM in which way considering what situation they are in; below is one example (requires at least one male).

Meeting Miss Ella: One late evening in bar she will try and make eye contact with one of the males in the party (the one with highest charisma). Being overly flirtatious the male character should start up a conversation with Ella in which she will lead the discussion towards her problem hoping he will offer his help (for free). If she is unsuccessful in her attempt she will get right to the point, wanting to hire him and his friends to help her with an easy problem, they will receive 50\$ to share amongst them self.

If they agree she tells them to meet her at her place tomorrow at five o'clock in the evening for instructions.

The job: When arriving at her apartment on the top floor in her own tenement, they enter a nice apartment that doesn't seem to fit with the rest of the building. Ella herself is strictly dressed and invites the players in and offers them something to drink (if someone asks for an alcoholic drink she will deny them that).

Welcome in, please have a seat...

Can I offer you something to drink, some coffee perhaps?

My problem is this. Mr. Phearson hasn't paid his rent for some time now and I can't seem to get him to change. That's where you come in. No let me first say that I don't want him roughed up or anything of that sort. I just want him to pay what he owes me. If he is to make a hassle of it let it be on his shoulders.

As I might have explained yesterday they pay is 50\$ for the lot of you and this is for maybe ten minutes of work, at most.

Mr. Phearson lives on the third floor and he should be home or at least be arriving in any moment now.

God luck and hurry back.

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Talking to Mr. Phearson [EL: 1]: Mr. Phearson work from half past six in the morning to five o'clock in the evening with half an hour time to get there and half an hour to get back home again. His wife Lynda is almost always at home or out shopping for groceries. She is always home if Gregor his home.

If the players knock at the door Lynda will open. She will almost hide behind the door; a **spot DC: 5** will tell that she's been crying and a **spot DC: 12** that she has covered a bruise on her cheek with makeup. Also a **sense motive DC: 8** will tell that she is nervous and afraid.

If confronted about the bruise or the related situations she will claim that it was an accident of some sort and then whither confronted or not Mr Phearson will get to the door and Lynda will go back inside.

He will never invite the players in and will always have a harsh tone.

Mr. Phearson is not an easy man to handle; he just won't budge about the rent money. An attempt to intimidate him will only anger him and shut the door closed unless an **intimidate DC: 15** are made. Then he will pay the money. If they fail the intimidation a he will threaten to beat them all up and do it as well unless the leave.

If a fight occurs and he is loosing he will try to get to his bat next to the door ready to do some serious hurting.

If he is confronted about his wife's condition he will yell out that that is none of their business.

Whither Mr. Phearson pays or not the very next day the players get a visit from Lynda, Mr. Phearson's wife.

I'm sorry to disturb you Mr....

I don't know if you remember me but you met me last evening visiting my husband Gregor.

I am her because I need your help... I, I can't pay much. Only 20\$ but I beg of you...

I need you to find my brother, he is a sailor. He usually writes but hasn't for some time now. I just need to know where he is, please say you can help me. Oh his name is Odhran Padriac, here take this photo of him.

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THE ODHRAN ORDEAL

Finding Odhran: To find Odhran the players most visit the docks. If the players visit these areas at late evening or night, the visit can be dangerous.

Each hour spent at the docks results in a 10% chance for an encounter. The possible encounters will be.

1d20	Encounter	Event
1 - 5	Thug	Will attack you on site.
6 - 10	Police officer	Out to make some trouble, if the players make something out of it he will strike them and arrest them.
11 - 15	Gang member	Tells you to leave his turf, comply and be left alone.
16 - 20	Criminal	Robbery, pay him and he will go away.

These can be found in chapter eight of the D20 Modern Role-playing game.

You have to scale these encounters to fit your party but try and keep at around EL 1 or 2.

To find Odhran the players have make a **Gather Information** check DC: 15. If they do this during late evening or at night they get a +4 bonus due to the roughnecks hanging around since Odhran is a little bit of roughneck himself.

If they succeed with the Gather Information check they'll find out he sleeps in an office down at some warehouses here at the docks.

Saving Odhran [EL: 3]: When the players walk up to the house they can make a **Listen DC: 12** to hear violent noise of punching and pain. As they walk past some of the windows they should make a **Spot DC: 8** to see four guys in a circle yelling and punching at something. These thugs should also make a spot to see if they see the player's in which case they run out ready for fight.

Three Thugs CR: 1 (D20 Modern Role-playing game) is holding Odhran. They have been beating him to a pulp trying to get money from him; they have so far been unsuccessful.

How ever the thugs are dealt with Odhran is very thankful and wants to know how he can repay them. If he founds out they were hired by his sister he will gladly follow them to her.

MAKING THINGS RIGHT

Odhran will be grateful for the player's assistance, if he finds out they are hired from his sister he will gladly follow them to her.

There he will have a private discussion with his sister and then set things right with Gregor. He will of course take the job as the handyman so that he can keep an eye on his sister. As a thank you to the players he will give them 40\$ instead of his sisters money. Miss Ella will also pay they agreed 50\$.

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FACTS

The tenement: Owned by Miss Ella Tjyrnestad and located in Red hook, Brooklyn. The apartments are mostly inhabited by Irish immigrants of near middleclass and thus many of the families are able to live single families in each apartment, something unusual for most Irish.

NON-PLAYER CHARACTERS

Gregor Phearson CR 1

Male Human Tough Ordinary 1, Strong Ordinary 1

Init: +0

Senses:

Spot: +2 [+1 Rank, +1 STAT]

Listen: +1 [+1 STAT]

Languages: English

AC: 12 (+2 misc), touch 12, flatfooted 12.

HP: (1d10) + (1d8) + 4 (18 HP)

Fort +4, **Ref** +0, **Will** +1

Speed: 30 ft.

Melee:

Unarmed +3 (1d4 + 2 / 20 x 2) or

Club +3 (1d6 + 2 / 20 x 2) or

Ranged:

Club (thrown) +1 (1d6 / 20 x 2)

Base Atk +1 **Grp** +3

Abilities: Str 14, Dex 10, Con 15, Int 8, Wis 13, Cha 12

Feats: Brawl, Deceptive, Simple weapons proficiency

Skills: Bluff +3, Intimidate +4, Repair

Possessions: Club

Background: Back in Ireland he was a successful boxer but due to trouble left for America. Due to a disease he caught on the boat he couldn't continue boxing and is now working in Gashouse district where he sometimes at night sell stolen goods to make a little bit extra but he still have some money from his boxing days which lets him live an almost middle class life.

He is married to Lynda, also an Irish immigrant that he met on the boat (she helped when he was sick). Now to make shore to make it he have job in the sewers, hiding his condition from his boss. He is 35 years old.

Personality: Angry over the turn his life has taken and takes it over his wife.

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Ella Tjyrnestad

This 31 year old women never married. She lived with her father until he died. They and her mother came from Norway, but the mother died in decease on the boat to America.

She inherited the tenement from her father.

Due to the strains of being a woman running a company she have become very strict and isn't afraid to use her womanhood to get her way.

Odhran Padriac

He is the brother of Lynda Padriac. The 43 year old sailor is tired of always being away from home and has decided to settle in New York City to be near his sister. Now he just has to find a job and stay out of trouble.

Lynda Phearson

Her maiden name was Padriac and is the sister of Odhran Padriac. She lived quite a poor life, and then she met Gregor which she loves dearly. She is 31 years old.

THAT'S IT

Yepp, that's it. Some day the sequel will be ready, I don't even have I name for it yet and only a lame campaign name but that's the least of our troubles, right?

This is me signing out.

Krister Cederlund

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