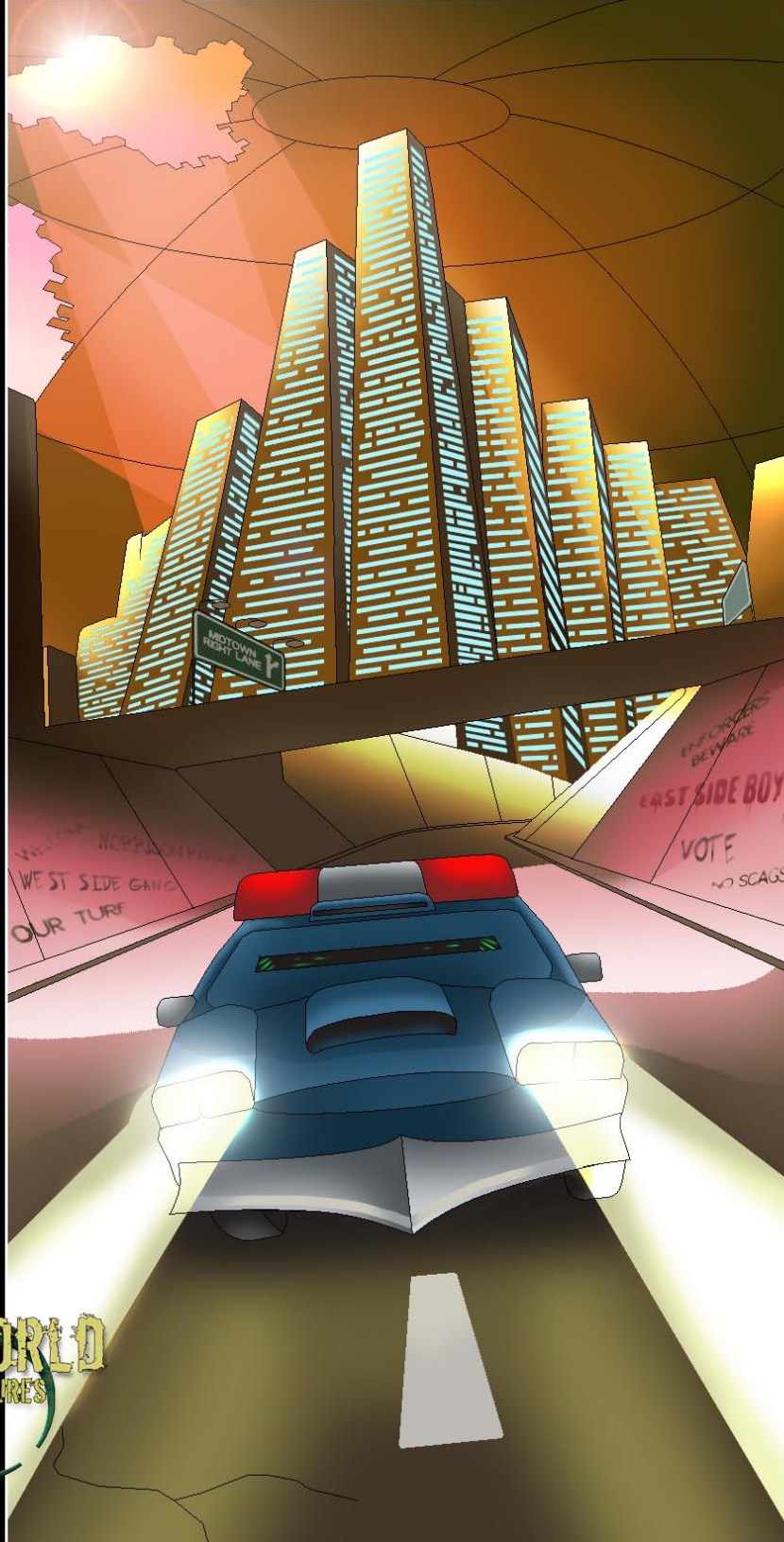


METROPOLIS RHO: HUMANITY IN A BOTTLE



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HUMANITY IN A BOTTLE

AN ADVENTURE SERIES FOR METROPOLIS RHO

Humanity In A Bottle is a fully developed campaign adventure for the post-apocalyptic role-playing game, *Darwin's World, 2nd Edition*. It is a stand-alone module intended to introduce players to the setting of *Darwin's World* in a unique new way.

Humanity In A Bottle is designed specifically to give gamemasters an idea of the potential of even the most sketchy community descriptions presented in the *Darwin's World* rules. At its most basic, the sprawling city depicted in this campaign setting is really just a *Degenerate* community (the setting is in fact based on one of the examples given in the rulebook), but by fleshing it out the idea seed quickly turns into a truly dynamic environment in which to adventure.

Humanity In A Bottle goes far beyond the simple definition of a *Degenerate* society, however; herein it becomes a real, living city and campaign setting, a launching point for future adventures in the radiated wasteland of the Twisted Earth.

URBAN DECAY

Humanity In A Bottle is laid out as a campaign adventure taking the characters from 1st to 8th level. However, unlike other adventures for *Darwin's World*, the unique setting in which the campaign takes place requires more background information to be provided for the GM and players before play; as a result, you will find the sourcebook, *Urban Decay*, especially helpful. This book describes the city (Metropolis Rho) and its history, details many common sites and places of interest, and touches

upon the culture and traditions of the inhabitants of this "lost enclave of man". This sourcebook is intended as a primer of sorts for the GM and players to read, either at a glimpse or in-depth, depending on their preference. For those players with little inclination to read the source material, the campaign adventure's introductory monologue should do more than an adequate job of filling them in with a cursory idea of what life in the Metropolis is like - and setting the parameters of how they should role-play their characters.

Note that there is no information in the sourcebook that players should be prohibited from reading, as the sourcebook merely gives a view of how the people of Metropolis Rho view themselves and their society as a whole - reading it won't give anything away. Any secret revelations concerning the true nature of the city are left for the adventure...

ADVENTURE BACKGROUND

The plot of *Humanity In A Bottle* will take the players on a convoluted ride through a degenerate and gritty world, isolated like a forgotten fortress-island from the lifeless wastes of the outside world. It is a living city, where human civilization has been allowed to continue on its self-destructive course in relative "peace", a peace that has turned to stagnation and brought about the advanced development of a grotesque and violent society.

This adventure may be most appealing to *new* players because the setting is a little like real life - albeit with a decidedly wicked twist. New players



will be familiar with some of the society and technology of Rho citizens, as well as the methods and much of the terminology commonly used throughout this book. This allows future adventures in the Twisted Earth setting, after running *Humanity In A Bottle*, to act as stark contrast to the world the players have become familiar with - a world that, while run-down and degenerate, was a far sight better than the ugly desert landscape of the "Outside".

BACKSTORY

The story of *Humanity In A Bottle* ostensibly begins with the introduction of the player's characters as "Enforcers", members of the city's elite and fearsome law enforcement division, soon after the election of a new Mayor of Metropolis Rho. Though the PCs are mere patrolmen in the opening scenes of the campaign, their position soon evolves as they rise through the ranks of the Enforcers, eventually being assigned to the Homicide division to investigate the seemingly pointless murder of one Nathaniel Durante.

However, in reality the story behind the adventure begins much earlier, well before the death of Nathaniel Durante.

Years ago a young and ambitious ganger joined the ranks of the West Side Gang, one of the city's most powerful and prestigious gangs. On the outside this young man seemed the same as the hundreds of faceless recruits that joined the city's almost two-dozen gangs on a daily basis, a man filled with a longing to be powerful and carve a niche for himself where he could be content.

But this man was different. His name was Richard Morrison.

Richard Morrison rose through the ranks of the West Side Gang purely on his own merits, a ruthless gunman to be sure but also a man with incredible tact, charm, and more importantly, the acumen and aptitude to turn the West Side Gang into a true superpower. While many of his peers were destined to become mere muscle (or die on the streets in the never-ending gang warfare of the Metropolis), Morrison made a name for himself through his ability to double, even triple the profits of his gang, while also currying favors, friends, and supporters. When other gangers like him were seen as a threat to the entrenched leadership and duly rubbed out, it was

Morrison's foresight (and web of alliances) that kept him alive.

Morrison's ruthlessness, clear-sighted predictions, and undeniable genius not only kept him alive but also kept him employed. In time these traits paid off even more, earning him not only the trust of his peers, but also his superiors. Eventually Morrison achieved his first major goal - to escape the violence of the streets - and became a junior leader in the gang, responsible for the acquisition of defunct properties throughout the city, and assessing properties that the West Side Gang hoped to turn into drug mills to meet the city's ever-growing dependence on chems.

It was one of these properties, the ruins of an Ancient-era robotics factory, which held a secret treasure that would change Morrison forever - and motivate him to rise to greatness.

Among the ruins of *Alternative Industrial Technologies* (or "AIT" for short) Richard Morrison and a small team of loyal gangers found the husks of three deactivated androids. Each was identical to the other, "triplets" so to speak, and seemingly abandoned generations ago during the Fall.

Though his companions moved on in their search of the building, oblivious to their value, Morrison immediately realized what a treasure he had found. Whisking the androids away under the cover of night Morrison hired a handful of technicians - sworn to secrecy - to reactivate them and *re-program* them to serve him.

Morrison knew what an edge he had uncovered in the ruins of AIT - three identical androids, programmed as civic administrators, which could also serve as his unquestioningly loyal advisors. In a society where even the most powerful men had to fear their subordinates (for fear of assassination and coup), with three completely faithful bodyguards, Morrison now felt utterly invincible. But Morrison

soon realized that just one of his androids by itself was more than a match for most would-be assassins, and so decided to keep the other two a secret indefinitely, keeping them deactivated until the day they might be needed.

RECENT HISTORY

Eventually Morrison, spurred on by his own experience, charm, and self-confidence, and with no little help from his android henchman (now named "Stavros") who quietly murdered all of his rivals, rose to the pinnacle of the West Side Gang. While his opponents vanished one by one, Morrison managed to stave off all suspicion with promises of bringing his gang great power, more power than the average footman had ever known - and of bringing the Metropolis as a whole into a new "golden era". Taking control of the West Side Gang from all other contenders, he began to lead them to the top of the city's political scene, wrestling with rival gangs like the Midtown Angels and the Turf Cowboys, and waging a savage war against the East Side Boys, the only gang that, in the end, stood a chance of opposing them in the elections for control of the city itself.

Just last week, Richard Morrison was elected Mayor of the Metropolis, in a landslide victory.

However, Morrison's ambition has not been entirely sated by his elevation to this most prestigious of positions. Long ago Morrison, as a young and rising ganger, dreamed of toppling the old order and replacing it with a new order, a dynastic system that would cast down the chaotic rule of gangs and place him as its deified ruler. Once these were the dreams of a starry-eyed youth, Morrison found that with his newfound power these dreams could become a reality. Made privy to information known by only a handful of individuals in the city, Morrison found out one of the city's most desperate secrets...and turned it

to his advantage.

Having existed for over two centuries cut off from the world outside (which the inhabitants of the Metropolis believe to be utterly lifeless, due to the radiation of the Final War), the Metropolis was beginning to wind down. Not just culturally and morally, but its last reserves of resources - fuel and food - were running out. The best estimates suggested a few years more at best, then a total drying up of the fuel that kept society going. Fearful of a collapse on the scale of the Fall itself, many in the know (such as Anders Krestal; see later for details) struggled in vain to find some way to extend the last of these resources into the future.

True to character, however, Mayor Morrison saw in this future crisis a chance to make his dreams come true. A true opportunist, he realized that by secretly hoarding food and fuel now, he and his followers would not be wanting when the reserves finally ran dry. When all food and fuel ran out in the city, he and those loyal to him would still have food in their bellies, and fuel to keep them in power. The other gangs, whose very presence (and influence) presented a stubborn obstacle to the dynastic dictatorship he envisioned, would be forced to capitulate or face starvation and ultimate destruction at his hands.

Even though his plan was genius, unbelievably Morrison was not finished there. Obsessed with the vision of an “empire” with him as its eternal ruler, he also sought to become *immortal*. Perhaps jealous of his android henchman’s true immortality, or merely wrapped-up in his own self-glorifying dream for the future of the Metropolis, he began to desperately search for a way to truly “ascend”, to make it possible for him to live forever.

Morrison found the answer in Ancient-era clone technology, of which there were still remnants in the city, forgotten but not entirely lost. With the secret

financial backing of two of the city’s most wealthy - and most corruptible - private citizens (Anders Krestal, who runs the city’s last fuel production facility and is also privy to the truth behind the future crisis the city faces, and Tess Dane, the wealthy procuress of the city’s most prestigious club and entertainment hotspot), Morrison made his dream come true. Duplicating himself, he has locked his clones away so that while his current body may die, he will be “re-born” through his clones and live again. And again. With his henchman Stavros at his side, and the long line of identical clones that will succeed him, he will be able to lead the city into eternity as its first line of “god-kings”.

TROUBLE STIRS

Mayor Morrison’s grandiose plans for seizing control of the Metropolis might have come to fruition if not for the most unlikely of events: the arrival of a little girl at the city’s doorstep more than ten years ago. While her appearance wouldn’t normally be of any concern (children are born in the Metropolis every day), this girl, later to be known as “Therese”, was exceptional. She was from *outside* the dome.

Though the people of the Metropolis long believed the world outside their city to be dead and lifeless due to the Final War, the radiation, and what they perceived to be the inevitable thinning of the human race due to the self-destructive course they had been bent on in the chaotic years after the Fall, in reality life did cling on despite the odds. Condemned to the badlands beyond the dome, and changed by its new poisoned environment, humanity evolved into many scattered mutant races that struggled to survive against the great hazards of the world’s ever-growing desert wasteland.

The girl came from one of the clans that managed to survive despite the centuries since the Fall, a group

of traders who traveled the deserts supplying the sparse populations of the Midwest with water and other goods necessary for survival in the poisonous wasteland. These people, hardened to life out in the open wastes, ironically had the same view of the great ruined cities of the Midwest that the city-dwellers themselves had of the wasteland - that no one could have survived there. Giving the cities of the world a wide berth out of fear of the radiation that ringed them, and the possibility of Ancient-era diseases that might still linger among the rubble, they forbade their people from ever visiting them, proclaiming them “dead” for eternity.

The secret enclave of Metropolis Rho would probably have gone undiscovered for several generations more, if not for a freak sandstorm that ravaged the region in which Therese’s people traveled. Desperate to find shelter from the storm, the caravan master did the unthinkable: he led the trade caravan into the outer ruins of one of the forbidden cities of the plains for cover. Taking shelter in the desolate rubble that ringed the remnants of an ancient dome, he and his people prayed the storm would pass quickly so that they could flee its haunting presence and be on their way.

Sometime during the night, however, their camp among the ruins was attacked by a Mutagon, one of the most menacing mutant dangers of the Twisted Earth. Scattering their encampment, the Mutagon wreaked havoc well into the night. Though the traders were well prepared for such an attack (such are the dangers of the wasteland that men are no longer surprised by the giant beasts that haunt the world), in the desperate night battle one of their numbers - a child - wandered away during the chaos. Fleeing for her life, she became lost from her family and, knowing no better, fled deeper into the ruins towards the dome itself.

The child, Therese, was almost killed when she entered a part of the ruins that ringed the domed city like a true “killing zone”. Ancient laser turrets, minefields, and other devious traps that had been dormant for decades activated and almost killed her. She had wandered into the Barrier, the great ring of defenses that kept the inhabitants of the Metropolis isolated from the world outside.

Pure fate played a hand in Therese’s survival, because she eventually found cover, somewhere out in the middle of the Barrier. She would certainly have died there eventually, if not for another twist of fate - the appearance of a grubby Metropolis scavenger, a man named “The Fuzz”.

The Fuzz was unlike most members of Metropolis society, one of only a handful of what are known as “Barrier scavs” - men who live on the periphery of the city, making their living finding junk among the outer ruins and even wandering into the Barrier itself to scavenge (prying weapons from old shut-down turrets and defenses, taking mines uncovered by the winds, and gathering bundles of wiring which are ever in demand in the degenerate Metropolis). The Fuzz had a unique device that let him deactivate the defenses of the Barrier as he went, and, one morning as he was scrounging in a part of the Barrier he had rarely visited, he discovered an unbelievable find: a young girl hiding among the ruins.

The Fuzz saved the girl from certain death in the Barrier, but instead of realizing where she had come from (they did not speak the same language; something that intrigued him), he brought her back with him into the city, inside the dome. For a time he kept her, training her to be a companion (the life of a Barrier scav is always a lonely one), but eventually he grew tired of her. Ever the scav, he knew he could make a buck off of her yet, and so took her into the city where he sold her to one of the city’s gangs, the

Midtown Angels.

The innocent girl Therese traded hands for several years, growing up in the wicked environment of a city her people never knew existed. Forgotten by her people (who believed she had died in the sandstorm), she was absorbed and indoctrinated into her new home violently and mercilessly - just one more pretty face in a city both twisted and malevolent. Working as the love-slave of one ganger or another over the years, she was eventually bought by Tess Dane, proprietor of the Cotton Club (a fancy Metropolis brothel), and reshaped into an in-house working girl to turn her mistress a healthy profit.

DANGER ARISES

Though she might otherwise have been destined for a short and miserable life as mere “furniture”, Therese was “discovered” at the Cotton Club by a man named Nathaniel Durante. Durante, an aging gentleman who like many of his generation saw the degenerate culture of the city for what it was (a monstrosity that was eventually going to destroy itself), sensed Therese’s anguish and quickly fell in love with her. Oblivious to her secret origins he pursued her at the club, eventually buying her from “Madam” Tess for a healthy sum of money.

Having bought Therese, Durante brought her back to his penthouse apartment, a reclusive refuge at the top of one of the city’s degenerating skyscrapers downtown. It wasn’t long after she moved in with him that Durante learned her secret: she was a mutant. Born among the radiated wastes of the outside world, Therese - like all her people - was not the same as the humans who lived in the Metropolis. Exhibiting the early stages of *cystic fibrosis*, a terminal genetic disease, Durante realized that if found out, Therese would be killed, just one more victim of the city’s euthanasia laws that were

attempting to prevent mutation from taking hold inside the Metropolis.

Durante took Therese to a friend and confidante, Dr. Orson Grant, a genetic scientist who had at one time worked for the government but who had quit public life in disgust after seeing his work turned towards instigating the creation of the very euthanasia laws Therese - and many other native Metropolis citizens of dubious genetic health - now hid from. After several weeks of tests Grant confronted Durante with the stark reality - Therese wasn’t from the Metropolis at all. He explained that cystic fibrosis had been extinguished from the city’s populace long ago, meaning that the girl could only have the disease if she had come from somewhere else, outside of the city’s collective gene pool. Faced with the truth, in private Therese confessed to Durante that she was from the Outside. And she wanted to go back.

Though a brittle old man, Nathaniel Durante was one of the last true “heroes”. Despite the seeming unlikelihood of success, he vowed to Therese that he would not only protect her against the city’s rabid hatred of mutants, but also help her *escape*. Gathering all his resources he tried to find a way to make his plan come to fruition. He immediately liquidated his stock with Krestal Fuels (the city’s sole producer of fuel), using the money to finance a limited production of “Fibroxinin”, an old drug that had once been used to treat the disease, through the financially struggling “Dream Chemicals Company”. Happy for his business, the drug company didn’t even investigate his reasons for reviving the long-lost medicine.

Durante also scrounged for some way to cross the Barrier. He knew that if he and Therese were ever to leave the city some means would have to be found to bypass the defenses. After much research Durante tracked down a *broad-frequency*

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transmitter (or “BFT”), a device that when operated correctly would send out a signal shutting down the automated defenses of the Barrier. He found it among the junk of an old scavenger’s compound, seemingly forgotten by the poor homeless who sold everything they found among the ruins for whatever they could get from passerby. Durante met with the leader of the scavengers, a man named Jim Lambert, who was something of a kindred spirit. Formerly an art dealer, Lambert lost his job when the city began to lose interest in the art and history of the past. Made homeless by the slow degeneration of Metropolis culture, he had made it his life’s mission to save anything he could, creating a community of like-minded “Unproductives” who dearly held onto any remnant of the past. Sensing Durante’s need, Lambert sold him the BFT for a reasonable price and, furthermore, promised never to speak of its existence.

ALL GOOD THINGS COME TO AN END

Having acquired the transmitter Nathaniel Durante and Therese were close to fleeing the city, but their desperate attempt to escape the hell of Metropolis Rho was brought to a brutal end by the intrusion of an unexpected arrival: Mayor Richard Morrison.

Several weeks before, Morrison learned of Therese’s special secret during a party he was holding for his gang, in celebration of his coming Mayoral victory. One of his guests at the party was Frankie Germaine, a mid-level East Side Boy who was selling the secrets of his gang’s movements and operations to Morrison in exchange for a promise of a new position in the West Side Gang. His woman, “Ronnie”, happened to have been Therese’s roommate at the Cotton Club, and had on more than one occasion overheard Therese speak of having “crossed the Barrier” - when she was drunk, drugged, or crying well into the night. While talking about something

totally unrelated (Morrison proposed sending parties to the Barrier to scavenge weapons to further empower his gang), by chance Ronnie let slip what Therese had told her. It was a simple mistake (in fact Ronnie had no idea the implications of Therese’s story, nor did she even believe it), but Morrison was intrigued. And alarmed.

It didn’t take long for Morrison to piece together the implications. If Therese’s story had been true, then she was from the Outside; or at least had seen it; meaning that the Barrier could be crossed and that life could survive outside the city. Morrison immediately realized the danger this new truth posed to his plans for becoming the city’s absolute ruler: if the people knew they could leave the city, that there might even be other people living out there in the wasteland, they wouldn’t have to bend to his will. They would never serve him if they knew that they had a chance of escaping the city and finding something - anything - in the world outside.

Morrison didn’t take long to act. Soon after becoming Mayor, with his android henchman Stavros at his side, he found out who had bought Therese from the Cotton Club (“Madam” Tess Dane was effectively in his pocket, due to her involvement in the clone program), and paid Nathaniel Durante a visit.

Arriving in the middle of the night, the newly elected Mayor offered Durante an ultimatum: hand over Therese or both would be killed. Durante had enough common sense to hide Therese (in a long-forgotten “panic room” in his penthouse apartment), and pretended not to know what Morrison was talking about. Enraged Morrison left, but not before giving Stavros (hiding on the roof of the apartment building) a subtle signal to kill Durante. Moments after Morrison left, Stavros shot Durante in the head from the rooftop, ending the old man’s life. By

night’s end Nathaniel Durante was no more, and the BFT - a curiosity whose value Morrison recognized - was in the Mayor’s hands.

When Therese emerged from hiding she found her kindly patron murdered, lying dead on the floor of their apartment. Suddenly alone, she didn’t know what to do. Durante had been the only person willing to help her, and now he was dead. She knew she had to flee before the police arrived. And with equal determination she knew she still had to escape Metropolis Rho. But the BFT was gone.

Her survival instincts soon kicked in. Time was of the essence. Taking whatever she thought was necessary for survival (food, medicine, and even some diamonds from Durante’s wall safe, to buy the things she would need), she fled.

Therese has been in hiding ever since, living in an old abandoned warehouse somewhere in the city, one of many properties that were at one time owned by Durante. She has gotten over her grief and desperation, and now has only one driving goal: to escape the city. Though she has a supply of the drug Fibroxinin it will only prolong the inevitable - her death in a matter of years. Yet she refuses to die here; she wants to die on the Outside. She doesn’t want to be just another corpse lying in the gutter; she wants to go *home*. As such Therese plans on paying a visit to The Fuzz, the repugnant scav who first found her (and later sold her into slavery), and the only person left who can possibly help her escape.

But for the time being she has to lay low, because Mayor Morrison is looking for her...

ENTER THE CHARACTERS

The player characters’ involvement in the story begins a few days before the murder of Nathaniel Durante. The opening scenes of the adventure introduce the PCs as Enforcers, and begin to build

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up the players' image of a city winding down and slowly going out of control. The first encounter, a raid on an illegal drug mill, sets the violent mood that is essential as a backdrop for the story; it also sets the stage for the realization that the Mayor is playing by his own agenda.

After the PCs become involved in the destruction of a compound of Unproductives (coincidentally the compound of Jim Lambert, the man who gave Durante his BFT) as part of the Mayor's "urban revitalization" project, the PCs get assigned to what at first seems to be a routine murder investigation. Yet the murder proves to be anything but. A rich man, Nathaniel Durante, was killed but nothing was taken. Obviously assassinated, a manhunt begins for his killer.

Investigations into Nathaniel Durante lead to a circle of old rich cronies at a run-down Turkish bath house, who though willing to talk can only give a vague glimpse into who and what this strangely honorable man was. Learning of the mysterious woman who was living with Durante (Therese) from Durante's friends, the PCs are led to the place where she was "purchased" by Durante - the city's high-class brothel, the "Cotton Club". At the Cotton Club the PCs get their first impression of the Mayor, who is spending the evening there when the PCs arrive to learn more of Therese. Intrigued by them, Mayor Morrison hopes they will unwittingly lead him to Therese in short order. Giving the green light to Tess Dane to speak with the PCs if it will help, the party soon learns of "Ronnie", Therese's former roommate, and question her. She in turn tells them a little of the elusive "Fuzz", before realizing they killed her lover (Germaine, in the opening scene of the adventure) and turns on them in a suicidal attempt at revenge.

Following up on more leads the PCs visit Anders Krestal (of Krestal Fuels), and learn of Durante's

unusually uncharacteristic sale of his stock just recently. Sent by Krestal to retrieve papers from Durante's apartment, the PCs return to the crime scene and not only retrieve the files - but also find a folio relating to something called the "Legacy Project".

Visiting the LifeCenter, the city's ultra-modern birth facility (where babies are tested for genetic defects on birth), the PCs look into the Legacy Project and realize that Dr. Reginald Cole - one of the men they interviewed at the Turkish bath house - was involved in the project. Attempting to track him down the PCs find Dr. Cole has disappeared. Soon after, members of the mutant Underground attempt to dissuade the PCs from tracking him down by ambushing them in the ruins of an old bottling factory.

Undeterred the PCs roll up their sleeves and begin to dig deeper into the case. After a bizarre meeting with Commissioner Thorwal (ostensible head of all Enforcers in the city) that commits them even further to finding the true killer of Nathaniel Durante, the PCs are sidetracked by a sudden food riot that sweeps the city. Barely saving themselves and their fellow Enforcers from the mobs, the PCs are soon called upon to track down the instigator of the riots - a man known only as "Morton".

Morton's trail leads the party to a degenerate downtown hotspot called "Sodom", a deviant nightclub that proves to be festering with all manner of anti-establishment sympathies. While at the club the PCs spot Morton in the company of Steve Derek, one of the most prestigious celebrities in the Metropolis, and a star player in the city's favorite Bloodsport.

Though they vow to track Steve Derek down later, the PCs pursue Morton as he flees the club. What follows is a harrowing chase through the dark

sewers of the city, through the "territory" of one of the Metropolis' most bizarre gangs, and into the "Hive", a sort of "secret city" built in the sewers for the miscreants and outlaws of Metropolis society. Though the PCs try to catch Morton before he gets away, the mutant leader proves to be too slippery, and ultimately evades capture.

Though confounded by Morton, the PCs have one important lead: Steve Derek. Tracking the sports hero to the Metropolis Coliseum, they question him about his involvement with the mutant movement. While Derek insists he has nothing to do with Morton, the PCs follow him later to the now-defunct University of Metropolis, a sprawling ruin that was long believed abandoned. Pursuing Derek after he goes inside, the PCs find a secret hospital set up in the old ruins to treat the city's underground mutant population, run by none other than Dr. Reginald Cole.

After learning from Cole more about the mutants, the PCs agree to leave. But the next day, tipped off by the party's NPC squadmate, Sanderson, Captain Nelson of the Enforcers orders a return to the University. After a brutal and bloody raid that kills dozens of innocent (if mutated) people, the clinic is shut down permanently and Dr. Cole and Morton are forced to flee into hiding. Before Cole flees, however, he passes onto the PCs a cryptic promise - if they find Dr. Orson Grant, they will learn the truth about the girl Therese.

Pursuing this bizarre promise, the PCs pay a visit to Dr. Grant in his hiding place out in the Zones. After a brief interrogation the PCs learn the stark truth about Therese, and that Mayor Morrison is trying to find her to kill her once and for all.

Meanwhile, following the brutality of the raid on the University, Commissioner Thorwal commits suicide. Giving up on the city and a society that he believes has gone utterly mad, the honorable old

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policeman kills himself. But not before leaving a vestige of hope for those who would pursue the truth - namely, the characters. Leaving behind a priceless access card for them to find, with his last act the Commissioner gives the PCs a way to access the city's mighty Control Computer and learn the truth about the origins of the Enforcers, the system of gang rule, and more importantly, how to cross the Barrier if they wish to escape this "hell on Earth".

While the PCs are still reeling from the tragic suicide of the Commissioner, they are again sidetracked by a terrorist situation at the city's sole power station. Fargo Dan, leader of the now-renegade East Side Boys, has taken the station in a desperate attempt to overthrow Mayor Morrison. The PCs are sent to kill Fargo Dan, but after fighting their way into the complex and confronting the leader of the East Side Boys, he tries the unthinkable - reasoning with them. Producing evidence that the Mayor is planning a total takeover of the city, Fargo Dan convinces the PCs to join him in an armed revolt that will overthrow Mayor Morrison's despotic regime.

Soon afterwards Madam Tess, of the Cotton Club, is sent by Mayor Morrison to learn what the party has found out about Therese. Attempting to seduce one of the characters she is easily caught in the act of attempting to bug his apartment, and with the application of only a little force she easily tells everything she knows - including how to find The Fuzz.

Perhaps knowing that Therese will probably try to return to the Fuzz as well, or merely to find out what he knows about Therese, the PCs go to a trading post of the Midtown Angels, where they will meet a contact that will lead them to The Fuzz. Unfortunately, Stavros, the Mayor's henchman, caught on to Madam Tess' treachery and, after

interrogating her, follows the PCs to the hideout of the Midtown Angels. Following a bloody battle in the trading post (which leaves the establishment in flames) the party's contact is killed, but not before Stavros' first incarnation is destroyed and they learn the whereabouts of the mysterious Barrier scav.

Eventually the PCs find The Fuzz living in a veritable "fortress" in the outer Zones. Confronting the old and degenerate man they quickly hear firsthand the true story behind Therese and how she came to the Metropolis, and of the many horrors the girl has survived since then.

As the PCs emerge from The Fuzz's fortified abode, sobered up by the details of Therese's lifelong plight, they are confronted by an unexpected sight: Therese, ragged and desperate, and at her wit's end. Bitter and broken, with nowhere else to run, she surrenders.

Though the party now has the girl they've been looking for all along, they now realize she is a true innocent, and certainly not the killer of Nathaniel Durante. Not knowing what to do with her, they take her to a hideout where she will be safe for the time being, until they can learn more of the Barrier and how to cross it.

Learning of Madam Tess' murder (at the hands of Stavros) and that the Mayor has declared them outlaws (framing them for the killing), the PCs vow to kill Stavros' master, Mayor Morrison, or die trying. Hunted by a former comrade (Sanderson), the PCs eventually make it to the City Control Computer and learn what they need to know to cross the Barrier and survive on the Outside. Equipped with this new knowledge, they have only one thing left to do: make good their vow of revenge.

Following up on a promise to Fargo Dan, the PCs visit Counselor Oakley, of the Council of Gangs, and attempt to secure the cooperation of the Council in

the coming coup. But the PCs quickly realize that Oakley has been bought, and that whatever happens after Fargo Dan's revolt, the city will never again be the same.

What next ensues is the real climax of the adventure - a full-scale revolution by the East Side Gang and members of the mutant Underground desperate to throw out the vile and tyrannical rule of Mayor Morrison. Called on by their ally Fargo Dan, the PCs personally lead the attack into and up the towering pinnacle of Titan Tower - traditional stronghold of the city's mayors - and hopefully emerge victorious. Confronting a second incarnation of Stavros near the top, the PCs fight a desperate battle to reach the Mayor in his private sanctum. Battered and weary from their ascent up the skyscraper, yet more determined than ever, the final battle in the Mayor's sanctum can end with only one fateful outcome: Mayor Morrison's death.

ENDING THE ADVENTURE

At the conclusion of *Humanity In A Bottle* the characters (and indeed the players and GM) will be faced with a choice: to remain in the city and continue their adventures here, or escape through the Barrier and into the great unknown that is the "Outside". While certainly the adventure angles for the party to escape the city in the company of the waif Therese, there are also options for remaining in the city after the revolution that ousts Mayor Morrison from power.

What happens is up to you and your players. While this adventure is really only intended as a springboard for leading your campaign "out of the dome" and into the vibrant wasteland setting that is more typical of *Darwin's World* campaigns, the Metropolis detailed in this adventure is interesting and dynamic enough to be the focus of an entire campaign itself. While

the PCs can leave to discover the world outside and take their campaign to the wasteland (and discover the diverse life that managed to survive the Fall, much to the party's surprise), staying in Metropolis Rho offers many possibilities as well. The grim, cyberpunk-ish atmosphere of the city, along with the many obvious benefits of adventuring in a real metropolis (as opposed to scattered desert settlements where resources are even rarer than in Rho), could very well make for a unique setting to run an entire campaign of *Darwin's World* adventures. And, with the reputations (and levels) the PCs gain from the adventure presented in this book, they will have real backstory developed for their characters, and have sufficient strength and prestige to tackle even tougher challenges in the city's future.

PREPARING FOR PLAY

It is important that you give your players a copy of the two handouts, *Introduction*, and *The Squad*, as well as enough advance time before starting play so that each player can read the information given to get an idea of what role they are playing, and to understand the basic nature of the campaign setting.

This is especially important because the Metropolis is a rather unique environment in the setting of *Darwin's World*; in fact, it is one of only a few locations of its kind (a bubble of civilization that survived the Fall relatively intact).

At the very least make sure:

- Your players understand that the adventure is situated in an ancient domed city that survived the nuclear holocaust, only to shut itself off completely from the radiated world outside. While modern civilization survived in this self-made refuge, it has been more than two centuries since the "Fall" and as such the culture of the

city's inhabitants (including politics, society, and morality) has degenerated considerably.

- Your players understand that their characters are members of the city's police force, the "Enforcers".
- The Enforcers, while ostensibly modeled after a modern police force, has evolved over time. Like the culture of the city it too has degenerated, and now merely resembles a sort of "super-gang" of its own that works for whatever Mayor is in power, but otherwise remains neutral in politics. Unlike the police forces of today, the role of the police of Metropolis Rho is to enforce the mandate of whatever Mayor happens to be in office, but beyond that it has developed over time into a self-serving and self-perpetuating pseudo-military cadre.
- While the characters themselves may have honorable motivations and may adhere to some "outdated" code of ethics concerning their behavior as "policemen", they need to be aware that even among their fellow Enforcers right and wrong is one big gray area.

More information on the Enforcer organization, as well as the city and campaign setting of Metropolis Rho, can be found in the sourcebook, *Urban Decay*.

MAKING CHARACTERS FOR HUMANITY IN A BOTTLE

The sourcebook for the Metropolis Rho setting, *Urban Decay*, presents rules and guidelines for making characters from this iconic *Degenerate* community. This section touches briefly on the suggestions offered in *Urban Decay*, illuminating those ideas with a few examples from this adventure.

BACKGROUND

Urban Decay presents a short list of possible alternative backgrounds for players to make characters from, representing alternate and divergent attitudes among the many "factions" of Metropolis Rho. A few of these backgrounds are also represented in *Humanity In A Bottle*, personified by the attitudes of a few major NPC's.

Radical: The people who inhabit the "Hive" (see *Chapter 2*) are a prime example of *Radicals*, a virtual "underground city" of men and women who have given up on any pretense of saving the Metropolis, its corrupt and diseased society, and ever rejoining with their surface brethren. Destitute yet carefree in their freedom, they have escape the old order and established their own among caverns they themselves carved by hand beneath the city's miserable streets.

A player character with a *Radical* background could be a secret member of Hive society, a kind of "guardian angel" for the people there that knows of its location, but keeps it secret to protect its population from outside scrutiny. Working for the Enforcers, this "double-agent's" loyalties will come under question when the party accidentally discovers the Hive's secret location in *Chapter 2*.

Resurrector: There are few *Resurrectors* in Metropolis Rho, but one prime example might be Nathaniel Durante himself (a dreamer who saw in Therese a chance to bring back the honor of Ancient civilization by trying to "save" her from the city itself), and the small coterie of elderly patrons from the Fetchfield Club (see *Chapter 1*). A character with this background could merely be an individual with like attitudes towards the past (and the degeneration of society as a whole), or he might even be related to a person with ties to the Fetchfield elite (a father or uncle; someone who may introduce the PCs to Fetchfield and his friends, without knowing too much

as to give any information away early).

Guardian: Jim Lambert and his small band of Unproductives (see *Chapter 1*) could easily be classed as *Guardians*, men and women who are trying to preserve a piece of the past despite the odds against them. Bitter from the violence and destruction that has all but erased the culture of the Ancient world, they are the last hold outs of this kind of dying mentality.

A character could conceivably have this background, either as a kindred spirit of Lambert's who knows nothing about the man or, alternatively, as a member of Lambert's own community. This could be especially poignant when, in *Chapter 1*, the PC is forced to destroy Lambert's community (and with it all his hopes of preserving a few vestiges of the past) or be branded an "enemy sympathizer".

Hedonist: A character with this particular background might know or have connections to some of the major NPCs in this adventure, such as the flashy and suave Fargo Dan, the East Side Boys as a whole (their gang is notorious for their "playboy" ways), Madame Tess (the PC may have met her once at the Cotton Club), or Hyssop Jones (possibly a former lover or friend from the 'Club).

ALTERNATE RACES

In this adventure the players take on the role of Enforcers, and as such they are limited in the types of characters they can make. While this means androids and mutants will be unlikely choices, this section includes suggestions that might still make these viable alternatives.

ANDROIDS

In addition to the information given in *Urban Decay*, here are some suggested explanations for how an android character could conceivably exist in the Metropolis, and how to believably work them into the adventure:

- The character is a human-mimicking android created by AIT hundreds of years ago who somehow got loose, or was deliberately "let go" by a compassionate scientist when AIT was shut down by the government. The character knows he is an android, but keeps his true identity a secret, using his skills and android superiority to excel as an Enforcer.
- As above, except the character *doesn't* know he is an android. His memory was wiped when Malcolm (see *Investigating Stavros*) revived him with the only tools at hand. The character slowly realizes what he is during the campaign, and the danger he poses to himself if he does not keep his identity secret.
- Perhaps androids aren't entirely unknown in the city. Perhaps the new AIT team (described in *Investigating Stavros*) was able to revive more than just robots with their work, but a handful of androids as well. The Enforcers quickly confiscated the only working prototypes when AIT was shut down, knowing how valuable they would be in fighting crime. Though generally reserved for investigations and tactical planning work (they are far too rare and irreplaceable to risk in front-line duty), an android character might be one of a handful of androids kept by the police force. When the PCs get assigned to Homicide, the android joins them as an equal member of the investigative team.

MUTANTS

Since the PCs play Enforcers in this adventure, having a mutant among them is an unlikely prospect. At the most there should only be one mutant among them, and he/she will have to be able to pass as a human (or else the character would have been discovered long ago, exposed, and terminated)!

- Though the character no longer remembers, he was actually delivered at birth by none other than Dr. Reginald Cole. Though the character's parents died, his secret nature was kept safe. Dr. Cole even financed the character's education, hoping to get a mutant in an important place among the Enforcers. When the PCs raid the University clinic in *Chapter 2*, Dr. Cole may recognize the PC and use his true identity as a bargaining chip for the safety of his patients.
- It is important for mutant characters to have no connection with the Mutant Underground, at least at the start of the adventure. However, their mutated nature will earn the trust of the mutants far easier than non-mutants when they meet them in *Chapter 2*. *For example, if the mutant PC proves he is a mutant to the guards at the University clinic, they will allow the party entrance to the secret clinic of Dr. Cole without a fight.*
- If the above doesn't suit you, perhaps the character is in fact a member of the Mutant Underground, living a double life as an Enforcer as a kind of "mole" for Morton and his followers. The character's loyalties will come in question, however, when the PCs start hunting Morton and, later, raiding the University to clear out the mutants dwelling there, and this may cause some problems that will have to be ironed out among the players as the story progresses.

UNDERGROUND MUTANTS

Although there are several encounters with the mutants of Morton's Underground in this adventure, space limitations prevent a colorful description of each individual mutant. However, keep in mind that all members of Morton's movement are, by virtue of their genetic illnesses twisted and deformed, so you should feel free to work in the ghastly appearance of their mutations whenever the PCs encounter them.

Each Underground fighter's appearance will vary depending on his particular mutation. Most outwardly resemble regular human beings, at least those the PCs encounter in public places. Except for a few minor changes that can be disguised by long trenchcoats, masks, sunglasses, or other concealing clothes, these Underground fighters will by and large look and act like regular men and women. A few, however, have more telling deformations, and once viewed up close (a terrifying prospect indeed) the true blasphemy of their twisted forms should be described in full.

A list of common mutations and defects among the mutants of Metropolis Rho can be found in the sourcebook, *Urban Decay*.

Note that mutations or defects that drastically alter a character's appearance should generally be frowned upon, since unlike members of the Underground in this adventure the character(s) must be able to pass undetected among the human population; they are, after all, Enforcers!

ADVANCED CLASSES

Since the adventure in this campaign assumes the PCs to be members of the Enforcers, the *Enforcer* advanced class (see *New Advanced Classes* in the sourcebook, *Urban Decay*) is most ideal for the characters to take up upon reaching the proper level. Other advanced classes might fit in the setting (a member of the Unproductives who is a *Barbarian* crafting weapons from junk, a *Psionic* of the Mutant Underground, a *Scav* or *Skulk* belonging to one of the minor gangs, a sewer-dwelling *Symbiote* possessing a keen friendship with a large mutated rat or feral dog, a *Tinker* working for one gang or another as a gunsmith, etc.), but since the focus of the adventure is

on the PCs playing established policemen, they may not be appropriate.

See *Urban Decay* for more ideas on possible advanced and epic classes suitable for *Humanity In A Bottle*.

STARTING EQUIPMENT

As Enforcers, all player characters starting this campaign receive the following standard-issue gear:

- 1 *stun baton*
- 1 *power beltpack*
- 1 Wildey .44 Magnum
- 2 boxes of .44 ammunition (16 rounds total)
- 1 *Enforcer armor*
- 1,200 credits (one month's pay)

Except for the money (which is to be spent on living space and food) the equipment listed above is standard for all Enforcers, and PCs are expected to make use of it. Only the Wildey and ammo can

be sold or exchanged for other items; if an Enforcer doesn't want his armor, he is not allowed to sell it (instead he is given an unarmored Enforcer uniform, resembling a blue and black jumpsuit). Similarly, all Enforcers are required to carry a *stun baton* (and *power beltpack*) in the rare event a criminal must be taken in a nonlethal fashion.

Beyond this, PCs are basically free to purchase whatever they choose at start, but they will have to find anything they want to buy just like anybody else seeking a deal in the city (the only exception is police and gang equipment introduced in this book, as well as any ammunition used by these weapons; these are found readily). Consult the *Street Deals* section in the sourcebook, *Urban Decay*, for the DCs for finding specific items (at start allow a player to declare what he's trying to find, make his roll, and if failed, do not allow him to try again - that item was unavailable at the start of the adventure), notes on how elevated prices should be when such items are found, as well as what items are not available in the city under any circumstances.

POLICE POPULARITY POINTS

Throughout the course of this adventure, PCs will accumulate Police Popularity Points, or "PPPs". PPPs are used to gauge how popular in the Enforcers the PCs are, and are built up through participation in raids, advancing along the plot (certain "story rewards" to the party's PPP level are awarded throughout the scenario), and for saving or assisting other officers in the field.

While PPPs do give a fair accounting of how the PCs rate with their fellow Enforcers, more importantly the party's PPP level will be used to determine the reaction of NPC Enforcers in the later parts of this adventure.

POPULARITY AND ADDITIONAL EQUIPMENT

As Enforcers the PCs have ready access to ammunition and replacement weapons (additional Wildey .44s, for example, or extra *power belt-packs*) if necessary, but only if these items were lost or used up in the course of their duties. The PCs can also attempt to get surplus supplies (i.e. more ammo than needed), assuming they have made friendly contacts in the precinct. Such deals are under the table, of course, but a character making an appropriate Knowledge (streetwise) check may be able to get what he wants. Note that a character's current PPPs affect these checks as follows:

PPP Total	Knowledge (Streetwise) Bonus
0-25	+0
26-50	+1
51-100	+2
101-125	+3
126+	+4

TRANSITIONAL ENCOUNTERS

Unlike story and investigation-based encounters that really move the adventure along, “transitional” encounters are not necessarily important to the story, but they can be inserted at any time by the GM to speed up the action, break up the monotony of questioning suspects, and bring to life the true grim and criminal atmosphere of the Metropolis as a whole. These encounters are totally discretionary; you can play with them, or ignore them altogether. They are intended to spice up the adventure, sidetrack the PCs if they are getting ahead of themselves, give them additional challenges, as well as provide them with the potential (if needed) to earn extra experience points or cold hard cash to help grapple with the main plot.

A few suggested transitional encounters are presented below; feel free to devise your own diversions based on the actions of your PCs (for example, if during the course of the adventure a character makes an enemy in the precinct or on the street, feel free to have that rival pop up every now and again to cause trouble, even if it has no bearing on the actual story).

BUYING FROM THE PRECINCT STORE

A popular joke among the bronzes of the ‘force is the so-called “precinct store”, an unofficial racket that appears in almost every Enforcer precinct in the city. It is common knowledge that all Enforcers skim from the crime scenes they investigate (see the sourcebook, *Urban Decay*, for more on this custom), but what *isn't* common knowledge is the fact that what they take they usually sell to the precinct (which in turn acts as a “clearing house” of sorts, selling these items back to the public in auctions, making a tidy profit for the organization). These items can be bought by other Enforcers before they go public - for the right price.

The PCs can visit the evidence room at any time during the adventure to see what's currently available. Here they can spend the money they've made to diversify their equipment and get their hands on some of the firepower, drugs, and other items used by their enemies. Since prices are generally lower at the precinct store than on the street (use the listed price instead of the elevated prices suggested in *Urban Decay*), it's a racket in which everybody wins.

The precinct store's stock will vary depending on what's going on in the adventure. For example, following the *Drug Raid* in *Chapter 1* a lot of Parker-Hale IDWs will become available. Later, after they've killed Jim Lambert in the *Sweep of The Unproductives*, his *Interdynamics MKR* may be found

here on the auction block (assuming they didn't take it themselves). The PCs can buy these items from the precinct store without having to make Knowledge (streetwise) checks and without having to pay potentially elevated prices.

The precinct store can also be used by the GM to give the PCs a second chance at discovering clues and evidence. Anything the PCs missed at an early crime scene may show up in the precinct store later, on sale. If the PCs failed to notice the evidence, they will have the chance to buy it now (or at least check it out).

REGULAR DUTIES

If the PCs are getting too far ahead in their investigations (and you need to reign them in), or even if they are stumped, an interesting sidetrack might be to introduce a healthy dose of their regular duties as Enforcers. Minor crimes (unrelated to the story), 911 calls, and unexpected dispatches by the precinct can help remind the PCs that they have other duties, and can also serve as distractions from the main action.

The following are just a few ideas of the kind of calls the Enforcers might get during the adventure:

- Miscellaneous disturbance, which could be virtually anything, from a drunk gunman endangering people by discharging a weapon as he walks down the street, to anti-establishment gangers (i.e. those who resent the new Mayor) vandalizing city property, defacing images of the Mayor, etc... The PCs will have to deal with the situation, which may or may not be dangerous, depending on the individual circumstances.
- Minor robbery, involving 1-6 Unproductives robbing a local store. The PCs are either called in to pursue, or come across the scene as it

happens. The Unproductives may be armed, but most likely they will simply try to flee.

- Minor food riot, involving 20-30 unarmed civilians and 1-2 other Enforcer squads. The PCs arrive on the scene and must help diffuse the situation or else break the rioters up by force. The riot should be relatively low-key, so as not to make the later *Food Riot!* episode a redundant encounter.
- Gang rumble, involving members of rival gang factions. Each side will have 3-6 members, armed as appropriate for their particular gang (see the sourcebook, *Urban Decay*, for the statistics of typical gangers in Metropolis Rho). The PCs will be called in to break up the fighting.
- Major robbery, involving 1-8 well-armed professional criminals, either working for a particular gang or, alternatively, working independently. These will be flashy men and women who have a deathwish and nothing to lose, armed to the teeth (and possibly armored, with healing meds as well) and ready to kill the Enforcers when they show up.

RUMORS

In between set events and investigations the PCs can pursue rumors, in order to learn more about what's going on in the city. At least one of these rumors leads to a potential side adventure (see *Rumors of Bad Cat*), while others may hint at other story elements. PCs can try to pick up rumors at the Enforcer precinct where they work, from other (NPC) Enforcers prior to or after successful missions (such as the *Sweep of The Unproductives*), or from conversations with civilians not covered in the adventure (for example, talking to a character's

worried neighbor, conversing with the bartender at the character's favorite bar, or even canvassing street contacts and informers for information).

Rumors can be rolled randomly, or the GM can pick a suitable rumor depending on the source of information, the nature of the conversation (if its being role-played), or the direction he wants to lead the players in the adventure.

During each transition between encounters PCs should be limited to learning one or two rumors at most, and then only if a Gather Information check is successful (DC 12). The truth behind these rumors is shown in italics after each entry.

CHAPTER 1 RUMORS:

1. There have been reports of babies being stolen from the LifeCenter. Rumor has it that the perpetrators are mutants of the Underground, stealing their own kind before they can be destroyed. Security has been elevated at the 'Center as a result. *This is true; Morton's mutant Underground has been stealing infants slated for destruction and are taking them to the University to be raised in hiding.*
2. There's a rumor going around that a food shortage this month is inevitable. Let's hope we're not on duty when the Unproductives find out - many of those poor bastards won't be getting their rations this period and there'll probably be another riot as a result. *True, but this only scratches the tip of the iceberg; in reality all food and fuel is beginning to run out in the city.*
3. Steve Derek, star player of the Titans Bloodsport team, is taking performance-enhancing drugs. How else can you explain the way he took a shotgun blast at just three meters and still continued to make the winning point? *This is false; Derek isn't taking*

drugs, though he is hiding a secret - he is a mutant who possesses a mutation that coincidentally makes him especially effective as a Bloodsport player.

4. The Commissioner of the Enforcers has gotten weak since his personal furniture died a few years ago. They say he makes fewer and fewer decisions concerning operations now, limiting himself to his office high up on the twentieth floor. Some say he's even becoming a recluse. *Mostly true; since the death of his wife and genetically ill son (which few people know about) the Commissioner has lost all faith in the system and Metropolis society as a whole.*

PRECINCT RESOURCES

During the adventure the PCs are largely left to their own devices while pursuing leads, but the Enforcers do have a support network set up for the processing of evidence using the last vestiges of scientific analysis in the city - as well as good old-fashioned investigative deduction. In short, these "resources" allow the party to gather evidence from various crime scenes, bring them in to HQ, and have them analyzed by technicians of their precinct. Given time (usually a few days) the technicians and scientists working for the Enforcers will usually have detailed information available for the party that sheds light on the physical evidence they have found.

GM's Note: While most lab technicians and even division heads are honest workers dedicated to serving the Enforcer cause, they are not above bribery or manipulation. As such, some of the evidence described below may or may not be analyzed properly or effectively. Some of the most glaring evidence, if left unchecked, will go "missing" to cover the trail of the Mayor (see below for individual cases), unless the PCs have significant Police

HUMANITY IN A BOTTLE: OUT OF COMMISSION

Popularity Points (in which case their reputation is so feared/respected that technicians refuse to take bribes concerning cases they are investigating).

CORONER

The coroner of Metropolis Rho is a valuable asset to the Enforcers, giving detailed analyses of bodies - and death wounds - found during the course of investigations.

The PCs can go to the Coroner during most daylight hours to receive information on the following corpses found during the adventure:

DURANTE'S BODY (TIME: 2 DAYS)

Durante appears to have been in relatively good health for his age, no doubt due to his diet of natural foods and of course the ability to pay for the medicines needed to support his aging body. He was killed from a 9mm bullet wound to the top of the skull, fired from above at a sharp angle, suggesting the killer was just overhead when he fired.

HARRIS WAREHOUSE (TIME: 2 DAYS)

An analysis of the remains found at the warehouse suggests all three bodies were males, aged 30-50. They were too badly burned to be identified beyond that. However, the coroner did discover that all three men were killed prior to the fire, and burned some time after their deaths. The cause of death was a bullet wound in each case; to the head, back, and heart respectively. The caliber of the bullet could not be determined due to the effects of the intense heat on the bullet and subsequent wounds.

FINGERPRINTS

Fingerprinting is a time-tested resource of the Enforcers, which the PCs can call on at their leisure.

Results take some time (the database of fingerprints is not necessarily an efficient reference in Metropolis Rho), but the PCs will be called about the results day or night.

Relevant fingerprints are listed by crime scene:

DURANTE'S APARTMENT (TIME: 7 DAYS)

Fingerprinting of the various objects in Durante's apartment only bring up the prints of Durante and one unknown source - presumably his mistress, Therese. Durante's prints are on file; Therese's are not. Therefore, the attempt to run prints is largely ineffective.

If the PCs have 35 PPPs or more, one additional piece of evidence is brought up when the PCs arrive a week after turning the evidence in. The decanter of scotch stolen by the patrol squad first on the scene proves to have the fingerprints of the *Mayor*. If the PCs go to the fingerprint lab as the results come in, the analyst is as shocked and confused as they are, and tells them what he found (with 99% accuracy). He is at a loss to explain how those prints got there, but they are certainly the prints of the recently elected Mayor. The PCs can do with this information as they will.

However, if the PCs have less than 35 PPPs this information is "lost". The analyst makes an honest report to his supervisor, but the evidence (the decanter, and the printouts) mysteriously vanish due to pressure from the Mayor's office.

ABANDONED WAREHOUSE (TIME: 3 DAYS)

Comparing with prints taken at the Durante crime scene, fingerprints taken from the items left at the ad hoc camp site in the warehouse here prove that the mysterious "inhabitant" was in fact the girl known only as "Therese".

FORENSICS

The forensics division of the Enforcers works closely with field investigators to give them forensic, genetic, and ballistic data on physical evidence found during the course of investigations, as well from related crime scenes.

Forensic investigations are conducted separately, without the PCs' involvement; the results of investigations are listed below:

HARRIS WAREHOUSE (TIME: 7 DAYS)

Forensics is at a loss to explain the strange "cocoon" found at the site, but they appear to resemble "rejuvenation tanks" used in Ancient-era hospitals. Beyond that, however, they cannot explain why the glass cases were there or how they got there.

Forensics does have one interesting piece of evidence, however, gleaned from the "cocoon", that comes in a week after the *Arson?* event. A small genetic sample appears to have escaped destruction *inside* one of the "cocoon" found in the ruins. The sample is of human skin, and analysis makes it 95% probable that it belongs to one Tess Dane, proprietor of the exclusive *Cotton Club* in downtown Metropolis Rho.

This information is only passed to the PCs if they have 50 PPPs or more. Otherwise the evidence is destroyed and forgotten, since any embarrassment of Madam Tess might reflect badly on the Mayor as well.

MURDER OF TESS (TIME: 1 DAY)

After Tess Dane is murdered (see *Chapter 3*), an analysis of her wounds proves that the weapon used in her killing was a 12-gauge Beretta M3P. *This information can also be gleaned by the PCs themselves with an Investigate check.*

CHAPTER ONE: OUT OF COMMISSION

Humanity In A Bottle begins with *Chapter 1*, which lays forth an introductory series of events that begin to build up the atmosphere of the Metropolis Rho setting and portray the party's role in this degenerating, self-isolated society. The course of the adventure as a whole is driven by set encounters like these, which loosely guide the PCs along the over-arching story path. These "story" encounters are important not only for the clues and plot developments they introduce to the characters, but also give a sense of forward motion, that time is limited, and that events in the Metropolis are leading up to something epic.

When your players are ready (after having read Handouts #1 and #2), proceed with the adventure.

INTRODUCTION

In the 23rd century the world is a devastated ruin of rubble and radiation.

200 years ago mankind all but destroyed itself in a fiery conflagration that wiped the monuments of the human race completely from the face of the earth. Gone are the great cities, the super highways, and the industry that propelled humanity to its greatness - and ultimate fall.

The world is a desolate wasteland.

In this dark future only one last enclave of life remains, the ruins of a once great domed city sitting in the middle of the wastes. One of many domed cities constructed during the time of the Ancients to house the world's ever-increasing population, it is a true metropolis...and your home. Here the last holdouts of the human race cling to survival

within the boundaries of the city, protected from the mindless mutated creatures that are said to dwell beyond the walls by the "Barrier", a great killing zone erected long ago by the ancestors of your people to keep the city isolated from the rest of the world. As the last remnants of humanity died out, the Barrier's minefields, automated turrets, and other devious traps kept desperate killers and mutants from destroying what your ancestors had so carefully preserved:

Civilization. The seed of humanity.

Though the automated defenses of the Barrier have been idle for generations, and all life has long been extinct in the wasteland, for over 200 years the last survivors of the human race have continued to thrive inside the metropolis. But times have changed. The long expanse of years and their isolation have left a marked change in your people. Things have begun to wind down.

Today the city boasts a population of ten thousand or more, but most of the city still remains empty, left to wither and rust in the ages since the Fall. The great skyscrapers of the cityscape are no longer fully protected by the great dome; the vast casing that kept your ancestors safe from radiation has decayed and fallen apart in many places, leaving only a broken patchwork shell that rises over all as a reminder of how great the Ancients were.

The city continues on, but all culture has broken

down. The ancient gangs that once hid from the law of the city now rule. From the ranks of the great gangs a Mayor rises every few years to lead the city, his will enforced by a special organization that claims to be descended from the original police force of the Metropolis, an organization known as the "Enforcers". Drugs, random killings, and gang warfare are all sanctioned forms of industry, commerce, and politics. Crime is a term only used when property is damaged or stolen - resources are thin in the city, and nothing broken can ever be replaced.

One thing that can never be replaced is the genetic legacy of the city's inhabitants. Inbreeding has become a problem in the last few decades, and the city government has instituted strict policies concerning mutant births - euthanasia of infants showing any sign of defect, and "destruction" of those mutants who somehow evade the law and thrive unseen in the so-called "mutant underground".

You are Enforcers. Claiming to be descended from the original metropolitan police, your role in the city has evolved over time, in sync with the changing nature of Metropolis civilization. No longer protectors of the innocent, the Enforcers are a powerful fraternity of mercenaries with only vague ties to the heroic lawmen of the past. Your brotherhood has an official charter that places it outside of the political system - with special privileges that hold you high above the rest of the filth. Pledging loyalty only to whichever Mayor is

REWARDING EXPERIENCE

Gamemasters might find it appropriate to award experience after each of the major events and encounters. This will allow players to scale with the adventure. If gamemasters neglect to award experience at frequent intervals, encounters may prove too difficult for the players.

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currently in power, the Enforcers' sole goal is to do the Mayor's work. Since the Mayor must maintain a semblance of peace and stability to avoid civil unrest, this sometimes involves keeping the peace, breaking up gang battles in the streets, and even solving crimes.

But more often than not it merely involves putting the Mayor's enemies out of commission...

(This information is reproduced in Handout #1)

DRUG RAID

The story of *Humanity In A Bottle* begins with a seemingly routine raid on an illegally operating drug factory in "the Zones", the rundown and grungy outer reaches of the city proper. The term "illegal" is used loosely; the operation is only illegal because the operators, the East Side Boys, are the hated rivals of the newly elected Mayor and his West Side Gang, having long been thorns in his side. After losing to the new Mayor in the recent elections, the East Side Boys are prime targets for a major campaign of retribution to satisfy the Mayor's taste for revenge.

In the Metropolis this is standard post-election routine, a chance for the Mayor to assert his dominance and inflict damage on former enemies. As for the East Side Boys, their only hope for surviving is to give as good as they get, but just one thing is stopping them: the Mayor's private army of thugs, the *Enforcers*.

When the players are ready to begin, read the following:

It has been one week since the landslide election that brought Mayor Richard Morrison and his party, the West Side Gang, into office.

Though the streets no longer echo with the carnival air of the elections, the Metropolis nonetheless still shows the scars of that week long gala. All over the city political posters have yet to be papered over with a new crop of ads and billboards, tinsel and streamers still collect in gutters and float by on the wind as cars whisk by, and fires from the riots and street battles are still being put out in virtually every sector of the city. Gangs loyal to the newly-elected Mayor prowl the city like thugs, tearing down the images of the Mayor's major rival - Fargo Dan of the East Side Boys - and smashing businesses who openly displayed his propaganda before the election.

It's a dangerous time for most citizens, as it always is during the unsteady transition of a new Mayor coming to power. The old order - as corrupt and hated as it was - has given way to a newer, more vibrant, and more cleverly masked form of evil. Promises to the public, money pouring into the streets, and greased palms have all led to this. The people have decided. Now it's time for them to make the best of their choice.

Today the police are out in force, and your squad is no different. On call, riding in a standard-issue Peacemaker armored car, you patrol the grungy, filth-ridden streets you've become familiar with. The precinct has been expecting assaults on West Side Gang loyalists in the streets, acts of vandalism against the Mayor's new properties, and perhaps a car bombing or two, but it has been unexpectedly calm. You are amazed at how many gangsters the Mayor has managed to field in the past few days, and the converts to his side seem to be growing exponentially. They, in turn, have been helping keep the Mayor's particular brand of "peace".

Though Enforcers are supposed to remain neutral, and serve the Mayor and enforce his laws no matter who he is or how crazy his edicts may be, you can't help but admit this Mayor is unlike all the other leaders before him. Charismatic and powerful, he has become something of a gangland "messiah". Those among you who follow politics - and all of you do - feel as if the city as a whole is on the verge of either entering a golden era or falling off a terrible precipice. Either way, it's an interesting time to be alive.

As your squad truck passes down one of many gloomy streets in your district, the computer monitor up front flashes a message beamed directly from precinct headquarters. There has been a development, and the Enforcers are being called on to serve...

After reading this introduction, either read the following message or hand the PCs a transcript. This is a standard briefing, which all Enforcer squads get while in the field. Not unlike a 911 dispatcher from before the Fall, these messages brief the Enforcers on their next assignment, a brief overview of the situation, what to expect in the way of resistance, and the bounty for accepting:

TO - Squad 16

SITUATION - Code 11300 (Raid On Unlicensed Chem Factory)

Seems like the numbers up for the East Side Boys. As you Enforcers are all most certainly aware, our newly elected Mayor leads the West Side Gang, and the East Side Boys have long been their most vicious rivals. And since the administration won the election by an overwhelming landslide, we're now working

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for *them*. Adios East Side Boys!

Our Mayor is wasting no time getting revenge on his former enemies. As of today the Mayor has officially revoked all chem-production licenses previously held by the East Side Boys. That means that all drug mills and factories in the Zones operated by the East Side Boys are now to be condemned. Time to hit them in their pocket books.

Your squad is being sent to raid one of the major drug mills operated by the 'Boys on the east side of the Zones. Your orders are simple – raid the place, take out any gangers who resist, and confiscate their product for the Mayor's office.

As always, your squad retains the right to claim 10% of all cash and assets captured in the raid. The Mayor's office has also offered a 20-credit bonus for each gangster taken down in the raid. Good hunting!

THE RAID

The drug warehouse is situated in a particularly run-down part of the Zones, on the east side of the city. Here old tenements stand in crumbling disrepair among tall shells of abandoned warehouses and similar factory buildings. Ruined cars, almost completely rusted or burnt out from ancient conflicts in the neighborhood, clutter the sidewalks and alleys all around. Every now and then steam erupts from a manhole, sending a sizzling stream of mist several feet into the air.

The sound of gunfire echoes in the distance, near and far, night and day.

LAYOUT OF THE ESB DRUG MILL

The old warehouse is laid out in much the same way as a typical drug mill found throughout the Zones, in a simple structure burdened by a shoddy concrete foundation and dilapidated steel roof. The bottom level is completely sealed off (there are no windows,

though there are a few doors in and out), but high up (some thirty feet off the factory floor, see *Area E*) large paned windows allow some dingy and dismal light in to the interior.

- There are two main entrances to the factory – the *worker's gate* (accessed through the back alley) and the *loading dock* (at the side of the building).
- There are numerous windows (as explained above) into the factory, though most of these are far above street level and are inaccessible. These could be accessed for a surprise attack if the players devise an adequate means of reaching them.

The plan laid down for the squad is to attack through the loading dock (hereafter called the "Front Entrance"), and make their way through to the factory floor. This plan of attack is the advised means of dealing with the warehouse but the squad leader (chosen from among the PCs) may overrule on the scene if he finds some fault in the plan. Note that police intelligence has indicated that the alley entrance is heavily used by the gang, and is sure to be well guarded and watched over.

KEYED ENCOUNTERS TO THE WAREHOUSE (AREA A-I)

The following lists the various locations of the drug mill.

A. FRONT ENTRANCE

The front entrance is set off the main street in this part of the Zone, under the shade of the building proper. A small empty lot (littered with wind-blown trash) sits out front. The entrance to the warehouse at this location is a set of rolling metal loading doors.

They are closed when the squad arrives.

Opening the dual doors may be a problem, because they are locked from the outside by a heavy chain and padlock (the chain can be snipped by the heavy-duty chain snipper carried in the *Peacemaker*, however). The doors themselves are not actually watched over from outside.

♥ **Steel Doors:** 1 in. Thick; Hardness 25; hp 30; Break DC 30; Open Lock DC 20.

B. LOADING AREA (EL 2)

The loading dock is a large vaulted chamber; inside it is cold and wet, with water dripping steadily from the rusted overhead ventilation system and water pipe network.

Stacks of empty barrels and *hexicrates* (hexagonal plastic crates pressure-sealed to keep out the elements) lie about in a clutter all over the place, while a rickety ladder rises up to a catwalk overlooking the dock.

Two gang members will be here when the squad arrives, guarding this entrance from intrusion. One will be standing near the door smoking a cigarette, while the other stands on the catwalk above, surveying the loading dock. If attacked, the first will attempt to take cover behind a hexicrate, while the second opens fire from above (taking those below by surprise because he's above and behind them).

♥ **East-Side Boys (2):** HP 7 each.

Development: Any gunfire here will alert the complex to the police presence. Reinforcements will arrive after four rounds of combat (move 1d4 gang members from the *Factory Floor* to this location; any killed here will not be found there later).

C. CORRIDOR

The corridor is dark and wet, with shallow puddles forming along the south wall where water leaks

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through the brick from wall pipes. It has no illumination, though light from the *Factory Floor* keeps it relatively well lit. A door on one end, leading to the *Alley*, is in fact kept locked (from the inside) during the day by a padlock and chain, only opened to let workers out at the end of each grueling workday.

♥ **Alley Door:** Hardness 15; hp 30; Break DC 25; Open Lock DC 20.

D. ALLEY (EL 2)

The alley leads to the main street outside, and down to a number of abandoned warehouses and factories just like the one in the raid. At the rear of this building is a small lot, cluttered with old garbage cans and empty metal barrels for shipment. A small fire door leads into the building (this is locked; see *Corridor* for details).

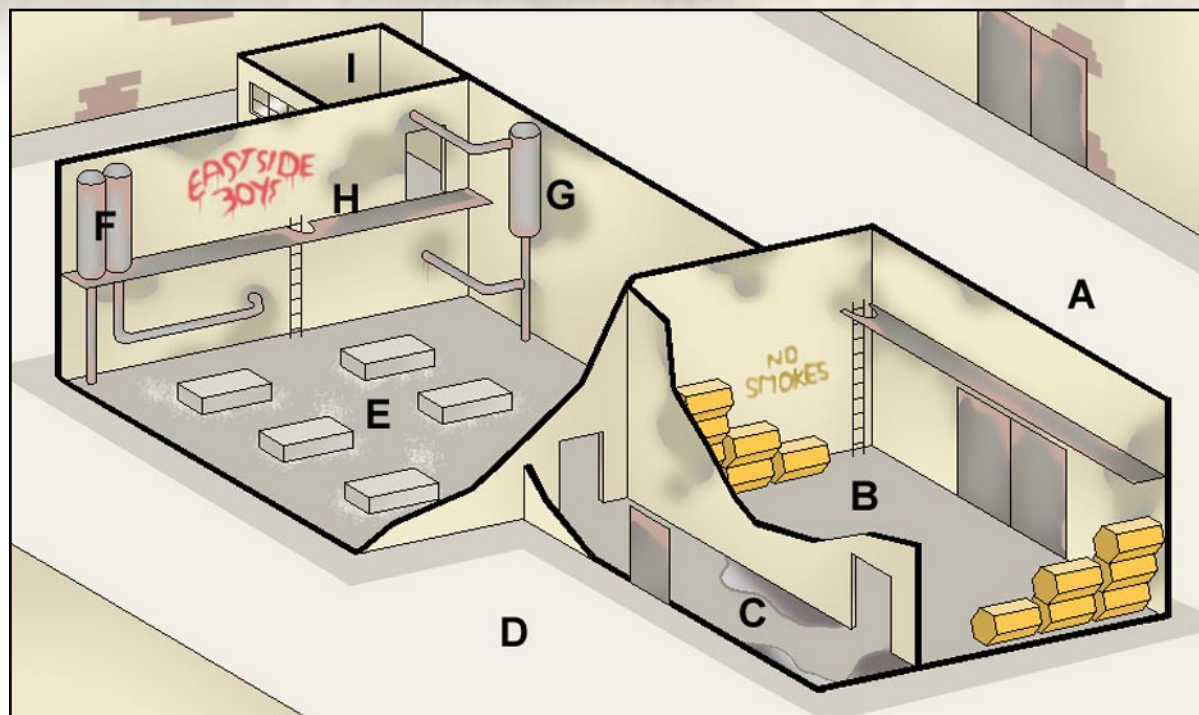
This door is a roll-up type metal garage door, which requires two men to open. It leads directly into the building, but is guarded by two gang members.

Any noise coming down the alley (such as the unit's *Peacemaker*) will echo and reverberate off the tall factory walls and instantly alert the gang members stationed at this, the worker's entrance.

♥ **East-Side Boys (2):** HP 7 each.

E. FACTORY FLOOR (EL 4)

The factory floor is a giant open area overlooked by tall dripping water pipes and ancient air filtration ducts to keep the air at a bearable level of chemical purity – fumes accumulated by the product produced inside makes the air heavy and toxic, and only the strained ventilation system keeps the place from being downright explosive. Workers inside must wear breathing apparatus if they work for more than a few hours at a time or develop brain damage. Ironically, few do.



Long metal tables take up the entire area of the factory, each cluttered with metal pans, chemical distillery equipment, glass laboratory apparatus, etc. The system works much like an assembly line, with raw chemicals first being mixed, then refined, then moved on for batch testing and eventual packaging in plastic packets and stashed in cardboard boxes. These boxes are then taken by drolley down the *Corridor* to the *Loading Area* where they are shipped out each week.

During the day some thirty to fifty unarmed laborers from the surrounding ward (mostly desperate locals who need the money so bad as to sacrifice their long-term health by working in a two-bit chem factory like this one) are shuffled in here after

being shipped here by bus, and work some twelve to sixteen hours in their specific spot (working the crystal distillation alembic, for instance). It is very monotonous and dangerous labor, and the workers are all poorly fed and desperate.

When the raid occurs, the workers present will generally shout first, then run when they realize a firefight is taking place. Most will flee down the *Corridor* and out into the *Alley* or run towards the *Loading Area* and out the front. None will put up any resistance, and will flee if approached by anyone in uniform, never to return. They are strictly non-combatants.

When the gunfire erupts in the chamber, four gang members will be moving among the crowds of

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jumpsuited workers, overseeing the operation. If shot at, to-hit rolls are made as normal, but each time a PC or gang member misses, a roll must be made on the following table to determine “collateral damage”:

Roll	Effect
1	Shot ricochets and nearby workers scatter.
2	Shot ricochets and strikes down an unsuspecting worker; after one round he/she gets back up and runs away.
3	Shot ignites flammable chems on a nearby table and immolates a screaming worker.
4-5	Shot accidentally hits a panicked worker, cutting him down.
6-7	Worker accidentally hit instead; his/her dead body falls onto the intended target, making him lose his next round's actions.
8	Shot strikes packages of Cat, sending priceless clouds of powder everywhere (PCs lose 1d10x5 credits from their cut of the final “take”; see Promotion To Homicide).

Rolls should be made whenever PCs and gangers miss their intended targets. This shouldn't bother either side much, but does provide a good bloody background for the intense firefight. After two rounds the workers will have cleared out so that no further rolls will be necessary.

☛ **East-Side Boys (4):** HP 7 each.

F. CHEMICAL TANKS

Two large cylindrical metal tanks stand over the factory floor, with heavy metal tubes leading into the stone walls. A strong smell of acid rises from the area near the tanks, and faded warning placards are evident on their exterior.

These tanks contain the raw chemicals used in the production of “Cat”, the gang's main drug product (see *New Drugs*). Each chemical is, in its natural form, highly toxic (it is completely unrefined trash),

and potentially explosive in its current state. The tanks are shielded to prevent being ruptured under any but the most stressful conditions, but a deliberate shot (say, by a police-issue Wildey .44) would certainly rupture the tanks.

Anyone within ten feet of the tank when it so ruptures will be affected by a potent splash of corrosives, which inflict an immediate 2d6 points of damage (Reflex save DC 15 for half), plus 1d3 per round for five rounds thereafter. In addition, there is a 1 in 10 chance that the fumes emitted erupt in a geyser of *flame* – increasing the initial damage to 6d6 (Reflex save still applies) to everyone within 20 feet of the eruption.

G. WATER TANK

A large rusted water tank hangs high on the factory wall, providing moderate water pressure to the sinks and taps throughout the factory laboratory. The tank is securely fitted to the wall and will not fall (short of an earthquake force jolt to the locale), even if struck deliberately in the firefight.

H. CATWALK (EL 1)

This catwalk is simply a rusted but sturdy walkway erected long ago so the supervising manager could watch the work taking place on the factory floor below. Now it is used by the factory guards to keep an eye out on the workers, and to fire from advantageous positions above the factory floor in the event of a police raid.

A single gang member patrols the walkway at all times. Anyone firing from the *Catwalk* down on the *Factory Floor* is considered to be firing from *one-quarter cover* (+2 to Defense and +1 to Reflex saves).

☛ **East-Side Boy (1):** HP 7.

I. FLOOR SUPERVISOR'S OFFICE (EL 5)

This large room is cold and bare – water can be heard dripping in the distance, and the ceiling is lost in darkness above. Two large filmy windows let in a modicum of grungy light from outside, illuminating the cracked and puddle-strewn concrete floor. Any furnishings that may have once been kept here have long been removed – only towering pipes above remain.

This area is where the local gang meets to discuss strategy and troubleshoot at the factory – it is largely abandoned when the big wigs aren't here, though one or two guards may come here to smoke between shifts. During the raid, however, Frankie Germaine (the mid-level ganger in charge of running this particular factory for his boss, Fargo Dan) and several of his cronies (three gang members) will be here “quality testing” the latest batch, and will be fully armed. When the first shots erupt, Frankie and his men will emerge onto the *Catwalk* (see map) and fire as soon as the PCs emerge in the *Factory Floor* area.

☛ **East-Side Boys (3):** HP 7 each.

☛ **Frankie Germaine (1):** HP 24.

Frankie Germaine is a sleazy little power-boss, a testament to the depravity and ruthlessness of the East Side Boys. Slicked-back black hair and shining teeth are the only attractive points of the man, who covers his expensive pin-striped suit with a stylish black leather trenchcoat. He is also a “double-agent” of sorts working for both Fargo Dan and his rival, Mayor Morrison. When the PCs attack he panics (thinking the Mayor wants him rubbed out for what he knows; see the *Cotton Club* for more on this), and fights to the death.

PLAYING OUT THE RAID

The raid should be fast and furious – like a real-life raid on an illegal drug warehouse. Germaine and his men are not expecting an attack, but unless the attack is directed right at the *Floor Supervisor's Office*, the PCs are unlikely to take Germaine himself by surprise. He and his men will prepare for the attack and take to the *Catwalk* to fire from its protective cover. Only under dire circumstances will they retreat to the *Supervisor's Office*. As much a mistake as it is, Germaine will refuse to flee, and will likely be killed in the raid. His men will only surrender if Germaine himself is slain (not just dropped, *killed*).

Once the raid is over, most workers will have fled or surrendered. They are obviously just a bunch of burned-out desperates with no intention of backstabbing or overwhelming the PCs. Any surviving gang members will be belligerent and uncooperative, but a good beating or shot in the leg will put an end to their resistance fast.

Treasure: All the goods that can be salvaged from the drug mill include a total of 100 hits of “Cat”, refined and ready for shipping (see *New Drugs* for more information on this popular Metropolis narcotic). This is quite a mother lode, and with each surviving man’s 10% share (the remainder goes to their precinct), this amounts to a lot of cold hard cash. The PCs will have to wait, however, until the drugs can be processed before getting paid; see *Promotion To Homicide*.

GERMAINE’S BODY

Searching Germaine’s body turns up a few interesting trinkets, certainly worth something on the streets. Germaine carries 300 credits in his fancy neosamite wallet, a gold watch around his wrist (worth at least 250 credits on the street), and two doses of *DreamSlide* in his pocket (see *New Drugs*). Other

than ID, a photograph in his wallet strikes at least one PC’s fancy – a picture of a beautiful young woman, apparently a pricey piece of furniture in a sultry modeling pose, her long red hair covering half her face. On the opposite side is a handwritten message – “*Frankie, you’re the best. Luv, Ronnie. XXX.*”

The significance of this photo is unrealized, the woman unknown. Still, it’s a trophy worth taking.

AWARDING PPPS

Police Popularity Points should be awarded once the raid is over. PPPs are accumulated over the course of the entire adventure and reflect the reputation the squad has made for itself among their fellow Enforcers. This will affect the reaction of fellow patrolmen, certain investigative resources that will eventually become available to the PCs when they are promoted to Homicide, and even grease the palms of the “wizards” in the Enforcers’ R&D department should the PCs visit them during the adventure.

Possible awards for this episode include:

- +1 for every East Side Boy killed in the raid.
- +0.5 for every East Side Boy captured/arrested by the PCs.
- +0.5 for every civilian killed in the raid (while officially this is a bad thing, doing a lot of collateral damage will still earn the squad a reputation as hardcore killers back at HQ, something that is good for overall morale).



+1 to +5 for doing something dramatic during the raid that might circulate around police HQ (this could be saving the entire squad from being killed, sniping Germaine off of a catwalk, etc.).

It may be a good idea to award all PPP rewards immediately following the raid. Take the time to discuss with the players what points they received and why, to give them an idea of how they should be acting as Enforcers in Metropolis Rho. This will help define their expected attitudes in future encounters.

SWEEP OF THE UNPRODUCTIVES

Following the raid on the East Side Boys' drug factory the characters' squad is congratulated on a job well done. In addition to the standard 10% claim, the PCs also receive the bounty the Mayor promised (20 credits per gangster killed) expedited directly to their bank accounts. The entire precinct receives a commendation for their work in the recent raid, and while the mention doesn't single out the PCs, the other Enforcers in the precinct congratulate their squad.

During the next few days the PCs have time to spend their money, explore the city, or dig up rumors. If the PCs want to explore the city you can consult *Urban Decay* for specific location descriptions and derive ideas from them. Of course there shouldn't be any really threatening encounters during this time, but if the PCs do get into trouble (i.e. if they go looking for it), any events should be low-key and unconnected to the main plot of the campaign. Good ideas might include responding to 911 calls to deal with domestic violence, or chasing down Unproductives after a botched robbery attempt at a neighborhood store. See *Transitions* for more ideas.

Eventually, on the third day after the *Drug Raid* episode, the PCs (while on patrol) are given another assignment. When the players are ready, give them (or read to them) the following radio briefing to prepare them for the next adventure:

TO - Squads 13, 14, 15, and 16

SITUATION - Code 647 & 407 (Vagrancy and Unlawful Assembly)

Following the successful citywide crackdown on the East Side Boys, Mayor Morrison has decided to switch gears and work on his image. Now that the

East Side Boys have effectively been neutered (and the Mayor's dominance proven to the other gangs), he wants to move ahead with his campaign promise to revive the industrial complexes near the heart of the Downtown quarter.

That is where we come in. As part of his long-term revival plan the Mayor has selected several old neighborhoods to be demolished in preparation of a large-scale reconstruction project that, he claims, will revitalize the city's industry. Several other precincts have been engaged in relocating the resident populations of the area, mostly Unproductives and other vagrants, and it is our turn to go in and clear out the last holdouts.

Our sources tell us that the majority of Unproductives in our assigned sector are urban scavengers, beggars, and drug addicts, concentrated in an old compound at the heart of the quarter. We have little or no intel on the compound other than it may be *lightly fortified*.

More than one squad will be involved in this action. Squads 13, 14, 15, and 16 are being assigned to the sweep. Squads 13 and 14 will form a perimeter with a cordon of *Peacemakers* and *Terminators*, arresting any Unproductives that attempt to escape during the sweep. Squad 15 will perform the initial assault. Their objective is to neutralize any resistance. Squad 16 will remain in reserve; if Squad 15 reports heavy resistance, they will be sent in to assist.

THE SWEEP

The "fortified" compound is located in a disintegrating section of the old city that looks like a maze of ruins and abandoned streets. The sweep is planned for mid-day, and as such there is sufficient light that as the Enforcers begin to build up, the Unproductives from the surrounding ruins either flee

the quarter altogether - or join their comrades in a last ditch defense of their communal "home". The Enforcer commanders don't seem concerned when, as the last Enforcer squad cars begin to show, the streets go eerily silent...

As the PCs show up the scene is already showing the signs of a siege - the compound, despite being rickety and old, looks formidable, surrounded on all sides by walls, with a congested courtyard beyond, and overseen by a three-story building that looks for all the world like a medieval "keep". Creating an artificial "barrier" around the entire compound are the *Terminators* and *Peacemakers* of the Enforcers, which while dwarfed by the buildings around, are no less intimidating.

Red and blue police lights wash over the scene. As the party arrives they are told to park their *Peacemaker* behind the cordon, suit up, and prepare to go in.

THE OPERATION BEGINS

Ten minutes after the party arrives the PCs' precinct commander, Captain Nelson, prepares to deliver an ultimatum to the Unproductives still holed up in the compound. At the same time all units on scene prepare for the expected response (refusal to surrender, and possible resistance), while Squad 15 moves into position right outside the front gate.

The Captain of your precinct, Captain Nelson, shouts out a final demand for the Unproductives to surrender, but his words are met with silence. Motioning to the members of the assault force in their heavy gear, they go ahead and begin the operation. Using chain snippers they cut through the locks on the outer door, and quietly slip through the corrugated metal gate and into the compound beyond.

All is silent. Moments pass.

Then, unexpectedly, a sleek black police Terminator pulls up behind the cordon, accompanied by an official motorcycle escort. As all Enforcers on scene turn to watch, a portly man in a black and navy blue uniform emerges from the car, moves over to Captain Nelson's command vehicle, and both begin to talk heatedly.

The new arrival is immediately recognizable by all men present, though few have ever actually seen him in person - and certainly not in the field. Stately, carrying himself with the bearing of an important official from days long past, he is the Commissioner of the Enforcers, the ostensible commander of all police in the city. Though the title carries some weight in society circles, his role, over time, has devolved into little more than a figurehead valued only for its nostalgic appeal to the general public. Though some Enforcers pity the man as a puppet of the more sinister forces behind the department, and others laugh at the idea of his pompous position behind his back, in person he is strangely compelling and commanding, even despite the gut that has begun to show for his protracted years as an administrator.

In the end the Commissioner wrests the bullhorn from the Captain and speaks to the assembled Enforcers.

"Enforcers, this operation is under my command. The Mayor may want this land badly, but he's not going to get it through mass murder, not on my watch! We're going to give these civilians a chance to surrender. We're going to give them a chance to avoid bloodshed -"

All of a sudden the still quiet is shattered by the sudden explosion of gunfire inside the

compound. As officers instinctively take cover the radio blares to life:

"...This is Squad 15...We've come under heavy fire...Civilians are armed and hostile...At least one sniper -"

At that very moment there is another crack of gunfire, and a shot hits one of the Terminators next to the Captain and Commissioner, impacting on its bullet resistant windshield. While the Captain and other officers' dive for cover, the Commissioner seems astonished and stunned, still holding the bullhorn idly in one hand.

"- Send in backup!" With that last transmission there are more gunshots, one after another intermixed with cracks of automatic fire. Squad 15 is in a major firefight on the other side of the walls!

The assembled Enforcers are paralyzed by indecision, waiting for orders, hunkered down behind cover. But the Commissioner, still recovering from the near miss that shattered against the window of his personal car, can only lift the megaphone to his lips in a feeble attempt to continue "negotiations". Sputtering out some unintelligible command, he is drowned out by another roar of gunfire.

As chaos and confusion begins to grip the assembled force, the Captain darts from cover and grabs the megaphone from the Commissioner's hand. Fearlessly he shouts: "Squad 16, NOW!!!"

PLAYING OUT THE BATTLE

As soon as they are ordered the PCs are expected to charge through the front gate (*Area A*) and start clearing the compound, making their way towards the remnants of Squad 15 (wherever they may be - if any

are still alive). However, they will have to contend with unexpected, armed combatants (see individual locations, below), as well as a *sniper*.

The sniper is Jim Lambert, hiding on the top level of the main building. See *Area O* for his statistics. He will fire each round at any target that breaks from cover inside the compound. Since he is borderline crazy (incensed by the attack on his "people" by the Enforcers), he will switch targets every round trying to injure each PC at least once before they make it to his "stronghold" (the main building). He believes the trap at *Area M* will be enough to finish off any would-be heroes (especially if they are wounded), so he won't move from his upper story perch unless the PCs make it to his level (see *Area O* for details).

KEYED ENCOUNTERS TO THE COMPOUND (AREAS A-O)

The following lists the various areas of the Unproductives compound.

A. FRONT GATE

The front gate to the compound is a rickety quilt of corrugated iron sheets welded together, set on squeaky wheels, and rolled over the entire entrance to the hideout. It is usually padlocked at night, but otherwise stand open during the day so that street people (homeless, vagrants, etc.) can visit the community and find shelter among the various tents ringing the courtyard.

A handful of bums living in the neighborhood caught word of the Enforcers' planned sweep and warned the community, so the gate was locked when the police showed up. However, Squad 15 easily cuts through the lock and makes it way into the compound; as a result, when the PCs are sent in the door can be rolled open again to permit entry.

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B. OUTER YARD

This place is ominously quiet. As the Enforcers come through the front gate, the men waiting for them at *Area F* open fire. Since they have taken a ready action to fire at anyone coming through the front entrance, they automatically attack before the PCs can react.

The yard is generally clear of obstructions so there is no cover (unless PCs dart for nearby tents).

The Unproductives at *Area F* will continue to fire until they exhaust their ammo (or are killed), retreating to *Area G* to get fresh weapons.

C. INNER YARD

This large open area appears to be the scene of a recent slaughter - numerous civilians lie dead here and there, while half the members of Squad 15 also lie incapacitated or slain near the entrance from the *Outer Yard (Area B)*.

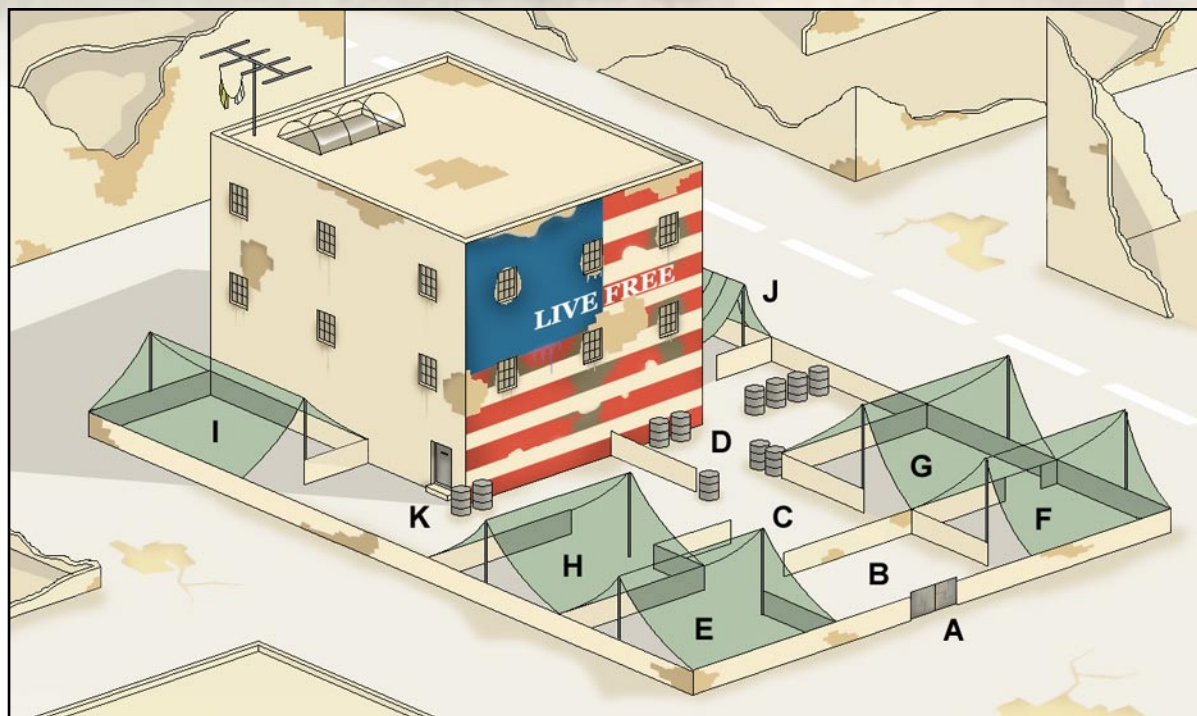
When the PCs arrive only two Enforcers from Squad 15 are left alive, lying prone among the bodies of their fallen comrades. When the characters show up they call desperately for help, and assist in the battle to kill any civilians before pulling out.

GM's Note: The defenders of the compound have made this the site of a crossfire. Fighters positioned in the *Side Yard (Area D)*, at the *Outer Door (Area K)* and any fighters making it to *Area G*, will try to trap any Enforcers entering the yard between their fields of fire.

🔪 **Enforcers (2):** HP 12 and 10; survivors of Squad 15.

SQUAD 15

There are two surviving members of Squad 15, who are currently trapped here due to heavy fire from the defending civilians (and the sniper). Once the PCs



show up they will join the party in clearing the *Inner Yard* before being forced to retreat. Badly injured, they are ordered out of the operation by the Captain for immediate medical attention. The members of Squad 16 (the party) are ordered to continue on instead.

D. SIDE YARD (EL 5)

This yard appears to have been used as a communal garbage dump, where old oil drums, crates, and bits of irreparable machinery were left to rust. A handful of Unproductives have hidden here among the ground clutter, using it to ambush the Enforcers of Squad 15 as they poured into the *Inner Yard (Area C)*. They continue to fire when the PCs arrive.

Due to the number of obstacles here the Unproductives benefit from *one-half* cover (+4 to Defense, +2 to Reflex saves).

🔪 **Unproductives (6):** HP 6 each; the first two are armed with Uzis with 9 shots each, the second two are armed with 7.62mm pipe rifles with 3 shots each, and the last two are armed with 9mm zip pistols and metal batons.

E. SQUATTER TENT A (EL 1)

Like the other tents set up around the compound, this appears to be a moth-eaten and dusty army-style tent from centuries past. This tent in particular appears to be a dormitory where many of the vagrants of the surrounding neighborhood can come to sleep at night

in the safety of a walled compound.

Rows of cots and sleeping bags clutter the place, with a few blankets strung from chains along the ceiling to section off small parts of the room for privacy.

Hiding under a few of the cots are a number of cowering Unproductives, all elderly above the age of 60, taking cover from the battle outside. They try to remain silent and hidden (check their Hide vs. the party's Spot checks), hoping the Enforcers overlook them. If they are discovered they cry for mercy and surrender without a fight.

GM's Note: Hiding among the old people is a single fighter, who will discard his weapon and surrender with the others if they are discovered. If they are not discovered, however, he emerges after the PCs leave the tent to attack them from the rear when they reach *Area C*.

☛ **Unproductives (6):** HP 6 each; all are unarmed except for the last, who is equipped with a 7.62mm pipe rifle and 3 rounds of ammunition for his weapon.

Note that PCs do not get experience points for killing unarmed and defenseless foes, though they do receive PPPs for this act.

F. SQUATTER TENT B (EL 3)

Entering this place is like stepping into a dump. The hobnob shelves and tables are littered with all sorts of cheap *Coca-Cola* memorabilia, including dozens of glass bottles, ashtrays, wall and desk clocks (none of which work due to their age), calendars (some dating as far back as the 1940s), pocket pencil sharpeners, rusted school lunchboxes, chipped mugs, and dusty pennants, all of which have *Coke* emblems or themes. Many of these were once valuable collector items during the height of Ancient civilization, but now they are nothing more than a curiosity, a glimpse at the fad-crazed culture of the past.

A few of the Unproductives, sharing a love of the past like the compound's eccentric owner (Lambert), have turned this into a kind of "museum" holding what they perceive to be ancient "artifacts". Since their collection is threatened by the Mayor's move to level the compound, they have joined Lambert in resisting the Enforcers at all costs.

GM's Note: Hiding near the entrance are three Unproductives, all armed with guns. They will fire on the Enforcers when the PCs enter the *Outer Yard*. Once they have exhausted their ammo they abandon this tent and go to *Area G* to grab more firepower.

Treasure: The collection of *Coke* memorabilia might be worth something to a collector (see *Research & Development in Chapter 3* for details), but on the street it would fetch at most 100 credits. However, keep track of every stray shot that is fired into this building. Each shot reduces the total value of the collection by 1d10 credits when bartering.

☛ **Unproductives (3):** HP 6 each; one is armed with a 9mm zip gun, while the other two are armed with 7.62mm pipe rifles with 3 rounds each.

G. SQUATTER TENT C (EL 2)

The interior of this tent appears to have been deliberately decorated to remind one of an auto wreck yard. Lining the walls are dozens of rusted, dented, and peeling license plates, apparently representative of all 50 states of the ancient United States. Together they make an enormous quilt of multi-colored tiles, lending the room's interior a bizarre Technicolor appearance.

Sitting in the center of this tent is a small table, where two women are hastily making Molotov cocktails for the defense of the compound. They will surrender if the PCs succeed in an opposed Intimidate check - otherwise they will start throwing Molotovs at the PCs in a desperate attempt to defend their

"home".

Development: The fighters from *Area F* will come here to get Molotovs once they have exhausted their guns. They will then defend this place like a bunker, hurling Molotovs out of either exit at any PCs they see.

Treasure: The women have constructed five *Molotov cocktails*, which are lined up on the table. In addition, the license plate collection, if meticulously taken down and boxed up, might be worth something to a collector, but on the streets are worth no more than 50 credits.

☛ **Unproductives (2):** HP 4 each; these are women armed with *Molotov cocktails*.

H. SQUATTER TENT D (EL 1/2)

As the PCs enter this squalid dormitory tent (similar to *Area E*) they are confronted by a startling sight - a young boy, perhaps 9 years old at most, standing in the middle of the tent *training a pistol on them!*

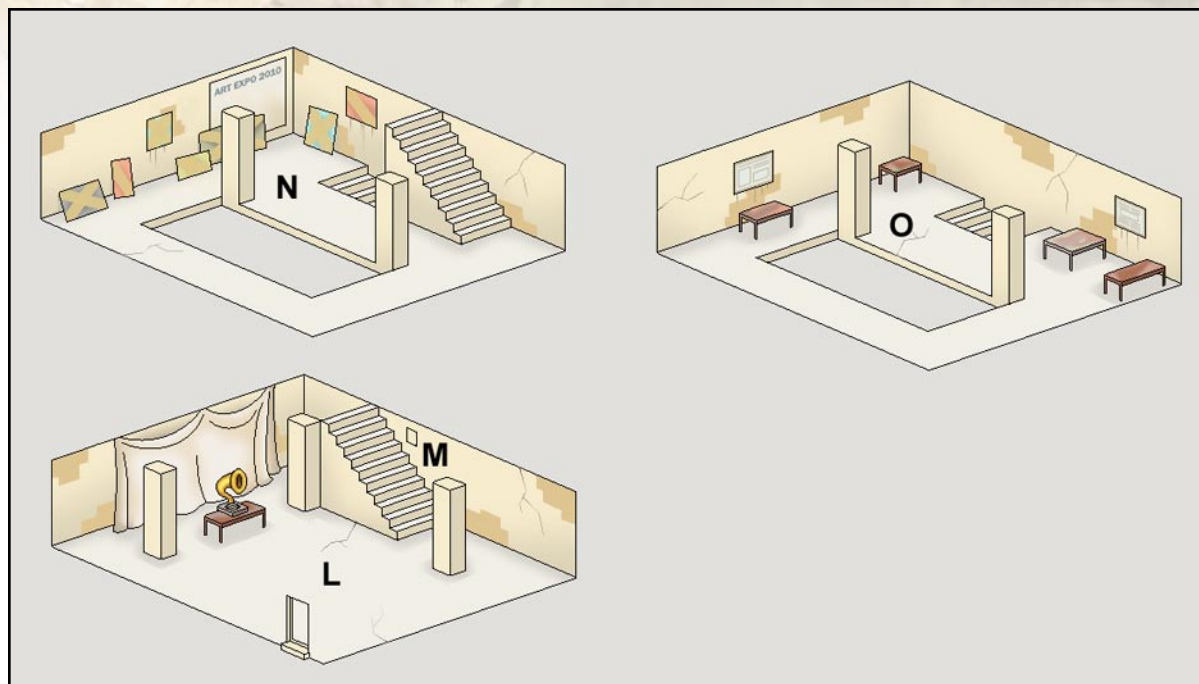
GM's Note: The boy is merely playing cop, foolishly hoping to intimidate the Enforcers into leaving the squatter compound (and the people within) alone - but the PCs don't know this.

Roll for Initiative normally. Only if the PCs deliberately hold their fire on their turn(s) will they learn that the kid is in fact holding a *toy* pistol (painted to look like a real gun; Spot check DC 17 to notice), and wearing a plastic Enforcer badge on his shirt.

If the boy survives and they try to subdue him he screams and kicks, telling them that they are "under arrest" and that they are "breaking the law". Raised with a comic book image of Enforcers (see below), the boy is in for a big surprise when the PCs cart him away!

☛ **Kid (1):** HP 1; treat him as an *Unproductive*, but unarmed.

HUMANITY IN A BOTTLE: OUT OF COMMISSION



Treasure: Under the child's bed are a collection of Ancient-era comic books, part of a series commissioned by the city's original founders to glorify their newly-conceived Enforcers and portray them in a positive and heroic light. The hero of the comic is the over-the-top, macho cop named "Bruce Bronze". The collection might be worth something to a collector; on the street a buyer might pay 150 credits for it.

If the PCs figure out the kid is using a toy gun and refrain from shooting him they receive experience points as if they had defeated him.

I. SQUATTER TENT E

This tent appears to be a workshop of some sort, dominated by a large wooden table covered with

all sorts of electronic equipment, and walls and shelves cluttered with a collection of spare parts and scavenged bits from all over the ghetto. Whoever set up this shop even seems to have constructed a ceiling light (little more than a bare bulb on a wire), shunting electricity from the nearby power lines to allow the people here to work by night.

The room is not defended.

GM's Note: This workshop was set up by Lambert to repair items scavenged from the ruins of the Zones so that they could be sold to help support his fledgling "community". In addition to various mechanical and electronic trinkets, the Unproductives found a rare find in the ruins - a *myoelectric arm* (also known as a "bionic arm").

Treasure: A search of this tent uncovers some

mechanical and electronic equipment in the form of a *basic mechanical toolkit* and a *basic electronics toolkit*. In addition, sitting on the table is a complete *myoelectric arm*, which the squatters were hoping to sell. The cybernetic limb is fully functional.

For the statistics of a myoelectric arm, see "The Foundationists".

J. SQUATTER TENT F

Entering this squatter abode the presence of the PCs frightens a group of children cowering in a corner, being comforted by an equally terrified teenage caretaker. They appear to have been engaged in a group activity before the characters arrived, assembling a large puzzle on the floor.

The girl and her charges (the young of the Unproductives' camp) will surrender without question when ordered to.

♥ **Teenager (1):** HP 3; treat her as an

Unproductive, but unarmed.

♥ **Kids (8):** HP 1 each; treat them as an

Unproductives, but unarmed.

Treasure: The only thing of possible interest to the PCs is the jigsaw puzzle the children were assembling. The puzzle depicts a strange image of dogs playing poker. The puzzle is only partly assembled and missing 1d4 pieces. The puzzle has no value on the street, but might have some intrinsic value to a collector.

Note that PCs do not get experience points for killing unarmed and defenseless foes, though they do receive PPPs for this act.

K. OUTER DOOR (EL 2)

The only entrance to the main building is a heavy metal door set into a sturdy stone frame on the ground floor. The door is always guarded by one Unproductive (two now that the compound is under

attack). The door is locked from the inside by a crossbar, and must be broken down to gain entry to the building.

The two men here will fight to the death to prevent the Enforcers from entering the building.

● **Unproductives (2):** HP 6 each; each is armed with a 7.62mm pipe rifle with 6 rounds each.

● **Steel Door:** 2-inch thickness, Hardness 10, hp 60, Break DC 28.

L. GROUND LEVEL

The Unproductives used this lower level to hold nightly gatherings, in which the entire community would come together to listen to old records and hear stories of the past (Lambert was quite fond of passing on lore of the Ancients to the younger generations).

Entering the ground level the PCs confront a huge open space, into which filters only the meekest light from the levels above (see map). Cobwebs hang from the overhead supports on the ceiling, and rag-like hangings on the walls add the only warmth to the otherwise cold basement-like chamber.

Treasure: On the far side of the chamber is an old Victorian-era end table, around which are arranged numerous blankets and pillows. Sitting on the table is a 19th century phonograph, complete with an elegant flaring speaker trimmed in gold paint and a fanciful hand crank on one side. An old vinyl record sits on its turnstile, ready to be played.

The record on the turnstile is a single of Louis Armstrong's "What A Wonderful World", which still plays (though the recording is somewhat crackly). Sitting at the side of the end table is a large cardboard box packed with dozens of other records, many of them still in their original sleeves. The collection is a seemingly nonsensical compilation of titles (though in fact it is every record the squatters have ever scavenged, and kept together without rhyme or

reason just for the sake of collecting), ranging from Elvis' Presley's hits to melancholy Christmas carols, historical recordings of FDR's wartime speeches to the bizarre 1950s song "One-Eyed One-Horned Flying Purple People Eater". All told there are 70 records in the collection.

The collection, if sold on the street, might fetch the party 100 credits at most.

M. TRAP (EL 3)

Midway up the stairs to the second level Lambert has set a trap to dissuade intruders. The trap is rather simple, but ingenious. One of the steps is hollow, so that anyone stepping on it pushes the step down into a hollow cavity. Doing this triggers a battery-operated electric charge, connected by wire to an old hollowed-out electric outlet in the staircase wall, just a few inches off the floor. The outlet itself is covered only by a loose slat; inside is a small charge of C4.

If the trap is triggered the C4 causes a powerful but localized explosion, taking out whoever triggered it, as well as 5 feet of the staircase. Thus if the character triggering the trap survives, he is still blown off the stair and down to the first level floor amid a hail of falling masonry and debris. It also severs the staircase completely (causing the lower half to crumble and fall away), so that the upper works of the building become inaccessible.

GM's Note: Lambert and his followers know to avoid the step, as it is of a wood that is colored differently than the rest of the stairs. If the trapped step is stepped over it does not detonate.

● **C4 Trap (1):** CR 3; no attack roll necessary (2d6 from explosion, 1d6 from fall); Reflex save (DC 15) for half damage; Search DC 20; Disable Device DC 20.

N. SECOND LEVEL

This second level is dark, the only light coming from a beam of murky illumination shining through the skylight on the level above. A casual look shows a handful of old rotted paintings haphazardly placed like articles in some old forgotten warehouse, along with others in peeling and dilapidated frames hanging on the cracked walls. A cursory glance reveals many of these are merely old prints, most of which have either faded over time or been badly damaged (some were ripped or poked with holes by vandals, while others were scribbled on with crayons or even had their subjects inked over with lewd depictions and graffiti).

Treasure: Though many of these pieces are effectively "ruined", Lambert and his people collect them anyway, in the hopes that someday a technology will be discovered that can restore them to their former grandeur.

Remarkably, sitting on the floor propped up against one wall, collecting dust beneath a canvas cover in a thick wooden frame is Picasso's original painting "Violin and Guitar". A small yellowed pamphlet pinned under one corner of the heavy frame mentions the famous piece coming to Metropolis Rho's long-destroyed Museum of Art as part of a nationwide tour, just weeks before the Fall. How the huge painting managed to survive the chaos of the city's destruction and abandonment, as well as so many years in this wretched place, is an unbelievable defiance of the odds.

The painting might be of great value to a collector (again, see *Research & Development*), but on the street it would command a price of only 250 credits since its historical value is likely to be unappreciated.

O. THIRD LEVEL (EL 4)

The third and final floor of the old crumbling building is where Lambert makes his home. He has converted this top level into a kind of “workshop”, where he piles up scavenged goods and sorts through them one-by-one, meticulously inspecting each item for their historic value and making repairs if possible.

The third level looks like the attic of some long-forgotten mansion, cluttered with all sorts of knick-knacks, junk, old furniture, cardboard boxes, moldy wooden crates, and stacks of dusty shipping trunks. Stained white sheets cover some items from top to bottom, though most appear to have been left bare to the elements due to a shortage of canvas.

GM's Note: A solid beam of light filters through to this place from the skylight overhead, providing the only source of illumination. As a result, Hide checks on the third level are made with a +4 circumstance bonus.

Lambert hides out on this level, determined to stubbornly resist the Enforcers at all costs. An older man, he hasn't yet had his memory of better days beaten out of him, and as a result he is incensed by their invasion of the compound. When they arrive he remains here, watching the battle from the roof, sniping at the PCs as they move through the compound.

When the PCs enter the building Lambert hides in the shadows, waiting for them to climb the stairs to his level. He then attacks, hoping to send the Mayor a message that not everyone is going to give him an easy time taking over the city.

When the PCs reach this floor, read the following:

From the darkness you hear a shaky but resolute voice. “Remember when you put on that badge, bronze, the words they made you say? They was more than just words, son, they was somethin’ else.

Somethin’ important. But I guess they don’t mean nothin’ anymore, them words. Honor, the public trust. Ha! Well I ain’t gonna let a bunch of dumbshit toddler bronzes ruin what I’ve done here for forty years. This is history, this is the human race. This is all that’s left. Nossir, not you, and not the Mayor. So you better be ready to earn your thirty pieces of silver, scum.”

With that Lambert attacks. He will not surrender.

☠ **Lambert (1):** HP 18.

ONCE THE FIGHTING IS OVER

Once Jim Lambert is taken out, read the following:

When it becomes clear that the sniper - who turned out to be the community’s half-crazed leader - has been killed, the resistance of the surviving Unproductives quickly collapses. Within a few minutes the last gunshots peter out, and calls for surrender by the Captain from outside are met by the emergence of miserable civilians from every corner of the place.

Surrendering en masse, the remaining Unproductives slowly emerge from hiding, and do not resist as they are taken out of the compound to be loaded into prisoner-bearing Peacemakers for later processing.

As the people of the compound are being rounded up, the Captain and Commissioner supervise the scene. While the Captain busies himself with making sure the compound is secure and that no other fighters remain in hiding, you notice the Commissioner walking solemnly through the area, a grim and defeated look on his face.

There are dead bodies everywhere, of Enforcers as well as civilians. Though he looks

tough on the exterior, you can tell the old man is deeply pained by what occurred here today.

As he turns to say something profound to one of his lieutenants walking nearby, the Commissioner’s voice is drowned out by the sound of guttering diesel engines. The bulldozers have already arrived on scene, and even now, as the last civilians are locked up in prison vehicles and driven away; they begin to demolish the compound.

Though the PCs may not yet realize it, the Commissioner is a throwback to better times when such brutality was simply out of the question. He came to the scene of the sweep hoping to make it as bloodless as possible; however, his well-meaning effort has, in the end, been proven futile.

The PCs don't have an opportunity to talk to the Commissioner at present (he soon leaves and the PCs are called to the Captain to give a full report). However, they will meet him in the future (see later for details).

AWARDING PPPS

As with the earlier raid, Police Popularity Points should be awarded after the sweep, since the PCs had a chance to make a name for themselves through their actions. Possible awards for this episode include:

+0.5 for every civilian killed in the raid (arrests don't count).

+2 for killing Jim Lambert.

+1 to +5 for doing something dramatic during the raid that might circulate around police HQ (this could be saving the remnants of Squad 15 without any further losses, throwing Lambert out of a third story window, etc.).

ARSON?

Just a week after his election Mayor Morrison has completed transporting the successes of his secret research into clone technology to the laboratory high up in Titan Tower (see *Adventure Background*). The original research lab, located in an old and inconspicuous warehouse in the Riverside district, contains far too much evidence of what the Mayor was up to - now it's time to erase any ties quickly and cleanly.

On the night following the *Sweep of the Unproductives*, Mayor Morrison sends Stavros to "clean" the secret lab, killing the scientists still in the warehouse (unwittingly cleaning up the last vestiges of the lab, thinking they can go their own way once their involvement in the project is buried) and setting fire to the building before escaping. The Enforcers (and the PCs) only become alerted as the building site turns into an inferno, well after Stavros has left. Still, once the PCs arrive they have a chance to investigate the strange crime scene, and perhaps gain clues that may come in handy later (see *Precinct Resources*).

The next day after their successful sweep of the Unproductives, the PCs (on patrol) receive the following broadcast:

TO - All Squads

SITUATION - Code 904 (Fire, possible Arson)

A situation is developing in the Riverside district that requires an immediate Enforcer presence. A fire has been reported in the old Harris Warehouse complex at 7th and Mercury, and though fire units from the 12th Precinct have been sent to the scene they are apparently unable or unwilling to extinguish the fire.

Your orders are to proceed to the district and convince on-scene fire crews to proceed with the job

of getting the fire under control. Use whatever means are necessary to motivate those glorified bucket brigadiers into action.

PUTTING OUT THE FIRE (EL 3)

When the PCs arrive the early evening skyline of Metropolis Rho is glowing with a concentrated amber haze around the Riverside district. As they pull up they see the beginnings of a police cordon building up in the vicinity of a tremendous fire - an entire eight story building, probably more than 200 years old, has gone up in flames lighting up the sky in the whole neighborhood.

The neighborhood the Harris warehouse complex is situated in is like many in the city, a depressed part of town that has seen better days. Close to the stagnant river, it once served boat traffic moving up and down the city's major waterway, in one side of the dome and out the other. However, over the years it has seen different tenants and uses, largely due to its location in an otherwise rundown region of the city as well as its sturdy, age-defying construction.

As the characters pull up crowds have already begun to gather to watch the terrifying light show as the building continues to burn. Just as alarming, however, is the riot that is beginning to break out at the base of the conflagration...

Red and blue police lights wash over the chaotic scene unfolding outside of the Harris warehouse building. While a handful of Enforcers with riot helmets and stun batons keep the crowds back, others are moving to confront a line of uniformed fire fighters who refuse to budge from their spots. Though two fire trucks are present, the fire fighters appear to be refusing all orders to extinguish the fire. As the Enforcers of your precinct begin shouting at them to get to

work, the fire fighters angrily refuse. It seems a violent confrontation is inevitable!

It is up to the PCs to come up with a solution to the present crisis. It should be obvious to them that allowing the fire to spread is not going to win the appreciation of their superiors, so they'd better come up with something quick. Three methods the PCs can use are detailed below:

BRUTE FORCE

The most direct way for the PCs to get the firefighters moving is to use brute force. By breaking up the firefighters and subduing the most vocal, the PCs can force the rest to get to work putting out the fire.

This is the method their fellow Enforcers will favor the most, as they are angered by the resistance they have received from the firefighters. However, the firefighters are prepared to defend themselves, and so if the PCs lead an attack on them the firefighters will engage them in a brutal free-for-all.

If the PCs attack the firefighters with *stun batons* or nonlethal weapons, the firefighters respond in kind using the blunt end of fireaxes and bludgeons, or engaging in unarmed combat. If the PCs attack with lethal force (as in using a firearm), however, the firefighters will fight no-holds barred with fire axes for 1d4+1 rounds before retreating and finally surrendering. However, their attempt to put out the fire is sloppy at best, and lasts well into the night. Firefighters from a nearby precinct must eventually be called in to finish the job.

In this scenario the PCs can call upon their fellow Enforcers to help crush the resisting firefighters.

♥ **Enforcers (6):** HP 23 each; these fight on the side of the PCs.

♥ **Firefighters (12):** HP 7 each.

HUMANITY IN A BOTTLE: OUT OF COMMISSION

INTIMIDATION

A more effective means of getting the firefighters to act is to intimidate them. However, the firefighters are motivated by more than fear of the nasty fire (see below for details), and thus they won't be easily shaken. Luckily, the PCs are Enforcers, and the brutal reputation of their organization precedes them. And, of course, they have at least half a dozen other Enforcers on scene to help put pressure on the firemen.

For the sake of this encounter, the firefighters all have an 11 for their level check against Intimidate attempts. However, they resist as one creature, so if successful in the Intimidate check the party manages to intimidate the whole gathering of firefighters. Similarly, one failure means none of the firefighters is intimidated, and they laugh the PCs off.

Because the Enforcers are here in force, however, the characters receive a +2 circumstance bonus to their Intimidate checks to "motivate" the firefighters into action.

NEGOTIATION

A third option is to try and negotiate with the firefighters. However, tensions are high, and so the DC for Diplomacy attempts will be high.

First off the PCs will have to make a Diplomacy check to calm down their own men so that they back off; this check is made at DC 12. Second, the PCs must use Diplomacy at DC 17 to approach the firefighters without provoking them. Finally, a Diplomacy check made at DC 17 convinces the firemen to take the PC Enforcers to their leader. If any of these checks fail the PCs can no longer try negotiation, and must switch to another method (see above).

The leader of the firefighters, Vince Abel, is found behind his wall of men, though the firemen will

bring the PCs to him to negotiate directly. However, the tall, aging, grim-faced fire chief does not seem at all receptive to negotiation attempts. Only with successful Diplomacy checks can the PCs learn the following from him:

- **Diplomacy, DC 12:** If asked to explain his actions, Chief Abel at first refuses to talk to the PCs, but finally relents. He tells them he is doing everything he can to keep the fire from spreading. He also tells them that the building is a lost cause, and he won't send any men to their deaths inside that "inferno". *A successful Sense Motive check (against the fire chief's Bluff of +2) reveals that he is not telling the whole truth with the latter statement.*
- **Diplomacy, DC 17:** If the PCs call him on his bluff the chief becomes mad, but if the PCs refuse to let him off easily he angrily admits that's not the real reason. He tells the PCs that he was "told" to contain the fire, but not prevent the Harris warehouse from burning down. If the PCs ask him who "told" him, he says he doesn't know, but as they arrived on scene a nearby public phone rang; picking it up he heard an unrecognizable voice tell him to let the building burn. He doesn't know who it was, but he tells the PCs he was sufficiently terrified that he has refused to put the fire out. With a second check (at DC 17), he also mentions the caller had a strange "stutter".
- **Diplomacy, DC 12:** With a successful Diplomacy check the PCs can convince Chief Abel that the fire has done all the damage it's going to do to the building, so they may as well start putting out the fire (if the PCs got him to talk about the eerie phone call, they'll also have to convince him that he's in no danger if he

complies). Eventually Abel grudgingly agrees, ordering his men to retake their positions along the fire line.

Regardless of how they do it, if the PCs are successful the firefighters eventually bring the fire under control and, within a few hours, have it completely extinguished. Once the confrontation and dramatic flames diminish the crowds quickly lose interest, the Enforcers come down from their state of alert, and the firemen cordon off the area for a future investigation in the next few days.

Regardless of which method the PCs use, they receive experience points for getting the firemen to put the fire out as if they had "defeated" them.

INVESTIGATION

The PCs can stand down after the situation dies down, tired and weary from the night's mission. But curious PCs may return later to investigate the blackened ruins of the Harris building to investigate just why it was torched. While the PCs are not assigned to the task force that is eventually assigned to investigate the fire (a task force that, through subtle political pressure, finds the fire to have been due to "faulty wiring"), they can of course come here any time to learn more about the crime.

In the first day the building wreckage is still steaming, a blackened ruin in which little can be discerned from the ashes lying everywhere. However, Investigate or Search checks reveal the following evidence among the ashes:

- **Investigate, Search DC 12:** The PCs find three unidentifiable bodies in the building, reduced to near ashes by the fire. They appear to have died on the main warehouse floor, each within a few feet of the other. A more detailed analysis will

only be conducted if the PCs personally bring this evidence to the attention of the Enforcer forensics division (see *Precinct Resources*).

These are actually the bodies of the three scientists involved in making clones for Mayor Morrison and the other wealthy investors in his clone project (namely Anders Krestal and Tess Dane).

- **Investigate, DC 12:** The PCs find evidence of a chemical accelerant in the ruins of the building. This consists of two cans of petroleum distillate, badly charred but still recognizable. The cans are found in the same room as the three bodies mentioned above. *These chemicals were used by Stavros to burn the building down.*
- **Investigate, Search, DC 12:** The PCs find four curious objects in a back room. They appear to be elongated glass “cocoons”, standing vertical on platforms. The heat from the fire shattered the glass of each, but the remains are just intact enough to make out their general shape. The cocoons are totally empty, and their purpose, whatever it might be, is open to speculation. *These “cocoons” are in fact empty clone tanks, used in the growth and maturation processes of clone generation. Each of these tanks was used in the early steps of creating clones for Anders Krestal and Tess Dane, before their clones were moved to more stable tanks in Titan Tower (see Titan Tower).*

All of this evidence vanishes (taken away and effectively “erased” by Enforcers secretly on the Mayor’s payroll) if more than three days pass between the time of the fire and the time the PCs show up to investigate. If this is the case, the PCs find nothing of note in the ruins.

AWARDING PPPS

Police Popularity Points should be awarded after the mission. Possible awards for this episode include:

- +2 for using brute force to get the firefighters to act.
- +1 for using intimidation to get the firefighters to act.
- +0 for negotiating to get the firefighters to act.

PROMOTION TO HOMICIDE

The raid on the illegal chem factory, assuming it went off with little collateral damage to the neighborhood (and the supply of refined Cat), proves to be a hallmark in the careers of the squad members. Similarly, their handling of the botched raid on the compound of Unproductives, which saved the lives of the members of Squad 15 (or at least avenged them), has brought the attention of the higher-ups in the Enforcer organization. As a result, a promotion is in order...

Upon their return to the precinct HQ, the PCs are almost lost in the sea of Enforcers at the station. A number of *Terminators* are heading out to deal with a reported disturbance in the Zones – a food shortage has forced the shutdown of a distribution center, and trouble is expected. However, the situation is under control, and the PCs have other things to worry about - namely a meeting with the Captain.

The desk sergeant fills them in on insignificant details pertaining to day-to-day duties; jokes are passed about the day’s (or yesterday’s) busts. They are expected to fill out a report of their actions at the “unlicensed” chem lab, as well as the sweep of the Unproductives, and once completed, the PCs are informed the Captain wishes to see them.

MEETING WITH THE CAPTAIN

Once the paperwork is dealt with eventually the squad members are called in to see Captain Nelson for a debriefing.

The Captain’s office is the ideal of every working Enforcer. Situated high up in the police station building, several stories from the grim degenerate streets below, the Captain has a view of the surrounding cityscape through elegant blinds and a window almost ten feet high. From here the world looks so much smaller; the echo of gunshots, rioting people, and gang warfare certainly never reaches this important retreat.

The floors of the Captain’s office are made of polished black marble, reflecting the great windows and the furnishings. The smell of real, fresh coffee being brewed fills the air – a rare luxury so far in the future, in a city isolated from the world outside, where resources are boiled down and diluted to a point where everything constitutes everything else. In a world without flavor, the rich smell is almost unbelievable.

As the PCs enter, the Captain looks up from his neatly arranged desk. An older man, he wears his black uniform as if he were born in it, perfectly suited as it is for his frame. Medals bestowed by the Commissioner himself gleam like chrome medallions over his breast pocket. White hair covers his head, but he remains strong, healthy, vital, and aware. A very different picture than the Commissioner indeed...

In a simple gesture, the Captain offers the PCs some coffee. The characters know that means the Captain was pleased with their recent performance. His personal piece of “furniture” – one of the most striking young women they have ever seen – emerges quietly from a connecting room, wearing a long robe of elegant green silk. She pours from a polished

silver pot into the appropriate cups, and putting them on a platter; she demurely comes over and serves the men before silently taking her leave.

Obviously being Captain has its perks...

“Excellent work in the past few days, Enforcers. First the raid on the illegal drug mill. 100 hits of refined Cat. You made the precinct 20,000 credits. Your ten percent comes to 2,000. Not bad. Not bad at all. Looks like your paychecks will be fat this month. And in the sweep against those Unproductives - your actions brought a swift conclusion to what could have been a real ugly situation. Expect double rations as well. You’ve done a good job for rookies.”

Reclining, the Captain puffs on a cigarette, looking each of you over with an appraising stare. The smell of real tobacco, aged and full of flavor, almost makes you swoon.

“Word from the Mayor’s office is he’s pleased with the Enforcers for the work we’ve been doing. The East Side Boys are almost out of business. Soon I doubt there’ll be any more ‘Boys in this district at all. And after the successful sweep, well, the Mayor’s urban beautification and vitalization project is now ahead of schedule.

“Don’t pat yourselves on the back just yet. There’s been a murder in the Slam Quarter. Bad part of town. The buildings are filled with rich people, but the streets are violent. Rich people don’t like to be intruded upon, let alone scared that someone might break into their little ‘paradises’. Live up in those penthouse suites like little gods...or hermits. Let the world outside go its course, just don’t bother them.

“This murder could cause trouble for the

Enforcers. Not supposed to happen to rich people while we’re on the street. That’s why they pay us. Hmph. What do they think? They make the laws?

“Anyway. I’ve promoted your squad to Homicide at the recommendation of Commissioner Thorwal himself. So get ready for your first REAL assignment.”

TO - Squad 16

SITUATION - Code 187 (Homicide)

Time to test whether the high-ups were right about you boys. For your first mission you’ve got a real meat-job. Your squad has been assigned to investigate a recent homicide in the Slam Quarter. This morning a murder was reported at the residence of a Mr. Nathaniel Durante. An anonymous caller phoned in the local precinct that someone had been iced at the Century Tower complex before hanging up. An initial squad was sent to the scene, discovered the body, and notified homicide after securing the top floor.

The Captain has tentatively labeled this a gangland hit. Little is known of this “Mr. Durante”, other than the fact that he was a very wealthy man – most likely in his blood. He apparently had no “employment”, per se, living in isolation in his penthouse suite at the tower top. Since nothing was taken from his apartment it seems he may have crossed somebody somewhere.

Your orders are to proceed to Century Tower and check out the crime scene, interview any likely witnesses, and make a detailed report at precinct headquarters. Follow any leads until the case is solved.

CENTURY TOWER

Century Tower is a highrise apartment building located in a grimy, rundown region of the Slam Quarter. On the exterior it resembles many buildings in this part of town, a skyscraper that was once top real estate during the time of the Ancients. Now, with steadily rising crime rates in this part of town, graffiti on the walls, abandoned vehicles on the streets, and drug dealers on virtually every street corner, it is little more than a pathetic reminder of better days.

Despite its location in the Slam Quarter, Century Tower manages to remain a sanctuary for its handful of remaining tenants. With relatively good security systems (though no actual human guards), classical internal architecture, and some of the most spacious apartments still available to private citizens, living space here demands a high price that keeps the low lives out. These prices have also kept it only marginally inhabited; today only five people (including the late Nathaniel Durante) occupy the building. Over the years this number has fluctuated with temporary tenants, but now only the long-term inhabitants remain; Nathaniel Durante was one of these.

The layout of the Century Tower penthouse is provided on a nearby map. The GM should refer to this as the PCs move through to investigate the crime scene.

FRONT HALL

The elevator opens up on the penthouse level of the Century Tower, and light from outside comes through two large windows on either end of the corridor. The walls are done in a stucco white, while doors are black mahogany with gold apartment lettering. It is quiet in the hall; even the sound of street traffic is lost at this height (if a character goes to the window and

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listens, he can't even hear the sound of gunfire – *what it would be like to live in such an insulated, secure world!*

The front hall is done in a thick red rug that easily covers up the noise of footsteps outside. There are no incriminating marks, however.

APARTMENT A

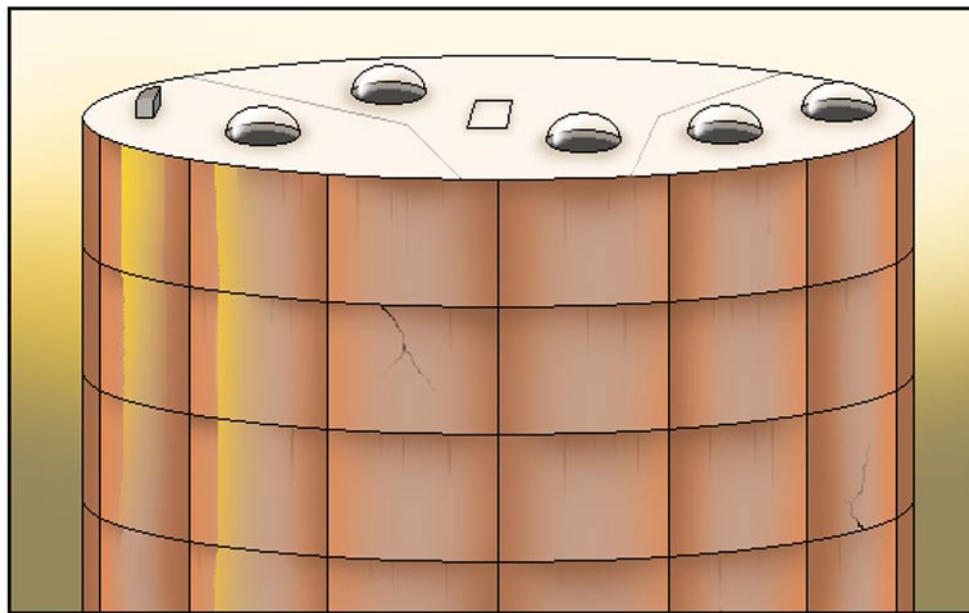
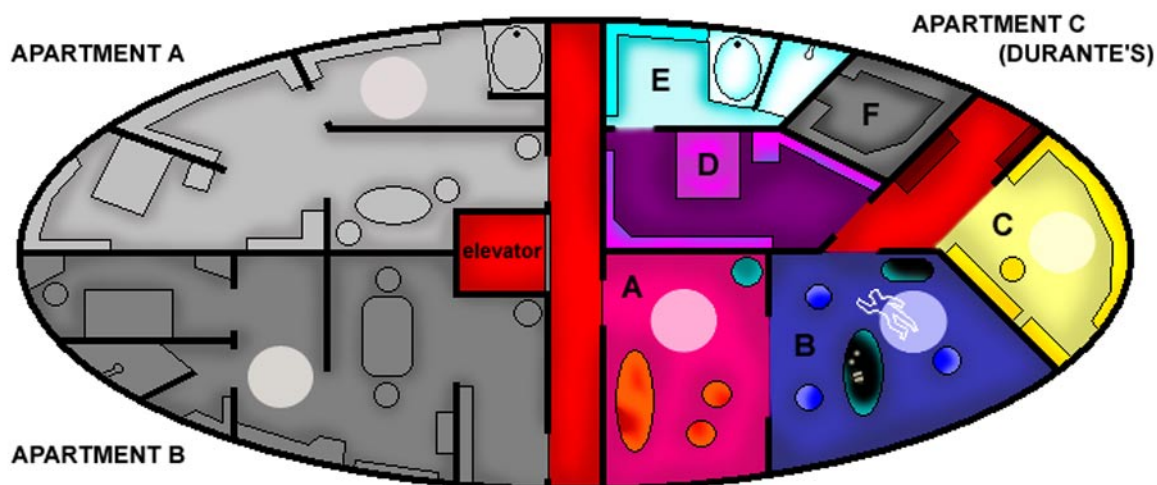
Apartment A is not currently being rented, though the two pieces of furniture that live here are more than happy to greet the party at the door, scantily dressed in translucent gossamer togas that do nothing to hide their ample forms. The first, a brunette, dresses in sea foam green, the latter, a blonde, in a striking canary yellow.

The two *minks*, Valeria and Joanna (or “Val” and “Jo”, as they prefer to be called), invite the PCs in and offer tea or synthihol from the cabinet – not high-quality stuff, but times are rough. No, they do not currently have an owner, the suite is vacant. Both are very cooperative (perhaps a little too willing to help), but know nothing of the murder. Both claim they were asleep – together – in the bed in the back room, all night long, passed out on *Eros* after a night of partying. Neither knew Durante or his furniture at all, as he was a very withdrawn man. After the PCs take a look around, Valeria mentions that the apartment is currently for rent for a down payment of a mere 20,000 credits (plus 3,000 credits a month), and it comes with both she and Joanna, a full-screen holoovid, kitchen, and bath area - a real deal.

APARTMENT B

Knocks on the door summon a glasses-wearing man who wraps about himself a bathrobe before answering the door. Upon seeing Enforcers, he looks surprised but invites them in.

The man, Charles Tanner (a legit armchair chemist



working for the government down on The Island as a consultant), lives alone with a single piece of furniture, a woman by the name of Fran. Fran is asleep at the moment. If awakened, she wraps herself in a blanket and begins to fix an algae-based coffee substitute for Tanner and the “visitors”. She will only answer questions if Tanner nods approval.

Tanner says he heard about the murder this morning; someone called 911. He was awakened by the first squad and was questioned – he awkwardly (but obviously with some annoyance) suggests they ask them for his statement. If pressed, he will recall that he heard nothing the night before. Those who can afford penthouse apartments like Nathaniel Durante – his neighbor – pay for quality walls and rugs; no sound could be heard from within, even if he was awake. No, Fran does not remember hearing anything either.

Tanner met Durante on occasion but didn’t really know him; he went over once with Fran and saw the place, and was impressed by the luxury. Sure, Tanner himself had some nice appointments (pencil-necked chemical consultants apparently make a lot of money working for the drug companies) like a collection of replica oriental fans from before the Fall, but nothing like Durante, nothing real. He knew Durante was rich, but his busy job left no time for curiosity. Besides, curiosity is never good for the health.

Fran says she met Durante’s furniture on only one occasion, a woman named “Therese”. Therese, Fran says, was a piece of art, a treasure in her own right. Durante treasured her very much, never had her out of his sight. She never left the apartment, though, always stayed in that “Eden of luxury”. With all that space, why would she want to? No, she was like a priceless piece of art that Durante worshipped and protected from outsiders. But Fran didn’t know this “Therese” personally.

APARTMENT C

The interior of Durante’s apartment is a marvel – the PCs feel like intruders into some Elysium or paradise forbidden to man. There is more room here than most places they have ever seen, and the appointments are simply luxurious. Colored glass sculptures of abstract design sit on plain but artsy marble stands. Plants – real, living plants – such as baby fig trees and delphinium fronds stand in corners providing an exotic touch. Soft globes of colored lights, pink, peach, and subdued white glow above head to illuminate cushioned couches and the thick floor rugs.

A. FRONT ROOM

The front room is taken up by a luxurious couch for visitors, a small crystal stand of abstract design, and posh chairs. Soft music begins to play when motion is detected at the door, filling the apartment with a distant sensual tune that evokes images of a happier, bygone era.

A Search check (DC 10) while searching the front room turns up an artsy photograph framed in a gold-plated setting. It depicts the face of a particularly fine-looking piece of furniture, looking into the camera in a strange, ethereal gaze. One cannot what emotion is on her face; it almost looks as if she was surprised by the photo being taken. Regardless she is beautiful (a Knowledge, Streetwise, check at DC 17 estimates her as valued at no less than 30,000 credits) with almond-shaped eyes of a breathtaking blue color. The photo is signed in a flowery hand with the words “Dearest Nathaniel, I shall always be yours, in life and in love. Therese.” It is not known who the woman is (if Fran from *Apartment B* is asked, however, she will identify this as the same woman she knew as Durante’s furniture).

B. ENTERTAINMENT AREA

This area has been taped off by the patrol squad earlier that day, and the crime scene has remained relatively untouched. Durante’s body, however, has already been carted off by the Meat Wagon boys.

The room is apparently some luxurious center for recreation, with a huge multi-paneled holovid screen (larger than any they’ve ever seen, and by-far with the best sound quality), several glossy black glass cabinets, odd furniture pieces, a central table, tastefully framed and presented sports memorabilia from the past, and various sculptures of blue and black glass shapes. On the ground, by the door, under the light of the skylight dome above, lies the taped outline of Durante’s body. Blood stains the blue rug almost black.

A telephone sits on a table by the entrance, along with a pad of paper and a vase of *fresh* fragrant flowers (flowers are extremely rare in the Metropolis, due to the bad air; a single bulb could fetch upwards of 150 credits - though they have no re-sale value!). The glass cabinets open to reveal a laser disc sound system (some 200 different titles, most of which are classical, pre-holocaust symphonies and operas – all very boring stuff), and a variety of laser disc holovid tapes – numerous classical movies from before the war and a few romantic classics as well (also boring stuff, but perhaps suggestive as to the character of this enigmatic Mr. Durante).

A small cardboard box, apparently being prepared for mailing, sits on the floor by the holovid player. It contains 2d10 additional laser discs of classical music - mostly Schubert. *The address written on the box (in Durante’s hand) is of the “Fetchfield Club”.*

Characters investigating the skylight dome can only reach it by stacking furniture or standing on a chair. A Search check (DC 17) or Investigate check (DC 12) reveals the presence of what appears to be

a finite hole drilled into the bubble dome, facing down at an angle into the room. The only way to further investigate this would be to access the tower's rooftop (see below).

Treasure: The collection of sports memorabilia here is impressive, and includes framed football and hockey posters from the past that show the slow evolution of the game of *Bloodsport* from its early non-lethal beginnings to the deadly sport it is today. Among the memorabilia are posters and framed trading cards of some of the most famous players of the Metropolis' history from the year 2156 on, including Steve Derek, the current star athlete of the sport (all PCs present instantly recognize his picture). Though many of the framed photos and posters are signed, the one of Steve Derek is the only one that specifically names Nathaniel Durante ("To Mr. Durante - thank you for everything you've done; if it weren't for you, I'd still be playing in the street").

The memorabilia, if sold, might fetch 500 credits on the street (it is of much greater value to a collector, however; see *Research & Development* for details).

C. KITCHEN

This large area is set aside as a kitchen. The two large windows provide bright illumination, a stark contrast to the rest of the apartment. The linoleum floor glistens as if freshly mopped; orange and white plastic surfaces glitter with fancy appliances and cooking utensils. The state of cleanliness seems to indicate this place was used to prepare *fresh* – or at least comprehensive – meals.

Searching through the kitchen, the PCs easily uncover packages of standard algae chips lining the cupboards – obviously Nathaniel Durante never went hungry. Considering the frequent food riots out in the Zones over shortages, this says a lot about the man! A Search check (DC 12) also turns up some other

items of note, which may interest the group.

The cooler opens to reveal a store of other foods, including a gallon of fresh milk (traceable to one of the city's only operating dairies), a dozen sweet Asian pears (in a bag marked with the name "Lady Ling's Exotic Foods"), and a soft Brie cheese. In addition, a fanciful tin (dating from the late 1700s and decorated with flowery designs in an almost effeminate pattern) contains some twenty sugared tea biscuits. All these items are extraordinarily rare, and obviously indicate that this man, Durante, was a very wealthy citizen.

GM's Note: If the PCs do not help themselves to the "evidence", any NPC Enforcers present (including the three officers waiting outside) will snatch up the fresh foods, indulging on the pears (worth 50 credits apiece on the street) and biscuits (worth 5 credits each). None of the food will be left unscavenged. The cheese and milk are each worth 50 credits on the street as well.

D. BEDROOM

The bedroom area is a lavish setup – a large circular bed covered in silk sheets (*real* silk, not synthetic), with throw pillows of lilac, peach, and mauve satin. Feminine perfume still hangs heavy in the air, while scintillating pink and purple lights glow from translucent glass globes on the ceiling. A few pieces of real furniture and black glass cabinets are set in the walls. Some clothes lay scattered about the floor.

The clothes on the floor and bed are apparently those belonging to a *female* – apparently a very pampered one, because the clothes are expensive silk and satin (some four articles, each worth at least 150 credits on the market), such as a green kimono, a magenta toga, etc...

Treasure: The cabinets open to reveal a small stock of synthetic alcohol, and three notable crystal decanters – scotch, gin, and cognac (each worth

no less than 250 credits), all of which are *genuine* alcohol. Unheard of. Another cabinet contains three *Eros* gas dispensers (see *New Drugs*) and a collection of three *ready syringes*, two of which are used. A pair of small glass vials contain mundane sedatives.

The other furnishings in the room include a wardrobe filled with expensive male *and* female clothing, much of which proves to be the kind worn by Durante (a total of 2,000 credits in clothes) and his missing "furniture". These clothes are exceptional, beautifully made, all in classical designs. Apparently Durante was a man surrounded by luxuries in all forms.

A Search check (DC 30; drops to DC 25 if the PCs already know Durante has a wall safe) or Investigate check (DC 30 or 20) uncovers a wall safe hidden behind an abstract painting above the bed. The safe features a combination lock, requiring a Disable Device check at DC 30 (though the PCs can call in Enforcers specialists to crack it open with little effort).

Inside the safe the PCs find various legal papers, a number of files, and a small jewel case. These include:

- A file containing figures on the stockpiles and production capability of the Krestal Fuels production plant. A character making a Knowledge (physical sciences) check at DC 17 can decipher the figures, which reveal the city is slowly using up its fuel and food resources faster than they can be artificially replenished. These papers are extremely valuable to Anders Krestal (head of Krestal Fuels), who will pay the PCs to recover them (see *Krestal Fuels* for details).
- Most of the remaining files regard Durante's financial transactions over the years, and do nothing but suggest he was a very wealthy man.

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However, one of the files stands out from the others by sheer virtue of its considerable size, a virtual "booklet" of paper. On the cover are two printed words - "Legacy Project" (see sidebar for more information).

- The deed to an old piece of real estate Durante apparently owned. The address is of an abandoned warehouse just east of Midtown (see *Abandoned Warehouse* for details).
- Inside the jewel case the PCs find a collection of loose diamonds (worth a total of 5,000 credits on the street; 7,000 credits if sold to a manufacturing company since they are of the right quality to be used for precision drill heads). About half the diamonds appear to be missing (these were taken by Therese when she fled).

E. BATHROOM

The small bathroom is nonetheless lavish – lavish beyond the imagination of mere Enforcers in the gritty Metropolis. Well-lit, the bathroom has real

brass fittings, an elegant marble tub (large enough for the relaxation of two adults in comfort), and a sink equipped with numerous rotating wood drawers and cupboards.

A search uncovers fragrant soaps, perfumed bath oils, and other hygienic products well beyond the means of the average Metropolis citizen. Their value ranges from 25 to 100 credits per bottle (all told, a value of perhaps 1,000 credits). Strangely, an elaborate make-up kit and mirror arrangement sits by the sink – further evidence that Mr. Durante did not live *alone*.

Located in the medicine cabinet are a number of bottles – sedative pills, laxatives, etc... One of the bottles defies immediate identification; its plain paper label simply reads "Fibroxinin, twice daily" in hasty handwriting. The reverse has a printed address – "Dream Chemicals Co".

F. PANIC ROOM (SECRET)

The PCs will probably not know of this secret

room when they search the apartment. Only the superintendent of the building is aware of it, and even then he is unlikely to bring it up (since it hasn't been mentioned in years, at least since Durante first took the place).

This small room lies off of the bathroom, and is concealed behind a lightly armored door (Search check DC 27 or Investigate check DC 22). This door slides noiselessly open when the towel rack by the shower is twisted off the mounting like a lever. It closes ten seconds later and locks shut.

The interior of the "panic room" is dark and tight, suitable only for one or two people. In the time of the Ancients, as crime rates soared, wealthy citizens constructed rooms like this to hide in if their homes were broken into. Durante knew of the panic room, refurbished it, and also told Therese of it and instructed her to go there if ever in trouble.

The panic room has a series of television screens that link to hidden micro-cameras that monitor each of the Durante apartment rooms. From here, someone in the panic room can watch what is going on in total secrecy. The cameras are hooked up to a recorder, but the tape is missing.

GM's Note: Therese slipped into the panic room when the Mayor arrived to silence Durante. She saw the murder through the video monitors here. After the Mayor left she fled moments after, taking the videotape with her.

ROOFTOP

Accessing the rooftop of Century Tower can only be done with permission of the building superintendent (who is quite cooperative when called on; he shows up at the scene after only five minutes). This is done by over-riding the elevator controls to take the lift all the way to the roof – something that can only be done by someone with the passkey (and that means

THE LEGACY PROJECT

The file found in Durante's safe mentions something called the "Legacy Project", but the file itself appears (at least to the PCs) to be nothing more than a confusing scientific study with little or no legible parts.

A character making a Knowledge (earth and life sciences) check at DC 22 can decipher the files (note that there isn't anyone at Enforcer HQ with this skill, so the PCs will have to figure it out on their own). If successfully deciphered the files appear to be a copy of a report on a study conducted decades ago into the genetics of the city's population, apparently an attempt to catalog every known disorder and genetic trait floating around in the community's genetic landscape. The scientific names of various disorders are mentioned, along with long-term statistical analyses that appear to predict an unavoidable inbreeding of the city's gene pool.

The file the PCs have does not list the names of the scientists involved in the project. However the file does have a notation written on the cover page that indicates the report came from the city's LifeCenter. In addition, the same notation mentions the report was taken from the 'Center's records by a "Nurse Hyssop Jones" (see *The LifeCenter*).

the super only), or someone with elite skill in security systems (Computer Use DC 35). *If the PCs ask about who can access the roof, the superintendent will inform the PCs of this security measure.*

Dotting the rooftop are a number of clear glass domes, most of which are caked with dirt and dust. These provide natural light to the apartments on the penthouse level (see map), and if the PCs try they can look through each into the apartment(s) below.

Though they may get glances of the other occupants (see *Apartment A* and *Apartment B*), the only thing of real interest is the dome overlooking the *Entertainment Area* of Durante's apartment. From the rooftop, a Search or Investigate check (DC 17 or 12) reveals a small hole in the dome's glass. This is apparently where the gunshot that killed Durante pierced the glass.

GM's Note: Stavros, the assassin who killed Nathaniel Durante, had neither a passkey nor the requisite skill in security systems to access the roof; instead he simply used his *Civil Authority* ability to bypass the elevator controls to get to this level. It was from the skylight over Durante's apartment that he fired down on and killed Durante.

INTERVIEWING THE FIRST OFFICERS TO ARRIVE ON THE SCENE

The characters can interview the patrol squad who first arrived on the scene at any time – they wait outside the apartment until dismissed.

The patrol squad consists of three officers; Morris, Hans, and Tyler. Morris is the squad driver, and he has nothing to offer the investigators; he was in the squad *Peacemaker* at all times. Hans and Tyler have a few other facts to relate:

- They received the call to check out Century Tower at 6 am. The call came from a woman, who sounded frightened. No woman was found at the scene, however.
- There were no signs of a fight in the hall, or any noises preceding their arrival at the penthouse suite.
- When they entered, the two officers found no one home, and soon located Mr. Durante – dead – on the floor of the *Entertainment Area*. He was found with a single gunshot wound. He had been dressed in a luxurious bathrobe only.
- No one else was present in the apartment.
- They did not see or hear anyone come or go when they arrived.
- If pressed, Tyler admits he took a crystal decanter of scotch (worth 500 credits) from the apartment before the PCs arrived. He will surrender it only if threatened. *The decanter proves to be quite important, once sent to the lab for prints. In addition to the fingerprints of Mr. Nathan Durante, it also has the fingerprints of another wealthy Rho figure – the Mayor himself. See Precinct Resources for details.*

AWARDING PPPS

Police Popularity Points should be awarded once the visit to Century Tower is over. Possible awards for this episode include:

- +1 for being promoted to Homicide (automatic).
- 2 for taking the patrol squad's share of the crime scene loot (the decanter).
- +1 for finding the *Panic Room*, which the patrol squad missed.

INVESTIGATIONS

Once the player characters are promoted to the Homicide division, their role in the Enforcers changes from beat police to actual detectives, investigating the curious murder of Nathaniel Durante. The encounters listed in this section are set up as individual adventure locations the PCs can visit to learn more about the crime they are investigating, pick up clues, and unravel the mystery. During the course of the adventure the players may not pursue all of these investigations, and in fact the existence of many of these leads will only be learned about through set story encounters.

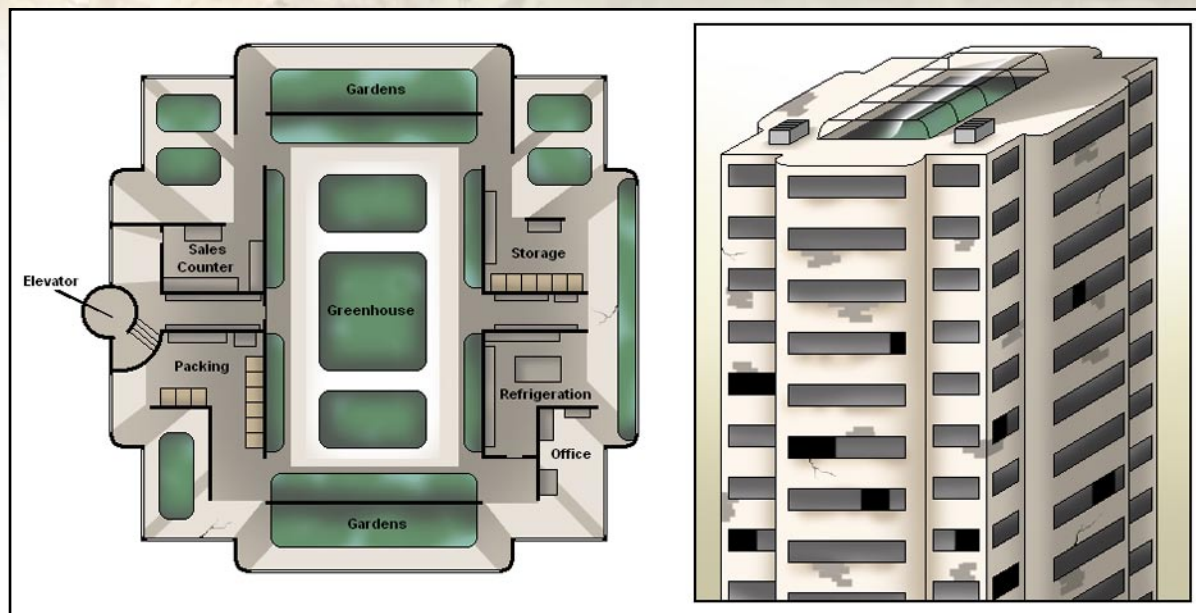
While set story encounters are listed by and large in a linear, chronological fashion, investigations may be conducted at any time (assuming the PCs know these leads even exist), whenever the PCs choose. As a result they are presented in a loose order (the most likely order the PCs will pursue each lead), but don't be surprised if your players visit these in an unpredictable order. While this may in some cases endanger certain plot elements, use your control as GM to subtly guide the PCs, either with hints, suggestions from NPCs the characters respect, or through side encounters not covered here.

LADY LING'S EXOTIC FOODS

Tie In: The party finds mention of *Lady Ling's Exotic Foods* in Durante's apartment.

Lady Ling's Exotic Foods occupies the upper three stories of an otherwise abandoned sky rise in the vicinity of Titan Tower, in a well-policed area of the Mayor's personal quarter. As a result this is

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an area that doesn't see much crime, and is largely inaccessible to the general public.

When the PCs arrive they must be buzzed in. One of Ling's extended family members answers the PCs' call from street level, and only unlocks the elevator cage once they identify themselves as Enforcers, here on business.

The elevator stops at the 25th floor. Here the PCs enter a dark studio-like penthouse, noticing at once a considerable rise in heat and humidity. A huge Chinese man with a long ponytail and sweat-soaked clothes meets them at the elevator door. His appearance reminds them of an Ancient-era "triad" thug, except to their surprise he nods politely to them and motions for them to follow.

The man leads the Enforcers wordlessly up a flight of stairs into what seems like another world.

There, on the final floor of the skyscraper, under

a massive skylight composed of over three hundred separate panes, is an enormous greenhouse that seems completely out of place in the Metropolis. Though once it was the private garden of a rich Metropolis personality (whose identity is long lost), it has been turned into a kind of secret "nature preserve" by the care and effort of its owner, the so-called "Lady Ling". Tall ferns, exotic plants, and fruit-bearing trees fill the greenhouse like a lost island of greenery in the otherwise gray and ugly city.

The PCs are led to Lady Ling, a small Chinese woman in her late 40s, as she works under the bright light of the greenhouse. Clad in gardening pants, an oversized shirt, and a straw hat, she works alongside several other assistants as they meticulously prune and pick the fruits growing on the trees of the artificial "forest".

Lady Ling answers the PCs' questions while she

works. If there is any trouble their escort, Ling's nephew, kindly asks the PCs to leave.

- **If the PCs ask about her business,** Lady Ling explains with ironic amusement that as a child she used to live in the ruins of this sky rise as a vagrant, making her home up here on the top level. She says the two or three upper levels of the sky rise used to be the luxurious home of a Metropolis millionaire, long ago. The greenhouse, she explains, was actually a private garden. She says she always dreamed of what the garden might have looked like during the city's heyday, so she saved up her money and eventually bought the rundown building (the going price was low due to its long-term abandonment), and started her own nursery and greenhouse. Growing exotic fruits from stocks of rare seeds her family had held onto for years, her produce soon became highly popular among the city's elite. Situated high above the city's smog and pollution, and contained within the greenhouse, her efforts have been highly successful. And being one of only a handful of growers of real fruits and vegetables left in the Metropolis, her business has become a high-demand luxury. Today she provides exotic foods for the Metropolis' wealthiest citizens, including many gang leaders, and the Mayor himself.
- **If the PCs ask if Nathaniel Durante** was one of her customers, Lady Ling nods. She says Durante had been one of her oldest customers, and had come to her for nearly 20 years for his food. He was a very loyal customer, always paid well, and always returned for more. When he withdrew from public life he maintained her services, paying a modest fee to have produce delivered to his home (if asked the address is the

same as Durante's apartment in Century Tower).

- **If the PCs tell her Durante is dead**, she seems sad. She says Durante was a good man, a good customer. His business will be missed. She has no idea who would want him dead; she also knows nothing of his private life.
- **If the PCs show her a picture of Therese**, Lady Ling smiles and says she was Durante's "daughter". According to her Durante brought her to the greenhouse once to pick out some things for herself. Durante introduced her as "Therese" (she only assumed Therese was his daughter out of naivety, since she was so much younger than Durante). Lady Ling knows nothing more of Therese, saying other than that one visit, she never saw Therese again.

Lady Ling has no other helpful information for the PCs. Before they leave she offers to sell them some rare fruits from the greenhouse at a discounted price (it never hurts to have Enforcers patron your business). After that her nephew escorts them back downstairs.

FETCHFIELD CLUB

Tie In: The party finds the address of the *Fetchfield Club* on a package in Durante's apartment.

The Fetchfield Club is an old Turkish bath house located in Midtown (far from the murder scene). This may have once been the place to be seen, but now its location among old abandoned streets, shutdown neighborhoods, and congested back alleys makes it almost invisible. But perhaps the new clientele prefer it that way...

The Club is an old marbled building, its exterior

facings of statuary and Romanesque pillars defaced by decades of punishing smog. Now, the faces of proud figures such as gods, lions, and charioteers have eroded into grotesque mockeries that crumble pitifully under the harsh Metropolis sky.

GOING INSIDE

The entrance to the club is empty; most of the building is no longer used, so the outer rooms are hollow, dusty, and dark. After a few minutes of exploration, a figure emerges to meet the unwanted visitors, a huge black man with white eyes, perhaps in his forties, but with the stature of an ex-boxer. He wears the livery of someone's personal manservant or bodyguard. As he comes out from the darkness, his heavy feet make little sound on the red rugs, but by the bulge in his clothes it is obvious he packs heat. He is also apparently unimpressed by the squad of "bronzes".

This man is Jerome Stanley, and it is his job to turn visitors away. "The club is not open to the public," he says, and unless the PCs insist they are here on police matters, they will be turned away.

Once the reason for their visit is established, Jerome relents and motions for the PCs to follow him down a number of dark corridors. The towering bodyguard will not speak; only lead the PCs to his employer.

At long last the PCs enter a hazy, steam-filled chamber that defies measurement. Clouds of fog drift through; murky glass skylights some thirty or forty feet overhead allow only a dim light into the dark recesses of the place. Huge marble pools fill the chamber, steaming hot. Tiered steps drift off into the depths, where a small group of figures sit, relaxing and smoking expensive (and rare) cigars, listening to classical music piped in through hidden speakers in the echoing room, their aging bodies barely covered

by towels.

Conversation trickles off into silence as the characters – certainly out of place – make an entrance. Jerome mutters two words to his employers – "police business" – before stepping back to observe from the shadows.

INTERVIEW

The "leader" of the group of elderly gentlemen is Louis Fetchfield, who will introduce himself immediately after the PCs state their business and intentions. Owner of the Fetchfield Club, he explains that he is less of an entrepreneur and more of a "collector". The building itself is an antique, as is the lost recreation of "bathing for pleasure". At his age, he says with a smile, the bones are weak and brittle, and a bath or time in one of the club's classic saunas is perhaps the best treatment for pain.

The other men in the group, if asked, introduce themselves as Gerald Banner, Brian Maverly, Thomas Smithson, and Reginald Cole. A sort of "gentleman's club", they meet here to discuss, talk of politics and city affairs, and generally waste what little is left of their lives in relative relaxation and isolation. "Isolation" is a word shared fondly by each of the men, which some PCs may pick up on as somewhat deliberately directed at them.

A check of police files at a later date confirms that the men are all quite wealthy individuals, either from old families in the city, or men who made it big from various enterprises. These men are all old-school millionaires, who do no real work and simply live off of their inherited or invested resources. Each is potentially quite powerful, but none has made a public appearance in decades. None have any criminal record at all.

The group will answer a few questions before it becomes obvious they have little to offer:

- **What is the Fetchfield club?** The members of the club are all old friends of one kind or another. They typically meet here at the Fetchfield Club, or at one another's homes for private meetings. Mr. Fetchfield is the wealthiest of the bunch, but even the most modest of the group has assets in excess of *one million* credits. These may be the wealthiest, and yet most invisible, members of Metropolis society!
- **None of the men is politically active.** Fetchfield admits he used to be involved in city politics, but bowed out almost forty years ago when things began to go "insane". Fetchfield refers to how the city government, though always based on the fragile system of "gang-rule", used to have provisions for legitimate people to make laws, have rights, and influence. In particular, he says with a glimmer in his eye, he was involved in investigating police excesses in Metropolis Rho for almost ten years. About forty years ago that all began to change and Fetchfield saw the writing on the wall. Unwilling to get killed in some gangland hit for backing the wrong side, he retired from public life.
- **Gerald Banner** holds a doctorate in sociology from one of the Tech Union's trade schools, where he used to teach – before the classes became smaller and smaller, until at last courses relating to that field of study were discontinued due to lack of "practicality". An educated man with a great deal of knowledge of Ancient times (their excesses, decadence, and immorality), he seems unwilling to speak of his political views to strangers. He is perhaps the quietest of them all, but in reality has nothing to hide.
- **Maverly and Smithson** were both chem magnates before the industry turned purely

recreational in the past few decades. Each is perfectly willing to share their opinion that it is a shame, if not a crime, how the city has degenerated into such a cesspool of drug abuse and decadence. Once the manufacturers of legitimate medicines, they were forced to either change with the times or sell their majority share of stock and get out. Both chose to get out, and are happy in knowing their consciences are clean.

- **Reginald Cole** was also a member of the Tech Union, a geneticist. Next to Fetchfield he is the most talkative, though a Sense Motive check (at DC 17) reveals he is nervous, and possibly hiding something. If asked he honestly explains that when he was younger he worked for one of the larger civilian drug companies testing the psychological effects of experimental drugs on homeless youths. He speaks with a great deal of shame of his former employment – he believes himself guilty of "crimes against humanity", having been responsible for the mental retardation and subsequent euthanasia of an entire test group of 12 young boys nearly thirty years ago. After Cole found out that the poison drug was going to be sold despite its lethality (and his protests), he quit, never to return. *Dr. Cole does not speak of his former involvement on the "Legacy Project", nor of his special ties to Dr. Orson Grant or Nathaniel Durante. See the University of Metropolis Rho for more on Dr. Cole.*
- **If they ask, Jerome Stanley** is Fetchfield's "personal secretary and bodyguard". Fetchfield explains with fatherly fondness that Jerome used to be a prize boxer in the city, before the newer bloodsports became so popular. Jerome's age was becoming a liability, his eyesight was

going, and his managers dumped him without so much as a shirt on his back. Fetchfield, long a fan of Jerome's boxing, charitably took him in and offered him a fulfilling, if quiet, new job. They have been friends and companions ever since. Part of Stanley's loyalty comes from the fact that he received treatment and medicine for his eye condition from one of the club's former members, Dr. Orson Grant; more on Grant later. *Note that Stanley does not know of Grant's current whereabouts, nor of the clinic under the University, as his relationship with Dr. Grant precedes his involvement at the clinic.*

Questions relating to the current case reveal a little more:

- **When the PCs mention Durante**, they admit Nathaniel was a standing member of their small "brotherhood", a long-time friend to all of them (especially Fetchfield, Cole, and Grant).
- **Upon hearing Durante is dead**, each of the men falls silent, with shocked looks on their faces. Banner closes his eyes to dull the impact. Maverly mutters "God no..." It is obvious that their reaction is genuine; none of them were prepared to hear of his death.
- Fetchfield is quick to explain that Durante hadn't been to the club, or been seen for that matter, for almost a month. Sometimes members vanished for a time for various reasons, so this wasn't unusual.
- None of the men admits to having any knowledge of his death, or even who might kill him.
- **If asked if he had any business rivals**, the men say Durante had not been in business for a long time. As far as they know his only investment

was with Krestal Fuels, the city's sole producer of automotive fuel. *The PCs instantly recognize the name, as Krestal's company produces every last drop of fuel used in the city's vehicles and industry. They can find the address in any phonebook.*

- **If asked to speak of Durante from their own experiences**, the men take a moment to collect their thoughts, still overcoming the shock of hearing of his untimely death. Fetchfield is the first to speak. Durante was a dear friend to each man in the club, he reiterates. Years ago he owned one of the city's largest media empires, before the media turned into a tool of the Mayor's office. Durante bitterly fought the takeover (which he thought was preposterous) – and lost. The men shake their heads, remembering how naïve Durante had been. Durante was never able to see the writing on the wall, always thinking he could change the world. He was perhaps the most vocal member of the group concerning how the city had changed, how it had fallen apart. Though he lost millions in the legal battle over his company, in the end he was forced to take his remaining assets and flee into isolation.
- Durante had known Fetchfield and the others from when he was a media entrepreneur. He continued visiting the club regularly (once a month perhaps) for years. He is spoken of fondly and with some remembrance for being able to find rare things for his friends, and having lots of connections. On more than one occasion he was able to locate lost articles from the past (collectibles, antiquities, old music; *this explains the collection of classical laser discs ready to be mailed from his apartment*) in the city ruins – for no charge – for his friends at the club.

- **Asked about “Therese” (or shown her photograph from the apartment)**, a few of the men admit they remember her. Each of the men admits to having one or two pieces of “furniture” at home (none present at the club), and Therese, he explains, was Durante's.
- If asked about details, the men are hesitant (this is polite company, after all), but eventually relent. Durante, though in his old age, frequented a place called the “Cotton Club” for years. *Any of the PCs will have heard of this place, said to be the classiest speakeasy in Metropolis Rho where only the rich and powerful can get in; see Urban Decay for more on this famed hotspot.* A classy, exclusive joint that serves high-quality drinks and plays old-style jazz, it was here that Durante met Therese about a year ago – and purchased her from the house dealer, Madam Tess.
- Ever since he bought Therese, Durante saw less and less of his friends and peers. When he did show up at the club, he never mentioned the girl, though about six months ago his visits were always shorter and shorter, with him always checking his watch or leaving early as if something pressing awaited him at home. He would never speak of it, however.
- This line of talk leads to mention of Dr. Orson Grant, also a member of the Fetchfield elite – who, they add, isn't present and hasn't been seen for some time. Grant, a medical doctor and geneticist, had a particularly close and confidential relationship with Nathaniel Durante. Fetchfield believes that Durante and Grant spoke of Therese often (but is at a loss about what these conversations involved).
- **If asked about Dr. Grant**, the men relate that he was one of the oldest men in the group, a

SPECIAL NOTE ON DR. COLE

After the party's first visit to the *Fetchfield Club*, Dr. Reginald Cole effectively vanishes, evading attempts by the party to contact him after this initial encounter. In reality he is scared that the Enforcers are dangerously close to finding out about his activities with the mutant Underground, and as a result begins living out of the clinic at the University (see *University of Metropolis Rho*).

If the PCs return (or contact the other club members) regarding Cole at a later date, they find he has essentially dropped off the radar. Fearing for his friends at the club Cole doesn't tell them anything, knowing that if they're left in the dark they are far less vulnerable to threats by the Enforcers. The PCs will be unable to track him down until they learn about the secret clinic beneath the University.

specialist in diseases. They also mention he hasn't been seen for quite awhile (in months), though Durante visited him often, continuing their friendship, beyond the club. The gentlemen opine that Grant was particularly affected by the cynicism shared by the club members about modern societal decay, and they believe he retired to complete solitude to escape the city's nightmarish future.

- None of the men at the club have Grant's address. He used to have a penthouse in the Riverside district, but sold this several months ago (just prior to his disappearance, it turns out). No one knows where he went. If the PCs ask, they can give the address to the old penthouse.

HUMANITY IN A BOTTLE: OUT OF COMMISSION

The gentlemen at the club have few other answers for the group, but should come off as being cooperative, if guarded about their privacy. Though personally very rich, none of the men want trouble with the PCs, and will be as polite and agreeable as possible.

GRANT'S OLD APARTMENT

Tie In: The PCs can get the address of Grant's old apartment from Louis Fetchfield, at the *Fetchfield Club*.

RIVERSIDE

The address given to the PCs by Fetchfield leads to Grant's old apartment in the Riverside district. Situated on the penthouse level of a now-condemned highrise ("Galaxy Tower"), it was once an isolated retreat from the world outside.

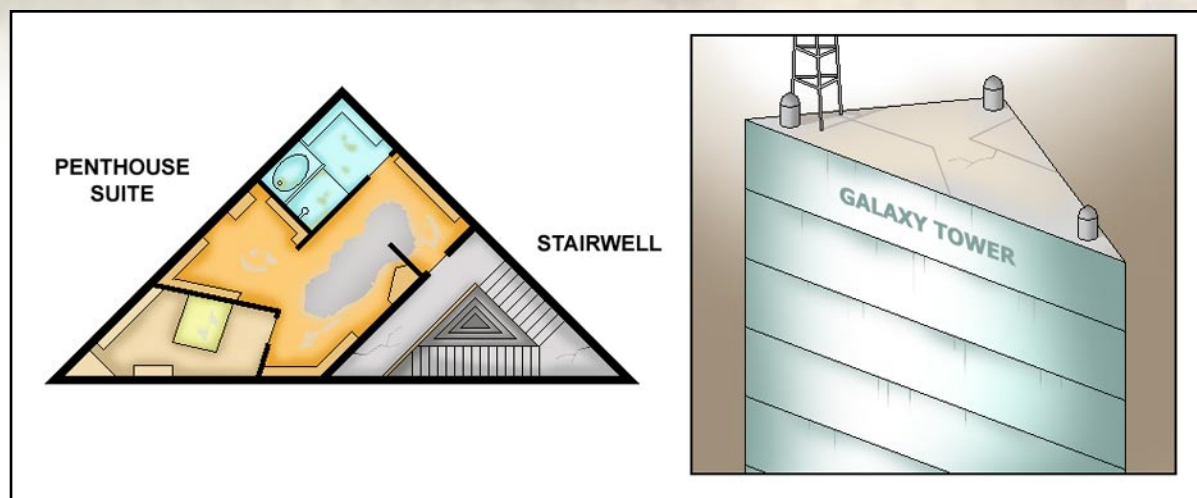
Now that the building no longer has paying tenants, it has been taken over by homeless, transients, and low-level gangbangers. Most of everything has been removed from the apartments on all eighteen floors; gang graffiti and lewd doodles cover nearly every stretch of stairwell and hallway wall.

The PCs may come here looking for clues as to Dr. Grant's whereabouts, but they soon find they are not alone in trying to locate the missing doctor. See below for details.

GRANT'S APARTMENT (EL 7)

The upper level of the building seems far from the gunshots and bouts of drunken laughter echoing in the streets below. Torn-up carpeting and urine-stained walls are all that remain in most of the once-expensive apartments (one apartment per floor).

As the PCs approach the level of the penthouse suite they notice the front door is open. A Listen



check (at DC 12) reveals the sound of several individuals inside, apparently smashing things in a hasty search.

If the PCs enter quietly they find in the main area and bedroom of the apartment a number of thugs engaging in a hasty, incautious search of the abandoned domicile. The PCs instantly recognize these men as "Sodomites", members of one of Metropolis Rho's most deviant street gangs. The seven Sodomites are all transvestites, dressed in garish - and obscene - costumes that leave their crotches and backsides bare, while covering their heads completely in leather hoods (with only black swimming goggles to see by). Each of the gangers looks like a reject from some S&M club, but brandishing knives and stolen police batons they are apparently here on some sort of serious "business". Their leader is a giant of a man clad in ill-fitting leathers, his bulky arms bare and covered in effeminate tattoos of blooming flowers and candy lips. This particular gangster wears a strange pig-like mask of rubber, fitted with golden locks of "hair" that

resemble a woman's.

When the PCs' presence becomes obvious (either by being noticed or if the PCs start asking questions), the gangers immediately attack. The leader, "Miss Piggy", will engage the toughest looking opponent first, entering into melee combat so as to be able to use his Intimidate skill to gain an edge. If this fails, he simply resorts to beating the PC(s) with his metal baton.

Sodomites (6): HP 7 each.

Miss Piggy (1): HP 20.

Each Sodomite will fight until he is brought to at least one half hit points, at which time he will try to flee. The gangers will risk being shot to get away, if necessary. Miss Piggy will not run under any circumstances, however.

INTERROGATION

If one or more Sodomites are subdued the PCs can interrogate them. Though cruel and sadistic by gangster standards, none of these men is a "pro" by any

sense of the word and thus will crack relatively easily (Intimidate check DC 15).

- If asked what they are doing here the men say they were offered 100 credits apiece to break into the old apartment and tear it up. If asked what they were looking for, the men honestly answer they have no idea - "but that the guy who hired them said to keep an eye out for old *addresses*".
- If the PCs ask if they found anything, the gangers admit they didn't find anything. *This is true; the PCs can search the men to see if they are lying.*
- If the PCs ask the men to identify who hired them, they say they don't know, that the deal went down over the phone. The men do recall that the man "stuttered", however.
- If asked where they were supposed to meet their contact after the job was done, the gangers say they were told, "he'd get in contact with us." They know nothing more.

GM's Note: Mayor Morrison learned of Dr. Grant through talking with Durante on the night of his murder, and is now afraid of what Grant might know about Therese. As a result he has ordered Stavros to use local gangers to find him, by whatever means necessary. Tearing up his apartment looking for any sign of a new address seemed like a good place to start.

Since the PCs can't get a picture of who hired the Sodomites they won't be able to trace the crime back to its source. At this point the PCs can take the Sodomites in, or release them, if they're so inclined.

GM's Note: A search of Grant's old apartment uncovers nothing of note; he apparently did an expert job erasing all traces when he decided to move. There are no clues as to where he might be now.

AWARDING PPPS

Police Popularity Points should be awarded once the fight with the Sodomites is over. Possible awards for this episode include:

+0.5 for every Sodomite killed (or busted) in the raid.

DREAM CHEMICALS CO.

Tie In: The PCs learn about *Dream Chemicals Co.* from the bottle of Fibroxinin found in Durante's apartment.

DREAM CHEMICALS CO.

Dream Chemicals Co. is a legitimate chemical manufacturer of milder recreational drugs and medical chems. The main factory is located on the smog-draped, eerily gloomy Industrial Island in the middle of the Metropolis' artificial river. Using their sources in the department, the PCs will easily find the plant located in a web of dirty back streets and alleys.

The Dream Chemicals building and company offices are situated among a virtual labyrinth of old warehouses and factories, many of which have long gone under. Tall brick factory chimneys rise high into the sky, churning out thin clouds of grayish smoke to smudge the Metropolis skyline; the sound of heavy machinery echoes through the maze of empty streets from all directions. Every now and then a lumbering truck used to transport chemical stocks to dealers outside the district will thunder down the street, creating a gust of strong exhaust that sends bits of litter skittering in its wake.

Entrance to the company is through the factory floor – a noisy, cavernous warehouse where bottling machines measure, cap, and seal medicinal drugs 24 hours a day. The foreman on the production line

is willing to talk to the party once they show their credentials – but the noise is stifling. More than a little bit deaf, it's difficult trying to get answers from him, so he simply throws a thumb over his shoulder and motions them to the second-floor office space from which a light shines down on the workers and machines below.

If the PCs take the stairs and enter the office, they are met by a secretary who takes little notice until they present their badges. She immediately buzzes the company manager, and shows them in, walking with practiced grace.

Dr. Henry Marcus is the company head, and though he seldom makes the rounds at the factory, the PCs have caught him on one such visit. He proves to be a middle-aged gentleman, but one who is more than willing to cooperate once the PCs state their business. Thanking his secretary, he offers each bronze a cup of pseudo-coffee (though synthetic, it's still better-quality stuff than they're used to) and comfortable seating around his polished marble desk. The door closes, sealing off the tremendous sound coming from the factory floor downstairs.

Dr. Marcus has very little information to offer the PCs in the way of the murder investigation. He is, simply put, merely a developer of medical and (to a larger degree) recreation chems. He willingly explains that Dream Chemicals has been in the business for almost ten years; originally part of a larger chemical corporation (ChemCorp, a company recognized by all the PCs as a major commercial drug producer, closely allied with the current Mayor's administration), Marcus himself cut a deal to strike out on his own to specialize solely in medical applications – penicillin and other, more advanced drugs for the treatment of illness. The company persisted in this capacity for about five years, until it became quite clear that the real money was in "party

chems” – totally legal, but to Dr. Marcus, it meant giving up his dream to help people and not give in to the pressure of Metropolis culture. In any event, Marcus was forced to begin licensed production of sanctioned Eros gas to keep the business rolling. Dream Chemicals did not, however, drop their medicinal drugs, which still find a handful of regular customers to this day.

If asked about the drug, “Fibroxinin” (found at the murder scene), Dr. Marcus acknowledges that Dream Chemicals is the only supplier of the experimental drug in the Metropolis. Fibroxinin, he explains, was once used to treat the advancing effects of *cystic fibrosis* (a terminal genetic mutation that ultimately results in death by slow suffocation, usually around the age of 30 or 35), before the disease was stamped out more than 100 years ago through the ongoing efforts of the medical community. Even then Fibroxinin was only experimental, he explains, and today is not widely known; it serves to dull the pain and slow the advance of the fibrous lung growths that eventually lead to death. He is curious where the PCs heard about it. He only has one customer who purchases Fibroxinin, a customer named “Mr. Durante”, who came to Dream Chemicals with the formula for the drug and asked them to begin production of it for him at tremendous expense. He claimed he was using it to treat his “rare collection of pets”, many of which he said were “inbred”.

In any event Durante had been discreetly acquiring Fibroxinin from the company for nearly a year (though they may not realize this, this coincides with Durante’s acquisition of Therese as his mistress). Upon reflection, Dr. Marcus admits he probably should have reported Durante’s curious demand for the long-defunct drug, but since Durante paid a lot of money to secure the order no questions were asked.

If asked about *cystic fibrosis* (and whether or not

the drug could have been for Durante, and not the “pets” as he claimed), Dr. Marcus claims that it couldn’t have been for the elderly man. Durante was far too old to suffer from a disease such as cystic fibrosis. In humans, he explains, the disease is a childhood affliction that only develops over the years. It is not something you “get”; you are born with it. Anyone with cystic fibrosis would certainly die by age 30. The drug could not have been for Durante’s own use (he was more than 60 years old); perhaps a son, daughter, or loved one?

Like the PCs Dr. Marcus can only speculate, and knows little else that can help their investigation.

MUTANT AMBUSH

Tie-In: This encounter occurs at some point after the PCs attempt to track down Dr. Cole. This will most likely occur once he “vanishes” following their first visit to the Fetchfield Club.

As stated above this encounter only takes place after the PCs have visited the Fetchfield Club. Learning that the Enforcers are asking Dr. Cole questions - questions that might lead them onto their trail - members of the mutant “Underground”, acting on the orders of their leader Morton (but without Dr. Cole’s knowledge), attempt to lure the Enforcers into a lethal ambush to shake them from Cole’s trail.

THE CALL

For a time Morton merely has his men observe the PCs to get a reasonable sense of their routine. However, during this time the PCs should not be immediately aware they are being watched, only gaining a sense they might be followed (at most) at certain times. If the characters actively

express interest in chasing down whoever might be shadowing them, they only see momentary glimpses of their “pursuers” - a beat-up vehicle following them a few cars back in traffic, for example, or shadowy figures keeping a respectable distance as the Enforcers prowling back streets and alleys as they investigate the main case. The PCs should never actually confront the men following them; the mutants of the Underground are far too well trained (and elusive) to be caught in the act, and will always get away even if it takes bizarre circumstances (for example, slipping into the sewers down a conveniently located grate, or some other means that prevents the PCs from following).

Eventually, however, when the PCs are out in the field Morton makes his move. With men following the PCs (perhaps in a car) and aware of their general location, Morton places an anonymous call to the Enforcers’ precinct reporting a woman being “abducted” - coincidentally close to where the PCs are currently located. As planned the dispatcher at the precinct contacts the closest vehicle - the party’s - with an urgent side mission:

TO - Squad 16

SITUATION - Code 261 (Possible Rape In Progress)

You’ll have to put your current assignment on hold. There has been a report of a woman being abducted near your present location. Since you are the closest unit you are being re-directed to the area immediately.

The woman was last seen being dragged down an alley by a lone male assailant, possibly armed. The location of the abduction has been uploaded to your computer map.

ARRIVING ON THE SCENE

When the PCs arrive, read the following:

The sound of shards of broken glass being crushed under your tires echoes through the desolate ruins. Checking the Peacemaker's onboard computer you see that this is in fact the location of the reported abduction. Looking around you have doubts, however; as this is little more than another part of the sprawling ruins of the city, probably in what was once a major industrial area. Old blackened buildings stand here and there between broad open yards, where old construction materials and rusted-over vehicles seem to wait patiently for a rebirth of civilization. Weaving through the old streets are veritable rivers of tepid green sludge, remnants of the chemical industries that once fueled the Metropolis' riches in its heyday.

As you get out of your vehicle, looking for any sign of whoever made the call, you hear a woman screaming in a nearby building!

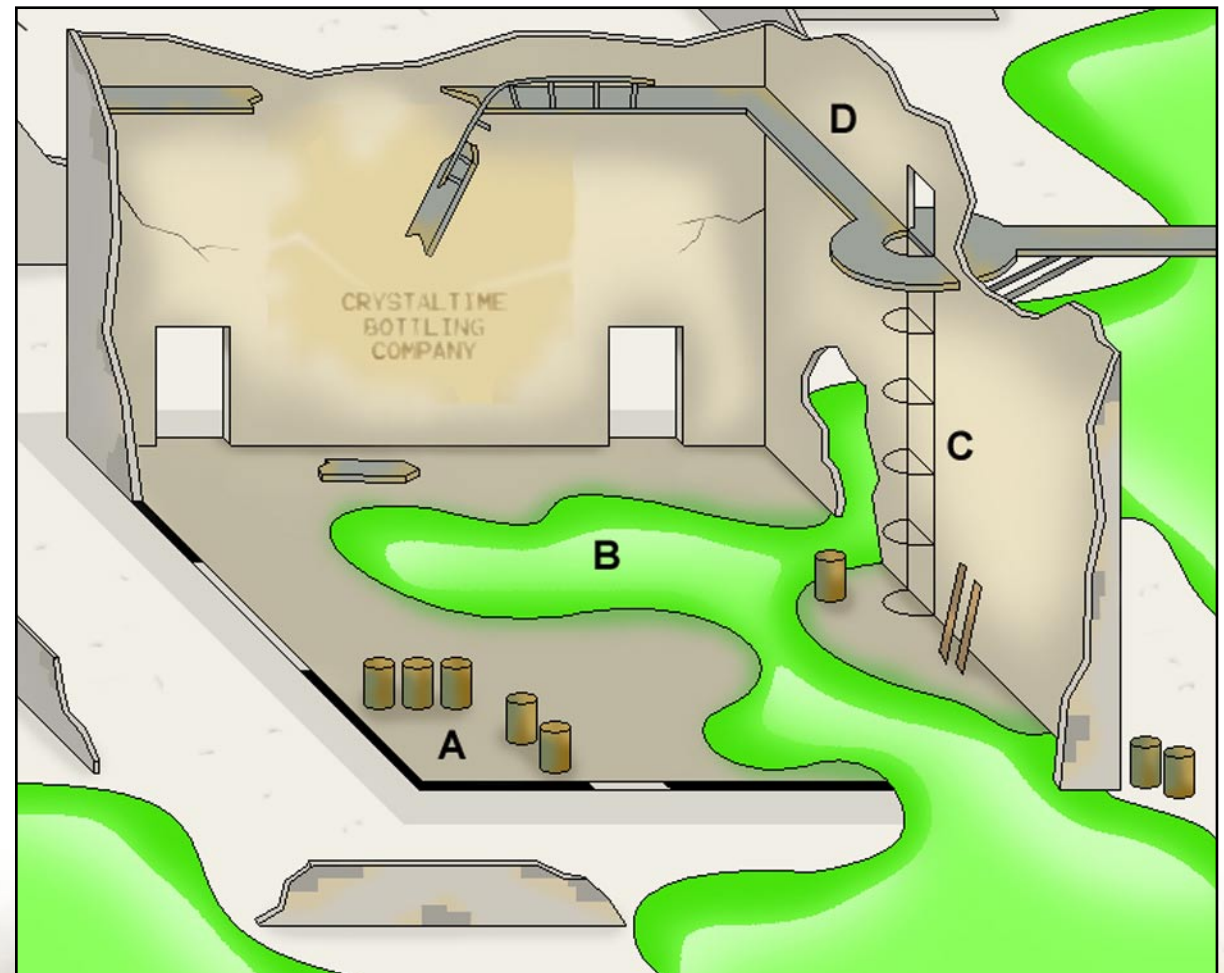
The location Morton has chosen for his ambush is one of many rundown areas of the city, in particular an old factory building in a badly polluted industrial area. The building (a former water bottling company from before the Fall) has been used by the Underground in the past to hide their more horribly mutated brethren from the public eye, but its degenerating condition has caused them to largely abandon it for safety reasons. Still, its almost complete isolation (due to canals of polluted river water running near and through it) makes it ideal for what Morton has in store...

THE AMBUSH

The ambush is relatively straightforward. One of Morton's followers, a woman, is pretending to be kidnapped by an assailant who has taken her to the old bottling factory. When the PCs arrive they hear her screams and can follow them into the shell of the

building, where presumably the woman is being held. Instead, several members of Morton's Underground are waiting on an upper catwalk, ready to fire down on the Enforcers as they storm the building.

A map of the building is provided nearby; the building is largely ruined except for the following features:



HUMANITY IN A BOTTLE: OUT OF COMMISSION

A. BARRELS (EL 2)

A few rusting barrels sit around the interior of the ruins, providing possible cover once the fighting begins. Unfortunately for the PCs this potential cover has been booby-trapped so that if they do run to hide behind the wall of barrels, they will trigger a small explosive device. Once the device is detonated it blows down/scatters the barrels so that they no longer provide any defense.

☛ **Grenade Trap (1):** CR 2; 3d6 (*concussion grenade*); Reflex save (DC 15) for half damage; Search DC 20; Disable Device DC 20.

B. SLUDGE

Rivers of sludge wind their way through this ruined district of the city, the legacy of a more productive industrial age that once graced the Metropolis. The greenish waters in this part of the quarter only range from 2 to 5 feet in depth, but are mildly corrosive due to high chemical concentrations. As such anyone falling into or wading through the sludge suffers 1d4 points of acid damage per round. This damage should also be applied to items and/or objects that pass through the water as well (such as the armor of PC Enforcers), though it takes little effort to hold weapons above one's head when wading through.

On the far side of the sludge, next to the Wall Ladder, is a stack of wooden boards, which the Underground fighters used to cross the sludge. They have retracted their "bridge" isolating themselves on the far side.

GM's Note: The PCs can conceivably jump the narrowest part of the sludge with a successful Jump check (DC 18), avoiding the damage altogether.

C. WALL LADDER

An old ladder of rusted metal rungs connects the ground floor of the bottling factory to an overhead

platform that gives a clear view of the surrounding ruins (this is how the ambushers know when the Enforcers arrive). The ladder, while certainly in bad shape, is relatively intact and thus there is no danger of it crumbling away. Safety rings also surround the rail so that anyone slipping or falling while climbing will be slowed as they fall to the floor below (half damage automatically; a successful Reflex save results in one-quarter damage).

D. CATWALK

This rickety metal catwalk, 20 feet above the factory floor, is where the Underground fighters, armed to the teeth are waiting for the Enforcers. When the PCs enter they immediately open fire, hoping to wipe the PCs out.

While the catwalk does give the fighters the advantage of surprise (they will be hiding when the PCs enter; check their Hide rolls against the party's Spot checks; if they not spotted, they attack with surprise), it provides no cover whatsoever against the party's attacks.

PLAYING THE CONFRONTATION (EL 7)

When the PCs arrive one of the Underground fighters will be positioned on the overhead platform watching (if the PCs pass a Spot check at DC 18 they may notice someone on the platform just as he slips back into the building and out of sight). Once he spots the Enforcers he goes inside to join the others on the catwalk. The fourth Underground fighter (the woman) is located on the ground floor, and is also watching, but is much better hidden (Spot check DC 21 to spot). When the PCs arrive she immediately crosses the sludge via the wooden boards and pulls them back to trap the PCs on the other side.

When the PCs enter the building they immediately realize it is a trap:

As you enter the ruins of the old building you see, across the dark factory floor, a redheaded woman in a long black trench coat poised at the bottom of a ladder leading up towards a catwalk overhead. The woman seems oddly dressed for the occasion, wearing long gloves, a fur-trimmed stole, and rubber galoshes! As you enter she turns her head halfway over her shoulder to give you a menacing look. Realizing she won't get away in time, the woman gives up on the ladder and turns completely around to face you.

You are shocked by what you see. While the one half of her face is striking, even beautiful, the other is a total abomination. Her flesh, and the agued bone underneath, is twisted and distorted, and her left eye, unlike the piercing green eye on the right, appears dead and dislocated, seemingly suspended on one side of her face as it stares blindly off in some other direction - no doubt pushed out of the socket by the incurable growth of some massive tumor deep within her skull.

Letting off a hissing curse the deformed woman reaches into her trench coat and pulls a shotgun out, aims it in your direction, and begins blazing away! At the same time figures previously concealed among the shadows on the catwalk overhead move forward and also begin firing at you from above.

The Underground fighters (including Kat Sanders, the woman leading the ambush) immediately open fire, hoping to take the PCs out. If they are badly injured in the fighting (Kat is killed, or more than half their number is otherwise slain) they will try to flee out the building along the suspended catwalk (see map). If they manage to flee this way, the PCs will not be able

to catch them.

All of the combatants will fight to the death rather than be captured, so the PCs won't be able to apprehend any of the fighters and gain information from interrogation. In the event they are somehow captured, all of them have cyanide pills that they won't hesitate to take to prevent leaking secrets of Morton's movement to the Enforcers.

GM's Note: Kat Sanders drank a whole can of *Tufo-Up* (see *New Drugs*) before the PCs arrived, so her Massive Damage Threshold will be increased to 17 for this battle.

- **Underground Fighters (3):** HP 13 each.
- **Kat Sanders (1):** HP 33.

WHAT HAPPENED?

This encounter should be baffling to the PCs, leaving them wondering who would want them killed and why? Since they have no one to interrogate, they're on their own (the only real connection is the timing - the attack follows the recent disappearance of Dr. Reginald Cole; if they're even aware he's missing). However, they should feel they are being watched, if not hunted, by a shadowy and repulsive underground faction.

A check on any dead fighters with the Enforcer CrimeNet turns up the fact that all were "unregistered illegals" - that is, men and women who have somehow managed to avoid the law most of their lives. This should not be surprising, since all of the bodies (not just Kat Sanders) show some signs of genetic mutation. This fact alone causes a slight stir in the precinct, and Captain Nelson assures the PCs that a second case will be opened to investigate why the mutants would want to strike the Enforcers - the PCs in particular (there will be no relevant advances in this case during the adventure, but the PCs should feel something is being done to find out who's behind

the attack; eventually the PCs learn on their own, however).

AWARDING PPPS

The PCs have a chance to earn Police Popularity Points from the ambush. Possible awards for this episode include:

+0.5 for every Underground fighter killed in the ambush.

KRESTAL FUELS

Tie In: The party learns of *Krestal Fuels'* relationship to Durante either from the Fetchfield Club, or from papers in Durante's wall safe.

The megacomplex of Krestal Fuels is easy to find - a sprawling super-factory situated on the far side of the River across from the downtown area. Anyone walking or driving along the old riverfront can see the congested complex just across the black ugly waters, a forest of twisted and rusted pipes, buildings, and wreckage that look like a red, orange, and grayish-brown smudge on the city skyline.

The part of the city in which the Krestal Fuels plant is located is bordered on all sides by some of the city's most far-flung ghettos (the Westbank district), too removed from the city proper to attract all but the most outcast of scavs. These old streets are barren and ugly, with Ancient-era gang graffiti being the only thing breaking the monotony of one crumbling block after another. A single, elevated highway connects the sprawling plant compound with the rest of the city, and this non-stop stretch has been heavily fortified with continuous 20' concrete walls on both sides, topped by razorwire. Dozens of tanker

trucks laden with fuel for the city's few remaining government fuel stations drive in escorted convoys up this fortified highway once each week under heavy escort.

To keep these convoys safe the government has taken great steps to protect the valuable fuel shipments. In addition to supplying the private owners of Krestal with its own security force (complete with armored vehicles similar to *Peacemakers* to escort their trucks), the highway itself is completely off-limits (as the high walls and razorwire atop them attest), and all entrance/exit ramps - except for one on each end - have been sealed off with walls as well. Regular sweeps are made of the ruined neighborhoods bordering the highway, so that no vagrants, scavs, or gangs are within a mile of the walls when a scheduled convoy moves out.

INFORMATION ON KRESTAL FUELS

Anders Krestal is the current president of Krestal Fuels, and his name is easily recognized by the PCs. He is on television frequently enough that the PCs recognize him; relatively young, an experienced administrator, and an efficient and passionate businessman.

By making a Knowledge (current events) check the PCs can learn even more. Research can be used in place of Knowledge (current events) for these checks, but doing so increases the DC of each check by +4 and requires 1d4 hours.

- **Knowledge (current events) DC 13.** Krestal Fuels was originally a small oil refinery (known then as "Metroleum Oil & Gas") during the time of the Ancients. The ancestors of the current Metropolis population managed to get it and a few other fuel-producing facilities up and running after building the Barrier more than

200 years ago. Over the generations the other refineries and facilities shut down due to age and lack of parts, and were cannibalized to keep MO&G operating.

- **Knowledge (current events) DC 13.** Operation of the plant was originally the government's responsibility, since gas was a vital commodity without which the city's very livelihood could not flourish. However, during a financial crisis in the time of Mayor Ryan O'Hare (almost fifty years ago), the plant's operations were privatized and parceled up to various bidders to raise money for O'Hare's campaign for mayor. Of the various gang leaders and private citizens that jumped at the chance at buying into the company, Emile Krestal, leader of "Krestal's Klan" (a gang of considerable clout at the time, believed to be the only real competition to O'Hare's bid for Mayor), was offered the most lucrative deal - buy the major share of the company and take it over as his gang's private "racket", and drop out of the race.
- **Knowledge (current events) DC 13.** Krestal accepted, his gang bought the business, Mayor O'Hare went on to win, and the rest is history. Krestal's Klan made so much money from the purchase and subsequent takeover of the fuel manufacturing business that they eventually transformed from a "gang" into a legitimate company, providing for the city's fuel needs for the last fifty years.
- **Knowledge (current events) DC 15.** Krestal Fuels still relies on underground stockpiles of gasoline and diesel abandoned in the MO&G complex before the actual Fall, though over time these stockpiles have dwindled to almost nothing. To supplement their vanishing reserves of pre-Fall gas, Krestal Fuels claims to have

developed methods to produce *synthetic* fuels (and even gas from grass), though the process is said to be time-consuming and expensive - and not very efficient. In addition, the fuel they produce is much less refined than the fuel of the Ancients; as such most civilian vehicles in the Metropolis suffer from regular engine failure, fuel system problems, choking up, etc... Only the Enforcers, and a few other powerful gangs, can afford to secure the better quality fuel needed to keep their vehicles running reliably.

- **Knowledge (current events) DC 18.** Anders Krestal is the current head of Krestal Fuels, and he has made it no secret that he's been trying to buy every last bit of MO&G stock still floating around in private hands (such as Durante's). It is rumored he plans to consolidate ownership of the company so that he can manipulate prices in the future without the dissent of other shareholders.
- **Knowledge (current events) DC 18.** Anders Krestal contributed 750,000 credits to the Mayor's campaign in the recent election, making him the single largest unaffiliated donor to the Mayor's campaign.

INTERVIEW

Getting an appointment with Andres Krestal is not easy; the PCs will need to contact his company and make a Diplomacy check at DC 18. If they fail they are informed that Krestal is currently too busy for an interview, or that he will see them in a week or so - in other words, he is unavailable. Coming up with a new reason, or threatening legal action, allows another roll.

Assuming the PCs (eventually) succeed, Krestal's secretary finds time for the Enforcers in Anders' busy schedule. She asks the PCs to visit that same day.

The drive to Krestal Fuels should give the PCs a

chance to cross the river for the first time, and see the devastation (and eerie isolation) that awaits them on the other side. They are close to the outer dome itself, and they should get a sense of being near the "end of the known world". Also, driving down the barren, fortified highway (with an armored car escort, which follows them from the sole highway entrance all the way to its terminus at the plant proper), they may get the impression that the fuel plant is a veritable fortress, its owners protected not only by the city's reliance on their products, but also by its physical location (far from the city center) and its truly massive compound walls.

APPOINTMENT WITH KRESTAL

A small business complex dominates the south side of the Krestal Fuels facility, facing the river from the west. Of the various buildings (including office buildings, company quarters, security barracks, etc.), a significant building of black glass and steel stands above all, its illuminated helo pad (now purely vestigial) visible as far away as the Downtown riverfront.

When the PCs arrive they are taken to the top level of this administrative building for their interview with the company president. Andres Krestal meets the PCs in his personal lounge (a lavish penthouse retreat with subdued lighting, its own fully-stocked bar, and a panoramic view of the river and the city on the other side of it; stunning by day, absolutely breathtaking by night). Krestal invites the PCs to sit, while his secretary brings them drinks. He lights up a cigarette and waits for them to get comfortable, before answering their questions.

- Krestal can relate to the PCs all of the information presented above ("Information On Krestal Fuels"), if they ask.

HUMANITY IN A BOTTLE: OUT OF COMMISSION

- **If the PCs ask if Krestal knew Durante,** Krestal admits he did. He casually explains that Durante owned a considerable share of Krestal's fuel production plant for many years, but he was never involved in the politics of the operation.
- If asked what his personal opinion of Durante was, Krestal considers carefully before speaking. He admits though they had only met once or twice over the years, Krestal could sense Durante was a wealthy eccentric; someone who controlled a lot of money yet had little contact with the outside world.
- Krestal offered to buy Durante out on numerous occasions but Durante always refused. Recently, however, out of the blue Durante came to Krestal and offered to sell virtually everything overnight.
- Krestal doesn't know why Durante decided to sell, but he didn't ask questions either. He was just happy to be closer to having full control of the company.
- If asked how much he sold his share for, Krestal thinks for a moment then tells the PCs "about half a million credits". If the PCs ask what Durante might need the money for, Krestal has no idea.
- **If asked why he wants all of MO&G's old stock** Krestal merely smiles, explaining that only once he has all of the stock under his control will he feel "comfortable". He does not explain further (nor is he obligated to; he hasn't, after all, committed a crime), but if the PCs ask him (and succeed in a Diplomacy check at DC 21), he alludes to a possible sale of Krestal Fuels to the new Mayor, who has "plans" for the company (he will not elaborate; see later for more details on this).
- **If the PCs tell Krestal that Durante was murdered,** he seems genuinely surprised.

He wishes them good luck in apprehending Durante's killer. *Krestal truly knows nothing of Durante's murder.*

Before the PCs leave Krestal asks the Enforcers for a favor, "off the books". If they seem interested (and unlikely to speak of it), Krestal asks the PCs if they found any unusual "papers" at Durante's apartment. He explains that Durante was in possession of company figures that projected the lifespan of the current fuel and food reserves. Krestal explains that these figures could be damaging if they got out, and they need to be brought back to him without hesitation. He is willing to pay the party a sum of 2,000 credits if they recover the papers and immediately deliver them to him.

- If the PCs say they didn't find any papers on their first visit, Krestal gives them a wry grin. He tells them that "eccentrics" like Durante always have secret safes or hidden rooms in their apartments. If they return and look harder, they're bound to find the papers.
- If the PCs think to ask why the figures would be "damaging", Krestal merely takes a puff of his cigarette, taking a long look at the PCs. He explains that the figures show that at the current rate of consumption the city's fuel resources will run out in 20 years, and the food recycling methods in place will have become unable to support the population in 30.
- Though this might alarm the PCs, Krestal is quick to calm them down. He assures the PCs that "new technologies" are being researched to "handle the problem" so that when the time comes, the city will have alternative foods and fuels to switch to without so much as a hiccup.
- A Sense Motive check (against Krestal's Bluff

of +8) realizes this is a lie. In reality neither Krestal nor anyone in government has any viable solution to the inevitable exhaustion of food and fuel in the city. All alternatives (even the *synthetic* ones widely advertised by Krestal Fuels on television) are unlikely to stem the inevitable tide. Though scientific teams funded by the government, as well as Krestal's own company, are hard at work in various labs trying to come up with new sources of food and fuel, the outlook so far is bleak. Unless some miraculous advance is made in the next decade, the Metropolis will unavoidably "run dry" and the city will be faced with a total collapse on par with the Fall.

- If the PCs sense his bluff or question him further on the matter, Krestal tells the PCs the "resource affairs" of the city are the jurisdiction of the Mayor and the city government, not the Enforcers. He refuses to comment further. If pressed, he asks them to leave.

If the PCs perform this task for Krestal, see the description of *Durante's Apartment*. When they return the apartment is still a crime scene, currently uninhabited. The PCs can search for Durante's wall safe and, if successful, will find the papers mentioned by Krestal (as well as the "Legacy Project", an important piece of evidence for future investigations elsewhere). If they deliver these papers to Krestal he proves to be good on his word, and pays the PCs as promised.

VISITING LATER

A visit to Krestal later in the adventure, once the PCs have learned more of the Mayor's plans for the city, may reveal a few more clues:

- If the players return to Krestal later with evidence of the Mayor's planned takeover of the city, Krestal cracks with a successful Intimidate check (DC 14). He admits he is aware of the Mayor's goals, and that his sale of Krestal Fuels was in part to secure for himself a safe future (how best to avoid being rubbed out by the Mayor than to willingly conspire with him?).
- If the PCs press him further he admits the Mayor is already putting into action plans to level parts of the city to set up ethanol plants to produce fuel for his army when doomsday arrives. These construction projects are already taking place in scattered parts of the metropolitan area, primarily in rundown areas where the activities of construction crews can be disguised as "urban beautification" projects. The PCs may now realize that the Mayor's seizure and demolition of the building in the *Sweep of The Unproductives* episode was just one such move to grab land - even now his people are probably using the land to set up an ethanol plant.
- If the PCs tell him that Tess Dane ratted him out about his involvement in the Mayor's clone program, Krestal becomes terrified, telling the PCs that he was promised "eternal life" in exchange for a small portion of the company's profits - that he meant no harm. He tries to weasel out of any guilt by placing all blame on Morrison ("one doesn't say no to Mayor Morrison, no matter what the reason"). In the end, however, he begs the PCs not to kill his clone if they find it, even going so far as to offer them a huge monetary reward if they can deliver it to him (deactivated, of course). It's up to the GM whether or not Krestal is good for the money or not.

LIFECENTER

Tie In: The PCs are tipped off to the involvement of the LifeCenter through the file found in Durante's wall safe in his apartment.

If the PCs visit the LifeCenter they can stop by during daylight hours without an appointment.

The LifeCenter looks truly impressive from the exterior, and the small fleet of ambulances waiting outside glisten as if freshly washed. Gardeners neatly trim the grass outside and maintain rows of artificial flowers that give the grounds a less harsh appearance when compared to the tall buildings in this congested part of town.

Once inside the sounds of the city fade quickly. The PCs enter the main lobby, a huge, vacuous chamber filled with strange echoes and an almost subsonic humming in the background that defies easy identification. Black marble floors reflect the shape and movement of visitors perfectly like mirrors underfoot; in the center of this vast dark chamber is a single reception station, illuminated by overhead lights. A trio of nurses quietly chat on telephones or conduct paperwork. When the PCs approach the desk they immediately straighten themselves up, rise, and prepare to greet them as visitors.

If the PCs show their credentials and ask questions, the nurses have few answers for them. They are only the front desk receptionists, though they can summon a doctor to speak with them if they like.

After ten full minutes the silence of the vast lobby is finally broken as the elevator reaches the ground floor. As the door opens and light spills out over the black marble floor, a doctor in a spotless white coat emerges with a clipboard in hand. He smiles and politely greets the PCs, introducing himself as Dr. August Smith.

If the Enforcers mention they are here on official business, Dr. Smith looks a bit surprised. He tells the PCs it might be better if they spoke in private. He gestures for them to follow him into the elevator. As the elevator ascends towards the administration level, Dr. Smith asks them to proceed with the interview.

- **If the PCs ask about the LifeCenter,** Dr. Smith gives them the basic information outlined above, including the purpose of the 'Center, its government funding and direct oversight, and what he believes to be a "vital mission" (that is, protecting the inhabitants of the city from their own slowly degenerating genes, which are becoming more and more inbred as the years advance), all while strongly emphasizing the humane nature of their work, the painlessness of the process, and quoting figures about a declining mutant birth rate.
- **If the PCs ask about the "process",** Dr. Smith informs them politely that he cannot speak of it, and that it is a government-protected secret. Even if the PCs insist he speak because they are here on an investigation, he will refuse to elaborate on the process other than to repeat that it is "humane", even going so far as to exaggerate and brush it off as "nothing notable at all".
- If the PCs strong-arm, threaten, or intimidate him, Dr. Smith reacts negatively, insisting that the interview is over. He hits the button for the next floor and, once the door opens, asks for the guard at the nurse station of that level to escort the PCs out of the building. *Dr. Smith (and the administrators of the LifeCenter) knows he is operating with the full sanction of the city government, so a group of bronzes aren't going to be successful if they try to frighten him.*

- **If the PCs ask about Nathaniel Durante or Therese (including showing a photo),** Dr. Smith says he doesn't know either. After a few seconds, however, he recalls the name "Durante"; in reference to an attempt he tried to make several months ago to acquire some administrative files at the 'Center. Durante was refused, since the files are not generally allowed outside of the scientific community. Durante tried several more times before finally giving up.
- **If the PCs ask what files Durante tried to acquire,** Smith says they pertained to the "Legacy Project".

Once the conversation leads to the Legacy Project Smith decides to make a tour of the party's visit. At this point the elevator door opens, and Smith leads the PCs through one of the LifeCenter's maternity wards ostensibly towards his office. As they go the PCs can peer through the transparent windowpanes of the maternity ward at the colossal rooms beyond - each brilliantly lit with warm soft light, with white walls, floors, and clear glass furnishings. Row upon row of identical cribs line these rooms (200 per room), each containing a single newborn, marked only with a tag tied around his or her wrist. Solemn nurses move about these rooms checking on the babies while wearing sterile breath masks and long latex gloves.

- Though they may be distracted, Smith continues. He explains that the Legacy Project was a task undertaken by two leading geneticists several decades ago in an effort to study and catalogue the genetic landscape of Metropolis Rho. He explains that the project was intended to predict what genetic illnesses were likely to arise in the coming generations due to the slow inbreeding

of the city populace; without "new blood", he explains, the bad genes floating around in the collective landscape of the city population would crop up more frequently as time went on. The Legacy Project was intended to determine what illnesses would appear, how soon, and to also paint a picture of what the city's genetic legacy would be in 10, 20, even 50 years or more in the future.

- Smith explains that the government was startled by their findings and used the report as evidence that something drastic had to be done to save the genetic future of the city. It marked the beginning of the instatement of euthanasia laws (or as he puts it, "humane termination legislation"), and both he and most other physicians at the 'Center believe it was and is the most appropriate course of action. Today's inhabitants of the Metropolis can only thank the city government for their current state of health.
- **If the PCs ask who the geneticists involved in the study were,** Smith says their names were "Dr. Grant" and "Dr. Cole". He does not remember their first names. He does confirm that both men retired a long time ago (before he came to the 'Center).
- **If they show Smith the files from Durante's apartment,** Smith looks them over and confirms that this is a copy of the Legacy Project's final report. He asks them to please give all the files to him since they are not meant for "public consumption" (a mere nervousness related to his awful business; he doesn't cherish the idea of this information floating around outside the scientific community).
- **If the PCs tell Smith about the nurse's name on the file (or give him the file),** he thanks them and assures them that the nurse responsible will be

located and promptly fired. He cannot imagine why she would let the files find their way out of the 'Center.

- As a side note, if the PCs ask about the rumored theft of babies from the 'Center (see *Rumors*), Smith looks embarrassed and tight-lipped. A Diplomacy or Intimidate check (DC 18 or 15) is required to get him to talk. If they are successful Dr. Smith confesses that there have been disappearances of newborns slated for euthanasia. He says since security has been tightened at the 'Center there have been no further thefts.
- **If asked who he thinks would do it,** he speculates that agents of the so-called "Underground" may have been involved.

NURSE HYSOP JONES

As an alternative to the above (or in addition to the above) the PCs can attempt to talk to Nurse Hyssop Jones. Asking around the PCs finally locate her in a ninth floor maternity ward caring for newborn infants in one of the many crib vaults. When informed that Enforcers are here to speak with her, she immediately appears to answer their questions.

Nurse Jones is a black woman in her early to mid-twenties, with a quiet, almost guarded demeanor that is immediately noticeable. The PCs quickly sense she is worried when they ask for her by name.

- **If asked about Durante or Therese,** Nurse Jones pretends to know neither of them. A Sense Motive check (against her Bluff at +4) reveals she is lying.
- **If the PCs threaten the girl (or, if they haven't yet reported her to Dr. Smith, use her job here as leverage)** she will become frightened and confirm that yes, she did know both. She is

reluctant to speak more, requiring more threats. Once she is convinced the PCs are serious, she tells them everything she knows.

- Hyssop previously worked as a hooker at the Cotton Club. Not a bad gig, but not something she wanted to do for the rest of her life. She had been hooked on *DreamSlide* so bad she couldn't see beyond tomorrow and her next fix. Durante visited the club often and used to treat her well - in fact he treated all the girls well. Never slept with any of them, though. He was particularly fascinated with Therese, and eventually bought her from the madam of the Club.
- Hyssop claims she didn't know Therese all that well; they both worked at the Club at the same time but rarely had any contact. She explains how the girls are virtually "caged" there with only one or two roommates to have regular contact with; Therese wasn't one of hers.
- Nurse Jones claims Durante's genteel nature and fatherly air inspired her to turn her life around. She earned enough to buy her way out of the Club and came to the LifeCenter looking for legitimate work, one of the few jobs a woman can pursue in the Metropolis. By sheer luck she got the job, and has been supporting herself ever since.
- A few months ago Durante contacted her by phone and told her he needed her help. She says he sounded serious. He wanted her to acquire some files for him and deliver them to his address without anyone knowing (if the PCs check, the address is the same as Durante's apartment in the Slam Quarter). She remembers distinctly him telling her that she didn't have to do it if she didn't want to, and was sure to explain to her the consequences of being caught. He wouldn't explain why he needed the files. After

some consideration she did it. After dropping off the files and visiting for ten minutes at their apartment, she left. She never saw Durante or Therese again.

- Nurse Jones has no other information to give the PCs. She doesn't know what the Legacy Project was about, or why someone like Durante ("a living relic") would be interested in it. She has no idea of the current whereabouts of Therese. She also has no knowledge of the recent theft of genetically ill infants from the LifeCenter.
- If they haven't reported her yet, before the PCs leave she asks them not to tell Dr. Smith or the administration about what she's done. She's willing to pay them an immediate 150 credits to buy their silence - that's all she has.

COTTON CLUB

Tie In: The PCs learn about the *Cotton Club* from the members of the *Fetchfield Club*, who openly recall Durante visited the club on a regular basis.

THE COTTON CLUB

The Cotton Club is probably the classiest joint in all of Metropolis Rho - and it shows. The building itself looks like a piece of refurbished 1930s architecture from the era of the Empire State's glory, adorned with monumentally-sized art; coppery busts of Romanesque gods the size of houses looking out over the city, and magnificent Pegasi full of ornate musculature, poised to take to the sky. Columns of bronze support the neon-lit entryway, which towers almost thirty feet above the streets outside.

The Cotton Club is a replica jazz club, a retro nightclub torn from the 1930s and 40s. Resembling

a speakeasy, or perhaps a casino clipped from *Casablanca*, its bright shine can be seen for miles. As one pulls up in a limo, or waits in the crowds outside, high-energy jazz music spills out into the streets.

THE CLUB

Needless to say, this is a place for the rich and influential. The Cotton Club has been operating for years, but its patrons' affiliation and composition changes with each new government administration. The club has long been the place to be for the political elite, and the place to be seen for all up-and-coming wannabes, and new Mayors (and their gang followers) are quick to make the club their own and elbow out their rivals. Since the new Mayor is no exception, the Club has been host to him and his gangers almost nightly. Photographers line the sidewalk leading up to the place, snapping shots at anyone coming and going.

Still, patrons of all kinds make the club their hangout, enjoying its different music and atmosphere. Nathaniel Durante was just one of many wealthy patrons, and certainly not the oldest "sugar daddy" looking for companionship from the furniture on display here.

The Cotton Club doubles as the most elite dealership of "furniture" in Rho. Though the mistress who runs the Cotton Club acts as the "madam" (with say on who joins the stables, who doesn't, and who gets kicked out, and maintains the club on a daily basis), she isn't stupid enough to cross the Mayor, or deny him anything. As such, the Mayor's special table (raised on a dais and overlooking the bandstand) is always crowded with the most beautiful women in the club.

HUMANITY IN A BOTTLE: OUT OF COMMISSION

SIDEWALK

Three bouncers in pinstriped suits guard the front entrance to the Cotton Club. One of the bouncers checks the names of those in line, while the other two make sure no unwanted guests get through.

A throng of photographers (no doubt paid by the new Mayor to get as much coverage as possible) and would-be club-goers line the approaches to the club.

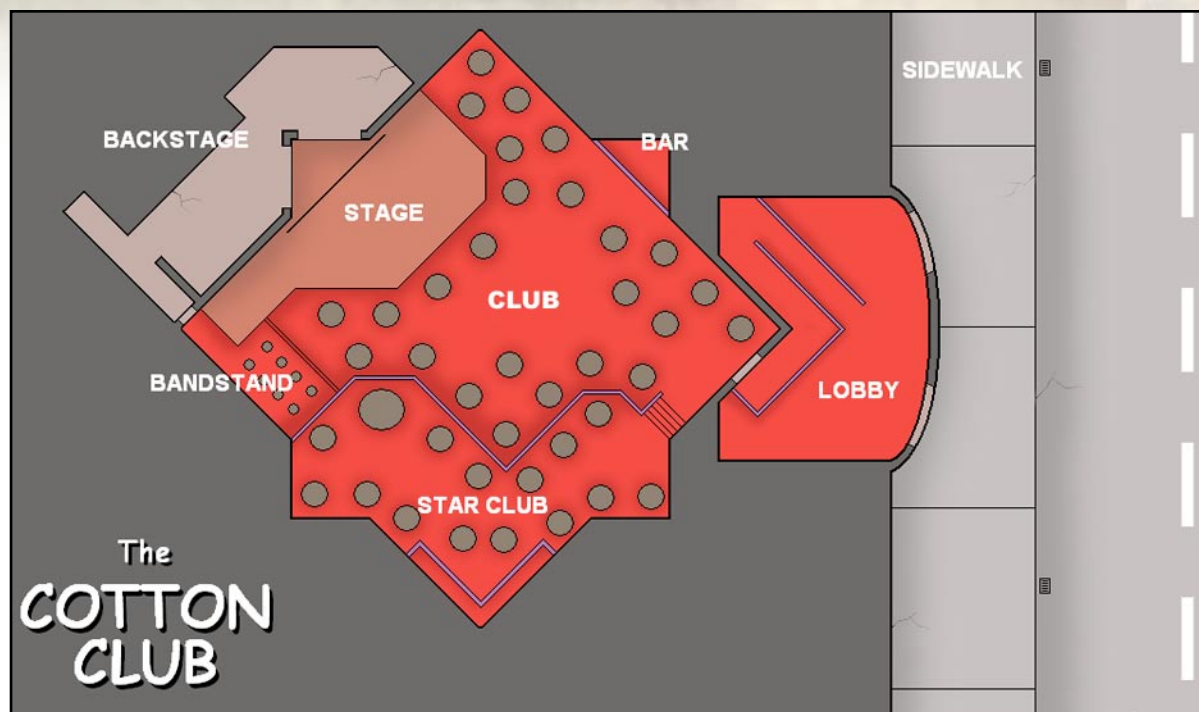
The PCs will have to show credentials to get in. Even then they will probably be given an escort into the club, and watched so they don't get in the way of "business". PCs that involve themselves on a personal level (drinking, engaging in relations with furniture, etc.) will likely be bounced right out. The bouncers know the pay an Enforcer gets, and it isn't enough to afford this club's recreations!

♥ **Cotton Club Bouncers (3):** HP 23 each.

CLUB

The club itself is a miniature world of its own. Luxurious appointments cover every wall; brass pillars, topped with globes of soft light, illuminate the entire place. Expert watercolors of nude women (many of them current pieces of furniture working at the club) hang in spotless glass-and-neon frames. Colorful drinks – all real, no synthetics – are served from a well-appointed bar, manned by three or four individual bartenders in smart white tuxedos.

Gentleman guests are expected to wear tuxedos or the finest gang fashions; furniture are attired in the sexiest, most revealing gossamer gowns vaguely showing through to the nipples, or with slits showing legs, artfully-applied tattoos, etc. The latter move about like cats, well-trained and poised to look good from every angle, at all times. No in-depth conversations, no distractions; the women are looking for buyers. Though they don't serve drinks (there are waiters for that), they have an eye for the wealthiest-



looking patrons, and focus their attention on them, sitting with them, chatting with them, and always looking good when spoken to.

In addition to a number of house bouncers that watch from near the bar, the entrance, and by the bandstand, the club is infested with members of the ruling gang. A few are here for pleasure, some are here to discuss business in their districts, while still more are just the footmen of more powerful leaders, keeping guard.

Any disturbance caused by the Enforcers will be met with force, despite the reputation of the Enforcers elsewhere in the city. This is the Mayor's club, and unless they're here with the Commissioner himself (which they aren't), any rudeness just won't

be tolerated.

♥ **Cotton Club Bouncers (12):** HP 23 each.

♥ **Mayor's Gang members (25):** HP 20 each.

STAR CLUB

The Star Club is where the really lucky get to hang out – set above the stage area, connected by marble stairs, only the Mayor and his cronies may occupy this place. A number of tables sit in the lounge, with the best view of the club; there are a few private booths, a secondary bar area (usually stocked with the foreknowledge of the new Mayor's favorite drinks), a large table for the Mayor himself (guarded if the Mayor is actually present), and *crowds* of the club's best and youngest "furniture".

HUMANITY IN A BOTTLE: OUT OF COMMISSION

Unless the PCs have business with the Mayor, they won't even be allowed up the steps (unless they're disguised as waiters, of course, in which case no attention will be paid to them, as waiters come and go all the time with drinks from the main bar).

● **Mayor's Gang members (4):** HP 20 each.

BANDSTAND/STAGE

In the manner of an old 30s or 40s nightclub, the main area of the club is taken up by a huge stage and marble dance floor, polished to a mirror-like shine. The jazz band sits in a gallery either in front of the stage or alongside the stage; the dance floor is often packed on busy nights with crowds of men and women dancing the night away. Most often, however, the floor is clear and the lights dimmed, to permit a husky-voiced jazz singer to come on stage and wow the crowd.

Spotlights strategically situated high above provide for even more dramatic lighting for the current favorite of the Mayor and his crowd (right now that's "Ronnie"; see below).

BACKSTAGE

The name is misleading. Behind the stage, behind the bar, up various discreet staircases – all of these passages lead to the private quarters and apartments of the Cotton Club's 100+ star-quality pieces of "furniture". None of these rooms are identical; most are occupied by two to four girls, their ridiculously expensive wardrobes (it's obvious where most of their money goes), and a remarkable lack of color and comfort. They are, after all, virtual slaves of the establishment. Provision has been made for mirrors, make-up rooms, grooming salons, etc., and each of the rooms has at least a modest supply of the most expensive recreational drugs for the girls to use when not "on duty". Otherwise, the dormitories are more

like *cells*.

No one is allowed backstage, not even Enforcers with a badge, without the club proprietor's (Madam Tess; see below) permission. If there's any trouble, bouncers and gangers from the club will quickly come to aid the girls, and promptly kill the transgressors – or at the very least throw them violently out into the alley out back (though any NPC bronzes will surely dissuade the PCs from causing such an event).

LOOKING FOR "THERESE"

The PCs are here on police business; they most likely came here with the intention of tracking down information about Therese, Durante's apparent obsession and prize possession – and the only person (besides the assassin) unaccounted for from the night of Durante's murder. If they spoke with Fetchfield, who mentioned the Cotton Club as where Durante first met Therese, this would be the obvious place to start looking.

Asking around nets a few answers and leads:

- Few people remember Durante, if his name is used, but describing him (or using a photo from the crime scene) has better results. A few of the girls remember Durante (fondly, it seems) as one of the kindest and quietest men around. He never ogled a girl, fondled, or took advantage of any of them. Some will even go so far as to say he came to the club not for the "furniture", but for the old-style music that is a hallmark of the place. He was obviously a man of class, an old-school gentleman. No one remembers what happened to him, but some suggest he may have fallen for one of the girls, bought her, and never returned.
- One of the bartenders, if shown Therese's

picture, recalls someone who looked like that (muttering something like "damn remarkable eyes" as he recalls the name and face). But she was bought by "some lucky customer" a year or so ago. Hasn't been seen since.

- Passing the picture around amongst the in-house "furniture" gets a few comments, but little headway. It's hard getting past the small talk; the women are here to get bought, not to chitchat. However, with a Gather Information or Intimidate check (DC 18 or 13) the girls start talking; one of the girls seems to remember someone similar; another says she died a while back in a gang hit. Still another says she was bought by a ganger and used as a party favor. None of the girls admits to being sure as to her current whereabouts.
- One senior call girl working the crowd remembers her if shown the picture. "Oh yeah...Clarisse...no, Therese! I didn't know her personally, but Madam might remember. Madam? She runs the club. Over there...sitting with the Mayor..." (Go to *The Mayor's Table*, below).

THE MAYOR'S TABLE

At some point the PCs will be referred to the Cotton Club's operator and "madam", who are currently sitting with the Mayor in the Star Lounge. As the party makes their way through the crowds, they are stopped by a pair of the Mayor's bodyguards looking for all the world like 1920s hoodlums. An immediate Intimidate check (DC 13) is required to push their way past, on "police business"; the men know better than to mess with so confident a group of bronzes, and assume the Enforcers are here to make some demand or another from the Mayor (bribes, pay-offs, whatever) on behalf of the "force". *With a failed check*

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the men see through the ruse, push the PCs off, and some other ploy must be used to get to the Mayor's table.

The Mayor and madam are surprised to see a group of uniformed Enforcers show up at their table, but once the PCs identify themselves (and their precinct number), the rather amused Mayor motions off the bouncers who are poised to throw them out. "No point in angering the police force," the Mayor says with a smile. He then offers the PCs to sit at his table, snaps his fingers to have drinks brought over, and introduces Madam Tess.

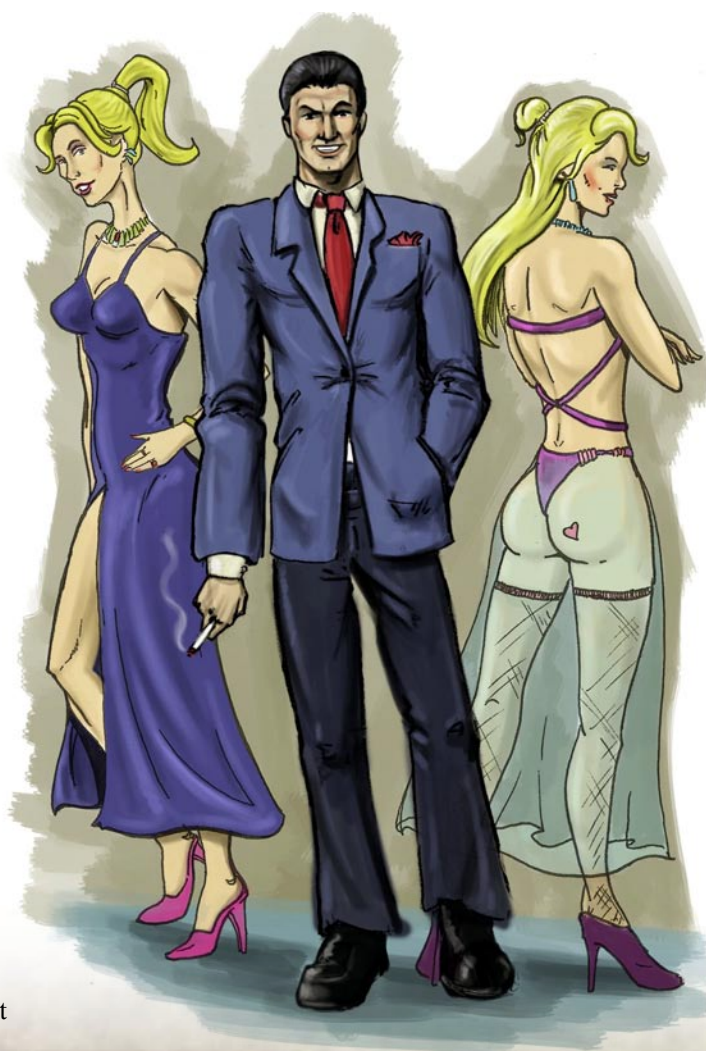
This moment should be a hallmark in the careers of the PCs, and none of the PC Enforcers present should be encouraged to "misbehave". This is, after all, the Mayor, the most powerful political figure in all of Metropolis Rho – and their ultimate boss.

THE MAYOR

Their first glimpse of the Mayor - in person - is an impressive sight for the Enforcers, and the GM should play it up for all it's worth. A man in his early forties, hair still black, eyes still vivid and aware, dressed in an exorbitantly expensive suit, but seemingly flexible enough to get into a knife fight at a moment's notice. He no doubt packs some fancy pistol beneath his smoking jacket and between the fingers in his right hand dangles the stub of an expensive, fragrant cigarette. A trio of the club's most beautiful girls, clad in see-through togas of scintillating gossamer, rubs his shoulders; make small talk, etc. at his side. They fall silent when business affairs are brought up. A quartet of favored bodyguard openly carrying SMGs stand only a few feet away, listening to what is going on and watching all like the future equivalent of secret

service agents.

Morrison is an impressive individual, surrounded by the kind of hangers-on and bodyguards one would expect of a man of his station. The Mayor is like the archetypal underworld boss and all-powerful



president rolled into one. *Impressive indeed!*

The madam of the Cotton Club is also a woman of appreciable beauty, with long chestnut hair, shapely body, and draped in attire similar to her girls. At the moment she seems in a bad mood, for her eyes convey a cold disregard for the bronzes even as the Mayor invites them to sit.

An immediate Sense Motive check (DC 15) gives the impression to the bronzes that the two just had a conversation about something, and the madam did not like the end result. Whatever the conversation was about, the PCs do not know (in reality Tess is trying to absolve herself of her relationship with Morrison, in vain). However, the Mayor changes the subject before anyone can say anything.

The Mayor, as much a politician as a ruthless gang-lord, jumps right into small talk and salutations, greeting the Enforcers, congratulating their precinct and the entire force on the job well done. He and his faction "look forward to working with the department" in the future; he reminds the group of his campaign promise to "raise Enforcer pay" - and to show his commitment, he rather brashly has one of his underlings come forward and dump piles of credits (10,000 credits total, divided however the PCs like) on the table.

Obviously meant to sway their opinions to the positive (and dissuade any attempts to threaten him), it has the desired effect; any NPC members of the group (such as Murphy or Sanderson), immediately smile, eyes wide in pleasant shock, and begin stuffing bills in their pockets and pants.

A look of disgust comes over Madam Tess, as the impoverished Enforcers glut themselves. The scene only makes the Mayor smile in delight and satisfaction.

As soon as the PCs make it clear (politely)

that they aren't here to see the Mayor, but rather Madam Tess, the Mayor feigns disappointment, but wishes them good luck in whatever case they are pursuing. If by chance they mention the murder of Mr. Durante, the Mayor pretends to know nothing about the case (or the man), and wishes them well.

A successful Sense Motive check against the Mayor's Bluff (of +18) reveals he is not at all surprised they came to see the Madam, nor is he unfamiliar with the name Durante. However, he will deny any accusations.

If the PCs bring up any possible connection between Durante and the Mayor, the Mayor plays it cool, a calculated, almost unnerving glimmer shining in his eye. He knows he is untouchable. He states again his ignorance of the matter, and with a simple shift of his weight he summons the attention of his guards. It is obviously time to leave ...

...AND THE MADAM

Upon hearing the name "Durante", or any mention of "Therese", Madam Tess abruptly excuses herself from the Mayor's table and heads out of the Star Lounge to the bar. The Mayor smiles a broad, amused grin, as if the drama of the scene was entirely predictable to him, and was being played out much to his satisfaction.

"Well, don't let her get away..." the Mayor muses, knowing full well the PCs need to ask her questions.

Any PCs that wishes to can pursue the Madam, or can remain to clean up the last of the credits spilled on the table. Whatever they do, the event described below soon occurs (see "Ronnie", below).

At the bar, during Ronnie's number on stage, Madam Tess sits and orders herself a drink, looking extremely annoyed when any pursuing PCs show up to continue their questions. But with a glance towards the Mayor's table she swallows her

unwillingness to talk, and motions for the PCs to sit and join her in a drink.

- Madam Tess admits to remembering Durante, referring to him as a "polite and well-behaved" customer of many years. He was an avid fan of the club's musical performances. He was also extremely rich.
- Madam does not believe Durante or the Mayor had any connection (this is a lie; a Sense Motive check, pitted against her +8 Bluff, reveals this). If pressed, she vehemently denies any relationship between the two, and cannot be budged. *Physical threats will certainly result in the PCs being removed from the club.*
- **If shown a picture of Therese (or if her name is mentioned)**, the Madam seems to have a remarkable memory. *In fact, her words seem quite practiced, as if she expected someone would be coming around asking about the girl.* Madam Tess confirms that Therese was a girl she purchased from one of the Zones gangs; she had been bounced around as a trade item by some minor gangs for some time before she came into the employ of the Cotton Club. A real beauty, with amazing blue eyes and a soft voice. Very timid, withdrawn, and emotional. Madam Tess admits she didn't think Therese would last a year at the club.
- Therese met Durante while working at the club. Madam admits she knew Durante fell in love from the beginning, and came more and more often to see her. Madam knew Durante was rich (if old), and told Therese to do anything and everything to make herself desirable. *This is not necessarily true; Durante may have seen Therese as a "damsel in distress" as much as anything else.*

- Eventually Durante came to Madam with the intention of buying Therese permanently. His offer was more than reasonable (more than 100,000 credits), more than Madam would make off of peddling Therese for a year to club guests. She sold Therese to Durante without question. After that, Durante stopped coming to the club altogether.
- She hasn't seen or heard from Durante or Therese since. Period.
- **If the PCs ask if any of the other girls might remember Therese**, Madam seems unwilling to get any of her girls involved. A Gather Information check (DC 15) is required to pressure her into mentioning that "Ronnie" (Veronica) was her roommate and "confidante". Once they have forced her to reveal this, she sarcastically invites the PCs to talk with Ronnie if they think it "might help".
- Before they leave, Madam places her hand on the arm of the interviewing PC, stares straight into his eye, and takes a moment to study his reaction. In a careful, quiet tone she simply says, "You have no idea where you are going with all of this, do you? Be careful."

GM Note: Though they don't know it (or perhaps they do suspect), the Madam is being used to bait the PCs. The Mayor knows the PCs are investigating Durante's death, and showing up at the club has put them uncomfortably close to him. A resourceful man, however, the Mayor has decided to use the PCs to track down the missing girl, Therese, whom he is also secretly searching for. Since his own men have failed to track her down so far, perhaps the PCs can. He has instructed the Madam to be as helpful as possible in the effort...

"RONNIE"

Sooner or later during their visit, the PCs will have the privilege of seeing "Ronnie" – the club's latest bombshell, a husky-voiced singing sensation. If they are still sitting with the Mayor, or have wandered to the bar after Madam Tess, any heated conversation is suddenly broken by an eruption of soft applause, the darkening of the entire club, and the illumination - with a single beam – of the stage.

The jazz band begins a soft melody that carries throughout the smoky nightclub. Face half-covered by her own long red hair, the solitary figure on stage looks up with sweeping lashes, revealing her pale white skin and full pouty lips; a striking face looks up at the crowd with a mysterious sparkle in her deep, dark eyes, as she begins to sing some old song about fidelity under duress, and of bittersweet longing.

Eventually the song ends, and during the applause the woman makes her way over to the Star Lounge and past the Mayor's table (which might start a few hearts pounding) towards one of the passages backstage. The girl, with a rustle of her luminescent purple toga, gratefully accepts a single rose from the Mayor as she passes by; in return she blows him a seductive, exaggerated kiss before retiring backstage.

She doesn't even notice the PCs sitting with him.

Any PC watching the singer recognizes her immediately as the girl in the photograph taken from the dead body of gangster Frankie Germaine, during the Drug Raid mission at the beginning of the adventure.

BACKSTAGE (EL 2)

If they don't think of it themselves, Murphy (if present) quietly suggests a little trip backstage to talk to this "new lead". Any character having spoken with Madam Tess will likewise find a brief interview with

the singer in order.

Assuming the PCs have gotten permission from the Madam, the PCs can slip into the dark labyrinth of passages behind the stage area. They walk through dark halls scented with cigarette and opium smoke, under dim lights and past the half-open doors of the dormitories. From side rooms, curious female faces peer out at the sight of unexpected bronzes, and elegant, striking figures – all made-up like models waiting for their turn on the runway - gather to watch in doorways.

A few brief requests for directions prove fruitful. Eventually the PCs find "Ronnie's" room, at the end of a dark hall and far from the swinging pulse of the club below.

Entering, the PCs see the lovely figure of Veronica, or "Ronnie" as she is more fondly known, sitting in a chair before an illuminated make-up mirror. Flowers sit in vases all around. An older woman in a loose robe wordlessly puts the Mayor's rose in a separate vase, and moves it to the forefront of the many gifts from the singer's numerous admirers. As the PCs enter, the older woman (a mere servant) drops her gaze and quietly leaves to give the bronzes room.

Ronnie looks up from grooming her spectacular hair, an arrogant reprimand for intruding ready to explode from her lips.

- Ronnie immediately demands the PCs leave, or she'll call the bouncers. An Intimidate check (DC 13), or a Charisma check (DC 18) is required to convince her to talk. In the former case she will be angry and afraid, and this should be reflected in the conversation's wording and tempo. In the latter case (where Charisma and tact are used) she doesn't know quite what to make of the PCs, quiets, and proves more willing to speak.

- Compliments of any kind are only met with an impatient, unimpressed rebuff; there is apparently no "breaking the ice" with this hardcore pragmatist. She makes it quite clear, in word and attitude that the bronzes are well beneath her on the city's social ladder.
- Even casually mentioning her relationship with the Mayor brings a look of scorn on the woman's face – apparently she doesn't like to be "judged" for her obvious "gold-digging". A Sense Motive check (DC 10) makes it pretty clear from her body language, however, that she is not completely confident in her position with the Mayor. Surrounded by his pick of beautiful women, Ronnie has had to fight hard – and play things cannily – to get where she is, poised to be his next "moll". She knows full well, however, that the Mayor could drop her like yesterday's paper if she were ever to fall out of favor. In any event, Ronnie feigns impatience once more, citing the fact that she must be on stage in 15 minutes for her "next number". They'd better get to the point, and fast.
- Shown a picture of Therese (or asked specifically about her), Ronnie stares at the photo for an unusually long moment, then up to each of the PCs, a cool, passive look slipping across her face. She pretends not to know who she is. Check Ronnie's Bluff (DC 19) against the party's Sense Motive; they may realize she isn't being honest.
- The PCs will have to trick her into this. The most obvious way is to mention Madam Tess' admission that they were former roommates. Even then chances are Ronnie plays ignorant, and it soon becomes clear that Ronnie wants to do this the *hard* way ...
- With the application of adequate bodily harm

(for instance, threatening to "ruin her face" with a hot cigarette butt), Ronnie can be made to talk. If the PCs are too squeamish (and for humanity's sake let's hope they are), Murphy, Drone, or Sanderson (if any of these NPCs are present) stand ready to perform it – before the PCs can protest. Only after she's been threatened in some way, proving the PCs' are no less brutal than the Mayor when it comes to the truth, will the girl talk. *Keep in mind that Ronnie has good reason to feign ignorance; she knows the Mayor is somehow involved with Therese and Durante, and being streetwise she knows better than to squeal. Still, pain is pain, and having her priceless face messed-up is about the worst thing imaginable (it is, after all, her daily meal ticket). This may run contrary to the qualms of most players, but it is a hard and ugly fact of Metropolis living – and as Enforcers, it comes as second nature to them.*

- Reconsidering her now-vulnerable position, a bitter and vicious look crosses Ronnie's face. For a moment she is quiet, until at long last (with sharp resentment in her hissing voice) she whispers what she knows. "*Her. Yeah...I know her. Used to be my roommate here at the club. Therese. I was working the Cotton for only two or three months when Madam Tess bought her – from some two-bit furniture operation out in the Zones. Madam cleaned her up and set her to work immediately. She was terrible. Used to cry every night – God, it was annoying. I couldn't sleep at all for months. Yeah, we used to go at it every now and again; the bitch didn't stand a chance against me. Ha. Anyway, the old guy, Durante, fell in love with her or something. Eventually bought her from Madam and took her away. Good riddance. Never saw either of them*

again."

- **If they ask about the Cotton Club's Madam,** Ronnie shrugs. "If she knows anything, it's that the Mayor is in control of the club now, not her. He's in control of everything. He's not like other mayors, not like anyone before. He's more powerful than anyone who *ever* came to power. He's taking over *everything*." She says this with a hungry gleam in her eye... *If asked, she doesn't know anything specific about the Mayor's ambitions, however.*
- **Asked about Durante,** Ronnie is quick to respond, fearing what the PCs might do if she doesn't cooperate. "Yeah, I remember him. Came to the club all of the time. Just sat at his table, dressed like he was at some gentleman's club – probably the same table he'd been sitting at for years. Never drank too much. Had a thing for Scotch – the real stuff. Never talked much. Had some conversations with the girls, now and again. Some of the girls figured he wanted to be a 'father' to one of them. Maybe just wanted to watch. Maybe some of the girls reminded him of a lost wife or something. I dunno...creepy. Couldn't have been legit. One of those rich eccentrics. Said he came to the club for the jazz as much as for the furniture. Ha. Whatever." *Though they probably don't know it, Ronnie has Durante utterly wrong – he was, in fact, a visitor seeking an escape back to times long past.*
- **Asked specifically about Therese,** or anything they may have shared in their brief time as roommates, Ronnie again looks reluctant – but the threat of punishment is enough to get her talking. "Yeah, she used to *talk*. Mostly at night. In her sleep. Sometimes she wanted to talk, after being with a john. Actually thought I gave a damn! Told me all sorts of stories...bullshit..."

stuff...said things like she wanted to go back to 'where she came from'. Crazy shit like that. She said her earliest memory was of wandering 'outside the dome', when someone named 'The Fuzz' found her and picked her up."

- It is clear that Ronnie never had much interest in what Therese said, nor did she believe the girl's claims. It is up to the PCs whether or not they believe what the arrogant woman says even now about Therese's tantalizing words, but Ronnie sticks to her story. If asked, she has no idea who "The Fuzz" is.
- **If asked if anyone else knows about Therese's "claims",** Ronnie nods – the *Mayor*. Just a while ago, at a private party before the Mayor's war with the East Side gang erupted, he was discussing with the leaders of the city's various gangs the idea of going to the Barrier and salvaging some of its defense weapons. On a lark, Ronnie happened to mention her roommate's claims of having been from "outside the dome". The Mayor was intrigued. In private, he took Ronnie and her then-boyfriend from the East Side Boys (Frankie Germaine) aside, and asked her everything. Frankie realized this was an opportunity to increase the Mayor's opinion of him, and at his urging she spilled everything she knew.
- **If the PCs ask what Frankie was doing at the Mayor's party,** considering the rivalry between the West Side Gang and the East Side Boys, Ronnie merely grins conspiratorially. She says Frankie was "playing both sides" - acting as an up-and-comer in Fargo Dan's gang, while at the same time getting paid as an informant for the Mayor.
- She doesn't know what the Mayor made of the information, but she admits he wanted to meet

this “Therese” really bad. Ronnie told him Durante had bought her, whereupon the Mayor showed a strong desire to track him down.

- The Mayor rewarded Ronnie by financing singing lessons at the club, and told Frankie that in a few months, after he got closer to Fargo Dan, he’d let him defect and appoint him to a cushy position in the West Side Gang. Things would have worked out for them, but Frankie got killed in a police raid just a few days ago. Since then she’s been shining up to the Mayor instead.

If the PCs let slip they fought (and killed) her lover, Frankie Germaine, the conversation ends as Ronnie becomes enraged (if the PCs do not think of mentioning it themselves, Sanderson, if present, may callously slip up and either pry about their relationship, or brag about how they were involved in “bringing him down”). This starts a brief, heated, angry chain of responses:

“You...you killed him? My Frankie? You bastards! We were going places! He was going to be a big player in the West Side! You ruined it – you ruined everything!”

With that Ronnie begins throwing things (comb, vases of flowers, hand mirror, etc.) at the PCs in an attempt to vent her anger. Each object, if and when it hits, only does 1d3 points of damage. But after two rounds she becomes frustrated and out of control, and reaches into her dresser drawer and pulls out a gun (a sleek pistol given to her by her deceased lover to celebrate their first “anniversary”). She immediately begins firing the weapon clumsily in an attempt to avenge Frankie Germaine’s “murder”.

☠ **“Ronnie” (1):** HP 7; Ronnie is armed with a *Walther PPK* and one clip of .32 ammunition.

Ronnie will continue firing at the PCs for 1d3 rounds, at which time “reinforcements” in the form of club bouncers will rush to the scene in her defense. If “Ronnie” is still alive when they arrive they will fight on her behalf (at least until the PCs think to explain themselves); if she is dead, however, they merely show up and demand why the PCs killed her.

Regardless of what happens, the PCs will be asked to leave (firmly or politely, depending on how they’ve acted) when the bouncers show up; a bill for “Ronnie’s” death (if she was killed) will be forwarded to the Enforcer precinct along with angry letter from Madam Tess demanding the department “keep a closer grip on its loose cannons”. If the PCs do not take this opportunity to leave, the bouncers will fight and more reinforcements (the same number) will arrive every 1d3 rounds.

☠ **Cotton Club Bouncers (6):** HP 23 each.

GM’s Note: If the combat doesn’t happen (for instance, if the PCs never bring up Germaine), Ronnie merely asks the PCs to leave once the interview is over.

AWARDING PPPS

Police Popularity Points should be awarded once the visit to the Cotton Club is over. Possible awards for this episode include:

- +2 for just getting into the Cotton Club (it never hurts to be seen rubbing elbows with the city’s elite).
- +1 to +5 for doing something dramatic during the visit that might circulate around police HQ (this might include engaging in clever repartee with the Mayor, seducing Madam Tess, etc).

ABANDONED WAREHOUSE

Tie In: The party finds the address of this warehouse among the papers in Durante’s wall safe.

The deed found in Durante’s wall safe lists the address of an abandoned warehouse just east of Midtown. A cross reference of the address (requiring a Research check at DC 13) identifies the warehouse as a former holding facility for Krestal Fuels, shut down more than nine years ago and subsequently condemned. Records show that Nathaniel Durante purchased the property from Krestal Fuels five years ago, with plans to renovate it and re-open it. He does not appear to have proceeded with these plans, however.

Though the PCs will probably never realize this, Durante hoped to renovate the building and give it to the Unproductives led by Jim Lambert (see Sweep of the Unproductives). Durante believed in what Lambert and his people were doing, and felt he needed to do something to preserve their efforts (and also to repay Lambert for selling him a working BFT).

THE WAREHOUSE

If the PCs visit the warehouse they find it in a run-down, deserted part of the city, just one of many identical buildings in a maze of dusty, barren back streets and alleyways. These buildings harken back to a time when the Metropolis was a major industrial city; now most are merely empty shells, left to decay and disintegrate over time.

The PCs encounter no foot or vehicle traffic back among these alleys. Garbage has collected in some areas, requiring them to drive slowly to plow through natural roadblocks of trash, or to avoid fallen

telephone lines.

A map of this location is not provided; the layout is typical of a downtown warehouse, with a large open space in the center and walls with windows only on the upper four of five feet of each wall. It is almost completely empty when the PCs arrive, its interior dark except for the murky beams of light coming through the upper story windows.

CAMP

When the PCs find the warehouse they discover something unexpected - a campsite among the ruins. An Investigate check (DC 13) seems to suggest the camp was recently inhabited, perhaps a day or so ago (coinciding with the time right after Durante was killed, up until the evening before the PCs arrive). The camp appears to have been set up just out of sight of the entrance, and away from the windows. This seems to suggest that whoever camped here didn't want to be seen.

A thorough search (Search DC 13) uncovers the following items:

- An expended *firestarter cube*;
- Two used up chemical light sticks;
- A ripped bedroll;
- The rotten cores of two or three Asian pears;
- An empty bottle labeled "Fibroxinin".

Though the PCs may not know it, Therese set up this camp after she fled Durante's apartment following the murder. Learning of the old property's existence from a past conversation with Durante, she came here knowing she could hide here for a brief time while she gathered her thoughts.

When the PCs find the place they arrive just in her wake. Therese has already left, but she has left clues that prove she is probably still alive.

NPC STATISTICS

This section lists the game statistics for the various creatures and characters featured in *Humanity In A Bottle*. For ease of reference, the NPCs are listed in order of their appearance.

EAST-SIDE BOYS

Led by the charismatic jackal Fargo Dan, the East-Side Boys were, up until recently, one of the most powerful gangs in Metropolis Rho. However their rivalry with the Mayor has cost them dearly, since with his election Mayor Morrison has made them a target for his violent revenge.

Individual East Side Boys generally consider themselves "playboys", and new recruits quickly adopt fine tailored suits, flashy cars, and equally flashy girlfriends. Though in the end they are no better than any other murderous gangs on the streets, the East Side Boys later become the party's only real hope for taking out Mayor Morrison and his despotic regime.

East-Side Boy, Strong Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +1; Grap +2; Atk +2 melee (by weapon), or +3 ranged (2d6, Parker Hale IDW); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL East Side Boys; SV Fort +3, Ref +2, Will +1; AP 0; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Hide +3, Intimidate +1, Knowledge (Streetwise) +2, Listen +2, Move Silently +3, Spot +2.

Feats: Advanced Firearms Proficiency, Personal

Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology.

Talents (Strong Hero): Melee Smash.

Possessions: Expensive clothes, Parker Hale IDW, one box of 9mm ammunition (20).

FRANKIE GERMAINE

On the exterior Frankie Germaine resembles a typical mid-level footman of the East Side Boys, with slick looks, a playboy's mannerisms, and enough ambition for ten men. Deep down, however, he is merely an easily-manipulated, two-bit hood who has been selling information about the East Side organization to their most hated rivals, the Mayor's West Side Gang. Germaine has been handsomely rewarded for his duplicity, with personal meetings with the Mayor, but his time is up when, during the opening scenes of the campaign he is caught in the ESB drug mill when the Enforcers are called to shut it down.

Frankie Germaine, Charismatic Hero 1/Strong

Hero 1: CR 2; Medium-size humanoid; HD 1d6+1 plus 1d8+1; HP 11; Mas 12; Init +2; Spd 30 ft; Defense 14, touch 13, flatfooted 12 (+0 size, +2 Dex, +1 class, +1 equipment); BAB +1; Grap +1; Atk +1 melee (by weapon), or +3 ranged (2d6, Parker Hale IDW); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL self, East Side Boys; SV Fort +3, Ref +3, Will +0; AP 1; Rep +2; Str 10, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Bluff +6, Climb +2, Gamble +1, Gather Information +4, Hide +3, Intimidate +7, Knowledge (Business) +5, Knowledge (Current Events) +3, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +6, Knowledge (Tactics) +2, Listen +1,

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Move Silently +3, Sense Motive +1, Spot +1.

Feats: Advanced Firearms Proficiency, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology.

Talents (Charismatic Hero): Fast-Talk.

Talents (Strong Hero): Extreme Effort.

Possessions: Expensive clothes, Parker Hale IDW, one box of 9mm ammunition (20), light undercover shirt, 300 credits in cash, gold watch (worth 250 credits), two doses of *DreamSlide*.

UNPRODUCTIVES

Like any general term, “unproductives” covers a vast range of homeless, jobless, and generally non-contributing members of Metropolis society. These can range from petty street thugs with no affiliation to a particular gang, to recently laid-off laborers, technicians, and government employees. The term “unproductive” also covers those elderly who were not able to secure a large enough nest-egg to keep them off the streets once they stopped being able to work, as well as countless children orphaned in the city’s never-ending gang warfare.

By and large Unproductives are considered less than human in Metropolis Rho. Good for little more than keeping their ear to the ground, spying, or petty theft, they are used like cattle and cannon fodder depending on the mood/motivations of their local ward boss.

Unproductive, Post-Apocalyptic Hero 1: CR 1; Medium-size humanoid; HD 1d8+1; HP 6; Mas 12; Init +2; Spd 30 ft; Defense 13, touch 13, flatfooted 11 (+0 size, +2 Dex, +1 class); BAB +0; Grap +2; Atk +2 melee (1d6+2, metal baton), or +2 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +2, Ref +3, Will +1; AP 0; Rep +0; Str 15, Dex 14, Con 12, Int 10, Wis 13, Cha 8.

Occupation: Slave (Climb, Survival).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Bluff +0, Climb +4, Gather Information +0, Hide +4, Knowledge (Streetwise) +2, Listen +5, Move Silently +4, Search +6, Spot +5, Survival +3.

Feats: Alertness, Endurance, Post-Apocalyptic Technology, Primitive Technology, Vulture.

Talents (Post-Apocalyptic Hero): Necropoli Lore.

Possessions: Rag clothes, metal baton.

ENFORCERS

The *Enforcers* of Metropolis Rho are one of the most feared organizations in the entire city, and rightly so. Though little more than sanctioned mercenaries, their power stems not just from their corporal presence, but also from their ingrained sense of unity, fraternity, and superiority over the squalid masses of “civilians”. Given special privileges such as pay for collecting bounties and guaranteed rations each month, as well as an independent charter that frees them from paying taxes or facing punishment for crimes committed on the job, they are an elite organization whose morale is generally excellent.

The typical Enforcer is a motivated brute who believes he is descended from the tough lawmen of the past; doing his part to ensure that law and order is maintained on the streets of Metropolis Rho. He generally looks down on all others as inferiors, even members of the most powerful gangs, since his membership in the Enforcers gives him prestige - and real power. Though a good portion of Enforcers abuse this trust on a daily basis, it is this ruthlessness and lack of moral character that makes them the feared brotherhood that they are. To the average Enforcer, it is the good of the organization first; the precinct second, and all other concerns are tertiary.

Typical Enforcer, Strong Hero 3/Enforcer 1: CR 4; Medium-size humanoid; HD 3d8+3 plus 1d10+1; HP 23; Mas 13; Init +2; Spd 30 ft; Defense 20, touch 15, flatfooted 18 (+0 size, +2 Dex, +3 class, +5 equipment); BAB +4; Grap +6; Atk +7 melee (3d6+4, stun baton), or +6 ranged (2d8, Wildey .44); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Enforcers; SV Fort +4, Ref +4, Will +2; AP 1; Rep +0; Str 15, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Tactics]).

Skills: Climb +4, Drive +4, Gather Information +0, Hide +3, Intimidate +7, Knowledge (Streetwise) +2, Knowledge (Tactics) +2, Move Silently +3, Sense Motive +2.

Feats: Intimidating Strength, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (stun baton).

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Enforcer): Riot Formation, Uniformed Fighter.

Possessions: Enforcer armor, Wildey .44 Magnum, 2 boxes of .44 magnum ammunition (16), *stun baton*, *power backpack*.

Assault Enforcer, Strong Hero 3/Enforcer 1: CR 4; Medium-size humanoid; HD 3d8+3 plus 1d10+1; HP 23; Mas 13; Init +2; Spd 30 ft; Defense 20, touch 15, flatfooted 18 (+0 size, +2 Dex, +3 class, +5 equipment); BAB +4; Grap +6; Atk +6 melee (3d6+4, stun baton), or +6 ranged (2d8, Mossberg M500 Bullpup); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Enforcers; SV Fort +4, Ref +4, Will +2; AP 1; Rep +0; Str 15, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Tactics]).

Skills: Climb +4, Drive +4, Gather Information +0, Hide +3, Intimidate +7, Knowledge (Streetwise) +2, Knowledge (Tactics) +2, Move Silently +3, Sense Motive +2.

Feats: Intimidating Strength, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Room-Broom.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Talents (Enforcer): Riot Formation, Uniformed Fighter.

Possessions: Enforcer armor, Mossberg M500 Bullpup, 14 rounds of 12-gauge ammunition, *stun baton*, *power backpack*.

JIM LAMBERT

Like many who call the streets their home, Jim Lambert is nothing more than an “Unproductive” to the government and the Enforcers - just one more name in the growing list of the city’s urban poor. Despite this he is a man with a long history - though from the standpoint of the adventure, the PCs will probably never know this. Once an art dealer, Lambert has seen the finer side of the Metropolis slowly bleed out of its civilians due to the slow disintegration of the city’s culture. Forced out of business after refusing to pay protection money to the “Switchblades” (a gang), he lived on the streets for several years, eventually buying a building in the urban Zones. Here he attracted other urban homeless, offering them a place to sleep and shelter from the violence of the city. He also offered a rudimentary education to homeless children in the neighborhood, passing on his knowledge of the ancient arts (music, painting, and history) to any who would listen.

Lambert’s people were continuously harassed by the Mayor to leave their compound so it could be leveled as part of his urban “beautification and

revitalization” project. Having lost so much already to the violent culture of the Metropolis, Lambert and his followers have refused. They now make their stand, ready to die to defend their small sanctuary among the ruins.

Jim Lambert, Dedicated Hero 2/Smart Hero

2: CR 4; Medium-size humanoid; HD 2d6+2 plus 2d6+2; HP 18; Mas 12; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +2; Grap +1; Atk +1 melee (1d6-1, rifle butt), or +5 ranged (2d6, Interdynamics MKR); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Unproductives; SV Fort +3, Ref +2, Will +5; AP 2; Rep +2; Str 8, Dex 15, Con 12, Int 15, Wis 13, Cha 10.

Occupation: Academic (DW) (Knowledge [Ancient Lore], Knowledge [Art]).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Demolitions +4, Craft (electronic) +8, Craft (mechanical) +8, Gather Information +1, Hide +4, Knowledge (Ancient Lore) +6, Knowledge (Art) +10, Knowledge (Current Events) +4, Knowledge (History) +6, Knowledge (Streetwise) +6, Knowledge (Technology) +6, Listen +3, Move Silently +3, Repair +8, Research +4, Search +6, Spot +3, Treat Injury +2.

Feats: Builder (Craft [electronic], Craft [mechanical]), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Suppressive Fire, Vulture, Weapon Focus (Interdynamics MKR).

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Art]).

Talents (Smart Hero): Savant (Repair).

Possessions: Rag clothes, Interdynamics MKR, two boxes of 4.5mm ammunition (100), *ready syringe* with one dose of *stimshot A*.

FIREFIGHTERS

The firefighters of Metropolis Rho have long held a vital role in the city’s survival, yet they still live as second-class citizens like so many others who live their lives outside the mainstream of the city’s entrenched gang system. Though ostensibly overseen by the Enforcers, the firefighters of the city are formed into a loose collection of allied “fraternities” that act as a powerful union when working conditions get bad. Notoriously underpaid, these men manage to get by taking valuables from the residences they save to be sold on the black market.

Firefighter, Strong Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +0; Spd 30 ft; Defense 11, touch 11, flatfooted 11 (+0 size, +0 Dex, +1 class); BAB +1; Grap +3; Atk +3 melee (1d6+3, fire axe), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Firefighters; SV Fort +3, Ref +0, Will +1; AP 0; Rep +0; Str 15, Dex 10, Con 14, Int 12, Wis 13, Cha 8.

Occupation: Repairmen (Craft [structural], Disable Device).

Background: Degenerate (Treat Injury).

Skills: Climb +6, Craft (structural) +3, Drive +1, Escape Artist +1, Jump +4, Treat Injury +5.

Feats: Brawl, Post-Apocalyptic Technology, Primitive Technology, Streetfighting.

Talents (Strong Hero): Melee Smash.

Possessions: Dirty uniform, long coat, fire helmet, fire axe.

SODOMITES

The Sodomites are a wretched gang of deviants who mainly congregate in the Downtown area, but are known to roam far and wide under the cover of night to spread terror and wreak mayhem in rival

neighborhoods. They are easily recognized, their “uniforms” generally composed of outrageous fetish gear, leather chaps and biker caps, vinyl trench coats, etc... Most tend to wear masks or goggles to hide their true identities.

Sodomite, Strong Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; HP 7; Mas 14; Init +0; Spd 30 ft; Defense 13, touch 11, flatfooted 13 (+0 size, +0 Dex, +1 class, +2 equipment); BAB +1; Grap +3; Atk +3 melee (1d6+3, metal baton), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Sodomites; SV Fort +3, Ref +0, Will +1; AP 0; Rep +0; Str 15, Dex 10, Con 14, Int 12, Wis 13, Cha 8.

Occupation: Predator (Hide).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Hide +4, Intimidate +0, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +3, Listen +2, Move Silently +3, Search +2, Spot +2.

Feats: Armor Proficiency (light), Post-Apocalyptic Technology, Primitive Technology, Stealthy.

Talents (Strong Hero): Melee Smash.

Possessions: Metal baton or combat knife, leather armor.

MISS PIGGY

One of the more notorious members of the Sodomites gang, this mid-level ganger has made a reputation for himself through the sheer brutality he brings down on his victims - often torturing and mutilating those who fall into his hands. He is also well loved by the degenerates who follow him, and has begun to gather a small following of loyal gangers to his side. “Piggy” is a huge individual who chooses to wear an ill-fitting leather dominatrix outfit over his muscular frame, with a rubber mask of some pre-Fall cartoon swine covering his face at all times. He also wears

six-inch platform heels, but is so practiced in wearing them that he moves quickly and without effort despite their clumsy appearance.

Miss Piggy, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +1; Spd 30 ft; Defense 15, touch 13, flatfooted 14 (+0 size, +1 Dex, +2 class, +2 equipment); BAB +3; Grap +5; Atk +6 melee (1d6+4, metal baton), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Sodomites; SV Fort +4, Ref +2, Will +2; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Hide +4, Intimidate +6, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +2, Listen +2, Move Silently +4, Search +1, Spot +2.

Feats: Armor Proficiency (light), Intimidating Strength, Post-Apocalyptic Technology, Primitive Technology, Stealthy, Weapon Focus (metal baton).

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Possessions: Metal baton, leather armor, rubber mask.

UNDERGROUND FIGHTERS

Members of the so-called “Mutant Underground”, each of these men (and women) are true survivors; individuals who somehow slipped through the government’s grasp at birth and have lived on the streets - or underground - to this day. Born with mutations of one kind or another, all of these men and women live the life of the hunted, and if ever caught can expect to be “liquidated”.

Though most of these people were previously unaffiliated, living on their own and thinking they were unique genetic aberrations (and, sadly, believing

they were *monsters*), Morton has brought them together as a force to be reckoned with. Members of the Underground see Morton as not only a leader, but almost a “messiah”, as he has given them an identity, hope for a future, and taken away their shame and replaced it with a sense of belonging.

Underground Fighter, Fast Hero 2: CR 2; Medium-size humanoid; HD 2d8+4; HP 13; Mas 15; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+0 size, +2 Dex, +4 class, +2 equipment); BAB +1; Grap +2; Atk +2 melee (1d6+1, rifle butt), or +3 ranged (2d8, MAG-7); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Underground; SV Fort +2, Ref +4, Will +1; AP 1; Rep +0; Str 13, Dex 14, Con 15, Int 10, Wis 12, Cha 8.

Occupation: Predator (Hide).

Background: Degenerate (Knowledge [Streetwise]).

Mutations and Defects: Varies.

Skills: Climb +2, Escape Artist +4, Gather Information +0, Hide +8, Knowledge (Streetwise) +2, Listen +2, Move Silently +8, Search +1, Spot +2, Swim +2.

Feats: Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Stealthy.

Talents (Fast Hero): Evasion.

Possessions: Rag clothes, MAG-7, 2 boxes of 12-gauge ammunition (10), light undercover shirt, cyanide pill.

KAT SANDERS

A member of the mutant Underground, Kat Sanders was born with a terrible facial deformation that cruelly mars her otherwise beautiful looks. Made bitter not only because of the way Metropolis society is trying to destroy her kind, but also from her own

self-hatred, she is one of Morton's more brutal and callous agents. She specifically volunteers for the mission to "dissuade" the Enforcers from pursuing Dr. Cole (see *Mutant Ambush*), hoping to knock off a few lawmen to satisfy her maniacal hatred of "the system".

Kat Sanders, Fast Hero 5: CR 5; Medium-size humanoid; HD 5d8+10; HP 33; Mas 14; Init +3; Spd 30 ft; Defense 21, touch 18, flatfooted 18 (+0 size, +3 Dex, +5 class, +3 equipment); BAB +3; Grap +5; Atk +3 melee (1d6, rifle butt), or +6 ranged (2d8, MAG-7); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Underground; SV Fort +3, Ref +6, Will +0; AP 2; Rep +1; Str 10, Dex 16, Con 14, Int 12, Wis 8, Cha 9.

Occupation: Predator (Hide).

Background: Degenerate (Knowledge [Streetwise]).

Mutations and Defects: Abnormal Joint Flexibility, Aberrant Deformity.

Skills: Bluff +1, Climb +3, Disguise -7, Drive +5, Escape Artist +7, Gather Information +0, Hide +11, Intimidate +0, Jump +1, Knowledge (Streetwise) +5, Listen +0, Move Silently +11, Sleight of Hand +9, Spot +0, Swim +1, Tumble +9.

Feats: Armor Proficiency (light), Double Tap, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Stealthy.

Talents (Fast Hero): Evasion, Uncanny Dodge 1, Defensive Roll.

Possessions: Leather trenchcoat, gaudy furs (worth 100 credits), MAG-7, 3 boxes of 12-gauge ammunition (15), undercover vest, cyanide pill, can of *Tufn-Up*.

COTTON CLUB BOUNCERS

Tess Dane, proprietor of the notorious Cotton Club, has the money and influence to hire the best bouncers for her establishment. Most of these hulking brutes come from gang backgrounds, but the lucrative money provided to them by Madam Tess has a tendency to make them extremely loyal to her, and her alone.

The bouncers at the Cotton Club are not only competent at intimidation (as any good bouncer should be), but also at being polite or, at times, invisible. Since the Cotton Club patrons a wide variety of clientele (tough gangers, up-and-coming made men, socialites, and even the rare elderly eccentric like Nathaniel Durante), her bouncers are experts at making customers feel at ease while at the same time letting them know that there will be no trouble at Madam Tess' establishment.

Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6 plus 3; HP 23; Mas 14; Init +1; Spd 30 ft; Defense 13, touch 13, flatfooted 12 (+0 size, +1 Dex, +2 class); BAB +3; Grap +5; Atk +5 melee (1d4+4, unarmed), or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Madam Tess; SV Fort +4, Ref +2, Will +2; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Popular Culture]).

Skills: Gamble +2, Intimidate +4, Knowledge (Current Events) +0, Knowledge (Popular Culture) +1, Knowledge (Streetwise) +0, Spot +2.

Feats: Brawl, Combat Martial Arts, Post-Apocalyptic Technology, Primitive Technology, Streetfighting, Toughness.

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Possessions: Expensive clothes.

MAYOR'S GANG MEMBERS

The members of the Mayor's gang, the West Side Gang, rose to prominence in the past few years over all other criminal organizations in the city. Sleek, professional, and utterly ruthless, these gangers have shown the others in the city and on the streets how real crime was meant to be, engaging in guiltless acts of brutality, revenge killings, and weaving a web of friends, allies, and co-conspirators who all owe the gang one favor or another. It is this last endeavor that has really paid off for the gang, securing for their charismatic leader the Mayorship in the recent elections.

A typical member of the West Side Gang is more than just your average thug, he is a true gangster, totally loyal to Mayor Morrison for bringing their organization a newfound sense of superiority, hunting down the last remnants of the East Side Boys to avenge the bad blood between the two gangs, and of course, making even the most junior member filthy rich.

Mayor's Gang member, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+6; HP 20; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 14, flatfooted 15 (+0 size, +2 Dex, +2 class, +3 equipment); BAB +3; Grap +5; Atk +5 melee (1d6+4, rifle butt), or +6 ranged (2d6, M9 Spectre); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL West Side Gang; SV Fort +4, Ref +3, Will +2; AP 1; Rep +0; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Intimidate +5, Knowledge (Current Events) +2, Knowledge (Popular Culture) +2, Knowledge (Streetwise) +6, Knowledge (Tactics) +2.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (M9 Spectre).

Talents (Strong Hero): Melee Smash, Improved Melee Smash.

Possessions: Expensive clothes, M9 Spectre, one box of ammunition (50), undercover vest.

RONNIE

With a mane of red hair, catlike green eyes, and looks reminiscent of a young Lauren Bacall, “Ronnie” would seem to have a bright future ahead of her as a showgirl and entertainer at the city’s elite Cotton Club. In love with a young and ambitious gangster from the East Side Boys (Frankie Germaine), Ronnie is devastated when he is killed by the PCs in their raid of the ESB drug mill early in the adventure.

Ronnie was the roommate of the mysterious girl Therese when Madam Tess bought her from the Midtown Angels, before Nathaniel Durante acquired her and took her away. Used to the excitement and expensive things only a gangster boyfriend can give her, since the death of her lover, Frankie, Ronnie has been trying to win the Mayor’s attention in hopes of securing her future.

TABLE 1-1: NEW WEAPON

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Wgt	Cost	Craft DC
Interdynamics MKR	2d6	20	Ballistic	80 ft.	S, A	50 box	Large	6 lb.	1,400 cp	26

“Ronnie”, Charismatic Hero 2: CR 2; Medium-size humanoid; HD 2d6; HP 7; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +1; Grap +0; Atk +0 melee (1d4-1 nonlethal, unarmed), or -2 ranged (2d4, Walther PPK); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +2, Ref +3, Will +3; AP 1; Rep +2; Str 8, Dex 13, Con 10, Int 15, Wis 12, Cha 14.

Occupation: Furniture (Bluff, Perform).

Background: Degenerate (Knowledge [Popular Culture]).

Skills: Bluff +9, Craft (visual art) +7, Disguise +4, Escape Artist +3, Gather Information +7, Knowledge (Business) +6, Knowledge (Current Events) +7, Knowledge (Popular Culture) +7, Knowledge (Streetwise) +6, Listen +3, Perform +7, Sense Motive +3, Sleight of Hand +5.

Feats: Deceptive, Iron Will, Nimble, Post-Apocalyptic Technology, Primitive Technology.

Talents (Charismatic Hero): Charm.

Possessions: Sultry dress, Walther PPK, one box of .32 ammunition (7), two doses of *Cat*.

NEW WEAPONS

A few weapons make unique or unusual appearances in *Humanity In A Bottle*. The statistics for these rarities are presented below.

INTERDYNAMICS MKR

The Interdynamics MKR is a Swedish-designed assault rifle that attempted to use a revolutionary high-velocity 4.5mm round to reduce recoil while still matching the stopping power of the 5.56mm assault rifles of the late 20th century. The MKR was only moderately successful, proving to have slightly less punch than its peers. The main benefit of the rifle was its remarkably high ammunition capacity.

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