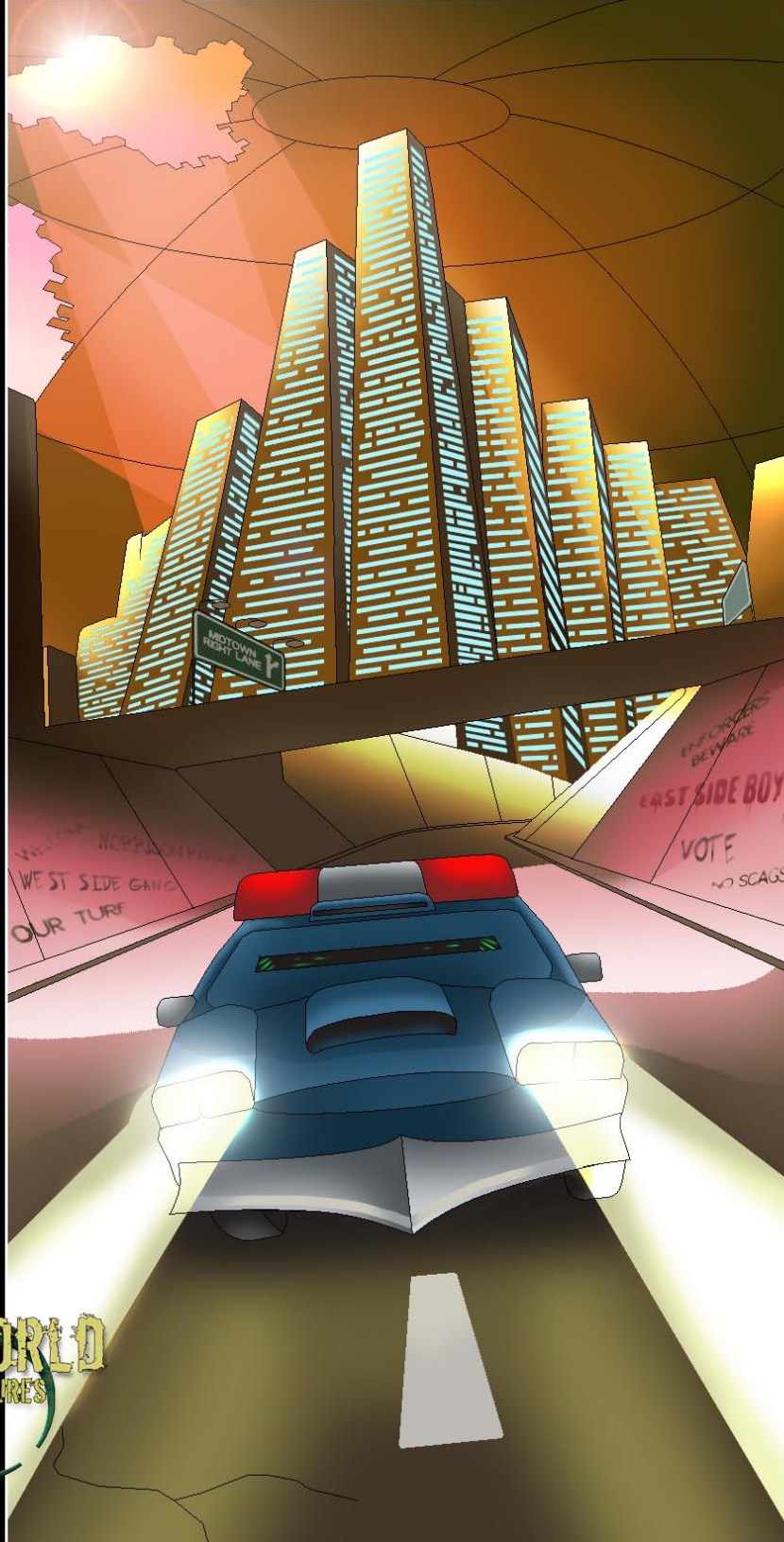


METROPOLIS RHO: HUMANITY IN A BOTTLE



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CHAPTER TWO: TRAIL OF TREASON

At the start of Chapter 2 the PCs, at the behest of the Enforcer Commissioner, have begun an investigation into the brutal murder of Nathaniel Durante, a wealthy - and apparently mysterious - member of Metropolis Rho's aging elite. Apparently unaffiliated with the gangs that rule the city, and with few friends to speak of, they are the only hope for bringing justice to his killer. Unbeknownst to the

PCs, however, they have unwittingly put into motion a series of events that will lead them - if not the entire city - towards a precipice of total chaos.

For now, however, the PCs are merely trying to understand the man that was murdered, while struggling with limited resources to lay down a framework for their investigation. Unfortunately for their efforts, in Chapter 2 the PCs are slightly

sidetracked by another series of events that seem, at first, to be totally unrelated - a massive food riot led by an enigmatic underworld figure, a man known only as "Morton".

Throughout Chapter 2 the PCs doggedly pursue their investigation of the Durante case, while also unraveling the veil of secrecy surrounding one of the city's most subversive criminal groups, the "Mutant Underground". Coming face to face with the city's darkest side, the PCs also begin to string together the truth behind Nathaniel Durante and the mysterious girl "Therese".

Chapter 2 begins with a visit to Commissioner Thorwal of the Enforcers, the man who has appointed the PCs directly to the Durante case. It is a chance for the characters to meet their leader, and at the same time create a picture of his tragic countenance and indeed a portrait of the city's degenerate nature itself.

CHAPTER 2 RUMORS:

1. A new form of Cat has hit the streets, a real killer. Fries your brain with one use. Those in the know are claiming the East Side Boys put it out to hurt the drug market. If it's true the East Side Boys are through; none of the gangs are going to stand for it. *Mostly true; a deadly form of the drug is being produced, but by the Mayor's gang, not the East Side Boys. Pursuing this rumor may lead the PCs to the "Rumors of Bad Cat" episode.*
2. The Commissioner has gone soft. Did you see what a fiasco he made of the sweep of the Unproductives? An entire squad was almost wiped out because of his incompetence. The old man should be replaced. *The truth here is entirely subjective.*
3. There are always stories coming from the outer zones of gangers trying to go beyond the Dome to salvage guns, mines, and machine parts from the Barrier, but those who went were never heard from again. *This is true, largely because of the Zone Rangers and other barrier scavengers who prey on anyone in the outer zones, as well as the defenses of the Barrier, which are still very much intact.*
4. Fargo Dan, leader of the East Side Boys, was seen at a black market hotspot the other night by members of the West Side Gang. Apparently there was a bloody shootout, but Fargo Dan and a handful of his men got away. He and his gang have become virtual outlaws since the Mayor started cracking down on them. According to what I heard Fargo was trying to get his hands on some heavy-duty explosives...I wonder what he wants them for? *True, Fargo Dan has successfully acquired explosives, which he plans to use to destroy the transformer building at the city's power station; see "Raid on The Power Station" for details.*

MEETING WITH THE COMMISSIONER

Sometime after the initial phase of their investigation of the Durante case (perhaps after they have visited those sites listed in the *Investigations* section of *Chapter 1*) the PCs are summoned for a briefing with Commissioner Thorwal. This scene sets the stage for the PCs' developing a sense of the "true" Commissioner (that is, a man who yearns for a time that can never be had again), and offers them a chance to glean more information about the people they serve, including the Mayor.

The scene here does not describe how the PCs are summoned to the briefing; since it can happen at any time you, as GM, choose. When the time comes the PCs either receive word on the radio (if they are out on the job) or from the desk sergeant at the precinct (if they are back at HQ at the time).

The Commissioner's office is quiet and dark, but no less impressive than you imagined. The dying light of the day washes through an enormous window overlooking the entire room, painting everything in a golden color. Outside you can see the ugly cityscape spread out below like a carpet, the cars and traffic nothing more than ants from this high up.

Sitting in the center of the office is a huge desk cluttered with papers, glass ornaments, and even a quill pen. Apparently the Commissioner isn't here yet, for a high-backed leather chair sits behind the desk, unoccupied.

On one wall, illuminated by the fading light of dusk, is a framed poster; by the looks of it you guess it must pre-date the Fall. The poster depicts a romanticized image of an Enforcer in full armor, standing beside a Terminator patrol car. Behind him a woman stands, child in her arms, looking grateful for his sudden appearance. The man has one hand on his sidearm, as he looks towards some unseen perpetrator with a resolute and intimidating stare.

Below this comic book image are these words: "To Protect And Serve".

A thin swirl of cigarette smoke rises from the shadows, followed by the momentary glow and fade of a cigarette's bright orange tip. Suddenly you realize that the Commissioner has been here the whole time, standing silent and unmoving in the shadows, watching you.

Stepping into the amber half-light, the Commissioner is not what you expected. The black uniform with navy trim seems to have been designed just for him, as if he were the template for Commissioners going back a hundred years. He stands tall without so much as a slouch,

as if standing at attention at an official police funeral. The analogy seems appropriate, for his elderly face is lined with deep wrinkles, almost suggestive of a deep and perpetual gloom over his soul. Almost 65 years old, his white hair is neatly trimmed and worn straight back from his face, revealing even more of his stark and grim countenance.

"Gentlemen," he says, his voice gruff and commanding, yet somehow fatherly and sad, "you may be at ease."

For a moment he merely puffs on his cigarette, staring once more out into the golden twilight. He finally turns and notices your lingering appraisal of the poster.

"Things were different in those days..." he says, a slight hint of melancholy in his voice.

He motions towards a plain wooden cigar box sitting on his desk.

"Please, help yourselves to a cigar or cigarette. They are some of the few luxuries I can offer you."

Whether or not the PCs accept the Commissioner's offer he immediately requests that they brief him on their progress on the Durante investigation. Allow the PCs to sum up what they've found out. This should be as much a briefing for the Commissioner as a chance for the PCs to organize their thoughts, bounce them off each other, and theorize. During the briefing the Commissioner merely stands by the window, staring out at the city, silently nodding every now and then between puffs of his cigarette. If you like (or if the PCs have gotten off the track) use the Commissioner to guide the PCs along with comments, suggestions, or theories of his own - but always play him as a listener, contemplating what they are saying and giving the PCs the image of a

man who may know more than he's letting on.

In truth the Commissioner was somewhat alarmed when the name Nathaniel Durante came up (he knows Durante was associated with the underground physicians who work at the clinic at the old University - the same place where Thorwal took his wife to have his son delivered; see later for more on this). Aware that any connection to the clinic might endanger him, the Commissioner has been giving the case special attention, albeit on a very low-key basis. He sees in the PCs a group who may learn too much and, being unsure of their motivations, does not know whether to fear them (they might come to reveal his relationship with Dr. Cole) or to trust them as his last hope for salvation.

Concerning the Durante case, Commissioner Thorwal has the following things to tell the PCs:

- The Commissioner can tell the PCs what they probably already know: Nathaniel Durante was a wealthy individual, whom some might call "eccentric", who seems to have given up on the world and turned his highrise apartment into his own personal "retreat". He appears to have been involved in a number of commercial interests at one time or another, but eventually bowed out due to what he believed to be a "degeneration" of the city. *This the Commissioner says with some irony in his voice; he shares a similar view of the city, and wishes he could do the same.*
- One of these "interests" appears to have been with Krestal Fuels, but only as an investor; he did not make any decisions concerning the company. *In case the PCs didn't realize it, the PCs now have a lead to check on; they can get the address of Krestal Fuels easily at the precinct.*

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- If they mention that Durante lived with a woman (from the photographs, or the fact that there were women's clothing in the Durante apartment), he tells them there is absolutely no record of her. Though they have a name ("Therese"), this isn't enough to go on. *Therese doesn't have a last name so a more thorough search is impossible, and so it'll be up to the PCs to find out who she is and where she came from.*
- If the PCs have learned that Therese may be from the Outside and mention it during the briefing, the Commissioner is quiet for a moment as he stares out the window. He tells them in an even voice that there is no evidence that life survived the Fall outside of the Metropolis, and on top of that nothing could get through the Barrier; as such, the idea is preposterous. *A Sense Motive check at DC 13 suggests he doesn't actually believe this himself (he is aware of the BFT device which could in fact allow some to cross the Barrier and escape the city; he learned this from the City Computer); however, he won't discuss this further.*
- If the PCs mention that Therese may have been Durante's killer, he tells them that he doesn't think she was the perpetrator. If they ask why, he tells them he "just has a gut feeling". She could have killed him a number of ways, and a bullet wound to the head from the roof is by far the most unlikely. The murder of Durante was a professional slaying, he's sure of it. He even suggests she may be already dead since she might have been a witness to the crime. However, unless the real culprit is caught there is little doubt political pressure will be put on the Enforcers to name her as the killer and close the case quickly.
- If the PCs bring up that they believe Therese to be alive, the Commissioner turns and gives them a long stare, before returning to the window to stare out at the city. He tells them that if she is, then she's doing a great job evading capture. He suggests they give up on her and let her go - the real killer is still out there. *A Sense Motive check at DC 13 suggests the Commissioner has sympathy for Therese; though he doesn't even know her, he knows she'll probably go down for a crime she didn't commit. Since he doesn't trust the PCs, he doesn't want them tracking her down.*
- If they tell the Commissioner that they're going to find her anyway, the Commissioner doesn't even turn from his spot. He tells them that if they do find her, not to bring her in to the precinct. This should come as a surprise to the PCs, as the suggestion is a total departure from police procedure. Before they can ask why the Commissioner hints that they would be doing their most sacred of duties - protecting and serving the public - if they took her with them until this all blew over. "Take care of her," he says, "you never know what will happen. Something about this case...I'm just afraid that by the time the truth is revealed the face of the city may be changed forever." *The Commissioner won't elaborate, but in reality he fears for his own safety. If his connection to the underground clinic is revealed, he will be finished. However, while the death of Therese would probably save him from being publicly revealed (she is the only one, besides Dr. Cole, who can identify him as having visited the clinic), he would rather face his fate than see another innocent person harmed.*

Depending on what the PCs ask him, you may need to adlib the rest of the briefing. By and large the Commissioner really only wants to check on the status of the case, how the investigation is going, and perhaps fill in clues that the PCs may have missed, or shed light on evidence they may have underestimated.

FOOD RIOT!

TO - All Squads

SITUATION - Code 404 (Food Riot In Progress)

The city's subterranean food processing plant has suffered a temporary power failure due to aging equipment. Technicians have been bussed in to get the plant's machinery back online, but the shutdown has come at a very bad time. The week's shipment of protein chips has been delayed in distribution to the Zones and poorer neighborhoods. As a result, a food riot has erupted in the Downtown sector.

All available units are to proceed Downtown to fortify the riot-control units already on scene. Expect heavy resistance getting to the site. All units are authorized to use their Peacemakers to full advantage. No mercy for Unproductives.

A report has been issued suggesting that these riots may have been deliberately instigated, possibly by a rival gang faction trying to destabilize the new mayor. All units are advised to keep an eye out for suspicious goings-on during this clean-up operation.

The message comes crackling over all frequencies, no matter where the PCs are headed. This kind of thing has happened before – and the city government is ALWAYS dedicated to ending the unrest as quickly as possible. As

such, all units (including detectives) are to be sent to the scene.

As they arrive, Downtown is already a mess. On the approach to the district, a smudge of black smoke can be seen coming from various small fires rising from the maze of congested streets. This area in particular is a sprawling, built-up, industrial neighborhood, home to untold masses of workers from the city's dying factory complexes and production plants. Meager faces, dirty and pitiful, stare out from the boarded-up upper-story windows of many buildings; children and elderly mostly. Men and women, with what strength they have left, have moved to the streets to protest the lateness of the food ration.

As the PCs' *Peacemaker* winds its way down the streets, they first pass scattered crowds of the poor and malnourished urban dispossessed, then, all at once as they turn one final corner, a mass of nearly 500 rioters gathered in an old city park – one of the main food distribution points of Downtown.

Entering the scene, the PCs witness a mass of 20 plus rioters just now overturning a precinct *Terminator*, less than fifty yards away. Two or three rioters leap atop the overturned police car in triumph, waving lead pipes in the air, shouting to rally the people with them. The food distribution office has been overrun, and is burning from a well-placed Molotov cocktail thrown through the window. Near to where the PCs pull up, a line of unsure officers on foot hesitate with riot shields and stun batons as the crowds advance.

They are quite relieved to see their backup arrive.

THE FOOD RIOT

The situation is intense and out of control as the PCs arrive. There is a mass of nearly 500 rioters in the vicinity. However, of these, only 30 or so are violent and provocative at the moment.

These are the primary threat as the PCs arrive on scene, and must be dealt with to make an example to the rest of the rioters. However, special considerations may cause the entire mass to turn violent; see below.

A second squad of five officers waits on foot, next to the PCs' *Peacemaker*. These officers are equipped as standard Enforcers, with *Enforcer armor*, *riot shields* (treat as a *tower shield*), and *stun batons*. They will draw their sidearm only if ordered to, or if the crowds begin to get the upper hand. Cut off from their own radio (and thus precinct HQ), they are ready to take orders from the PCs.

The current situation is a matter left up to the PCs to handle, but convey to the players the idea that they are expected to break the riot with the help of the dismounted units, and not leave them hanging (professional courtesy perhaps, or “watch my back when I need it, I’ll watch yours when you need it” at the very least). By now the players should be sensitive to the value of earning PPPs, so they probably won’t run!

KEYED ENCOUNTERS TO THE RIOT

The following lists possible encounters during the Riot. The GM can use them all, or ignore them if he wants to tone down this particular episode; however, encounters C and D are central to the purpose of the episode.

A. BARRICADES

To block the entrance of vehicular units to the park (and the riot), the rioters have erected makeshift barricades from concrete dividers, corrugated iron sections, fencing, etc. These barricades present an obstacle to vehicle movement in the park area.

The PCs will have to bash through the barricades with their *Peacemaker*, or break them down manually, to get to the riot scene.

● **Barricades:** ½ in. Thick; Hardness 10; hp 15; Break DC 20.

B. MOLOTOV COCKTAILS (EL 5)

As they arrive on scene, a number of emboldened rioters emerge from dark hiding places, from alleys or the second story of nearby buildings. Each of these rioters has a Molotov cocktail; ready to rain them down on the *Peacemaker* and any Enforcers it unloads.

Amid a rain of smashing and exploding homemade bombs, the PCs find that they are under serious attack.

● **Rioters (5):** HP 4 each. Each of these rioters is armed with a pair of *Molotov cocktails*. Once they have thrown all of their bombs, they will flee.

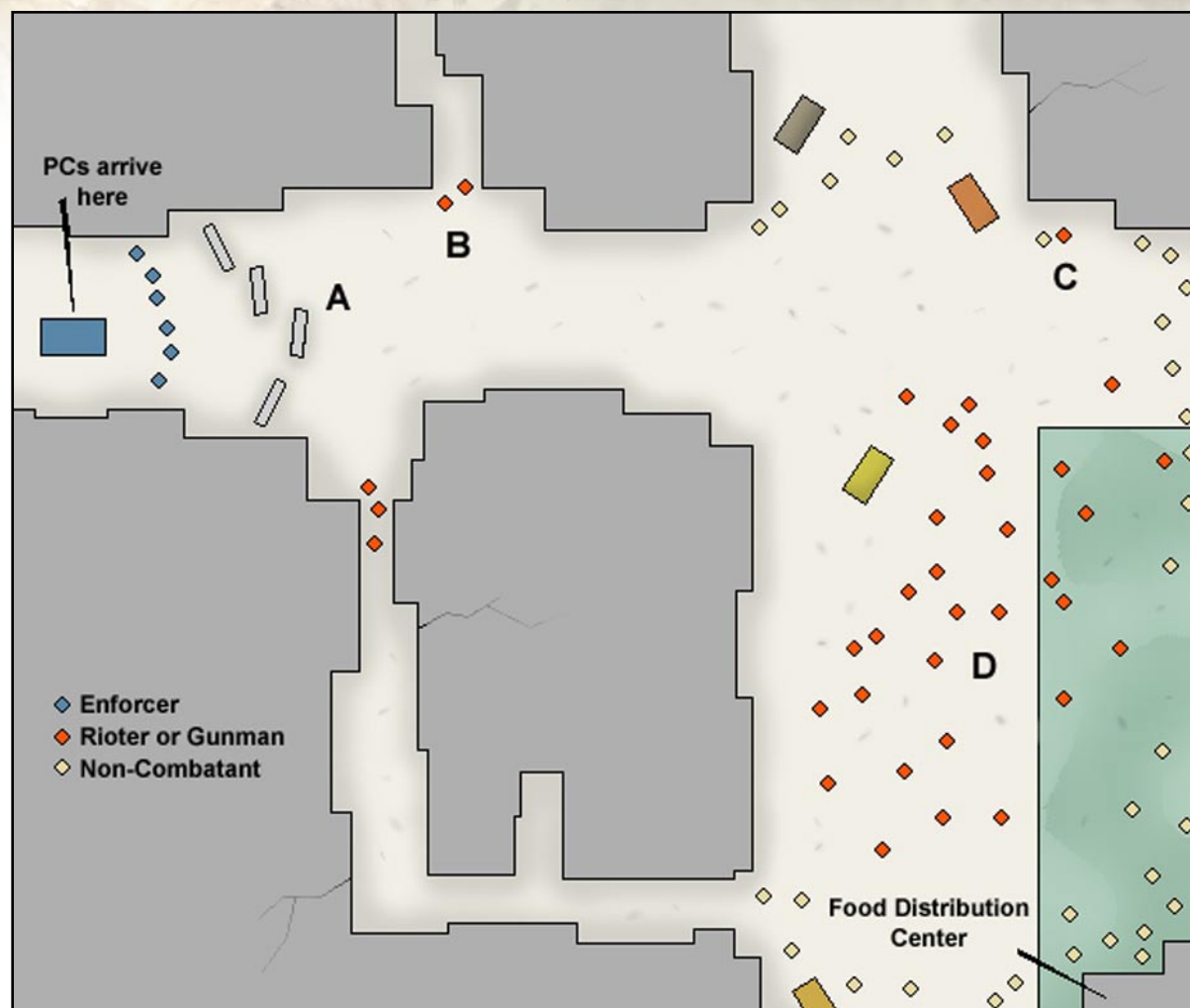
C. HUMAN SHIELD (EL 4)

When the PCs come in range, a crazed figure in the crowds, tripped out on *Psycho* (see *New Drugs*), opens fire with a machine pistol. He has one full round to act (roll Initiative normally, however; the Enforcers are expecting something like this after all).

If the gunman survives one round of fire, on his next action, instead of moving, he grabs a fleeing woman by the neck and uses her as a “human shield”. He then continues to fire as normal at the Enforcers.

The woman counts as three-quarters cover for the enraged gunman, increasing his armor class by +7

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and giving him a +3 Reflex save bonus. Any shots made against the gunman that miss will automatically hit the woman instead (probably killing her; treat her as a *Rioter*). The gunman can continue to hold her for an entire round, so it is possible she blocks more

than one hit for him each round. The woman can only escape if she makes an opposed Strength check, or if the PCs kill the gunman.

The gunman will fight to the death, clinging to his hostage the whole time. If the gunman is killed

without slaying his hostage, she will still flee into the crowds in panic, but the PCs may meet her later to receive thanks and a possible reward (GM's discretion).

GM's Note: The gunman has taken a dose of *Psycho* and thus will receive +2 Strength and Dexterity for the battle.

☠ **Crazed Gunman (1):** HP 29.

☠ **Female Bystander (1):** HP 7; treat as *Rioter*.

D. RIOTERS (EL 7)

As the PCs advance with their fellow Enforcers to this point (within sight of the food distribution center; see map), a mass of rioters begins to gather across the littered, rubble-strewn park. All at once the mass surges forward to battle with the outnumbered Enforcers.

The rioters fight with lead pipes, two-by-fours, and other improvised weapons. They only seek to beat the Enforcers back, or make them flee the scene. They will approach in ragged packs of 10-15 (1d6+9) individuals at a time; there are a total of 30 willing to confront and fight.

Once these rioters have been beaten off, subdued, or killed, the rest of the riot will lose momentum, disperse, and clear out of the area.

☠ **Rioters (30):** HP 4 each.

WEAPONS AVAILABLE TO THEM

The Enforcers have only a limited number of weapons available. *Stun batons* are acceptable, and hand weapons may be pulled out to cut down the rioters (however, this may provoke a very negative reaction; see the *Frenzy!* sidebar).

Alternatively, the PCs may employ the high-power water jet in the Peacemaker's turret. Using this weapon will not provoke the crowds any further. If used on the violent attackers, the jet acts like a 30'

cone; anyone caught within a Fortitude check (DC 18) each round or be knocked down and defenseless for 1d4 rounds. Rioters affected in this manner will generally flee after they gain their senses, instead of getting back up to fight.

This is certainly the best option for dealing with the more combative members of the crowd.

FRENZY!

The riot could, at any moment, turn really, really ugly. If the Enforcers use excessive force (this could be the use of grenades, incautious use of weapons fire into the crowds, etc.) that threatens innocent bystanders, each time they do so (once per round at most), roll 1d10. On a roll of 8-9, a pack of 1d6 civilians from the crowds or nearby buildings join the rest of the mob in fighting what they perceive to be “Enforcer brutality”. These new arrivals are treated as normal *Rioters*.

On a roll of 10, however, the PCs’ actions bring about an unexpected boldness in the entire mass. All at once, out of the blue, the last person to drop to the PCs’ careless fire causes the riot to break into a full-fledged *frenzy*. A surge of human bodies rushes forward in anger, creating a stampede towards the distant line of officers.

At this point, for three full rounds, the number of rioters engaged with each PC will triple (with a minimum of three rioters per PC). Instead of attempting to beat back the Enforcers, however, the crowds will attempt to *kill* them. An Enforcer (PCs included) that is brought down will be beaten until dead (-10) by any rioters present. When this occurs, his weapons will be taken and turned on the other Enforcers!

On the fourth round, the swarm attack turns into an impossible wave. Make it clear to the PCs that they *must* flee. Any NPC Enforcers remaining will

begin a full retreat, dropping weapons and shields as they go to make speed. However, in moments the crowds catch up to them and they disappear among the masses to the sound of gut-wrenching screams of horror.

If the PCs can make it to their *Peacemaker*, assume the armor of the heavy vehicle protects them, and they can drive off safely. Those who do not make it in time will suffer a similar fate at the vengeful hands of the enraged mass of rioters!

💀 **Rioters (Unlimited):** HP 4 each.

DURING THE RIOT

At some point during the riot, either during the “set” encounters or during any rout, allow each PC a Spot check (DC 15) to notice something unusual in the crowds. For those that succeed, read the following:

From the rear area of the mass you see a cluster of figures, shouting and whipping up the rioters into their frenzy, keeping the momentum going. A few of the figures hand out weapons – stones and pipes – but a single central figure seems to be directing them, observing the scene. This figure is a bald man of average height, dressed in old clothes – but what is most striking is his face, pink and red from awful birth scars, one eye completely missing from its socket, and the lower half of his face covered by a scarf. At the moment he stares back at you, a glimmer of hatred in his single, cyclopsian eye, before moving behind the line of men to help treat some of the injured rioters.

This little segment becomes important in the next scene; the PCs should be discouraged from attempting to track down this particularly dangerous individual. Pursuit of the man is impossible, due to

the mass of human bodies comprising the crowds. Any attempt to shoot at him will scatter the rabble-rousers, but will only dilute them among the crowds. The strangely deformed leader, whoever he is, will get away.



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AWARDING PPPS

Police Popularity Points should be awarded once the riot has ended. Possible awards for this episode include:

+0.5 for every rioter killed in the riot, including the Crazy Gunman (if it gets bad enough that rioters have to be killed, being able to survive a human wave will probably net the PCs quiet a few popularity points).

+1 for saving the Human Shield from harm.

+2 for every NPC Enforcer that survives (after the riot their fellow Enforcers will probably cite the arrival of the PCs as having saved their lives).

+1 to +5 for doing something dramatic during the raid that might circulate around police HQ (this could be saving the entire squad from total destruction, coolly shooting the Crazy Gunman despite having a Human Shield, etc.).

SODOM

TO - Squad 16

SITUATION - Code 415 (Search For & Liquidate Instigator of Downtown Riots)

The footage from your *Peacemaker's* camera has been analyzed. The image of a figure among the crowds at the Downtown food riot has been enhanced. This is the man behind the riots, obviously an anarchist with a simple nihilistic agenda of destruction and violence. He is known only as "Morton".

You have been assigned to search for this rebel figure and eliminate him.

We have been able to track down Morton through our contacts on the street. With this information we conclude that his headquarters are either located in,

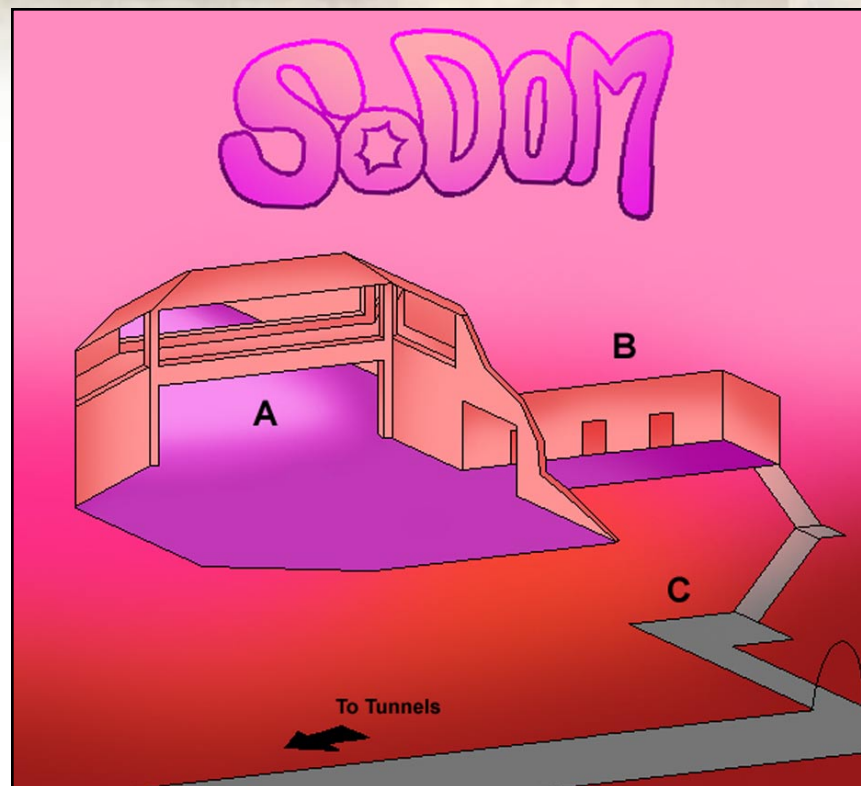
or around, a club called "Sodom" in the Downtown area.

Be careful. Morton surrounds himself with allies and cronies. He is obviously dangerous, with little concern for law and order. Though they did not appear to be armed at the riot, he and his men may be carrying concealed weapons. The Mayor has given you license to use whatever force is necessary to bring him down.

DOWNTOWN BY NIGHT

Downtown is the heart of Metropolis Rho, a pulsing, throbbing, living city in its own right. Here, under the shadow of distant Titan Tower and its family of monumental sky rises, life has continued to thrive (or more accurately, *fester*) since before the time of the great Fall. Though smog hangs heavy in this part of the domed city, the skyline still manages to glow strange muted shades of green, pink, and purple - reflections of the tens of thousands of neon signs that adorn virtually every building in this Mecca of sin and debauchery.

The streets of downtown are crowded with people, day and night, most patrons of the district's countless drug dens, "furniture" outlets, brazen sex clubs, and openly advertised orgy parlors. The cracked sidewalks and graffiti-painted buildings seem stained



not merely by their great age, but by the endless stream of faceless hedonists that have pursued their degenerate pastimes here since the city was first established in mankind's golden era.

When the PCs head downtown it is most likely evening, since this is the time that most clubs (including *Sodom*) will be open for business. As the PCs narrow in on the address of Sodom, the streets only get uglier and more congested, filled with all manner of colorful people, gangers, and low-lives moving in and out of the chromatic half-light of overhead signs. Within a few minutes they arrive.

THE CLUB

Sodom is just like the Biblical city of the same name, a haven for creeps, weirdoes, outcasts, wanted men, and scum of all kinds. No one gang has control over Sodom and the surrounding block (though the aptly-named “Sodomites”, a local gang, have a strong presence here), making it a violent, dangerous place both day and night. Cars line the streets in all directions, while thugs, hoods, and roving furniture prowl the neon-illuminated sidewalk, alleyways, and street itself. Traffic moves at a snail’s pace; not surprising considering the volume of destitute whores and pimps using the road like it was their personal catwalk.

When the players are ready, read the following:

Sodom is located up ahead, down a garbage-strewn alley off the main, crowded street.

As you walk down the alley, you are acutely aware of the sense of being watched, but on either side you only see abandoned buildings, their windows boarded up, their fire escapes so badly rusted that you wouldn’t trust them even in a life or death emergency.

Moments later you hear the sounds of pumping, pulsing music, and begin to see the first druggies and scags that patron the club. A few walk by without even looking at you, while those that do give you odd stares - not frightened, but almost amused.

Once more you are alone in the alley, and turning another corner you see the club at the end of the street. Garbage cans, rubble, an abandoned car or two, and lots of refuse clutter the alley, making it impossible to reach on wheels.

Two small children, a boy and a girl, are playing in the garbage of the empty alley out in

front of the club. They stop giggling when you appear. Both stand at the side of the alley as you pass by, staring at you. They appear to be brother and sister, for they share similar features and the same striking blue eyes.

The two children are obviously no threat to the PCs, and they merely watch the party go by. If spoken to the two kids don’t respond, instead giggling eerily as they run off down a side alley and out of sight...

The entrance to Sodom stands before the PCs. They can enter at their own risk.

GOING INSIDE

The club is unlike anything the characters have ever seen – it’s a true pit of decadence and anti-social unconformity.

Loud music rocks through the dark and smelly interior of the place – an interior that defies description and measurement, comprising numerous levels, overhead catwalks, and mirrored paneling to make it look bigger (or smaller) than it truly is. Huge dance floors where masses of life-drained youths and burned-out dope fiends pack the ground floor; stairs lead up to industrial-style metal walkways where men and women (not necessarily in that combination) meet for public intercourse over the heads of those below. Cages containing withered furniture, clad in obscene outfits (if any) dangle overhead, slowly swaying as the woman inside dances or gestures to passerby for a pity fix. Dealers from various gangs, along with small-time independent hoods, move about the masses or lurk in corners, looking for any opportunity to introduce themselves and sell the latest street drug to passerby.

No one sex is predominant here, or at least so it seems. Men dress as women, women dress as men, and combinations are abundant. The vast majority of

patrons appear to be transvestites or transsexuals, or at least dress like it; the sight of lewd acts committed shamelessly and the smell of abundant bodily fluids are almost an assault to the unprepared.

As the PCs enter, they are soon swallowed by the huge crowds. They stick out and are given a wide berth by the degenerate population of the club (who don’t want to get busted); it is a safe bet these obvious “bronzes” will be watched.

On an elevated platform at the heart of the club, stands the house “band”, performing a bizarre version of “How Soon Is Now?” that seems to be a chaotic mix of metal/techno music. A motley blend of androgynous freaks, they play a combination of futuristic instruments that look like they were assembled from bits of trash and salvaged parts. The lead singer, tall and willowy like a dying tree, is so pale that he looks like a corpse, his entire throat torn out and replaced by a metal contraption that causes his voice to echo in haunting robotic inflections through the microphone.

FINDING THEIR MARK (EL 3)

The crowd here at the club is so thick that trying to pick one man out from the rest seems impossible. The PCs will have to work the crowd, asking around in as subtle a manner as possible if they’re going to get anywhere.

Unfortunately for the PCs they are not exactly popular here. Initial requests are met with rude glances, cheap insults, and angry stares. Some patrons merely turn their backs on the PCs; others, intimidated by their presence (and weapons) shrink away, meld into the crowds, etc. Eventually their mere presence begins to disrupt things, as more patrons stop dancing and start clearing out of their way. The band, sensing the energy is dying (and identifying the appearance of a bunch of “bronzes” as

the reason) decide to make things right.

With an ear-piercing drone coming from his mike, the anemic leader of the band singles the PCs out among the crowd and begins harassing them. He starts with typical anti-Enforcer slurs, but soon begins to mock the party members on a more personal level (since his repartee depends on the player characters' appearance, you may have to adlib when role-playing). Needless to say this is highly entertaining for the crowd, who begins laughing, shouting, and throwing their fists in the air in a show of defiance against the law.

Of course the PCs have a chance to come back with some sly remarks themselves, but their banter, successful or not, has the same effect regardless - either they make fools of themselves and are laughed at by the performers and crowd, or they damage the lead singer's ego enough where he pushes to the next level. In either case, soon the tension begins to mount.

Eventually the lead singer boldly spits on the Enforcers to show his hatred of them. The "banter" will probably end there (in violence), but if the PCs somehow show restraint this only angers the band even more, and they immediately jump onto the PCs from the stage and engage the party in a vicious brawl.

♣ **Band Members (6):** HP 5 each; treat these men as *Sodomites*, armed with metal batons and clubs.

During the brawl the whole club erupts in chaos. The crowds gather around the central performing area to watch the Enforcers battle it out, but none will get involved (while they mostly despise Enforcers and may kick or throw bottles at the PCs when they get the other hand, most aren't ready to get into *serious* trouble and thus stay out of the fight).

Sooner or later the commotion near the stage attracts people from all over the club. On round four of the brawl, allow each PC present to make a Spot check at DC 15. To those characters who succeed read the following:

Despite flying beer bottles, broken chairs, and the mass of human bodies surging forward to cheer and jeer everyone involved in the brawl, you see over the crowds to a distant part of the club. Emerging from a backroom to see what's going on, a group of seedy-looking men and women move into the club for a better look. You immediately recognize one of them as Morton, the man you've been sent to find.

Allow each PC who saw Morton to make another Spot check, this time at DC 15. If successful read the following:

The man you recognize as Morton looks in your direction and seems to realize who you are, as his one good eye focuses in on your faces and gleams with knife-like precision. He turns for a moment to talk quickly to someone at his side, a tall muscular man in an expensive black leather jacket, looking like some sports hero slumming it for the evening. You instantly recognize this second man as Steve Derek, star player of the Titans, one of the most renowned and respected sports heroes in Metropolis Rho. What he could be doing here, and in the company of a wanted man, you cannot fathom...

GM's Note: In reality Steve Derek is a *mutant* himself, though the PCs may not know this yet. Having met Derek through Dr. Cole's clinic at the old University, Morton has managed to convince the

young *Bloodsport* star to acquire weapons for his movement (namely MAG-7 shotguns, which are used in the sport). Derek came here tonight to tell Morton he doesn't want to be a part of the ring anymore, being afraid he'll be caught and his secret exposed.

When the PCs show up their meeting is abruptly ended. Morton, using a pre-planned exit strategy, flees towards *The Hive*; Derek flees to a back alley and gets away by car.

CHASE UNDER SODOM

Regardless if the PCs saw Derek or not, immediately the group with Morton (a handful of his followers) splits up, with men running in every direction, hoping to avoid capture. Morton and a handful of personal guards run towards the back of the club, via back rooms; see the accompanying map. In the chaos no one seems too concerned, but if the PCs break from the brawl and pursue, bouncers will come streaming out to harass them (see below).

GM's Note: If any of the PCs breaks from the group to pursue Steve Derek, he manages to escape with the help of some of his Underground friends, using a secret passage hidden somewhere in the club. The PCs probably won't catch him. If they somehow predict he will flee to the back alley they see him shoved into a beat-up old car (with a handful of Underground fighters inside), which then drives off just as they show up.

KEYED ENCOUNTERS TO THE UNDERGROUND (AREAS A-Z)

The following lists the various areas inside and beneath Sodom, including the Chud tunnels and "The Hive" (see below). Use this key while playing out the chase.

HUMANITY IN A BOTTLE: TRAIL OF TREASON

A. CLUB (EL 3)

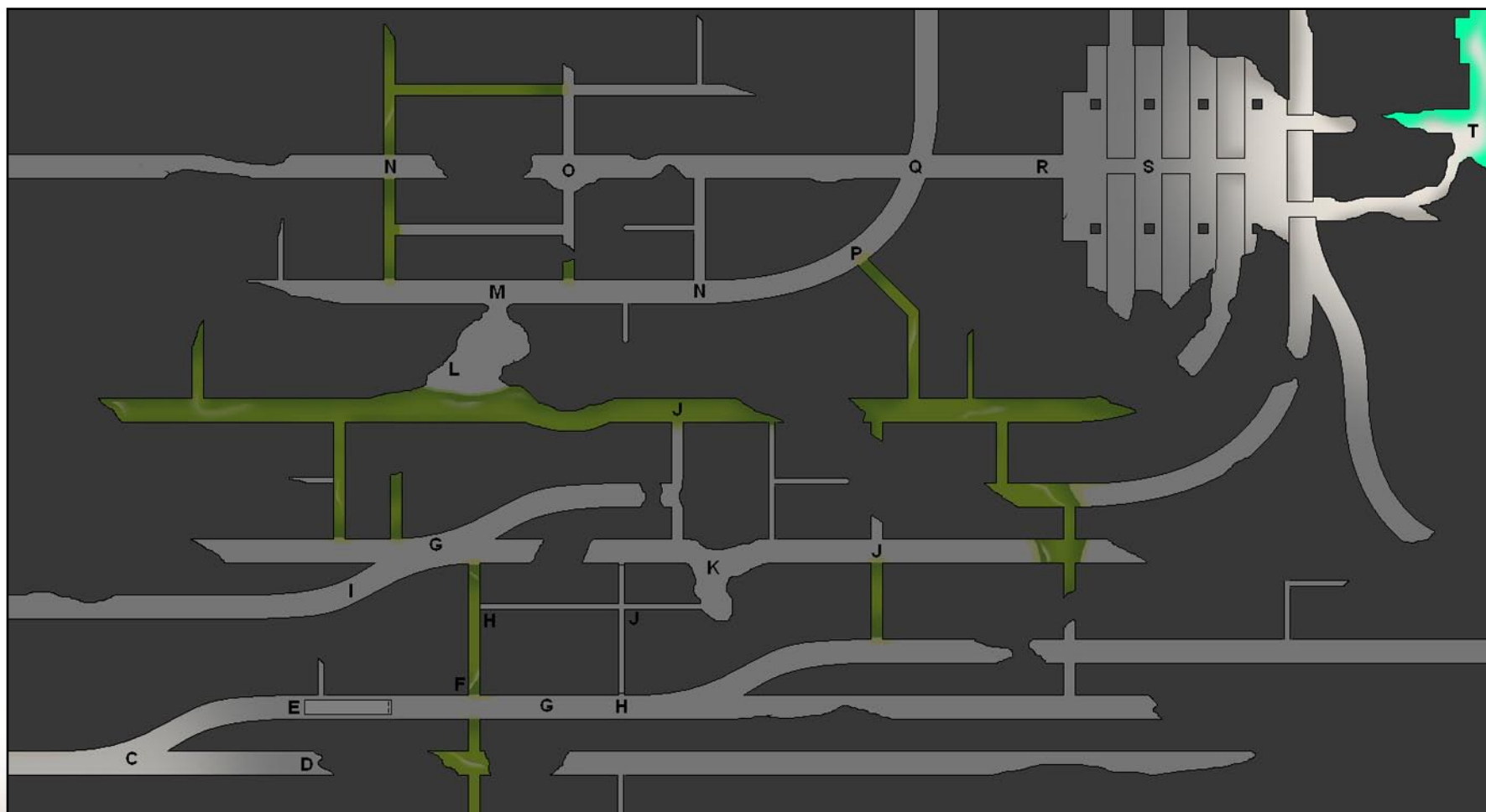
This is where the chase begins. Morton will flee the club and head towards the back rooms (*Area B*) in an attempt to make it to the underground tunnels (see below).

As Morton flees a handful of club bouncers will try to impede the PCs to give Morton a chance to get

away. These men are not mutants themselves, but Morton is a popular enough figure around this area that they will take his side over the Enforcers. The men will attack with bludgeoning weapons, hoping to buy Morton time; after three rounds (or if the PCs start to use lethal force, such as firearms) they will back off and let them go.

☠ **Sodom Club Bouncers (1 per PC):** HP 18 each.

Only award the PCs experience points if they defeat these opponents; intimidating them to stand down will not earn the party any experience.



B. BACK ROOMS (EL 2)

Chasing after Morton you manage to bowl into a few drugged-out patrons on your way, eventually stumbling into a back hallway. In the darkness you see no sign of Morton or his followers, only a few anemic men and women shooting up in dark corners and doorways.

At the end of the hall you see a doorway hanging slightly open.

Morton has left two of his men behind to buy time. These men emerge from hiding when the PCs pass by them, hoping to take the Enforcers by surprise. Like the bouncers (above) these men attack not to kill the PCs, only to injure them; if the PCs start shooting, they will run away.

Though these men are mutants, neither of them has obvious deformities that will give them away. As such the PCs will likely let them go once they flee/surrender. If interrogated they pretend not to be affiliated with the Underground, insisting they were merely paid to give pursuing Enforcers a hard time so Morton could get away.

♥ **Underground Fighters (2):** HP 13 each; armed with metal batons only.

Only award the PCs experience points if they defeat these opponents; intimidating them to stand down will not earn the party any experience.

C. TUNNELS

The stairs at the end of this hallway lead down to a small non-descript chamber beneath the club, a concrete-walled room with a single bare bulb shining weak light over a tiny table and chairs. A deck of cards sits on the tabletop with

a few half-empty bottles of beer, scattered as if several men had just leapt up and abandoned a game of poker.

A broad crack in the concrete wall leads to a dark, damp passageway on the other side. There is no light whatsoever down this tunnel, and a rusted gate covers it. The gate is open; beyond can only be heard the sound of dripping water...

The PCs have just arrived after Morton passed through, gathering the last of his men with him for an escape through the underground tunnels beneath the city. Morton is loathe to use this underground “highway”, as rumors of the Chuds (see below) frighten even him and his mutated followers. Still, with the Enforcers just a few paces behind, they’ve decided to take the chance and make a run through the underground.

Treasure: A canvas satchel hanging from a nail on one wall contains two *light rods* left behind by the Underground fighters in their desperation to flee. The PCs can take these to navigate the tunnels.

If the PCs explore the crack in the wall, read the following:

You emerge in a concrete-walled tunnel almost twenty-five feet high and thirty feet across, apparently part of the old subway system that once served the Metropolis during the time of the Ancients. Wall tiles lie scattered here and there where they’ve fallen from the ceiling, littering the three sets of iron rails with debris. Old emergency lights high on the tunnel walls no longer function, but a faint greenish light can be seen up ahead, somehow filtering through the twisting tunnels and reflecting off of the glossy tiled tunnel walls. This is the only light to see by.

The party has emerged among the old subway tunnels that crisscross the city underground. Constructed hundreds of years ago to facilitate the Metropolis population’s mass transit each day, these tunnels were also intended to double as shelters in case the city ever came under attack. Though the tunnels were never truly tested by the numbers the city planners had hoped for, the tunnels did serve as bomb shelters for a few urban homeless who refused to leave the city when the call to evacuate came. Fleeing into the darkness, they proved impossible to track down, and so they were given up for dead when the rest of the city’s inhabitants evacuated.

D. DEAD END

There are a number of these ancient cave-ins in the old subway system, evidence of the damage done by the hand of time. At this point the entire tunnel terminates in a heap of rubble, completely blocking further passage.

E. RAIL CAR

Up ahead the eerie greenish glow of the tunnels reveals an ancient rail car sitting on the tracks. Covered in gang graffiti from ages past, as well as a heavy patina of rust, the only features discernable on the venerable hulk are the blown-open windows and the half-opened doors.

The rail car proves to be empty inside, with rows of bare seats (the leather having rotted away long ago leaving metal wires and springs), some bits of trash, and little else.

F. WATER-FILLED PASSAGES

At this point the greenish light of the tunnels illuminates a side passage - probably a maintenance tunnel - that appears to be flooded with tepid, awful-smelling water. Clusters of sickly rats crowd the crumbling ledges and rusted pipes that manage to stay above the water line.

These side passages are flooded to about five feet with opaque, polluted sewage water. The PCs can swim or even walk (with heads raised over the water line) through these tunnels, but the experience is unpleasant to say the least, and all equipment will be waterlogged unless ported above the water.

G. BIZARRE GRAFFITI

At this point you notice strange graffiti covering the tunnel wall. The usual foul and inane gang banter and slogans have been painted over by a single large mark - a huge upside down red triangle. By the looks of it this symbol was painted with human blood.

This bit of graffiti marks the beginnings of “Chud” territory here in the Underground. The “Chuds” (named after the monsters in an old horror movie of the late 20th century) are a large “gang” of underground-dwelling creatures descended directly from the homeless who fled to the subways and sewers of Metropolis Rho during the Fall rather than flee like the rest of the city’s inhabitants when the bombs began to fall.

Today the Chuds continue to “infest” a large part of the Underground, killing all who trespass into their domain in a most gruesome manner (usually with

dicechains, bizarre weapons unique to their gang). Encounters with Chuds have dropped off over the years, however, in no small part because the new arrivals (people from the surface who must now live underground to avoid various dangers - and scrutiny - from the surface) have struck a precarious balance with the Chuds. The people of the Hive (see below) do not violate Chud territory, and in return, the Chuds stay to themselves in the eerie and total darkness of the deepest parts of the Underground.

Unfortunately Morton has no choice but to try and make it through Chud territory to reach the safety of the Hive. As he passes through the Chuds become enraged, and move to kill all “intruders” - Morton, his Underground fighters, and the PCs as well.

Chud Knowledge: Characters that can make a successful Knowledge (streetwise) or Knowledge (current events) (DC 15) are aware of the Chud’s existent and the other Chud background information present above.

H. DRAINAGE DUCT

At this point the smell of sewage is almost overpowering. A huge broken sewer duct, large enough for a man to crouch and walk through, juts into the passage here spilling a steady stream of polluted water into the tunnel.

The presence of the duct here suggests that the city underground was subjected to tremendous tectonic forces during the attack on the Metropolis during the Fall. Numerous waterways were isolated and others (such as this duct) were displaced so that they emptied into previously inhabited parts of the subterranean tunnel complex.

Allow each PC passing the duct to make a Spot check at DC 18. If unsuccessful, they don’t notice

anything as they pass (though the Chuds at *Area P* will be alerted). If the check is a success, however, read the following:

As you pass the leaking duct you suddenly notice movement somewhere down the shaft. With gun raised you turn just in time to see a shadowy figure dart down a side arm of the sewage duct and out of sight. As it vanishes from sight, all you hear is the distant sound of rattling chains...

The shadowy figure is a member of the Chuds, come to investigate the sound of Morton (and the PCs) in “their” part of the Underground. The Chud immediately flees towards *Area P* to warn the other Chuds of intruders.

I. EMERGENCY SUPPLIES

Up ahead you see an old rusted metal box fixed to the wall. Stenciled yellow lettering on the box’s door reads “Emergency Supplies”.

Opening the rusted box requires a Strength check at DC 13. If opened the metal door comes off its hinges and falls to the floor with a clatter that echoes like thunder through the tunnels in every direction.

Treasure: Inside the box are supplies predating the Fall, intended for use by maintenance personnel or to help passengers stranded in the tunnel (by a power outage) find their way out of the subway. These supplies include three *light rods* and a *first aid kit*.

J. SCREAMS

The first time the PCs reach an area marked “J”, read the following:

HUMANITY IN A BOTTLE: TRAIL OF TREASON

The incessant sound of dripping water echoing through the old subway tunnels is suddenly interrupted by the sounds of shotgun blasts, followed by a blood-curdling scream of absolute terror. Then, all is silent.

The PCs can attempt to discern from which direction the screaming came from. If at least one PC succeeds in a Listen check at DC 18 they can trace the sound to *Area K*.

The screams only occur once; if the PCs visit another *Area J* they hear nothing.

K. SCENE OF SLAUGHTER A

The scene before you is lit by the intense orange neon light coming from a discarded light rod on the ground. Lying nearby is the body of one of Morton's men, apparently ripped in half by some unknown killer. Blood covers his entire torso, and appears to have showered much of the nearby wall as well.

Someone - or something - has traced a curious symbol in his blood. There, on the blood-covered wall, is an upside-down triangle...

This appears to be the source of the screams the PCs heard at *Area J*.

The body is of an Underground fighter, who was killed after he strayed from Morton's main group and got lost in the tunnels. The Chuds followed the glow of his light rod and attacked from all sides, killing him with a *dicechain* (see *Urban Decay* for details on this new weapon).

Treasure: A search of the scene nets the PCs a *light rod* (with 7 1/2 hours remaining) and a MAG-7 with 2 rounds of ammo in the clip.

L. FRESH MARKINGS

Your light seems to glimmer off of something up ahead. Approaching you see a mundane stretch of tunnel wall, except that a large symbol has been painted on the tile. An upside down triangle. The reddish "paint" seems quite fresh, and even now drops of it trickle messily down the wall.

This sign has been drawn in the blood of the Underground fighters killed by the Chuds. It is a final warning to the intruders to leave.

M. CHUD AMBUSH (EL 2)

This area is completely dark. The PCs will have to bring light sources of their own to see by. When they do a solitary Chud hiding in ambush in an overhead sewage duct will attack.

The Chud will throw a *dicechain* at whichever party member either looks the weakest or, if none appears any worse off than the others, is in the rear.

Secretly check the Chud's Hide (of +9) against the party's Spot checks. There is a good chance it will get the surprise on the party. If this is the case as soon as the Chud attacks it moves down the duct and out of sight with its move action. Since the tunnel is fifteen feet overhead, the PCs will not be able to pursue it.

☛ **Chud (1):** HP 11.

N. MORE SCREAMS

The first time the PCs reach an area marked "N", read the following:

As you walk through the pitch-black tunnels, wary of every step, suddenly the silence is broken by a single, terrified scream: "Jesus Christ, get the fuck out of here!" In an instant the sound of automatic fire erupts through the tunnels, followed by more screams. Then, total silence.



HUMANITY IN A BOTTLE: TRAIL OF TREASON

The PCs can attempt to discern from which direction the screaming came from. If at least one PC succeeds in a Listen check at DC 18 they can trace the sound to *Area O*.

The screams only occur once; if the PCs visit another *Area N* they hear nothing.

O. SCENE OF SLAUGHTER B

Entering this stretch of tunnel you are shocked by what you see. Blood is strewn everywhere, on the walls, ground, and on the rusted subway tracks. Passing your light around you see no sign of any bodies, only a few empty shell casings.

As you continue to search, one of you sweeps a beam of light over an even more frightening sight. There, on the ground, you see an old drainage grill, caked with rust. But rising from between the slats is a lifeless human arm. As you watch in horror the arm is pulled down through the grill, getting caught at the wrist. Suddenly the hand shakes and rattles violently, as if someone under the grate was trying to pull it through. In an instant there is a loud “crack”, as the wrist is broken, and the rest of the dismembered appendage is sucked down into darkness.

The Chuds have attacked Morton’s group in force. Though Morton and a few men managed to get away, the Chuds claimed two of their number. When the PCs enter the Chuds have escaped through the drainage grate in the floor, and are taking their “trophy” with them.

If the PCs move to the grate to peer/fire down, the Chuds are already gone. They may catch a glimpse of fleeting shadows, but nothing more.

P. CHUD ATTACK (EL 6)

This area is completely dark. The PCs will have to bring light sources of their own to see by. If they do they will be detected by the Chuds waiting here, who will then emerge to attack.

Out of the darkness comes a collection of garbled, guttural screams, as four “creatures” covered in rag robes and capes come running from the shadows on heavy, plodding feet. Each brandishes a massive black chain covered in barbs and blades, still glistening with the wetness of freshly drawn blood and gore.

Four Chuds immediately move from the shadows to attack the party. The Chud with the highest Initiative throws his dicechain in an attempt to immobilize whichever member of the party carries the largest-caliber (or most menacing-looking) weapon. The others then move in to attack in melee, hoping to provoke attacks of opportunity when and if the PCs use their firearms.

♥ **Chuds (4):** HP 11 each.

Q. MORE CHUDS (EL 8)

As you reach this intersection of tunnels you take a moment to breathe. You find a number of old oil drums and collapsed pipes to rest against.

Your respite is interrupted, however, by a strange sound coming from down one of the side tunnels.

At first you assumed the sound was only a natural noise made by the shifting of these ancient tunnels. But the sound soon grows louder, as multiple voices join the chorus. It doesn’t sound like voices, or even words, but a low, continuous “hiss”...

Allow the PCs one round to act (ready weapons, prepare a defense, etc.). Note that there is sufficient cover for the PCs to hide or take cover behind if they think to do so (maximum of one-half cover).

At the start of the second round the Chuds begin to converge on the PCs’ location en masse. There are 24 Chuds in the pack coming down the tunnel, of which 22 are armed with *dicechains*, and two with weapons taken from dead Underground fighters.

When the Chuds attack they attempt to close in as fast as they can. Until they come within melee range of the PCs the ones with firearms try to keep the party pinned with gunfire. If the Chuds end their movement within 30 feet of the PCs the first rank (no more than six) will hurl their *dicechains* at the party in an attempt to entangle them.

Sometime during the opening phase of battle, four of the Chuds who are not currently engaged with the PCs will hurl the severed heads and arms of the Underground fighters they killed at the party. This does no damage, but each PC must make a Will save at DC 15 or be *shaken* by the awful shower of body parts. This effect lasts until the PCs reach the Hive (see below).

GM’s Note: This encounter has the potential to overwhelm the PCs if they aren’t careful. Luckily the PCs can escape down the tunnel towards *Area R* if things begin to get out of hand.

If the PCs flee half the Chuds will remain here to guard this intersection, while the other half will pursue.

♥ **Chuds (24):** HP 11 each; two are armed with MAG-7s with one box of ammunition apiece.

R. SOUNDS OF CIVILIZATION

Up ahead the weak greenish glow filling the tunnels seems to grow a little stronger as

it gleams off of the wet tunnel walls. In the distance, distorted by the curvature of the tunnel walls and the bizarre properties of the maze of subway passages, you hear the sound of people, of laughter, and of strange music...

Any character succeeding in a Survival check (DC 13) will see tracks leading off towards Area S. These are the tracks of Morton and his men.

S. CAVERN

Following the sounds of civilization you emerge into an open cavern, crisscrossed with fallen stone. This appears to have once been part of the old subway system, perhaps one part of a sprawling station, but the size of the chamber appears to have been diminished by powerful tectonic activity sometime between now and the time of the Ancients.

The cavern ceiling is obscured by shadows, and stalactites break up the otherwise flat surface of the station.

This area was indeed once part of the old mass transit system, but it has long been abandoned. The cavern is too far from the safety of the Hive for the people there to visit, and the Chuds stay away because of the ambient light that filters through from the Hive.

Once the PCs reach this point the Chuds bitterly give up the chase. Unwilling to go any near the Hive, the Chuds blend back into the shadows and return to their territory within the deep tunnels.

The cavern is empty.

T. HIVE

Emerging into the light you are amazed by what you see. Here the old subway tunnel appears to have been expanded by the industrious work of several generations, for what once was a bare tunnel is now a twisted and ingenious replica of the city streets overhead. Entire storefronts and side alleys have been carved out of the rock, over which glow numerous green and white neon signs as tall as houses. Hundreds of people move about the artificial "streets", wearing mere rags and the soiled and dusty remnants of clothes. A few mangy individuals push old grocery carts through the crowds, stacked high with salvaged goods from the tunnels and even the surface world, while grubby urchins stand outside nearby buildings like unmoving ornaments to the city's poverty.

A few men can be seen walking openly with guns slung at their sides, smoking the stubs of discarded cigarettes - and looking ready for a fight. Prostitutes wearing skimpy plastic miniskirts and see-through fishnet tops recline in shadowy doorways or openly bask in the glow of overhead signs, beckoning lewdly to all passerby, male and female, young and old. Small groups of even less-savory individuals congregate at the entrance of dark alleys, the only evidence of their presence manifested in the soft glow of their cigarettes as they puff deeply, watching the crowds pass by like predators waiting for the right moment to emerge.

Crackling electric signs proclaim the names of various establishments, and it is these signs that provide the only light to this bizarre subterranean "town". Some appear relatively

new, while others appear to have been salvaged from the surface and are so old that they blink on and off at irregular intervals, creating a nauseating strobe-light effect in one part of the cavern or another.

The sound of many voices, drunken laughter, and even a few desperate cries echo through this great maze. Hundreds of indistinct bodies move through the shadowy half-light of the fluorescent, artificial skyline. Finding Morton in these crowds will be next to impossible.

The PCs have stumbled upon the Hive, a virtual city-under-the-city that has been a refuge for various downtrodden, outcast, and criminal elements of the Metropolis for generations. The Hive is described more thoroughly in *Urban Decay*.

As the PCs enter the maze of streets they find no sign of Morton or his men. They'll have to ask around to get answers.

When the PCs first ask questions roll their Gather Information checks. However, regardless of what they roll, use the following table to see what reaction the natives of the Hive have to their questions and intrusion:

Roll	Typical Response
1	"Eat this, bronze!"
2-3	"Get the hell out of my face!" (A few cheers of solidarity from the crowd)
4	"Morton who? Isn't he the Mayor topside these days?" (Laughter from the crowd)
5	"Nah, nobody came runnin' this way. Not recently anyway. 'Course a few days ago some punks came runnin' through here, but they was just local kids. No sir, can't say that I saw anyone unusual today..."
6	"Kinda out of your element, eh bronze? Why don't you back up to the surface where shit like you belongs?" (A few cheers of solidarity from the crowd)

HUMANITY IN A BOTTLE: TRAIL OF TREASON

The only way to get answers is to intimidate the locals. While they have no love for surface-worlders, they don't want to die either, and they aren't *all* mutant sympathizers here. An Intimidate check (DC 13) gets one or two natives to fearfully admit they saw Morton and "a few injured men" rush past just a few moments before the PCs arrived. If asked where they headed, they give directions to the Market (*Area U*).

U. MARKET (EL 4)

Up ahead the crowds grow even larger around a massive central cavern. Here old rail cars, rusted to the very tracks of the subway tunnel, sit strewn about the crowds, each converted to a small shop, restaurant, or brothel. From these enormous antiquated hulks foul-mouthed vendors call out their wares, mangy women serve up disgusting slop, and whores lean out side windows to attract passerby with sleazy come-ons.

Ringling this central marketplace are other businesses as well, their collection of bright green neon lights casting a nauseating glow over the sea of bodies crammed within the plaza.

Allow the characters to make a Spot check at DC 13. If successful, read the following:

Through the crowds you see two of Morton's men running away. As they turn and see you a look of fear and surprise comes over their faces.

If they win the Initiative, the two men immediately attempt to flee towards *Area V*. If they lose the Initiative and are fired upon, they stand their ground and fight the PCs to buy Morton some time.

When the shooting begins keep in mind that the market is full of people. As a result all combatants are considered to have one-half cover (PCs included). If a shot misses roll on the following table to determine "collateral damage":

Roll	Effect
1	Gunfire splashes across a nearby train car, causing sparks to fly. People scream and run for cover.
2	Gunfire skitters off into the crowd. As screaming people flee for their lives, the crowd parts revealing a man inadvertently killed by a stray shot.
3	Shot accidentally hits a panicked civilian in the chest, sending a shower of blood over nearby Unproductives.
4-5	Shot accidentally strikes a woman in the stomach. Several civilians gather to drag her out of the field of fire, providing three-quarters cover for the next target of a ranged attack.
6	Stray gunfire takes out one of the huge neon signs surrounding the marketplace. A brief flash of light from the exploding sign dazes everyone who fails a Reflex save at DC 10; the effect lasts for 1 round.

Only roll of this table for the first three rounds of combat; after that time the crowds clear out. In addition, the Underground fighters will cease firing after two innocents are killed. They will then try to flee towards Area V.

🗡 **Underground Fighters (2):** HP 13 and 8.

V. ANGRY OLD MAN (EL 2)

Out of nowhere a ragged old man comes stumbling through the crowds, cursing and screaming. A ratty gray beard covers half the man's face and almost his entire torso, and a wild mane of tangled hair streams back from his forehead and down his back. He wears rags, but in his hands he brandishes a solid two-by-four.

Looking at you with fierce angry eyes he shouts through his yellow, peg-like teeth.

"Ain't nobody gonna fuck with Morton! Not on MY watch!" With that he swings at you.

Roll randomly which party member the old man attacks. He will use the two-by-four (base 1d6 damage) against that PC, breaking it with the first hit; thereafter he engages in unarmed combat, using his *Combat Martial Arts* and *Streetfighting* feats to hopefully knock the PC out. He will then attack the next PC, and so on.

The old man is "Garrett", a stubborn and angry mutant sympathizer who lost everything when the surface gangs killed his family in a gangland war. He now believes he has nothing left to lose. As such he will attack the Enforcers to buy Morton and his men some time to escape. If the PCs pull lethal weapons on him (i.e. anything other than *stun batons*) he will continue to fight until brought to 10 or lower hit points, at which time he will "surrender". If the PCs try to arrest him he tries to tie them down even further by resisting, struggling, and distracting them - anything he can to buy Morton a few extra minutes!

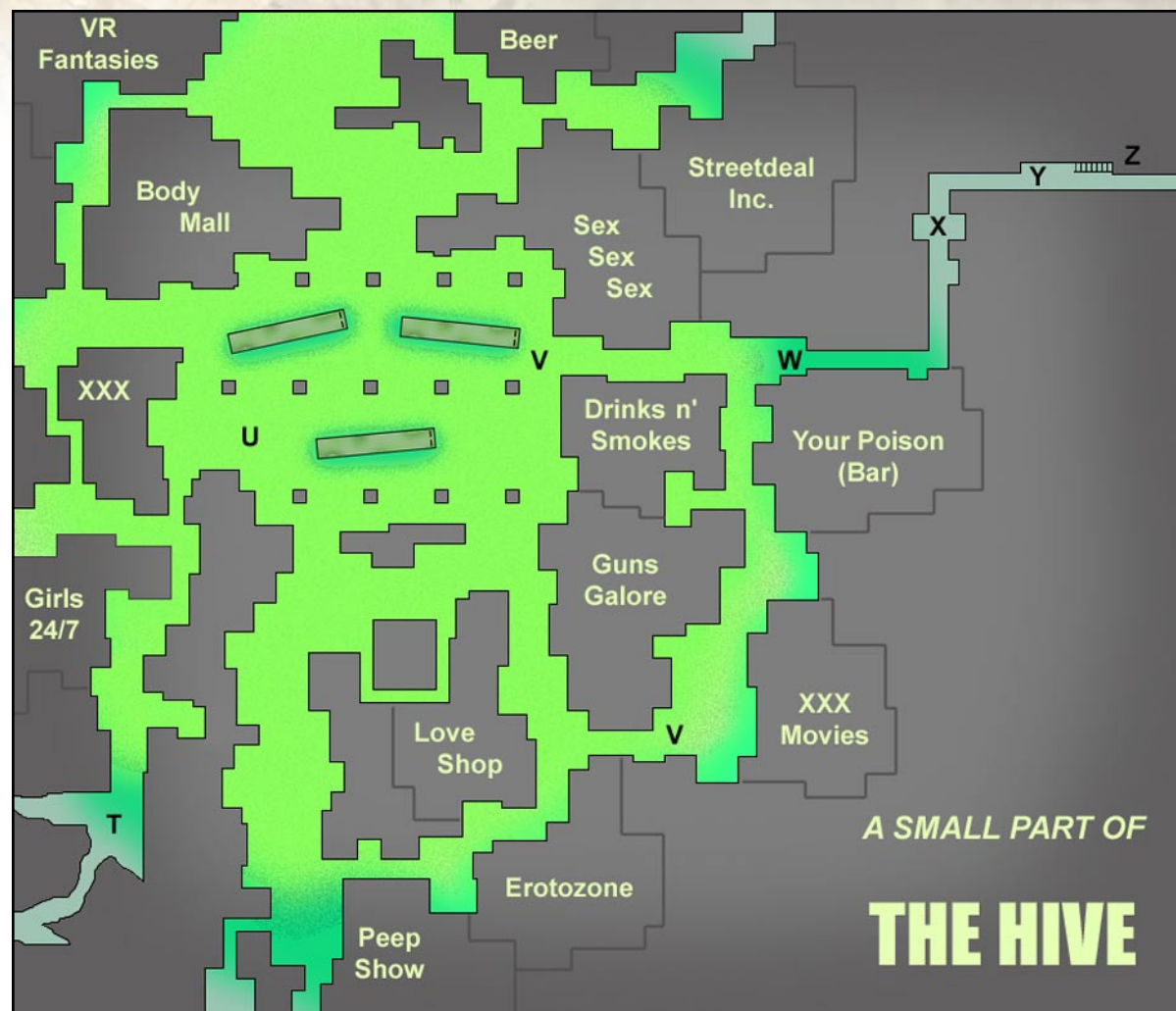
🗡 **Garrett (1):** HP 31.

W. TUNNEL ENTRANCE

This street ends at a large subway tunnel that stretches off into more darkness, leaving the ugly glow of the Hive behind. A few hookers and gangers stand around, surprised as you break through the crowds and charge towards the entrance.

Over the arched tunnel an old faded sign from the time of the Ancients proclaims: "Surface Access".

HUMANITY IN A BOTTLE: TRAIL OF TREASON



The people here will not interfere with the party as they come through. If asked they confirm that Morton escaped down the tunnel just a few seconds before the party arrived.

X. AMBUSH (EL 4)

The tunnels here echo eerily with every footstep. The noise, music, and laughter of the Hive is barely audible here, leaving you in

almost complete silence.

The passage up ahead is dark, yet you hear movement a few hundred yards down the tunnel.

Though the PCs don't know it, lying in wait for them at this point are two of Morton's men (plus any that managed to escape the encounter at *Area U*). These men are hiding in the niches off the main tunnel, with guns at the ready. When the PCs come within range they emerge from the niches to gun the party down.

These Underground fighters will fight to the death.

☠ **Underground Fighters (2):** HP 13 each.

Y. INJURED FIGHTER

Up ahead you see a solitary figure lying in the dark. It is a mutant, his ragged clothing soaked with blood. He holds a shotgun in one hand, while the other struggles to staunch the blood coming from his guts.

As you ready your weapons, he pulls the trigger of his gun to fire but it is empty.

A weak smile comes over the man's deformed face, revealing jagged, bloodstained teeth. Dropping the gun to clench his stomach wound with both hands, he lets out a short chuckle before speaking.

"Guess that's it...can't let him go, can you? Gonna...kill Morton, that it? You can't stop him...maybe you'll kill him, but you can't...stop what he's doing. What he's done. We'll still be here...we're as much a part of the future...as anyone..."

With that he passes away.

The mutant has died from wounds incurred in the tunnels escaping from the Chuds. Morton carried him this far before he refused to go any further.

Morton reluctantly left him, escaping towards Area Z.

Treasure: If the PCs search the body they find a MAG-7 with no ammo, and an empty *ready* syringe (previously filled with a single dose of a powerful painkiller).

Z. STAIRS TO SURFACE (EL 7)

At this point the PCs see a concrete stairwell, at the end of which is an old metal access door leading to the surface. The door is slightly open, suggesting someone escaped out this way no more than a few minutes ago.

As soon as the PCs come rushing through the open door, they find they emerge in an alley somewhere Downtown. As they look for any sign of Morton, two diminutive figures emerge from two side alleys and block their passage. Read the following to the players:

As you emerge into the light, you find yourselves in a garbage-strewn back alley somewhere Downtown. The sounds of traffic, honking car horns, and the crack of weapons fire echo through the maze of streets in every direction.

As you prepare to give chase to Morton, two small children emerge from side alleys some ten or twenty yards down the alley. You immediately recognize them as the children you saw outside Sodom when you first arrived, their unusual blue eyes staring right at you.

If the PCs try to move past, ask the children about Morton, or even order the children to get out of their way, continue reading:

The two children stand their ground, staring at your group with unblinking eyes. Suddenly

you perceive something in these children you didn't sense before, an intangible "power" that appears to have been masterfully hidden beneath their child-like guises. Though outwardly resembling children, the twins no longer look playful or even as insignificant as they did before. Instead their blue eyes look coldly into yours, reminiscent of the vengeful stare of a mother bear defending her cubs, while their small mouths slowly transform into frowns that seem to suggest a bitter feeling of... disappointment.

"You've angered Morton," the two children say in unison, their collective voice much deeper and louder than before. The uncanny harmony they create when speaking together causes you to take a step back in caution.

You can't tell how, but you sense the girl's attention is focused intensely on you. As she stares the blue color of her eyes seems to grow more vibrant, and all of a sudden a slight wind blows down the alley picking up trash and whirling it around.

"Now you've done it," says the boy, "you've gone and angered us too..."

It should be obvious to the PCs that the children are not what they first thought. In reality they were both mutant-born, possessing powerful mutations. Morton is part of their "family" (the mutant Underground), and as such they will move to attack the PCs to keep them from killing/capturing Morton.

The twins, Logan and Jessica, resort to the following tactics. If Logan wins the initiative (quite possible, due to his high Initiative modifier) he attempts to use his *Charm Person* ability to gain one of the Enforcers as an ally in the battle. Once this is done, on her turn Jessica attacks a different

PC by using her *Telekinetic Slam*, which does 2d6 points of damage with a hit. If any of the PCs uses a particularly menacing-looking weapon (heavy weapon, grenade, Molotov cocktail, etc.) she may forgo this to use her *Telekinetic Disarm* instead.

GM's Note: This encounter should be tough for the PCs, and not just because they may have qualms about killing children. These two are not mere babes as they might expect, but rather each is a powerful mutant in his/her own right. Knowing that once their abilities are unleashed the Enforcers will probably terminate them as "unlawful genetic aberrations" even if they surrender, both children fight to the death.

☛ **The Twins, Logan and Jessica (2):** HP 25 and 35.

MORTON GETS AWAY

During their fight with the Twins (see above), Morton escapes down a nearby alley where a van filled with loyal fighters has been waiting. On the fourth round of combat (if the PCs are still fighting the children) the PCs hear the van start up, followed by the sound of its screeching tires as it leaves the area.

If the PCs manage to finish off the Twins and arrive before the fourth round, read the following:

As you race down the alley you see Morton, gun in hand, leap into a beat-up old van waiting for him in the alley with the engine running. As you prepare to fire the van suddenly leaps into motion, racing off down yet another alley, even before door can close. For a fraction of a second you see Morton turn to look back, memorizing your faces, before vanishing from view.

Morton has gotten away.

HUMANITY IN A BOTTLE: TRAIL OF TREASON

The pursuit is over - Morton has escaped. Yet their inability to capture the leader of the mutant Underground, while disappointing to their Enforcer commanders, is not held against them, especially if the PCs tallied a high body count of Underground fighters!

AWARDING PPPS

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

- +1 for every Underground fighter killed in the raid (including the Twins).
- +1 for every Chud killed in the raid.
- +2 for discovering the location of the Hive.
- +0.5 for every civilian killed in the Hive.

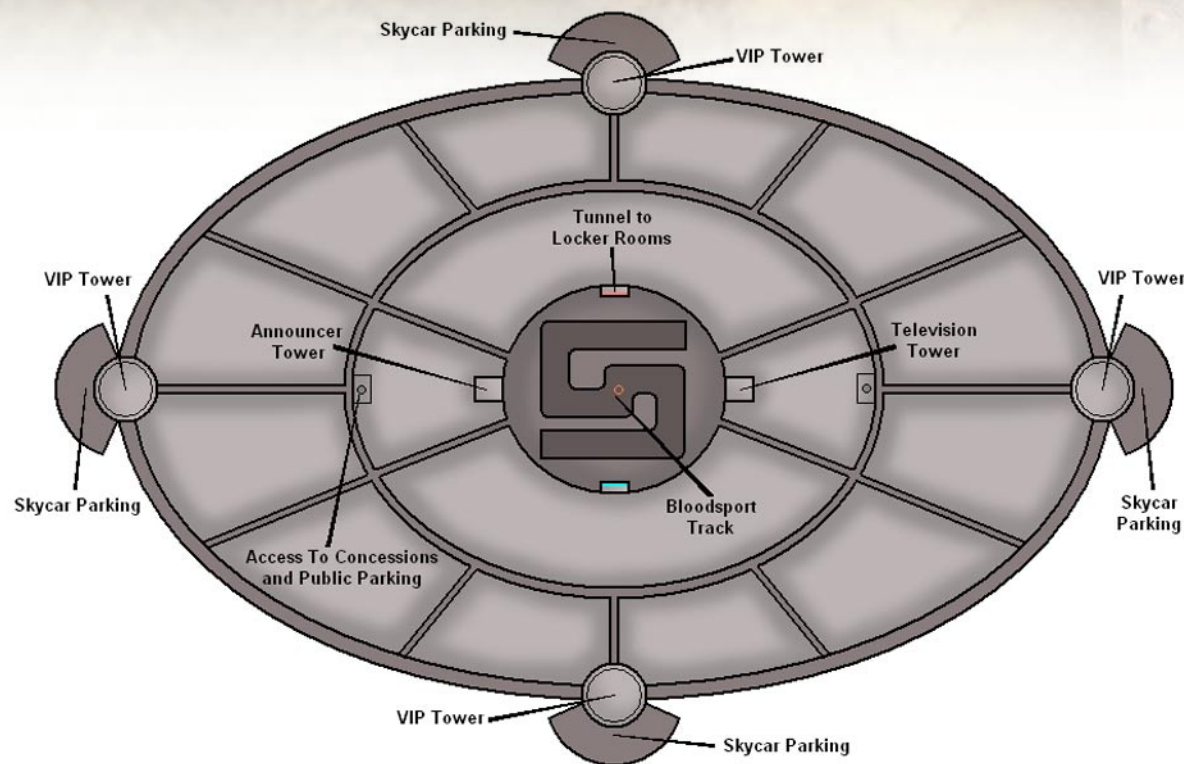
METROPOLIS COLISEUM

Tie In: The PCs may realize a visit to the *Metropolis Coliseum* is in order when they observe Steve Derek, star player of the "Titans" *Bloodsport* team, meeting in the company of Morton, leader of the Mutant Underground.

THE COLISEUM

The Coliseum of Metropolis Rho is one of the largest structures still intact in the city after so many generations. Built long ago for the amusement of the Ancients who once populated the city, this great arena still keeps the miserable public distracted and content - and numbed to the pain of everyday life in the Metropolis.

The Coliseum is a gargantuan structure, a true monument to the greatness of the past, of the heyday of the city in the years before the Fall. In addition to venerable architecture that seems to reflect and pay homage to the glory of ancient humanity, the



Coliseum's mighty ramparts are overshadowed by gargantuan pillars, each topped by a fifty foot tall statue of Nike, the ancient goddess of Victory, with one hand raised towards the heavens holding aloft a wreath of ivy. At one time elevated platforms allowed the flying limousines of important city officials to land far above the congested crowds below and let their VIP passengers out on the upper deck, but since few flying cars remain in the city these are now merely large gaping holes through which the light of the games - and the sound of carnage - spill out into the city sky every Monday night.

BLOODSPORT

Today the Coliseum is used by the city's distraction-starved population to hold weekly games of the Metropolis' favorite sport - *Bloodsport*. Bloodsport is a game in which all of the violence, aggression, and over-sexualized aspects of Metropolis culture are equally represented - and exaggerated. Players (male and female alike, as each gender has its own particular appeal to the spectators) don form-fitting costumes that leave little to the imagination, with only a modicum of armor to cover vital areas. Armed with razor-edged hockey sticks, pistols, and shotguns,

they race around the track on rocket-powered rollerskates, on top of speeding hoverboards, or mounted on roaring motorcycles.

The object of Bloodsport is to make goals by hand-carrying a ticking time bomb across the goal lines on either side of the field. The bomb is set to explode at a random time, so that no one knows when it will go off. When it does, the player (or players) in close proximity to the ball are usually blown to shreds.

Death, crippling injuries, explosions, vehicle crashes, and dismemberment by razor-edged sticks are all a part of the game. It's no wonder that Bloodsport is the favorite game of the Metropolis!

ARRIVING

When the PCs arrive at the Coliseum the weekly match of Bloodsport is about to begin. Asking around, the PCs find that Steve Derek is joining his teammates for tonight's game. As a result they will be unable to question him until *after* the game.

Though televised to every television set in the city, seating at the indoor stadium is still at a premium (there's nothing like watching a game of Bloodsport in person, and the Coliseum is *the* place to be on Monday nights). As such if the PCs stay to watch the match they will have to buy tickets from scalpers for 750 credits apiece, or else muscle their way into the nosebleed section and watch the game from up there.

Once the game begins you can either describe the action of a typical game of Bloodsport, or use the mini-game provided in the *Urban Decay* sourcebook for simulating a match. After all, now might be a good time to step back from the investigation and allow the players to play the opposing teams in an entertaining one-off side game.

A brief overview of the sport (including rules in case you want to play it as a side game) is given in the sourcebook, Urban Decay.

BETTING

Since the characters aren't actually participating in tonight's game (of course), they can legally bet on the outcome of the match. This would be a good way to make some extra credits.

Currently the odds are in favor of the title-holding "Titan" team (Derek's team), though the "Giants" team has been steadily rising in the ranks since their defeat in the championship last year. As a result the payoff odds are 2-1 for the Titans, 3-1 for the Giants. All bets must be made before the match begins, and are paid out only when the match is officially declared "over".

MEETING IN THE LOCKER ROOM

Whether or not the PCs watch and bet on the match, at the end of the game the characters spot Steve Derek leave the field with his surviving teammates to retire to the locker room. The whole stadium reverberates with cheering, the sound of bloodthirsty fans winding down from the rush brought on by this immensely popular sport.

For the next 10-20 minutes the Coliseum becomes packed as exhilarated spectators cheer the victors, then slowly begin to leave in crowds.

The PCs can get to the locker room by showing their badges around to stadium security. Many of the men who work as security are former athletes themselves, so attempting intimidation will likely result in the party being in thrown out (or beaten up). As such only a professional approach will work.

The characters find Steve Derek in the locker room after being treated for minor injuries suffered in tonight's game. When they enter they get stares from the other players, but they quickly disappear into the showers when the PCs again show their badges. Though he is their teammate (and meal ticket), if Derek is in trouble with the Enforcers, none of them

wants to be part of it.

Derek immediately suspects the PCs are here because he is, in fact, a *mutant*, regardless of what they say or claim. He has practiced for this dreaded moment all his life, and smoothly slips into a well-rehearsed defensive posture while questioned. He is bluffing (he has a Bluff modifier of +2, so DC 12), and the PCs may be able to realize this when they ask him questions.

Derek appears willing to answer the party's questions, though he doesn't hesitate to remind them he has "places to go" now that the game is over. He will stay for a few minutes, however, if they insist.

- If the line of questioning gets hostile or accusatory, Derek reminds the PCs that he is one of the Titans' star players, and that he regularly has dinner with the Mayor. *This is a none-too-subtle hint that if they annoy him, he won't be afraid to use his popularity to get back at them.*
- **If the PCs ask what he was doing at Sodom,** Derek turns angry (see above). He denies knowing Morton, and if pressed tries to leave.
- **If asked about the Mayor's betting on him,** Derek looks annoyed. He assures the PCs that he has never been asked to throw a fight - one look at his record (24 wins, no losses) proves that to be true.
- **If the PCs ask him about Durante (or show his picture),** Derek says he does not recognize him. *He is bluffing, however, and a Sense Motive check may reveal this.*
- If the PCs press Derek about Durante (including threatening him - note, however, that mere physical threats are not enough to intimidate Steve Derek), he may relent, though he still remains guarded. He says Durante was "a rich fan", who helped finance Derek's rise to stardom.

They never had actual face-to-face contact, however ("Durante was some kind of eccentric"), and he hasn't heard from Durante in a while.

- If they mention Durante was murdered, Derek merely stares at the PCs, hiding his emotions. If the PCs make a Sense Motive check (DC 12) they can tell he is devastated. But he will say nothing of it.
- **If asked about Dr. Reginald Cole**, Derek pretends not to recognize the man. *In reality Derek knows Cole from the University, where Derek receives treatments for his genetic illness.*
- **If asked about Dr. Orson Grant**, Derek likewise feigns ignorance. *In reality, however, he knows Dr. Grant's name and remembers him stopping by now and again at the University to treat him and other patients. He will not pass this information on willingly, however.*
- If any of the PCs insinuates that Derek's rise to fame - and success in the games - has been nothing short of "miraculous", Derek becomes angry. Barely able to contain his anger (he is afraid they are insinuating he is a *mutant*, since he does in fact have a mutation that makes him especially effective in the Bloodsport arena), the PCs can make a Sense Motive check (with a +4 circumstance bonus) to tell he is insulted and, more importantly, paranoid that they might know more than they are letting on.
- At this point Derek rises to leave. If they try to stop him, Derek again reminds them about "who he is". This should be enough to keep the PCs off him...for now. If not, he will call security, and unless the PCs have solid grounds to bring him in (more than just being seen talking to Morton at the Sodom club), he will be free to go.

AFTER THE GAME

If the PCs wait until Derek comes out of the locker room (through a guarded door at the rear of the stadium) they can discreetly follow him home and monitor his activities. At roughly eight o'clock he leaves the Coliseum in his sleek (and expensive) *Mustang Veil Slide* hovercar, driving to his expensive penthouse apartment in the Slam quarter, just 20 minutes away.

At 8:19 p.m. Derek parks on the north side of the building and enters at 8:20, greets the doorman (also a trained guard with the authority to prevent characters from entering the building uninvited), and takes the elevator to his apartment on the top floor (a posh bachelor pad with a breathtaking view of the city with Titan Tower shining brightly over it all). He stops only momentarily to check his answering machine for important messages (there are none). He then retrieves a second set of keys, locks up, and returns to the elevator, taking it down to the basement garage. Here he unlocks a *different* car (a sleek black SUV), and drives out the south side of the building.

PURSUIT

If the PCs have followed him they now realize he is up to something. If they pursue, however, Derek proves to be a bit careless, though he may still make a Spot check (with a +0 modifier) to notice the party following him. The PCs can use either the Hide or Drive skills (their choice) to avoid being seen.

If Derek catches on that the PCs are following him he tries to lose them in traffic and along dark and dirty side streets. The characters must make three Drive checks (opposed by Derek's Drive checks; he makes his checks with a +3 modifier) to stay on his tail.

If Derek beats the PCs with any of these checks he loses them in the Metropolis traffic. However if the PCs are successful, they manage to catch up to Derek without tipping him off that they're back on his trail.

Once he is sure he has shaken any pursuers, Derek heads to the *University of Metropolis Rho*.

STOPPING DEREK (EL 4)

If the PCs stop Derek he will pretend to be going out for a night on the town (check his Bluff of +2 vs. the party's Sense Motive). If the PCs attempt to arrest him or accost him, the *Bloodsport* hero will panic, thinking they are too close to finding out about the activities at the University. Unwilling to let them close down the University labs (see later for details), he will *attack*.

If there is some distance between Derek and the characters he will pull his Colt Python and fire, hoping to tie the party down until he can get into the back of his truck. If he can reach his truck he pulls out his trademark *ripper stick* from the back (he always keeps it with him), and exchanges his pistol for this more familiar weapon. He then attacks the PCs using ruthless *Bloodsport* tactics, fighting to either cripple or kill them by hacking them apart.

● **Steve Derek (1):** HP 54.

AWARDING PPPS

Police Popularity Points should be awarded once their visit to Steve Derek is over (for better or worse). Possible awards for this episode include:

- 1 for the visit (the PCs automatically get a negative reputation for harassing the city's favorite sports hero).
- 2 for insulting or threatening Derek.
- 5 for killing Derek, even in self-defense.

TAKING DEREK DOWN

If the PCs end up fighting Derek, they may endanger their chances of finding the University clinic. However, this can easily be fixed. Once Derek is brought to zero or lower hit points, assume he is incapacitated. As the PCs move in, he raises a weak, blood-soaked arm for them to come close. His eyes betray his desperation, and he drops his weapon, begging them to take him “to the University”.

At first this should be a surprise to the PCs, since he isn’t asking to be taken to the Hospital. Yet he insists they take him to the old University. If they ask him why, he tells them weakly that “they” can’t find out... his “secret”.

Derek is referring to his mutation, which may be in danger of discovery if he is taken to a regular hospital for the treatment of his wounds. He wants the PCs to take him to the University where Dr. Cole can treat him in secret.

If the PCs do as he asks, you may need to adjust the encounter at the University as a result. If the PCs show up with a wounded Derek, the Underground fighters there, while suspicious, will not deny Derek treatment. They will demand the PCs surrender their weapons, but will otherwise allow the PCs to enter the hideout and meet with Dr. Reginald Cole.

UNIVERSITY OF METROPOLIS RHO

Tie In: The PCs visit the University after following Steve Derek from the *Metropolis Coliseum*.

THE UNIVERSITY

The University of Metropolis Rho was once one of the great institutions of the city, a center of learning and advanced research into various experimental sciences.

The University is now situated in a run-down, abandoned part of the outer Zones. During the Fall, when the city was first abandoned, the University and the entire region around it was deserted and left to decay. Fires that claimed much of the city during the chaos of the war also claimed many of these neighborhoods, leaving entire blocks of burnt-out shells and collapsed rubble.

When the survivors of the Fall returned to the

Metropolis the reconstruction of the University was one of the few long-term plans they accomplished before their society began to break down. Intended to preserve the core of knowledge their elders still remembered, and pass it on to future generations so that Metropolis culture could be preserved, the University served as the city’s sole institution of higher learning for several generations. But over time, and with the disintegration of law and order in the Metropolis, the University was once again abandoned as funding - and interest - dried up.

Today the University grounds are abandoned; its mighty buildings (once erected as a monument to human knowledge) turning gray and crumbling under the withering clouds of smog that fill the city. Huge statues of ancient philosophers (Socrates, Plato, Aristotle), at one time serving as grand reminders of what humankind can achieve with its intellect alone, are now merely faceless, featureless figures worn away by the caustic Metropolis elements.

VAGRANTS

Some of the outer buildings (most mere shells) are still used by individual vagrants and small groups of homeless for shelter, and their meager campfires can be seen by the party if they wander the campus by night. During the day most of these camps are abandoned, as the homeless travel to other neighborhoods to beg for food, rummage through tenement dumpsters, etc...

Most of the squatters found here come from the city’s Unproductives, and are thus terrified of Enforcers, gangers, or anyone else who doesn’t look like he is living out of a cardboard box. Used to being preyed on by such types (or at least knowing better than to interfere when they’re around), they will abandon their hovel-like camps at the first sign of visitors.

The inner buildings of the University complex, while larger and more foreboding are no longer ventured into. If the PCs manage to catch a vagrant (and either intimidate him or bribe him into talking), they learn that the homeless generally avoid going into the central part of the old complex. If asked why, the bum makes bizarre references to reported sightings of “strange figures” sneaking in the shadows, the coming and going of “small covert groups” under the cover of darkness, and the odd arrival of unmarked vans in the middle of the night that vanish into the University - only to emerge days later.

If the PCs describe Steve Derek’s Mustang Veil Slide the vagrants laugh and say they’ve never seen anything like that before. However if they describe his black SUV, they seem to recognize its description. But they are also clear to point out that other vans often arrive here as well, not just Derek’s...

THE UNDERGROUND

Unbeknownst to most inhabitants of Metropolis Rho the University is not in fact abandoned - at least not completely. The old medical center that was once the crown jewel of the University has been a secret hideout of the city's mutant Underground for several years.

In the beginning, however, the University was not intended as an Underground hideout. Dr. Reginald Cole and Dr. Orson Grant, both members of the Fetchfield Club (and friends of Nathaniel Durante), originally set up a small-scale operation here in the ruins of the medical center looking for a place to continue their research into the city's growing rate of genetic mutation. They brought with them research and data stolen from their former employers (the city government), hoping to plot the city's genetic future and possibly create cures for the treatable illnesses that they knew were forthcoming.

At first Cole and Grant began treating only a small group of people that they personally knew, individuals whom they had met through their individual medical practices and been privy to their genetic secrets. Since all of the men and women would be euthanized by law if their genetic defects were discovered, they were more than willing to keep Cole and Grant's "secret clinic" unreported.

In time Cole and Grant began seeing more and more patients, including Commissioner Thorwal of the Enforcers, his wife, and their son. Nathaniel Durante also came to them with his young mistress Therese, in a hope of finding out the cause of her illness - and to discover a cure.

The men received a great deal of clandestine funding, mostly from donations given by the concerned families of those being born with genetic problems. The entire operation continued for several years on this money (and the promised secrecy of its

benefactors) alone.

A few months ago, when Durante first came to the clinic, Dr. Grant took on Therese's case with an unusual fervor. Cole, on the other hand, began to shift gears. Plagued by his conscience over past experiments done on the city's youth (see *Fetchfield Club*), Cole began hitting the streets, blending in with the city's Unproductives, and looking for signs of genetic deformity there. He began bringing the homeless and others to the clinic for treatment, believing everyone (not only a small group of rich patrons) had the right to get better.

A number of these "homeless" were in fact members of the "Underground", a group of various street people who have secretly banded together to help hide their mutations and defects for their own survival. They first came here looking solely for treatment; now that they have seen how dedicated Dr. Cole is (and recognize his genius), they have taken on the mission of protecting him and his priceless endeavors.

Dr. Grant vanished a few months ago when the first members of the Underground started to arrive, telling Cole he needed to focus on Durante and Therese in private, and that her problem was something "unusual". Cole couldn't stop him, and allowed him leave.

Cole continues to operate the clinic alone, to this day. Morton, leader of the Underground, often visits the clinic (along with other members of Metropolis society, such as the *Bloodsport* player Steve Derek) for treatments as well as to deliver the things Cole needs to continue his research.

CHASING STEVE DEREK

If the PCs followed Steve Derek from his apartment after the *Bloodsport* game he comes here for his monthly treatment for *skeletal deterioration*. As he

nears the University he turns off his headlights and drives onto the campus, avoiding areas, which are known to be inhabited by vagrants. He drives to the *Loading Dock* (see below) where he parks and gets out. He looks around once to make sure no one is following, before going to the *Receiving* door, knocking, and being admitted. He proceeds to the *Hospital* to greet Dr. Cole and undergo treatment.

KEYED ENCOUNTERS TO THE UNIVERSITY (AREAS A-R)

The following lists the various locations of the University.

A. LOADING DOCK

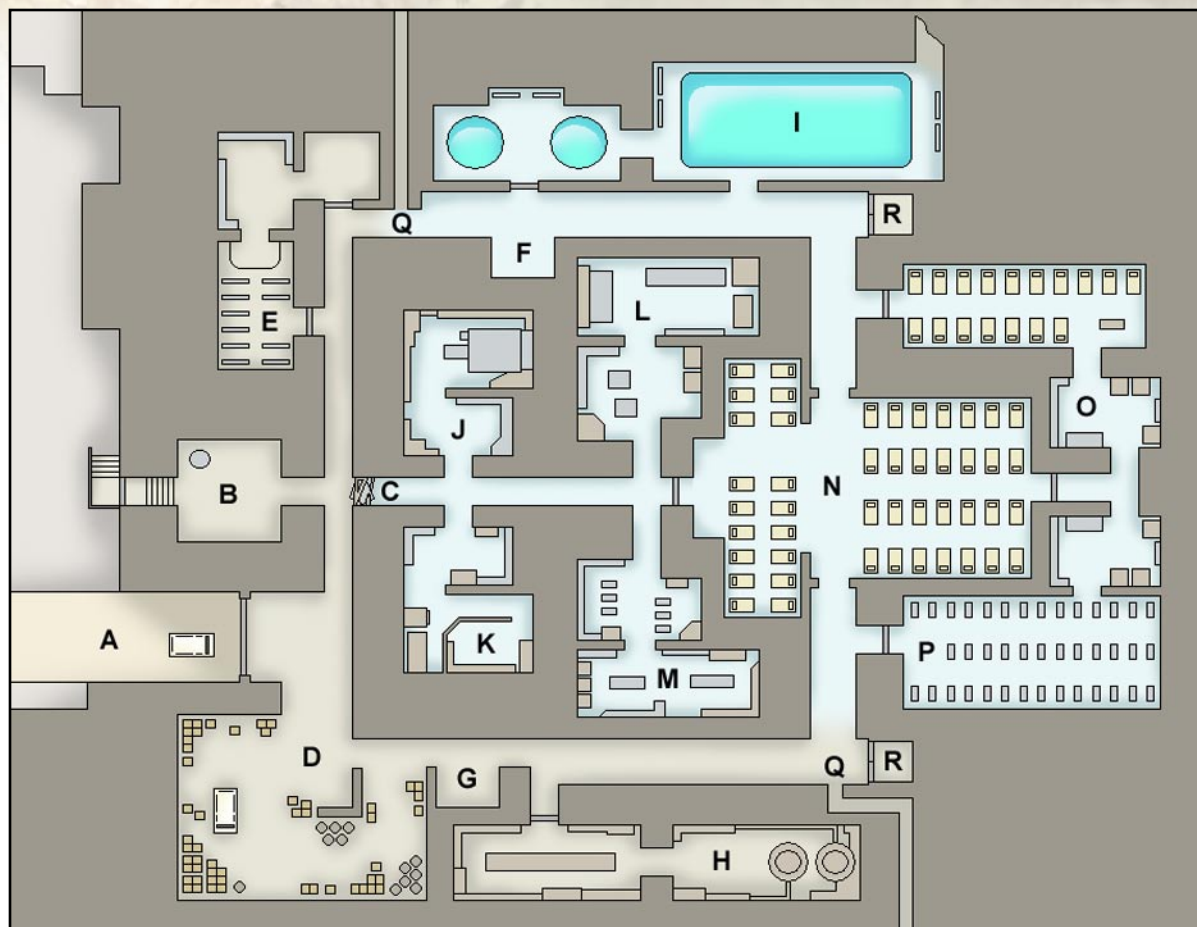
At the rear of the old University medical building is a concrete vehicle ramp descending underground. It ends at a huge warehouse door, large enough for dump trucks to pass through. There are no lights here, so the shadows are especially long and deep. Parked outside is a single unmarked van (the plates, if run, reveal this to be a van stolen from the *LifeCenter* a few weeks ago).

Development: If the PCs have followed Steve Derek from his apartment, his SUV will be parked here as well.

B. RECEIVING (EL 3)

The tunnel leading to this area is blocked by a heavy metal door, which resembles a typical maintenance door. However the door is firmly locked from the inside, and features a sliding hatch allowing the sentry on duty to view anyone at the door before opening.

Knocking at the receiving door will summon a sentry from the receiving room in 1d2 rounds. He will be armed and on edge; the other men in the



receiving room will also be armed, but will only rise from their table if there is trouble.

GM's Note: The sentry will automatically raise the alarm if he spots uniformed Enforcers. If the PCs come without uniforms he merely tells them to "get lost" (brandishing his weapon through the peephole), assuming them to be curious vagrants easily intimidated by a show of arms. If the PCs persist or

try to get in by force he will raise the alarm and the other guards will move to defend the front entrance.

👤 **Underground Fighters (4):** HP 13 each.

C. BARRICADE

This hallway has been barricaded due to its proximity to the receiving area. The barricade is made of debris, an old hospital bed, a burnt-out defibrillator,

etc... It is jammed tight, so anyone wishing to clear the barricade must spend time (or use an explosive device) to do so.

♥ **Barricade:** Hardness 10; hp 30; Break DC 30.

D. GARAGE

This large area echoes with any sound of intrusion. Formerly an underground garage, it now contains rows of cardboard boxes and hexicrates piled almost to the ceiling. An unmarked van sits here as well (this proves to have been stolen from a Tech Union vehicle pool, if the PCs care to check).

If the PCs open some of the crates they find only chemical supplies, equipment, and mundane medicinal supplies (tongue depressors, bandages, syringes, glass bottles, rubbing alcohol, iodine), stolen from various legitimate medical centers across the city.

E. LECTURE HALL

This area echoes with the sound of footfalls, but proves to be empty. This was once a lecture hall for medical students, but was abandoned centuries ago.

F. GUARD AREA 1 (EL 2)

This area resembles an old nurse station. Now it is used by members of the mutant Underground as a guard post. Sitting here at any given time are a trio of armed Underground fighters, playing cards or drinking beers. If they hear the sound of combat they will be in a more ready state of alert; otherwise the PCs may have a chance of surprising them.

👤 **Underground Fighters (3):** HP 13 each.

G. GUARD AREA 2 (EL 2)

As Area F above, this was once used as a nurse station but is now a guard post. The Underground

fighters have managed to fix the old monitor here to receive television signals from outside the University, and so there is a 50% chance that they will be watching a T.V. show or *Bloodsport* game when the PCs show up. Like the guards at *Area F*, however, they will be armed and ready if they were alerted by the sound of combat.

♥ **Underground Fighters (3):** HP 13 each.

H. BOILER ROOM

This area is a combination maintenance and boiler room. The two huge industrial boilers that once provided heat and power for the building in ancient times have been renovated, providing a modest stream of electricity to the lights and air conditioners in the underground complex.

GM's Note: The boiler room is currently unoccupied, but since it is dark (and there are lots of places to hide), Underground fighters from *Area G* may come here if they are forced to flee.

I. HYDROTHERAPY

This deep chamber echoes with the sound of swimmers and bathers. This used to be an Olympic-sized swimming pool, constructed for the training of the University's prestigious swim team (the tunnel to the north once connected the University Hospital with the Athletic Center). Today it has been renovated by Dr. Cole's small staff to serve as a hydrotherapy chamber for his patients suffering from the most painful genetic bone disorders.

At any given time the large tepid pool will have 3d4 men, women, and elderly swimming in it, benefiting from the carefully-maintained balance of minerals in the warm water. None of them are armed.

GM's Note: If the PCs enter the people here will scream in panic and try to flee. If the PCs have not

been discovered, however (for instance, they are undercover) they will merely be ignored instead.

Development: If the PCs tracked Steve Derek here, he will be found here, swimming the other patients. When the PCs start a panic he will climb out of the pool and attack them with his fists, hoping to buy the other patients time to escape.

J. MAIN LAB (EL 1)

This enormous lab served a number of purposes during the University's heyday, but today it has been taken over as the home of Dr. Cole's research computer. The computer has a catalog of every genetic disorder currently floating around in the collective gene pool of Metropolis Rho, as well as a list of people currently afflicted by genetic illnesses (and receiving treatment at the University). The former part of this accurate and complete list was compiled by Cole and Dr. Orson Grant over the course of 20 years, originally a project commissioned by the city government during deliberations on the moral and financial necessity of implementing euthanasia for "mutants".

When Cole and Grant retired from public life they stole this research and continue to use it for projections and computer models calculating the future of the city's genetic integrity.

GM's Note: By and large this room will be empty, the only sound being the deafening whir and hum of the computer and the air conditioning system that keeps it cool. A single assistant of Dr. Cole's will be here, but the noise of the computers give him a -4 penalty to his Listen check (leaving him with a total of -1) to notice the PCs as they enter behind him. If he detects the PCs, the assistant attacks to defend the research computer.

♥ **Assistant (1):** HP 8.

K. RADIOLOGY LAB

Like several of the old labs here this used to be part of the University's own medical center. It has been refurbished and brought back into operation, being used to take X-rays of patients for a variety of purposes - diagnosing deformities, finding tumors, mapping out internal mutation and aberrations, etc... Because the power drain of the machinery here is considerable, Dr. Cole refuses to take X-rays unless it is absolutely necessary.

This lab is generally empty, but there is a 1 in 6 chance one of Cole's volunteer assistants will be here maintaining the equipment when the PCs enter. He/she will flee when the PCs are seen, moving to *Area N* to warn Dr. Cole.

♥ **Assistant (1):** HP 8.

L. MEDICAL SYNTHESIS LAB

This lab complex was once a state-of-the-art test laboratory for synthetically-produced medicines during the time of the Fall, one of many universities actively involved in researching vaccines, cures, and treatments for the diseases of the day.

With the efforts of his wealthy colleagues Dr. Cole has only barely managed to get the lab equipment here back up and running. With a variety of street contacts he gathers medical supplies (including raw chemicals) on a regular basis and brings them here to manufacture the medicines he needs to treat the genetic illnesses of his patients. The operation is small-scale at best, and because of the faulty nature of the equipment (and the fact that the process is currently unrefined) roughly 70% of the doctor's supplies are wasted with each production run. Still Dr. Cole persists in his efforts, producing just enough medicine to help the people who really need it.

Like *Area K* there is a 1 in 6 chance one of Cole's volunteer assistants will be here running the machines

when the PCs enter. He/she will flee when the PCs are seen, moving to *Area N* to warn Dr. Cole.

☛ **Assistant (1):** HP 8.

Treasure: The medicines produced and kept here are not combat drugs or recreational drugs, and thus would have no value on the street.

M. GENETICS LAB

The lab has a collection of advanced equipment scavenged from throughout the ruins of the city, as well as some crafted by various hands over the years as part of an “underground railroad” of scientific minds dedicated to the cause of preserving medical technology. Equipment here includes advanced apparatus for DNA sampling, analysis, and genetic reproduction, allowing Dr. Cole to perform stem-cell research, cellular cloning, and other operations vital to the treatment of his patients.

At any given time there will be one assistant here working on analyzing test results or peering at samples through a microscope. This assistant will flee to warn Dr. Cole at *Area N*.

☛ **Assistant (1):** HP 8.

N. HOSPITAL (EL 4)

The heart of the clinic is this large hospital ward, once the bottom floor of a multi-level hospital complex that rivaled the nation’s finest institutions. Today Dr. Cole uses it to house his most serious patients, those men and women who can no longer live in their own homes due to chronic disabling pain, mental incompetence brought on by genetic disease, or blatant physical deformities that would get them killed if they were to walk about in public.

GM’s Note: Though there are some twenty or thirty patients here at any given time, none of them is capable of engaging in combat with the party.

Development: When the PCs arrive Dr. Cole will

be here, tending to various patients. He will move to help people escape if the alarm is raised; otherwise he can found here at all times.

Once the PCs catch up to Cole proceed to the section titled *Catching Cole*.

☛ **Dr. Reginald Cole (1):** HP 37.

O. BLOOD BANK

This lab has been converted to a makeshift blood bank. Generally speaking mothers, fathers, and trusted family members are brought here to give blood (or in some cases marrow or other tissue donations) to be cultivated, replicated, and stored for patients who require transplants or infusions. In addition to these sources, Dr. Cole regularly hits the streets and pays (out of his own pocket) bums and others all over the city to donate blood for his research. The blood bank is equipped with microfuges, salvaged analysis equipment, blood testing supplies and chemicals, and several refrigerators (both medical as well as regular kitchen fridges - times are tough and Cole has to make do with whatever he can get) for storing packets of blood and plasma.

When the PCs enter a volunteer nurse will be found here taking blood from a young mother who has recently delivered. Both will surrender without a fight.

☛ **Assistant (1):** HP 8.

P. MATERNITY WARD

This large area has been set aside as an all-in-one birthing center, maternity ward, and long-term care facility for infants born with genetic defects. This is the true “center” of Dr. Cole’s entire efforts, focusing on giving what little care he and a handful of caring individuals can to those who are destined for short, painful lives.

The ward is outfitted with two birthing suites, a minor surgical suite, an incubation center (for premature babies), and a maternity room with cribs, life support equipment, etc...

At any given time there will be 1d3 nurses here monitoring the babies here or cleaning up after a delivery. They will fight (with whatever weapons are available) to defend the maternity ward from armed intruders, but will not pursue the party if they leave the room.

GM’s Note: PCs searching the room will find a cardboard box being used as a trash bin for old swaddling clothes. A Search (DC 14) of the soiled clothes turns up a few plastic hospital tags, identifying many of the infants here as having been “stolen” from the *LifeCenter*.

☛ **Assistants (3):** HP 8 each.

Q. ESCAPE TUNNELS

These tunnels once led to underground service areas and maintenance passages. They now serve as secret escape tunnels in the event the activities of the Underground are compromised.

If the PCs raid this place a number of Morton’s men (1-2 per tunnel) will move to the tunnel entrances to guide the fleeing civilians out of the complex as the battle rages, and to help with any patients who fall behind. These men will immediately open fire on the PCs if they are spotted, willing to sacrifice their lives to buy more time for the fleeing civilians.

R. ELEVATORS

These old elevators are, in fact, still operable, thanks to an illegal hookup to the city power grid. The elevators lead to the upper works of the old University medical building.

If the PCs start a firefight many civilian non-

combatants will move from the Hospital to these elevators to escape. They go to the ground floor and flee through the dark halls of the medical building and out into the ruins.

PLAYING THIS SCENE

The encounter with Dr. Cole and the Underground fighters defending the clinic is one of the most important in the adventure. Here the PCs get the chance to learn of Dr. Cole's secret involvement with the Underground, and of Nathaniel Durante's personal quest to remedy Therese's illness.

When the PCs arrive chances are they will attack or be attacked at the front entrance. The Underground fighters do not know the PCs' mission (and don't give them a chance to explain), and thus automatically assume this is a raid. They fight the PCs as soon as they are spotted.

The battle should be played as a confusing one; in addition to fighting vagabonds and mutants in the tight halls of the old hospital, a large number of civilians will be present, panicking at the sound of gunfire and trying to flee.

Morton, leader of the Underground, is not currently here. But during the battle his Underground fighters (who are present at all times to keep Dr. Cole safe, even when Morton is absent) will stand and fight the PCs head-on, hoping to buy time for the civilians to escape. While individual groups of fighters are committed to keeping the PCs busy, they also hope to keep them distracted as reinforcements from the other guard stations (if any remain) move in behind the party and catch them in a crossfire.

Dr. Cole will be in the Hospital (*Area N*) when the fighting breaks out. He will move about during the battle, helping civilians to the escape tunnels and elevators; as a result he may not be in one place for very long.

If Steve Derek is present at the clinic he will want to fight to defend Cole, but at the doctor's behest flees with the other civilians so as not to be discovered.

Eventually the PCs will capture Dr. Cole (unless they fail). Once this important figure is captured he can be interrogated.

CATCHING COLE

It is vital to their mission for the party to capture Dr. Cole rather than kill him - he has important information concerning not only their investigation, but also the very future of the Metropolis.

When the PCs attack the clinic Dr. Cole will be working with patients in the Hospital. When any of the Underground fighters raise the alarm (or when they hear gunshots), the people here begin to panic, fearing an Enforcer sweep to eradicate them all. Dr. Cole (with the help of his assistants) begins showing them to the emergency escape tunnels and elevators.

If the lives of his patients are in danger Dr. Cole will fight so that he can buy them some time to escape. The PCs will have to knock him out or subdue him to stop him from fighting to buy his people time. *Capturing Dr. Cole under these circumstances is an EL 4 encounter.*

If, however, the PCs corner Dr. Cole after most innocents have escaped (he will try to return to *Area J* to erase the database there), he may be made to surrender, if only to prevent further violence, by reasoning with him. *Capturing Dr. Cole under these circumstances is not worth experience points, since he surrenders willingly.*

SPEAKING WITH COLE

When the PCs capture Cole he is both surprised and enraged:

"I thought we had this arranged. Apparently the Commissioner is just as corruptible as anyone else. Did he forget what I did for him? Did he give in to the Mayor too?"

- If the PCs ask what he's talking about, Cole laughs at their "pretend ignorance" - but explains anyway. Cole was a good friend of Commissioner Thorwal for many years, in fact a friend of his entire family. When the Commissioner's wife got pregnant they came to him on a professional basis. Cole explains that operating from his old office in the city he diagnosed that the child the Commissioner's wife was carrying had *ataxia-telangiectasia*, a rare but not unknown fatal genetic disorder. By law (as the Enforcers well know) the child had to be aborted to prevent the continued pollution of the Metropolis' already strained gene pool, should he ever reach maturity (for more on the prevalent attitudes against mutants in Metropolis Rho, see the *Urban Decay* sourcebook).
- Cole admits that the Commissioner and his wife petitioned him privately to deliver the baby in secret; they wanted their child to be given a chance, even if the odds were against it surviving past the age of five. After years of guilt over his past (if the PCs have not learned of his past yet, see the *Fetchfield Club*), Cole agreed, seeing in the Commissioner's request a way to make up for his unforgivable misdeeds. The baby was delivered here at the University (doing it anywhere else would involve too much scrutiny). After its birth the family raised the child in secret until the Commissioner's wife died a few years ago of an unrelated illness. The Commissioner continued to care for his son until the boy died of his disorder at the age of seven.

- Cole thought he and the Commissioner had an understanding about the activities at the University, but now that the bronzes are here he assumes the Commissioner has sold him out. This enrages Cole, who can't believe the Commissioner was capable of benefiting from the illegal research done here, only to betray the man that gave his son seven years of joyful life.

Though the PCs may be surprised by this information, if they make a Diplomacy check (DC 14) they convince Cole that they are not here on the Commissioner's orders. Cole remains wary, but waits for them to explain. If the PCs explain why they came here, Cole is angry at their methods (especially if they killed or injured any of his guards), but finally relents to answer their questions if only to get rid of them.

- If the PCs ask about the University and the "secret clinic", Cole paraphrases the description above (see *The Underground*), relating to the PCs the history of the University as well as he and Grant's mission in setting up the clinic.
- If asked about Dr. Orson Grant, Cole admits he and Grant were friends, as well as partners in setting up the clinic. They had worked together before, compiling a database that mapped out the genetics of the entire Metropolis Rho gene pool - in other words, a catalog of every bad gene floating around in the DNA of every citizen in the city. If the PCs ask how this is possible he explains that every fetus' DNA contains information that basically tells the story of his or her life; what gender the baby will be, what her hair color will be, if she will have bad eyesight, or even whether or not the child is genetically pre-disposed to develop a disease 10, 20, even 50

or more years in the future. The study involved mapping out the DNA of every citizen of the city, so that the government could get an idea of what diseases might pop up in the future as the population became more and more *inbred*.

- They did this over the course of a decade at the behest of the city government, which then used the research to push through legislation requiring euthanasia for mutant-born babies. Grant and Cole both felt betrayed by the government's actions; they had always believed the project would lead to programs to cure the genetically ill, not *kill* them. When they eventually retired from public life they stole copies of their old research and brought it here.
- Cole refers to the computers in the Main Lab, saying these hold records of the city's genetic legacy. With these computers he can predict what genetic disorders are going to become more and more abundant in the coming years, as the people of the city become more and more inbred. Without "outside blood", the city is doomed to degenerate - it's an unavoidable part of living in isolation.
- If the PCs ask how many mutants there already are in the city, Dr. Cole gives them a startling number; about 20% of births are now mutant births. Of these 80% to 90% are caught early and aborted or later euthanized after birth by the government. The others somehow escape destruction; either by concerned nurses who whisk them away in secret, or by being delivered in private, out of the scrutiny of government clinics like the "abominable" *LifeCenter*. However, Cole shows the PCs evidence (in the form of stolen medical records from various hospitals in the Metropolis) that show mutant birth rates are climbing steadily at a rate of 1%

per year.

- If asked about the "Underground", and his involvement with Morton, Dr. Cole tells the PCs (with a cold stare) that he will treat anyone who asks for it, criminals included. He tries to tell the PCs they have it all wrong about Morton, that he and his "Underground" are just normal people, albeit ones born with genetic deformities. Yet they are treated like outlaws, and are marked for death. They can't even emerge in the light of day, for fear of being rounded up and exterminated. If the PCs argue, Cole refers them to the research in the Main Lab - that despite what the city government is doing with its strict euthanasia laws, mutation is an unavoidable part of the Metropolis' future.
- If the PCs mention Morton sent some of his men to kill them (see *Mutant Ambush*), Dr. Cole is incredulous and angered. Though he doesn't want to believe it, he knows Morton is capable of it. He assures the PCs he had nothing to do with, in fact having no knowledge of the assassination attempt whatsoever.
- If they ask where Morton can be found, Dr. Cole honestly tells them he doesn't know. "If Morton wants something he comes to me - not the other way around". If the PCs press Cole, he admits that Morton is planning to visit the clinic tomorrow for treatments of his own genetic illness (if they ask, Morton suffers from *skeletal deterioration*).
- If asked about *Fibroxinin*, Dr. Cole admits he knows of it, a drug used to treat cystic fibrosis. He says Dr. Grant tried to use the Medical Synthesis Lab to recreate the drug here in the clinic, but was unable to do so successfully. Grant would not explain why he needed the drug.
- Cole refuses to give the PCs Dr. Orson Grant's

private address, no matter how hard they try to get it from him. He pretends not to know, then, if his bluff is discovered, simply refuses to tell. However, he will part with this information following the *Raid on The University* (see below).

Once their interview with him is over Dr. Cole asks the PCs to leave - they've done enough damage here already. If the PCs exhibited any kind of remorse for their actions, or otherwise came here without starting a fight (for example, bringing Steve Derek in after mortally wounding him), before they leave Dr. Cole tries to get the party's word that they won't speak of the clinic or report what they've seen while down here. While he won't lie to the PCs and tell them that he'll readily submit to the law (which he won't, he believes in his cause), he does ask that they give him some time to abandon the University and scatter his patients so they aren't killed when the Enforcers come.

GM's Note: Despite what the PCs promise, however, it is too late for Dr. Cole and his people. Sanderson, the party's *Peacemaker* driver, has already decided to report what he's seen at the University (even if they left him in the vehicle, it's not hard to put two-and-two together; Steve Derek seen in the company of mutants, comes here, the perfect site for a mutant hideout). By the next day his secret report to Captain Nelson puts into motion an event that will spell catastrophe for the clinic's operations...

RAID ON THE UNIVERSITY

This dramatic event only takes place after the PCs have visited the secret clinic beneath the ruins of the

University of Metropolis Rho. Unbeknownst to the PCs, Sanderson (their *Peacemaker* driver and fellow squad mate) has come to question the party's motives - and secretly reported them to Captain Nelson.

With the Commissioner losing his grip on reality more and more, the Captain has decided to take control of precinct resources without his knowledge. With what Sanderson has told him (of the clinic and the mutants hiding out there), Nelson plans to deal a decisive blow to the Underground and earn the Mayor's appreciation at the same time. On top of this he also wants to see where the PCs' loyalties lie; he knows they are investigating a case that the Mayor has put pressure on to be closed, and any breach in the Enforcer code by the PCs will give him all the justification he needs to kill them off.

Using Sanderson's information Captain Nelson has organized a raid to sweep the University, kill the Underground fighters there, and hopefully even nab Morton and the rogue Dr. Cole. In return for Sanderson's information he has promised to transfer him to another unit.

The PCs become aware of the plot when, early the next day (following their first visit to the University), they receive a message on their *Peacemaker* computer (note that Sanderson is not present; if the PCs ask about this, they are told Sanderson has been "reassigned", and as such one of their own number will have to drive; any other NPCs will be present, however):

TO - All Squads of Precinct 15

SITUATION - Code 407 (Unlawful Assembly)

Recent information from one of our informants has identified the old University grounds as being a hideout for a group of militants associated with the so-called "Underground". Since the Commissioner

is currently out of touch, after some consultation with the Mayor, Captain Nelson has decided to perform a sweep of the University to clean it out.

Our precinct has been given this opportunity, and all Enforcers involved will receive double rations for the entire month if successful, in addition to standard bounties.

All squads are to report in full assault gear at the University immediately. Captain Nelson will be commanding on-site.

THE RAID

When the players are ready, read the following out loud:

The news comes as a shock over the radio. All squads are preparing for a major assault of the University.

When you arrive on scene you see red and blue lights flashing all over the ruins of the old University, despite the steadily growing fog cover. More a dozen Terminators and Peacemakers are arranged in a tight circle around the ruins of the medical center. Over one hundred Enforcers have gathered in assault armor with tactical weapons at the ready. Squads have been placed in strategic positions throughout the cordon, with snipers on nearby rooftops and recon elements split up among the neighborhoods looking for secret escape tunnels and exits concealed in the rubble.

The Captain is present in body armor, directing the battle from his command center in the rear of one of the Peacemakers. When he sees you he and a few heavily armed assault officers come over.

"Squad 16," he says, "you're late. Get your assault gear and join the others."

As you go to prepare, not knowing what else to do, the Captain picks up a megaphone and speaks to the assembled forces.

"This morning we received credible information that this place is the hideout of the Underground leader 'Morton' and a number of mutants who have somehow evaded the law for years. These men and women are criminals, wanted by the city government for crimes threatening the stability of the Metropolis' genetic legacy. Today we put an end to their reign of lawlessness.

"I have been authorized by the Mayor to offer a bounty of 200 credits for every mutant killed in this raid."

At that you see helmeted Enforcers all across the line look to each other and nod in acknowledgement. Greedy grins adorn every visible face.

The Captain gives the megaphone to one of his subordinates, and then turns to your squad.

"There have been...rumors...that members of the force may be sympathetic to these mutants." He looks directly at you, but you can't tell whether or not his intimidation is directed at you deliberately. "I expect every man to do his job today, to join the team, and to make sure no mutants escape this time."

Once he has spoken the Captain gives the order over his headset radio for all teams to move out...

PLAYING THE BATTLE

The PCs are expected to participate in the fighting; the Captain watches them to make sure they join the other Enforcers on the line. The Captain knows they came here before (Sanderson told him), and is rightly suspicious of their loyalties.

Use the map of the University hospital for this battle. The setup is the same as the previous encounter, except now the Underground fighters are prepared for an attack.

Morton will be present here, along with Dr. Cole (though Steve Derek will not). Any guards killed by the PCs in their previous visit will have been replaced by more fighters; this time they are split up into four-man teams in the following areas: *Receiving, Garage, Guard Area 1, Guard Area 2*, the hallway between the *Medical Synthesis Lab* and the *Genetics Lab*, and in the *Hospital*. Morton will be with the men at *Guard Area 1*, while Dr. Cole will be with the men guarding the *Hospital*.

There will be a large number of Enforcers in this battle, arranged in five-man squads. Team 1 will assault the *Receiving* area, while Team 2 assaults the vehicle doors leading to the *Garage* and *Guard Area 2*. Once these locations are secured additional teams move up. Teams 3 heads north towards *Guard Area 1*, while Teams 4 and 5 move to clear the *Boiler Rooms*. Team 5 then goes on to take the south *Elevator*, leaving Team 4 with the Boilers. Team 6 (the PCs' team) is sent down the central hall, through the *Barricade*, and towards the labs and the *Hospital*.

☛ **Team 1 Enforcers (5):** Three *Typical Enforcers*, two *Assault Enforcers*; HP 23 each.

☛ **Team 2 Enforcers (5):** Three *Typical Enforcers*, two *Assault Enforcers*; HP 23 each.

☛ **Team 3 Enforcers (5):** Three *Typical Enforcers*, two *Assault Enforcers*; HP 23 each.

☛ **Team 4 Enforcers (5):** Three *Typical Enforcers*, two *Assault Enforcers*; HP 23 each.

☛ **Team 5 Enforcers (5):** All *Typical Enforcers*; HP 23 each.

☛ **Team 6 Enforcers (4):** The player characters.

ENFORCER BRUTALITY

Whether or not the PCs participate in the slaughter, they may be witness to the atrocities committed by the other Enforcer teams as they move through the building. To add flavor (and tragedy) to this encounter, you can use the following ideas to describe what the PCs see whenever they pass near another Enforcer team in action:

- A group of Enforcers (from any of the squads listed under *Playing The Battle*) having fun smashing priceless laboratory equipment. Using their stun batons they break, bash, and shatter glass screens and lab equipment, while they fire their sidearms wildly to destroy the valuable computers.
- The PCs stumble upon a room right after the Enforcer have finished "sweeping" it. The dead bodies of over a dozen elderly men and women, still wearing nothing but hospital gowns, are not yet cold.
- The PCs see an Enforcer enter the *Maternity Ward*. After looking around at the infants the coldly efficient officer takes his submachinegun and strafes the incubators, killing the defenseless infants within.
- The PCs come into a room to find a team of Enforcers beating a naked old man to his knees. Using stun batons on their highest setting they proceed to sodomize him and, eventually, shock him to death.
- After shooting both hands and legs of a captured Underground fighter, a group of Enforcers stand back and watch as their sergeant walks up and puts a bullet through his forehead, execution-style.

WHAT TO DO

What the PCs do is up to them. It is possible they will realize the position they are in and swallow their guilt, going along with the raid. There is certainly a large enough presence of Enforcers that to turn on their comrades now would be tantamount to suicide. The only real option they have is join in the sweep and enter the University underground with the other teams.

Once the Enforcer teams begin to split up the PCs will be left to their own devices. If they are afraid of being caught committing mutiny they can either perform their mission as ordered (!), or they can attempt to slip ahead and warn Cole and Morton, *helping them escape*.

Note that each time the party encounters Underground fighters; the fighters will open fire assuming them to be enemies. The PCs will have to pass a Diplomacy check (DC 18) to get the fighters to hold their fire and trust them instead. If they do, the fighters will let the PCs pass, but they will otherwise hold their ground to keep the other Enforcer teams at bay.

If the PCs decide to turn now, they can ambush other Enforcer squads easily (the number of Enforcers in each squad is given above); while the Captain may be suspicious of them, the other Enforcers are oblivious to their change of heart. In game terms, assume the PCs automatically win a surprise round when they ambush/attack any other Enforcer squads in the underground. Note that the PCs will have to be quick when killing other squads; if they are able to escape, fleeing Enforcers will inform the Captain of the party's betrayal and from then on the PCs will be hunted!

Hopefully the PCs will be able to save Morton and Dr. Cole without being discovered.

IMPORTANT CONSIDERATION

If the PCs attack other Enforcers they must be sure no one in the enemy squad is left alive to report what they've done. This is an opportunity to force the players into compromising their moral high ground to save their own skins; for example, wounded or terrified Enforcers may surrender to the PCs, hoping for mercy. But the PCs will have to kill them to prevent them from talking.

The only alternative is for the PCs to bribe the boys in ballistics. While there may be one or two eyewitnesses, without solid proof it's one Enforcer's word against another. If the PCs get to the forensics lab before any findings are reported, they can drop a bribe to make sure evidence of their involvement in the deaths of other Enforcers is covered up. The GM should devise the nature of a suitable bribe, either in credits or in "favors". If they don't, the PCs may not be trusted by their fellow bronzes from that point on (the party's Police Popularity Points drop to zero), but by then they probably don't even care.

RESCUING COLE & MORTON

If the PCs make it to Dr. Cole (in the *Hospital*) or Morton (at *Guard Area 1*), these men will refuse to give up the fight until all civilians have managed to escape. They ask the PCs to split up and join the Underground fighters in holding off the Enforcers at *Guard Area 1*, *Guard Area 2*, or wherever the current fighting is taking place. Morton will go with them. Cole will remain, leading any civilians towards the escape areas.

Assuming everything goes as planned (that is, the PCs and Underground fighters manage to hold the Enforcers back), the remaining civilians will have escaped after six rounds. At that point Morton will sound the retreat, with all remaining men pulling back to the *Hospital*.

Before he will agree to flee, Dr. Cole will tell the PCs that the computer in the *Main Lab* must be destroyed. He reminds them that it contains a list of names of people who have been hiding their genetic illnesses from the law. If the computer were captured it could be used to hunt down dozens of innocent people.

Dr. Cole will go by himself unless the PCs agree

to go to the *Main Lab* and destroy the computer. Morton will give the PCs a small explosive charge to take out the computer (if present; otherwise Dr. Cole will have it on himself).

Destroying The Computer (EL 3): When the PCs get to the *Main Lab* they are confronted by the following scene:

As you enter the Main Lab you see a number of helmeted Enforcers standing by the computers. Two are on guard, holding their pistols at the ready. When you enter they order you to leave.

"We're in the middle of downloading the data files as evidence. The Captain has ordered no interference. Move out!"

The PCs will have to attack to prevent the team from accomplishing their task. Since the team is on guard, they will not automatically be surprised if the party attacks.

Once the Enforcers have been killed, the PCs can set the explosive charge anywhere on the main console and detonate it. The device acts like a

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thermite grenade, coring out the computer and destroying it completely.

Once they've done this, the PCs can escape.

● **Typical Enforcers (3):** HP 15, 12, and 10.

Returning To The Hospital (EL 3): When the PCs return, Dr. Cole and Morton will be waiting. The rest of the Underground fighters have fled (if any survived) except for three assigned by Morton to guard the doctor.

The PCs can lead Cole and Morton out any way they like. However, as they prepare to leave a team of Enforcers scouting the perimeter of the University ruins will have spotted civilians fleeing from what they assumed to be an empty building. Rushing to the scene they are unable to stop the escapees, but do find the escape tunnel. They immediately head down the tunnel hoping to join in on the bloodbath (and earn some bounty money).

As the PCs lead Cole and Morton down the tunnel (or up in the elevator), the Enforcer scouts will meet them as they near the exit to the surface. Immediately recognizing Morton and Cole (from the pre-mission briefing), they will realize the PCs are renegades and open fire at once.

GM's Note: If the PCs took an elevator, the scouts will be in the ruins above, waiting with guns ready when the door opens. If the PCs took a tunnel, the battle will occur in the darkness of the underground passage.

● **Assault Enforcers (3):** HP 23 each.

Reaching The Surface: Once the PCs lead Cole and Morton out, read the following:

Emerging into the light of day you lead the others out into the fog. Morton, gun in hand, crouches and peers around through the ruins, looking for any sign

of Enforcers. Finally he speaks.

"Looks like we made it out alright. Let's get moving".

Dr. Cole begins to follow, but both notice you aren't coming.

"Come on!" Morton hisses. "Don't worry, the Underground will keep you safe now."

Somehow the prospect of living the rest of your life as a renegade in the tunnels beneath the city doesn't seem appealing. Besides, there are still more questions that need to be answered.

Cole is the first to recognize your resolute stares. He nods.

"Morton, let's go. They're not coming. I don't think anyone saw them helping us. If we go now they can rejoin their comrades without raising too much suspicion."

Morton gives you one last look; a look that lingers for what seems an eternity. Finally he nods in respect, and then sneaks off.

Dr. Cole smiles a weak smile. "Thank you. For what it's worth. Maybe we'll meet again. The clinic may be finished, but we can always start again. Try to find Dr. Orson Grant - he lives in a flat between Eighth and State in the East Side Zones. He may have the answers you're looking for. I don't know if they are what you want to hear...but I think he's the only one who can put your curiosity to rest."

"Goodbye."

With that he joins Morton as they vanish into the gloomy morning fog.

KILLING DR. COLE (EL 4)

If the PCs don't try and help the Underground, they'd better be prepared to kill Cole or else be singled out for their sudden (and suspicious) inability to participate in the raid. Only if the PCs kill Cole (or don't stop him from being killed) will the following

apply.

Morton will certainly escape (he appears later, so he should get away by any means possible; by now the PCs should be used to his slippery ability to get out of danger so this should be no surprise), but Cole is not necessarily quite so lucky.

If Cole is brought to zero or lower hit points in the battle he begins to *die*. Once the fighting is over the PCs can approach him as the other members of the Underground (including Cole's non-combatant staff of volunteers) are ruthlessly shot to make sure they are dead. Cole looks up as the PCs approach, his eyes slowly glazing over as the last of his life begins to slip away. Despite his injuries, however, he manages to blurt out a few ominous last words before the PCs are ordered (by Nelson, or by whichever ranking officer is present) to put a bullet into his miserable head:

"You fools...you don't know what you've done...the City...is dying...Orson knows...Orson Grant...find him...you have to...His address...a flat between Eighth and State in the East Side Zones...find him...get him to talk to you...he'll explain everything..."

With these last words Cole passes on vital information to the PCs, despite what they have done to him. In his dying moments Cole hopes to at least force the PCs to investigate the elusive Dr. Grant, and in doing so stumble upon the truth whether they like it or not.

AWARDING PPPS

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

- +1 for every civilian killed in the raid.
- +1 for every Underground fighter killed in the raid.
- +2 for killing Dr. Cole.

IF COLE IS KILLED

If the PCs kill Dr. Cole and Morton finds out about it (or witnesses it), you may need to adjust future encounters with him since he will no longer view the PCs as allies, or even moral equals. When he shows up to bargain with Fargo Dan in *Meeting In The Warehouse*, he will be much cooler to the PCs than the text describes. Still, despite viewing the PCs as little more than assassins (for killing the one man who showed promise for alleviating the pain and illness of many of his followers), he will not allow Fargo Dan to make his coup attempt alone - the potential for securing the legitimacy of the Underground by participating alongside the East Side Boys is too great to ignore. While he may be cold to the PCs, and even antagonistic towards them during the negotiations, his appearance at the *Meeting* will still occur; now, more than ever, he will demand to be given respect and a chance to strike out not only at Mayor Morrison, but at the Enforcers his people will face on the streets during the revolution.

INVESTIGATIONS

The only real investigation in this chapter involves a visit to the Zones residence of Dr. Orson Grant, the enigmatic genetic scientist the PCs have heard much about, but who appears to have disappeared completely. With information given them by Dr. Reginald Cole after the *Raid on The University* (see above), the PCs can now track him down.

Also, in this chapter the PCs can hunt down the rumors of “bad Cat” being manufactured by someone in the city (see *Rumors*; an optional investigation, *Rumors of Bad Cat*, is detailed in this section in case the PCs chase this rumor down), as well as rumors suggesting a visit to the Enforcers’ research and development division; here the PCs may get a chance to acquire some unique new items.

Finally, a brief section is included here detailing what the PCs find (if anything) if they try to learn more about Stavros, a ruthless and inhuman killing machine.

DR. ORSON GRANT

Tie In: The PCs learn of Dr. Orson’s Grant address from Dr. Reginald Cole after their visit to the *University*.

DR. ORSON GRANT

Dr. Orson Grant is (or was) Durante’s personal physician. He retired and disappeared from public life just a few months ago. But no one seems to know where he has gone.

Dr. Grant lives in a small flat in the southeast part of the Zones, a dirty but largely abandoned neighborhood that seems forgotten by the rest of the city. Here, the prevalent gunshots of the violent Metropolis can barely be heard. Grant lives on the second floor of an old decaying tenement, the lights in his windows permanently shaded from view by heavy curtains (and bars on the windows), day and night.

Dr. Grant lives alone, and prefers to be left alone as well. He will refuse the PCs even if they present credentials, and nothing short of bashing down his

door will get him to cooperate in conversation.

Orson is a small, elderly gentleman, accustomed to wearing comfortable, humble tweeds and slacks. When the PCs engage him, he is quick to pour himself a glass of real scotch from a mini-bar ingeniously concealed behind a shelf of books in his warm, dimly lit living room. A crackling fireplace adds a strange, antique feeling to the cramped nature of Dr. Grant’s private hideaway in the Zones.

If interrogated, Dr. Grant will prove difficult; he is also obviously afraid of *something*. He persistently alludes to being a man of “no import”, a “retiree” who only wants to be left alone. He even goes so far as to accuse the PCs, as policemen, of wasting their time with badgering him when they should be out in the streets fighting the “real” criminals. But then, he adds, Enforcers are often no better than the street scum themselves...

Certain to be threatened, a few facts can be throttled from the man:

- Without much difficulty, Dr. Grant admits he was a physician who tended to patients in the Metropolis for most of his life. His patient base shrunk over the years to a few wealthier individuals, as need for long-term care like his became less important. Here he goes off on a tangent about the violence in the streets, the abominable ratio of gunshot wounds to less violent illnesses among the populous, etc. It is obvious he became a bitter man as society broke down; his skills were seldom needed except to treat the odd gangster dying of violent injury. Pathology and the study of genetic diseases (his forte) have become moot, and as a result the ability to treat disease has all but vanished. *This might alarm the party, since it speaks volumes of the grim future of the city.*

- If the PCs ask about Dr. Cole, Grant admits to having known him. He explains that more than two decades ago he met Dr. Cole on a research project both men had been assigned to by the city government. His story is essentially the same as Dr. Cole's (see *The University*).
- An Intimidate check (DC 17) gets Dr. Grant to quietly admit that Nathaniel Durante was his patient. His eyes glaze over but he does not seem surprised when he hears Durante is dead. He suggests he may have heard about it "in the paper". In any event, Dr. Grant insists his relationship with Durante was more like friendship; he had been Durante's personal physician for more than fifteen years, and they both shared a concern for the decay of life in the Metropolis over the decades.
- Although defiant, an Intimidate check (DC 17) forces Dr. Grant to admit to having met the elusive "Therese" on several occasions. Unwilling to speak further, additional physical threats (DC 17) get him to reveal the fact that he, in fact, was treating *her* and not, in fact, Durante.
- With that, Grant takes a deep drink of scotch and begins a guilty, frightened monologue. He relates to the PCs that Therese was Durante's mistress, a beautiful young woman with "the strangest blue eyes" he'd ever seen. Durante brought Therese to Grant for medical care – Therese was suffering from *cystic fibrosis*, a rare genetic disorder that hasn't been seen in the Metropolis for generations. Grant immediately knew the significance of this development, and told Durante to keep Therese in hiding. He immediately attempted to start treating Therese with Fibroxinin, hoping to use the facilities at the secret University clinic to reproduce the old medicine.
- When Grant was unable to recreate the medicine with the primitive tools at the clinic, Durante refused to be discouraged. He went to Dream Chemicals (a legitimate drug company in the city) and paid them an undisclosed amount to start small-scale production of the drug. With the newly created supply of Fibroxinin he returned to Grant and again asked him to treat Therese.
- Though initial treatments were promising and the results seemed to help alleviate the girl's suffering, Grant secretly knew it was only prolonging the inevitable.
- Durante mysteriously stopped coming to Grant about a month or so ago. He has not heard from Durante (or Therese since). *This coincides with the time Durante found and purchased a BFT from Jim Lambert (see the Sweep of The Unproductives), hoping to use it to get him and Therese out of the city.*
- If the PCs persist in asking the significance of the girl's *cystic fibrosis*, Grant suddenly flares up in anger. He throws his glass dramatically into the fireplace, watching it shatter on the hard-baked brick with watering eyes. He is afraid. He turns and looks the PCs in the eyes...

"Because the disease is a genetic disease. Because it is something she inherited from her father, or mother. Because no one has had that disease in the Metropolis since, since, since God knows when! I know - Dr. Cole and I spent years compiling a database of every genetic anomaly in the city's population. Don't you see - she couldn't have that disease! No one from Metropolis Rho could have that disease!"
Looking away, he stares once more into the fire.

"She...Therese...isn't from the Metropolis. She's...from the Outside."

With those words, Dr. Grant has made it all too clear the truth of the entire mystery. If they hadn't already suspected it, the PCs now realize what Durante himself realized – that this girl, Therese, wasn't from the Metropolis. That she, somehow, had come from the Outside and *into* the city by some agency. Which meant that there were others, living and dying, beyond the limits of the great city that for generations the Metropolis people thought they were alone, that no one was left in the entire world!

Dr. Grant, for the first time, sympathizes with the PCs, seeing the looks of disbelief and shock in their faces. But he won't let them rest there.

"Someone knew that little secret as well. And someone wanted her dead – and Durante dead too. They killed Nathaniel because he knew the truth – that beyond our city, beyond all this hellish chaos, there may actually be a world outside. People. Life. All our lives we've believed that we of the Metropolis alone survived the Fall; but now...now we know it isn't true.

"Someone doesn't want the public to know about this. If the people knew...God knows what would happen. Even more chaos. The gangs would lose their hold on the people. A mass exodus; everyone would leave. Civilization as we know it would collapse!"

"If I were you, I'd forget it. I have. I've tried to. Just...just go. This city isn't so bad. It's probably safer than the world outside. Just forget the name Nathaniel Durante. Pretend you never saw that girl's face...those eyes. Do what you bronzes do best – declare the case closed and move on. I beg you!"

Dr. Grant has nothing more to tell the PCs, and can offer no help. A broken, embittered man, he only wants to live out the last days of his life in peace and isolation, pining away for a world, society, and way of life long gone.

RUMORS OF BAD CAT

Tie-In: The PCs hear rumors of an illegal drug lab in the Zones and go to investigate (see *Rumors*).

During the adventure the PCs can attempt to follow up on the rumors of “bad Cat” floating around the precinct (see *Rumors*). Once the PCs begin asking around about the rumor (who first heard about it, where the story came from, etc.), word spreads around the precinct that they’re looking for information.

A little while later (perhaps after some investigations, or one or two side missions later) the PCs are approached by an Enforcer from their precinct, an officer by the name “Duke”. Duke comes to them when they’re off-duty (at a favorite Enforcer bar, for example) and lets them know he has the information they’re looking for. He’ll give it to them, for a price (at least one beer to get him talking, and another 300 credits for the whole story). If the PCs pay his price, Duke nods and begins talking:

- Duke was assigned to a patrol squad in the same precinct as the PCs until a few months ago, when his comrades were killed in a gangland battle against the Chrome Cadre. Without a squad to hitch a ride with, he found himself out of work and unable to pay the bills. To make a long story short he started moonlighting as a gun-for-hire.

First it was just for minor gangs like the Lifers, working the streets collecting money and putting pressure on local business owners to pay for protection. He eventually heard someone was hiring guards for a drug lab being run out in the Zones. He jumped at the chance and left the Lifers in a heartbeat.

- After a few drinks he continues. He tells the PCs that the drug lab was way out in the Zones, in an area most people think is still abandoned. It's a small operation, with only a handful of outsourced guards babysitting a small team of whacko scientists in a makeshift lab. They produce the "bad Cat" night and day, 24/7. Unmarked trucks come and pick the stuff up regularly and ship it out to who knows where.
- If asked about the rumored "bad Cat", Duke says it's real. He saw the scientists give it to some vagrant and he died within minutes of taking it. He doesn't know why they were making the stuff, but they are.
- If asked who ran the place, Duke says there was a head scientist, some young punk named "Dougall". Real whack-job, according to Duke. In addition, every once in a while a guy would come in on the trucks to check on the operation and pick up the product. This guy was no whacko like the scientists, but a cool-headed gun toting "made man" that was probably a real professional.
- If asked to describe the guy, Duke describes a tall, militaristic-looking individual, perhaps a former Enforcer, with white hair. Duke does not know his name. He says the guy had a "stutter", though.
- Duke can give the PCs directions to the drug lab if they want to check it out for themselves.

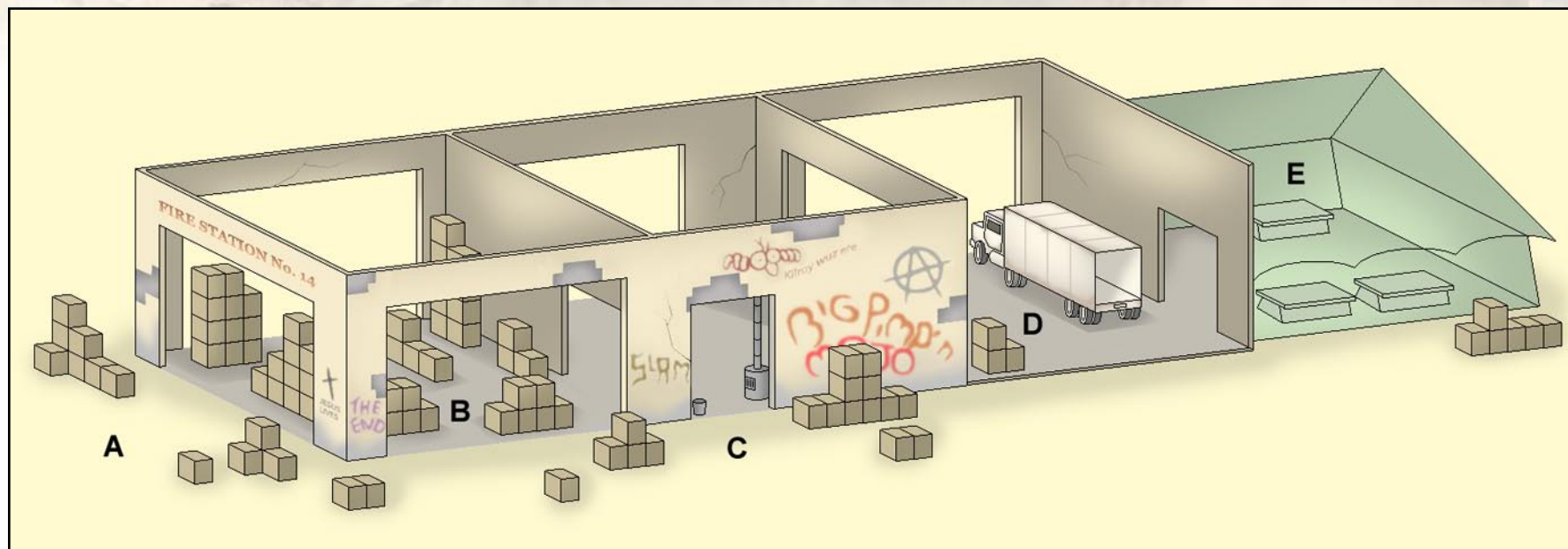
Duke has no more information for them. Once they're satisfied he finishes his last drink, scoops up his money, and leaves the bar as quickly and quietly as possible, vanishing into the back alleys under the cover of darkness.

THE ZONES LAB

Though only a handful of individuals know it, the lab rumored to exist in the Zones was in fact set up by the Mayor's West Side Gang. The scientists assigned to this secret lab were intended to begin production of a toxic variation of Cat to be marketed directly to those parts of the city under the East Side Boys' control. The idea is to destroy the East Side Boys' reputation in the drug manufacturing market, since the “bad Cat” is to be peddled in the part of the city that is traditionally East Side Boys turf. The Mayor likes to think of it as a new form of warfare. What of the innocent lives lost in the process? Well, that's all a part of politics.

The Lab is located way out in the Zones, in a part of the city that was largely leveled in the chaos of the Fall. In this part of town there are few buildings over two stories, and those that do rise higher are in imminent danger of collapse. Most interior spaces of the buildings in this area were stripped long ago; in fact, most floors have collapsed, leaving those structures standing as hollow shells. Many roads are congested with rubble from fallen buildings, though a labyrinth of streets are clear allowing pedestrians and even large vehicles to pass through.

The PCs can travel to the Lab following Duke's directions, and can choose any time of day or night to pay a visit. If they come by night there is a 1 in 6 chance that they spot a small convoy of 1-3 unmarked trucks coming from the Lab after picking up a shipment of Bad Cat, winding their way through the ruined streets. If the party is seen one of the men



on the trucks radios back to the Lab warning them that the Enforcers are nearby; as such the encounters below should be tweaked to reflect a higher state of readiness.

KEYED ENCOUNTERS TO THE ZONES LAB (AREA A-E)

The following lists the various locations of the zones drug lab.

A. GUARD (EL 3)

Outside of the lab building are a number of extra crates of laboratory equipment and chemical supplies, stored here under tarpaulins when there isn't room indoors. A single guard patrols the perimeter here by day, keeping an eye out for trespassers and scanning

the upper story windows of nearby buildings for anyone who might be surveying the building from afar.

The guard here is armed, but if he spots or hears anything he will immediately go to the other guards (Area C) and raise the alarm.

♥ **Hired Guard (1):** HP 13.

Treasure: A search of these crates only turns up mundane laboratory supplies, and nothing of any real value.

B. SUPPLY STORES

The western part of the interior of the old building was hollowed out when the story above collapsed long ago, making it a convenient storage space (almost like a warehouse interior). The gang keeps a large number of supply crates here to keep the

operation running. Most of the crates line the walls from floor to ceiling, but a few have been left in the middle of the warehouse in towering stacks as well.

Treasure: As above, these crates only contain supplies used in the production of the toxic form of Cat, including beakers, test tubes, Bunsen burners, various low-potency acids, chemicals in crystal and powder form, etc... None of these items have any real street value.

C. GUARDS (EL 6)

The guards assigned to watch over the Lab generally congregate next to a ten-foot hole in the outer brick wall. Here the guards have set up several stools, a small woodstove (currently fueled by newspapers and soiled porno magazines), a camping cooler (with a few beers inside), and even a television set so the

guards can watch the weekly *Bloodsport* game live.

The guards here are generally not alert, relying on the sentry (see *Area A*) to warn them of trouble. If the PCs took out the sentry without making any noise, they may be able to take these guards by surprise.

If the Lab is attacked the guards immediately retreat into the building, taking up defensive positions at the various entrances. One of them moves to *Area B*, taking cover among the crates and looking out of the holes in the walls. One remains at the guard station, while the last goes to the Lab to warn the scientists.

🔦 **Hired Guards (3):** HP 17, 17, and 15.

Treasure: One of the guards has his pay stuffed in his boot, amounting to 175 credits in cash. In addition, a milk crate by the television set contains old newspapers and porno magazines used by the guards as fuel for their stove. While most of these are trash, one of the magazines is a black-and-white pinup magazine from the 1950s in relatively good condition. Such an item might be worth something to a collector of antiquities (see *Research & Development*).

D. TRUCK

Parked just inside a huge hole in the outer brick wall is an unmarked moving truck. This area is used as a garage (the truck is used to ship guards in for each shift), and as a loading area when truck convoys from the inner city arrive to pick up shipments of Bad Cat. During these times (usually anywhere between 10 p.m. and midnight) the guards will be a little more alert, and there will be 3-6 additional hands present (coming in on the trucks) to help load the product onto the trucks before leaving within the hour.

GM's Note: The truck is in perfect working order, with a quarter tank of gas.

E. LAB TENT (EL 5)

The heart of the operation is here, in a large tent-like extension branching off from the ruined building. Though outwardly resembling a military field hospital or MASH unit, the activities here are bent solely on creating cunningly disguised toxic substances.

Several folding metal tables occupy this area, each cluttered with bubbling and boiling chemical apparatus that seem right out of a mad scientists' laboratory.

A trio of men (the head scientist, Dougal, and his two assistants) in white lab coats wearing green rubber gloves and full-on gas masks work here night and day, producing the toxic substance known as "Bad Cat". Anyone with prior experience in the drug world will recognize the same equipment used to make legitimate Cat, suggesting that the process of making "Bad Cat" is quite similar. The only difference seems to be the addition of several chemicals that, while not normally deadly in their own right, combined makes the new drug a quick and efficient killer.

The scientists here will be angry at any intrusion, mistakenly assuming the PCs are merely new hirelings interrupting their work. If the PCs brandish arms, threaten them, or attack them, the scientists will grab their weapons (submachineguns lying on nearby tables) and prepare to defend the operation.

If forewarned by the sound of combat outside, Dougal will inject himself with a dose of Psycho (see New Drugs) once each round to pump up his Strength and Dexterity (and, in turn, his ability to hit the PCs) before the battle. He has three syringes, and will use them all to enhance his Str and Dex scores if possible.

GM's Note: Any fighting here will attract attention from the guards (if they haven't already

been alarmed).

🔦 **Dougal (1):** HP 29.

🔦 **Scientists (2):** HP 5 each.

Treasure: There is a lot of Bad Cat here, waiting for the next shipment, all of it with a steep street value. If the PCs are so inclined they could take the product (a few plastic packages filled with the stuff would never be missed), and since it is easily mistaken for regular Cat they could conceivably sell it on the open market. There are roughly 50 hits of Bad Cat here, each with a street value of 200 credits.

QUESTIONING DOUGAL

Once the raid is over the PCs are free to question the suspects operating the drug lab. None of the guards (if any are still alive) has any information beyond what Duke already told them, but the scientists (and Dougal in particular) may have additional information concerning the lab's operation.

- Immediately Dougal strikes the PCs as an unbalanced individual; his very appearance suggests a young man on the verge of a psychotic breakdown. Thick-lensed glasses are worn lopsided on his nose, his hair is a total mess, and his nostrils, tear ducts, and even the corners of his mouth are red and inflamed, suggesting a habitual use of the drug Cat.
- Dougal mocks the PCs if they attempt to intimidate him. High on Cat, he has no fear of mere Enforcers. The only way to get Dougal to talk is to recognize his own egomania, a deluded sense that he is all-important. Dougal believes the Mayor owes his position to him (not true, but the Mayor lets Dougal have his fantasies), and claims credit for the West Side Gang's successes and rise to power. The PCs should recognize this early in their dealings with Dougal, and realize

HUMANITY IN A BOTTLE: TRAIL OF TREASON

he is totally insane. Only by playing to his insanity (complementing him on the operation here, acting awed by his intellect, etc.) will they get him to speak.

Each question the PCs ask must be accompanied by a Bluff check (Dougal's Sense Motive is +1). If Dougal senses the PCs are lying, or worse, patronizing him, he flies into a rage and will try to kill them, regardless of whether or not they have him subdued or even held at gunpoint.

- If the PCs ask who set this operation up, Dougal claims it was set up on the Mayor's orders. He claims the Mayor is producing the toxic version of Cat to sell exclusively in the heart of East Side Boy territory. If asked why, Dougal snickers uncontrollably for a few moments and says the Mayor is doing it out of spite. Since the East Side Boys were his gang's rivals, the Mayor is doing all he can to devastate them. When people start dying off from the drug, the reputation of the East Side Boys as dealers will be ruined.
- Dougal can give the PCs specifics about the

drug, saying that they've tested it on numerous vagrants over the past month. Those that have taken a hit generally die of nervous system shock within a few minutes.

- If asked if he would testify against the Mayor, Dougal laughs mockingly. There's no way he's going to do that. So long as the Mayor is in power there's no touching him, and Dougal knows it. By staying loyal (and keeping his mouth shut) he'll simply ride the Mayor's wave of success "all the way to the bank". He won't relent even if the PCs threaten his life.
- If the PCs ask about the man who usually accompanies the pickup convoy, Dougal shrugs and says his name is "Stavros". He says Stavros is one of the Mayor's top men (in case they didn't know), a real cold-hearted professional killer. He doesn't do the pickup route anymore now that the operation has been going successfully for a while; if the PCs ask where he is now, Dougal honestly doesn't know.

GOING TO THE MEDIA

After the raid the PCs may surprise you and do more than just sit on the information they found at the Zones lab. They may either report it to their superiors (namely Captain Nelson or Commissioner Thorwal), or they may go to the press - seeking to expose the Mayor.

While this may seem to throw a wrench into the course of the adventure, it doesn't have to. You can use this as an excellent opportunity to accentuate how slippery the Mayor really is, and how untouchable he is by the long arm of the law. For example, Captain Nelson will certainly accept the information from the PCs and pretend to care - then let it slide when he contacts friends of his in the government who pressure him to "forget" the information. As for Thorwal, he will be genuinely concerned, but what the PCs are telling him is no real surprise; and by now he is giving up all hope on the world anyway (and he commits suicide at the start of *Chapter 3* anyway).

If the PCs go to the city's various media sources (there still is a government-sponsored television network that broadcasts news and sports every evening, as well as a daily newspaper), their hopes will be dashed. Few will believe the information they bring forward, assuming the PCs to be just another group of thugs with a grudge or some other agenda against the Mayor. Even if they do find a sympathetic ear among the reporters, any story of this magnitude (implicating the Mayor in killing innocent people) will likely be hushed up - and fast. Their story of the Zones lab will be taken down, but it won't get past the interview; it certainly won't end up on the news, at least not in the way the PCs described it. The news media of the city exists only at the whim of the Mayor, and as such it will be censored to please him and, more importantly, *protect him*.

When the story does come out (if at all), it will be heavily modified (by the Mayor himself, as the editor passes the story on to him), and blame for the construction of the Zones lab could very well be shifted from his gang back onto the East Side Boys!

RESEARCH & DEVELOPMENT

Tie-In: The PCs may choose to visit the R&D boys some time during the adventure; at least one rumor hints at the wisdom of a possible visit. Stopping off to see the R&D team gives the PCs a chance to make a new contact, and the potential to acquire some interesting equipment.

The Enforcers have their own research and development branch that has long been integral to the organization's survival in the vicious climate of the Metropolis. A small group of highly intelligent (and highly-paid) technicians are kept on the payroll with all the rights and privileges of regular officers,

but without any of the risk or danger. Instead of putting their lives on the line for their fellow officers, these men's sole task is to scrounge, salvage, repair, and constantly fine-tune the dwindling supply of technology in the Enforcers' hands. In addition to being responsible for recognizing valuable items confiscated by field patrols, the men in R&D also bring old technologies back to life; repair vehicles and equipment damaged in raids, and even manage to develop new gizmos with each passing year.

The main labs of the R&D branch are located in a separate building from Enforcer headquarters; a sub-letted ten story building that is used (in addition to R&D) by the Enforcers for administrative matters. Much of the two basement levels and the ground level are taken up by the development labs, while the upper stories are used for other police-related affairs.

The PCs can secure a visitation pass either with official business, or by throwing around sincere admiration for "what the boys in R&D do". If they make it known they're interested in seeing the latest gadgets being dreamed up by the "R&D wizards", they may find themselves invited once their Police Popularity Points reach 100 or more. Or they can merely secure entrance by offering a somewhat good reason (Bluff or Diplomacy check at DC 17, or a bribe of 100 credits or more). Once inside, read the following:

Passing the checkpoint you descend into a large garage area, apparently taken over as a development lab. The sound of heavy machinery echoes through the place, and the deep shadows are interrupted now and then by the brilliant glow of sparks streaming from welding equipment. Faded placards on the bunker-like walls warn against entering without protective goggles and helmets. A few technicians in lab

coats walk by carrying crash-test dummies for some automobile experiment being conducted in the basement garage. Others push carts loaded with gear to and fro in every direction; moments later an electric-powered golf cart whizzes by with an amber light pulsing on its roof, carrying a team of scientists down the hall and out of sight.

Asking around you are finally directed to the lead R&D tech, an elderly man named Gavin. Dressed in a grease-stained lab coat and holding a clipboard under one arm, you feel as if you've just disturbed him from an important project. But as soon as he hears of your interest in his department's work a proud, almost child-like smile takes over his face and he gleefully proceeds to give you the "grand tour".

"We're really doing miracles here," he says, "You have to understand we have very little to work with these days; the resources we need are often being confiscated or appropriated by the city government for public projects. Granted we're reimbursed with more than enough credits, but credits can only do so much. The technology we once had in such abundance is just no longer there; constant fighting, destruction, all of it has taken its toll. Take the Barrier for example - a wonder of technology, a true monument to the abilities of our predecessors. Guess what? We couldn't do it again. Neither the equipment nor the skills to construct such a vast wall exist anymore.

"But we are making progress," he says, leading you through several test chambers where new devices are being tested for production. "Let me show you some of our latest ideas. I think you'll be as excited as we are when you see them - the future of our law enforcement work

could very well be changed by some of these devices."

The first item Gavin shows you resembles a typical stun baton, but with a metal coil wrapped around the exterior and a noticeably larger power pack attached to the handle.

"We call this the Manprod Mk2," he says, "based on the stun baton that is currently standard equipment of all Enforcers. The Mk 2 is an improvement, however." Pointing to the power pack he continues. "It features a much higher capacity discharger that is magnified along these exterior coils. When the 'prod strikes a citizen the jolt experienced is 33% greater. In preliminary field-testing we've seen gang members totally wasted on Psycho brought down in one or two blows. This is definitely the riot control weapon of the future."

Gavin moves on, leading you into another room. Standing there is a team of technicians fitting a shiny new suit of Enforcer armor to a test pilot.

"Here we've been developing what we call Enforcer Armor 'Plus'. The police commission has specified a new suit of armor for the future that will build upon the civil security suits already in use by the 'force, to provide greater tactical abilities, as well as survivability. We currently have two prototypes, one in police blue and the other in night black. As you can see the basic mobility and flexibility has remained unchanged. Most of the material is also the same. The difference is the built-in gas mask and rebreather, which will filter out gas and other chem agents in the air. Perfect for riot situations or raids where tear gas may be used. The rebreather recharges itself in about an hour. The suit also has a headset radio with a one-mile

range, so that all units can remain coordinated in action.

"The really neat feature lies here, in the helmet-mounted 'eyesight camera'. This camera works like a turret cyberlink, except that instead of controlling a weapon's direction, the eye movement of the wearer directs a camera in the helmet. The armor's voice and face recognition software matches the image of a suspect's features - or voice patterns - and compares them with the City Computer CrimNet database via a cellular link. The usual time between the transmission of a suspect's image or voice and receiving a match from the City Computer is between 30 and 60 seconds. This will be crucial in picking out wanted criminals from a lineup, or even from a crowd of rioters. If you think about it, the typical Enforcer on the street corner can scan crowds of civilians and literally 'see' the criminals among the masses."

Gavin leads you on to a final garage. Here, covered in a shroud of gray cloth, is the outline of a vehicle.

"This," Gavin says, "is the future of Enforcer vehicle technology. We call it the Punisher patrol car."

With that two technicians pull the shroud off, revealing a sleek and menacing police car; covered in angular armor plate, ominous tinted windows, and the vivid markings of the MetRho Enforcers.

"This is the only prototype. The Punisher is designed to stand up to everything the people of the Metropolis can throw at it. It has an up-armored body, solid tires, and a computerized weight distribution system that makes it virtually impossible to push over by rioters. See here? Behind these slide-away plates are smoke

dischargers that can lay down a spread of irritant gas in seconds - perfect for dispersing mobs."

Gavin opens the door and sits in the driver's seat, allowing you to peer in with him.

"You know how in most food riot situations the gas builds up and pretty soon everyone has to leave 'cause they can't see a damn thing? Cops included? Well here we think we have the solution." He pushes a button and a few red lights blink on, followed by a whirring. An armored periscope rises several inches off the roof.

"A television periscope with full nightvision and IR capabilities."

He motions to a few other things in the front seat. "It also has a standard two-way radio and a fully-stocked first aid kit for immediate medical assistance in the field. Hopefully all future Enforcers will be trained in EMT techniques.

"The real upgrade," he says, "lies here." He points to a strange device mounted in the front passenger seat. "This is a state-of-the-art surveillance package. It includes a camera, X-ray video lens, and laser-directed microphone, with a range of several dozen yards. The mike allows you to listen in on conversations through solid glass, by detecting vibrations. You can literally 'hear' past obstructions and snoop in on private conversations. The X-ray lens on the camera allows you to see through building walls, so you can see how many perps are waiting for you, or track a suspect's movements even after he slips out of sight. Perfect for hostage situations, or even stakeouts."

If the PCs ask Gavin to lend them or sell them any of this equipment, he just laughs, slightly embarrassed

but flattered by their interest. However, he assures them that these are only prototypes, and they aren't ready to be used yet.

If the PCs persist, Gavin drops a subtle hint that he may be willing to part with these items - on a temporary basis - if the PCs make it worth his while. After all, if they're caught it will be his butt on the line. Obviously he is suggesting a *bribe*.

If the PCs offer credits, Gavin balks, reminding them "credits can only do so much". Offering booze or similarly crass items will be met by a negative reaction. Instead what Gavin wants are *relics* - rare items from the past that the PCs may (or may not) have taken from previous crime scenes.

In short, Gavin explains he is a collector of "older things", and that if the PCs were to bring truly "unique" items, they may be able to reach an understanding.

In game terms, the following lists the items Gavin will accept in trade. Each of the experimental items described in the text will require a different amount in traded goods. What Gavin will accept, and their general value, cannot be changed through persuasion or intimidation:

Unique Items	Barter Value
Coke memorabilia from the Unproductives	500 cr
License plate collection from the Unproductives	100 cr
Enforcer comic books from the Unproductives	500 cr
Jigsaw puzzle from the Unproductives	50 cr (-5 per piece missing)
Phonograph from the Unproductives	500 cr
Records from the Unproductives	1 cr each
Original Picasso from Unproductives	5,000 cr
Laser discs from Durante's collection	1 cr each
Fancy biscuit tin from Durante's kitchen	50 cr
Sport memorabilia from Durante's apartment	500 cr

1950s pinup magazine from the Zones Lab	250 cr
Police poster from Commissioner's office	1,000 cr
Original Picasso from Titan Tower	10,000 cr

Experimental Device	Barter Value
Manprod	1,000 cr
Enforcer Armor Plus	5,000 cr
Punisher Patrol Car	15,000 cr

INVESTIGATING "STAVROS"

Tie-In: The PCs hear the name "Stavros" from Dougal at the Zones Lab. They also encounter Stavros at the Midtown Trading Post in *Chapter 3*, and may try to investigate him later.

At some point during the adventure the PCs will encounter Stavros, or at least hear of him and learn his name. A shadowy figure, those in the know will tell the PCs he is the Mayor's right-hand man and do-all, a kind of bodyguard and personal thug that somehow has managed to not only stay alive and in the Mayor's favor, but also out of the limelight.

As a result finding information about this mysterious man will be difficult. However, at least for the time being, the PCs have the full resources of the Enforcers at their disposal.

The Enforcers have access to a special computer network known as the CrimeNet. A carry-over from Ancient times, this system was once used to track criminals during the era of old. The Enforcers have kept the system ever since, using it to not only keep track of criminals and wanted individuals throughout the city, but also to stockpile snippets of information, both open and confidential, for possible future use.

The PCs can access the CrimeNet once they have 55 or more PPPs. While The CrimeNet repository itself is located in the City Control Computer

building, terminals can be found closer to home in the R&D Division; as such a visit for information may also lead the PCs to see the new gadgets R&D is developing (see *Research & Development*).

If the PCs visit the CrimeNet labs they will be given access to a computer terminal by a technician. Actually searching for individual pieces of information requires a series of Research checks (DCs vary; see below). Searching the CrimeNet for instances related to "Stavros" uncovers the following leads concerning this mysterious man:

- **Research DC 14.** The name Stavros calls up only one individual, with no known first name, but it is certainly the man the PCs are looking for. "Stavros" has a considerable record working for the West Side Gang, first as a contracted troubleshooter (i.e. someone sent to fix the gang's "problems"), then later as the Mayor's personal bodyguard and right-hand man.
- **Research DC 14.** Remarkably Stavros appears to have earned the Mayor's trust right from the start; unlike most lieutenants, he does not appear to have had to work his way up the gang ladder to the Mayor's side. From the first instance of his name it appears Richard Morrison placed him at his right hand.
- **Research DC 18.** Stavros appears to have joined the West Side Gang several years before Richard Morrison became mayor. His first appearance on the West Side Gang's payroll - and in fact all public record - coincides with one of the Mayor's earliest land acquisitions, the purchasing of a condemned plot of land in the Zones.
- **Research DC 18.** This plot of land, if researched, proves to have been the site of a large factory complex, the former manufacturing facility of a now-defunct company known as

AIT, Alternative Industrial Technologies.

- **Research DC 21.** A search of AIT brings up only some limited information. The company appears to have been an Ancient-era producer of technologies intended to make "industry more productive". The company was resurrected two decades ago through the efforts of the Metropolis' technician caste, only to be shut down again ten years ago by government order. Apparently the projects undertaken by AIT were considered a waste of the city's already dwindling resources, and the company was closed.
- **Research DC 14.** With a successful check the PCs can find the address of the AIT facility.

ALTERNATIVE INDUSTRIAL TECHNOLOGIES

Following the address gleaned from the CrimeNet, the PCs can find the former site of AIT's manufacturing plant in the Zones skirting the edge of Midtown.

The former plant is now little more than a crumbling concrete structure, its former grandeur ground down to nubs by the acidic smog of the city. Truly massive, the plant consists of acres and acres of ruins, with one large central building that is almost 200 yards long and 100 yards wide. Towering smokestacks once crowned the plant, but these have collapsed over time leaving only shortened towers painted in black and ugly colors.

When the Enforcers arrive at the old plant they find the place largely abandoned. An eerie wind carries through the maze of ruins, causing ancient turbines exposed by the collapse of old exterior walls to spin and create a constant groaning that fills the air. Only once they enter the main building do they find any sign of habitation.

When the PCs enter they find a colossal interior, lit

with a gloomy light through huge banks of dirt-caked windows along the roof. Rusted conveyors run like a meandering racetrack through the massive plant floor, covered in old machines that have collected rust, dust, and spiderwebs. The dripping of water echoes everywhere.

A small "camp" appears to have been set among the ruins, suited, perhaps, for one man. When the PCs arrive they find a single middle-aged man here, washing his clothes in a murky, dirty pool in the center of the factory, beneath a massive hole in the roof.

When the PCs appear the man looks surprised, but unafraid. He is willing to talk.

- The man identifies himself as Malcolm. He is a squatter. He's lived in the ruins of the factory for several years. He used to be a technician with the Tech Union, but was laid off due to what they called an "over-specialization in defunct sciences" (namely, robotics). He became an "unproductive" (this he says with some amusement), and had to find a place to live. He returned here, taking shelter in the ruins. He tells the PCs that if they've come to kick him out, he'll be more than happy to move along.
- If the PCs assure Malcolm they mean no harm, and that they're here for other reasons, he laughs with relief. If the PCs ask what he knows about the site, he explains that he actually used to work for AIT, the company that ran the production plant here almost twenty years ago. He explains he was hired when the plant was first revived, and stayed almost until it was shut down again ten years later. At the time he was a young and ambitious engineer, and was excited about the work they were doing here.
- If the PCs ask what "work" AIT was involved in,

Malcolm smiles proudly, with a glint of pleasure in his eyes. He offers to give the PCs a tour:

Malcolm leads you through the darkened factory floor, past huge columns of now-dormant machinery, along the massive assembly line that snakes its way through the gloomy building interior.

"AIT was originally in the business of streamlining mass-production industry during the time of the Ancients," he says, "AIT is short for 'Alternative Industrial Technologies'. The plant was rediscovered and refurbished 20 years ago by an ambitious team of scientists who thought we might solve the city's resource problems by creating ways to make the production of goods on a large-scale a reality."

Malcolm takes you through a large open doorway into another machine assembly area. Here all sorts of bizarre machines still sit on the assembly line, covered in dust and cobwebs. Many appear to have rusted completely in place, becoming a virtual part of the conveyor belt they sit on.

"We managed to revive a lot of the technologies of the past. The main focus of AIT was on robotics, the creation of machines that could perform repetitive functions endlessly without fatigue - or any of the factors that plague human labor. When we came to work here the goal of the company was to begin producing robots again, to provide a workforce that didn't need food rations or even pay, and who would work tirelessly to create the things the city's population needs. The Ancients employed robotics on a vast scale, and the old AIT plant was geared for the creation of robots and androids of all types."

Walking along Malcolm stops beside the conveyor belt, a proud look on his face. He pats a huge chunk of metal that vaguely resembles a humanoid torso. It is covered in rust, pitted and disintegrating.

"This is the chassis of an LU-36, a pre-Fall labor unit. Four fully manipulative arms, and heavy-duty treaded base allowing it to transport heavy machinery, parts, and raw materials for the production lines. By the time we were closed down we were set to begin production of perhaps ten a week. Imagine what we could have done..."

Malcolm looks slightly sad as he pats the old 'bot, before moving on. A few moments later he stops at another unfinished chunk of metal and wires, sitting upright on the broad metal rollers of the conveyor.

"Ah, the APR-10. Area pacification robot, the tenth model in a series of unfortunate failures. We were trying to create a robot that could perform security functions for the defense of key installations in the city. At the time the idea was real popular with the politicians and many of the gangs. Mounted a 20 millimeter autocannon; recoil was controlled by its four-wheeled base and shock-resistant suspension. We were asked to install a few in Titan Tower in secret emergency response bays throughout the building, but the series was ultimately a total failure. The trouble was with the logic circuits - we couldn't get the damn thing to differentiate between friend and foe. Even after ten different designs the thing was still blowing away anything that moved."

Finally Malcolm brings you to another assembly line, this one smaller and in a much darker part of the factory. As you enter he turns

on a flashlight to show you around.

Hanging from overhead rails are what appear to be several naked men, except they are missing entire arms, legs - and none has a single head among them. Other than that, however, they look completely real, except for bundles of colored wire hanging where missing limbs would belong.

"This was the old android assembly line during the time of the Ancients. They used to make robots that looked and acted just like human beings. Amazing. We never could figure out how to replicate the technology, though; far too advanced a science in this day and age. But we sometimes scavenged parts from this place for our work elsewhere in the plant. Most were in good condition when we left. I guess after the government took what it wanted, the Mayor sold off the other valuable parts. These here are just mere shells now - nothing inside."

If the PCs count the number of cradles and compare it to the actual android chassis present here, three androids appear to be missing.

- If asked about the missing androids, Malcolm shrugs and says maybe they were completely scavenged during the strip down of the facility. He honestly has no idea (or suspicions) concerning the missing androids.
- If asked about the capabilities of the missing androids, Malcolm tries his best to remember what those models in particular were originally designed for. He remembers they were "administrative androids", designed to fill the role of personal assistants for important city administrators. On further recollection he remembers that they were designed to look like humans so as not to stand out from other political

staff, and since they were unquestioningly loyal they were also fitted with "civil authority overrides" that allowed them to enter most restricted areas at will. Unfortunately the androids had a tendency to develop speech loops ("stuttering") and even explode if seriously damaged.

- If the PCs ask why AIT was shut down, Malcolm again shrugs. He explains that the efforts of the technical personnel weren't moving fast enough for the politicians who controlled the funding. A lot of politicians were accusing AIT of squandering resources that could be better used elsewhere. In the end AIT was shut down by order of the Council of Gangs, and the government moved in and dismantled almost everything. The production machines were stripped and scrapped for other building projects. Most of the robot chassis were melted down and recycled, and the advanced electronics were scavenged for "who knows what".
- If asked about Richard Morrison buying the plant, Malcolm laughs. He tells the PCs that the West Side Gang bought the land hoping to set up a drug mill of unprecedented size, but the damage to the building over the years since it had closed was too extensive to repair. The West Side Gang essentially bought a "lemon". After reviewing various estimates by contractors, a few weeks later Morrison appeared to lose all interest in the building and had it shut down permanently (in reality Morrison found something of tremendous value, and had the plant shut down to bury its secrets from public scrutiny - even from his own superiors at the time).
- Malcolm moved in not long after that, however. He has lived in the ruins for quite a while as a squatter. The West Side Gang no longer visits

the property, so he has lived here undetected and unmolested ever since.

- If the PCs suggest the Mayor might have taken something from the ruins Malcolm merely laughs, telling them there was "nothing left to take". He scoffs at the idea that the Mayor might have revived androids or robots for his own use.

Malcolm is quite wrong. The Mayor did in fact find something valuable among the ruins of AIT: three nearly-intact android bodies still perfectly-preserved in this storage room, forgotten and overlooked by the government when it stripped the more impressive machines on the plant floor.

Finding the three androids in such good condition was a stroke of pure luck, and like always, the Mayor was quick to exploit his good fortune. By chance all three surviving androids were of the same model, identical in every way, and with only minimal effort the Mayor (or rather, the technicians he paid to work in the ruins of the factory under a veil of secrecy) was able to reactivate and reprogram them to serve him. The Mayor knew the strengths of androids - physical as well as mental superiority, freedom from guilt or other emotions, and utter loyalty to whomever was programmed as their "master".

Having three utterly loyal android henchmen has given the Mayor an unbelievable edge over his enemies. Relying on the first model to play the role of "Stavros", his ruthless bodyguard and "troubleshooter", he has hidden the other two in a secret hiding place, keeping them in "reserve". If Stavros is ever killed in action, he plans on reactivating the second to take the first's place. If that one is killed, there will of course be a third incarnation of Stavros!

The Mayor knows that the reappearance of Stavros after being "killed" will likely raise questions,

but more likely than not it will simply create a “mythology” about his infamous henchman - invincible, recovering from seemingly fatal accidents or injuries without a scratch, etc... And the more mysterious and feared Stavros becomes, the more potent a psychological tool the Mayor has to keep rivals in fear of him.

GM's Note: Of course there is no hard evidence that any androids were ever found by the Mayor, or that these androids are, in fact, the person the PCs know as “Stavros”. However, Malcolm’s “tour” of the plant, and the explanation of the robots and androids once created there, may give clever PCs the idea that Stavros is something other than a human being - and that he may have “backups” if they “kill” him.

RETURNING TO AIT LATER

Once the PCs have killed Stavros they can return to AIT with his electronic brain. Clever PCs will realize this delicate piece of technology holds a lot of clues to their investigation, as well as possible access to some of the Mayor’s darkest secrets.

Getting the information out of Stavros’ brain will not be easy, however, and not even the advanced tools of their precinct will be adequate to hack into the android brain and glean anything of use. In addition, once the PCs become hunted (after the murder of Madam Tess; see later for details), they will no longer have Enforcer resources to rely upon.

However there is one individual with the technical skill available to him to delve into Stavros’ brain and unlock its secrets: Malcolm. A former high-level technician at AIT, he is one of the few people left in the city with any understanding of androids and robots in general. If the PCs come to Malcolm with the brain and ask him to access its memory, he will gladly do it, happy for the opportunity to do what he

loves (working with machines), show off his talent, and help in what he believes to be an important investigation.

With Malcolm helping them to recognize and repair certain parts, the PCs will be able to scrounge through the ruins of the AIT building for the electronic and computer pieces Malcolm needs to access Stavros’ memory. Slowly but surely (over the course of 1-2 days) Malcolm is able to build a specialized computer system from the ruins, which when finished is successful in linking into Stavros’ android brain.

When Malcolm accesses Stavros’ brain, images from its memory banks are displayed through a virtual reality headset. If the PCs want to see the images as they are extracted, one of them will have to don the headset. *The headset resembles an all-encompassing helmet, connected directly to the computer and Stavros’ electronic brain.*

STORED IMAGERY (EL 2)

As each image is played the character wearing the helmet must make a Will save (DC 17) or suffer 1d2 points of temporary Wisdom damage. This damage is cumulative, and a character reduced to zero falls into a coma until she naturally recuperates (1 point per day of rest). She will still continue to receive images even while a coma, which will come out as “flashbacks” whenever she fails a Wisdom-related skill check (see the *Recuperating* sidebar) in the future.

The character can remove the headset at any time, but doing so prevents him from seeing any images displayed after that point. In addition, once the helmet is removed the whole system burns out; destroying Stavros’ brain irreparably (Malcolm will warn them of this beforehand, so the PCs should know the risk). As such, unless the PC accepts the

damage, the party may miss out on certain clues!

The PC who risks this damage sees the following images, described below. All are from the perspective of Stavros himself, as if recorded through his very eyes. They play in the order arranged below, but to the PC witnessing them, they seem to be flashing totally at random:

- Static flashes, and suddenly the Mayor's face comes into view, looking right into Stavros' (or in this case, the PC's) eyes. Morrison appears much younger, holding a submachinegun idly in one hand. Though there is no sound to match the movement of his frantic lips, his eyes are alight with anticipation and excitement, as if watching his own child being born. Before the image cuts out Stavros turns his head slowly as he "wakes" and from the corner of his eye can be made out two identical clones of himself, also being awakened by the future Mayor. *This is Stavros' earliest memory of being re-activated by Morrison when he was just an aspiring ganger. The "clones" are in fact the other two models of Stavros that now serve as his "backups".*
- Through Stavros' eyes the character sees a dark rooftop, in the middle of the night, high above the city. The point of view becomes brighter as Stavros moves to a nearby rooftop skylight, looking down at a dimly lit apartment. There, from above, the character recognizes the Mayor and a few bodyguards speaking with none other than Nathaniel Durante. It is obvious this is a view of Durante's apartment. The Mayor takes something from Durante as his men level their guns; it appears to be some kind of device. Durante does not fight back. The Mayor then turns to leave, but before he goes he casts a quick glance up to the skylight, looking Stavros'

right in the eye. It is a cold, detached look that carries a hidden message. As the Mayor leaves, movement can be seen in the corner of Stavros' eye as he raises a gun and points it down at an angle towards the top of Durante's head. Suddenly there is a flash from the muzzle, and Durante drops dead. *This is evidence proving Stavros was Durante's killer.*

- Through Stavros' eyes one can see the back of a truck as the doors open, revealing a ruined building that has been converted into a lab, somewhere in the Zones. A young man (identifiable as the crazy scientist Dougal, if the PCs have already met him) approaches, nervously shaking Stavros' hand. The scientist says, "You can tell the Mayor that everything's going as planned. We've started production of the lethal variation and have amassed twenty crates already. They're being readied for shipment to the East Side Boys territory as we speak. Stay a while, and I'll give you a tour of the lab..." *From Stavros' first visit to the drug lab out in the Zones. If the PCs haven't already been there, they now know the rumors are true.*
- Through Stavros' eyes the viewer sees the Mayor, sitting in the back of his luxurious limousine, along with two or three of his bodyguards. It is apparently nighttime, and they are driving together through some part of the city. The Mayor speaks directly to Stavros while casually filing his nails: "...Durante is a threat whether he realizes it or not. We're going to his place to try and 'convince' him to give up the girl. She'll have to be liquidated, just to be sure. But don't kill him unless it's absolutely necessary...men like him come from old wealth, and the death of old wealth has a tendency to attract attention". *From the night the Mayor and*

Stavros paid a visit to Durante, an event that ended in Durante's murder.

- No image, just the Mayor's voice: "...the Nazis called it the 'Night of the Long Knives'. They sent their stormtroopers all over the city taking over key installations and seizing total control of the government, installing themselves as the uncontested rulers *in just one night*. I don't see why it wouldn't work for us as well...we're already in office, and we've got the manpower to do it. There are enough poor, hungry slobos out there willing to throw it all away just for a place in the hierarchy...I tell you, Stavros, this is going to work!" *Evidence of the Mayor's intention to take over the city and start a dynasty for himself.*
- No image, just the Mayor's voice: "...it's called a BFT, broad-frequency transmitter. Ingenious little device, Stavros; they used to use things like this to control the defenses in the Barrier, so crews could slip out and perform maintenance. How Durante got his hands on one I have no idea - must have bought it from a junk dealer, or found it in the ruins of an old museum. Probably planned to use it to get out of the city with his furniture. Anyway, now that he's dead this little baby's gotta disappear...Such an artifact... I think I'll hold onto it, you never know what may become useful in the future...I think I know just the place, the wall safe in my office..." *This is from a conversation with the Mayor after the murder; the Mayor recognizes the device Stavros took from Durante, a BFT. The PCs now know where to get an operational BFT if they plan to escape the city.*
- Through Stavros' eyes the viewer sees the Mayor walking through a dark laboratory somewhere in the city. Behind him are large standing tanks of a strange liquid, within each of which can barely

be seen vague, indistinct shapes. The Mayor speaks: "Once I envied you, Stavros, with your ageless body. But I will be immortal as well. The experiments have been a success, the clones have entered maturity. But I believe it may have been a mistake to allow others in the city to invest in this project. I suppose it's of little concern now. Only a few people know. We have them firmly in our hands. Of course we'll have to liquidate them one by one to avoid any word of this getting out, but they still have some use left. As for the lab, I want you to take care of it. Burn it to the ground. There can be no evidence of what we've done. Is that understood?" *From an earlier meeting concerning the Mayor's experimental foray into clone technology. Having cloned himself successfully with the funding of a few other city elites, the Mayor decides to terminate the project - as well as those who have any knowledge of its existence.*

RECUPERATING

It is possible that a PC won't be able to recuperate all of her temporary ability damage by the end of the adventure, since it only heals at a rate of one point per day. While this can cripple her perception (the damage is Wisdom based), if you're so inclined you as GM can turn this penalty into a boon.

Every time the PCs are called to make a skill check based on Wisdom and fails, she is considered distracted by the remnants of the experiences she witnessed from her direct link into Stavros' mind, which momentarily overcome her. This gives you a chance to repeat any of the visions described in the text, especially if the PCs need reminding of a particular clue.

In addition, you may give the character who is recuperating from this loss a +1 bonus to all Initiative

rolls when fighting Stavros, to simulate her newfound insights into Stavros' mental processes. This bonus goes away when the PC recuperates that last point of temporary Wisdom damage.

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.

RIOTERS

The citizens involved in the food riots in *Chapter 2* are all drawn from the urban homeless, desperate people who rely upon the regular delivery of food rations to the food dispensaries throughout the city. Whipped up into a frenzy by their own hunger as much as Morton's propaganda, they have formed into a seething mob filling the city streets. Individual rioters are not much of a danger, but in large groups they pose a dire threat to their fellow citizens.

Rioter, Post-Apocalyptic Hero 1: CR 1; Medium-size humanoid; HD 1d8+2; HP 4; Mas 15; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +0; Grap +2; Atk +2 melee (1d6+2, metal baton), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +3, Ref +2, Will +1; AP 0; Rep -3; Str 14, Dex 13, Con 15, Int 9, Wis 12, Cha 10.

Occupation: Slave (Craft [structural], Survival).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Climb +4, Jump +4, Knowledge (Streetwise) +3, Survival +5, Treat Injury +3.

Feats: Brawl, Endurance, Low Profile, Post-Apocalyptic Technology, Primitive Technology.

Talents (Post-Apocalyptic Hero): Necropoli Lore.

Possessions: Rag clothes, metal baton or Molotov cocktail.

CRAZED GUNMAN

The gunman making an appearance in the *Food Riot!* episode (*Chapter 2*) is just one of many faceless Unproductives driven to violence by the terrible conditions on the streets. This individual, however, has some training with weapons, making him far more dangerous than the rest of the mobs. Even more of a danger, however, is the fact that the loss of his job (working at one of the city's many industrial plants) and a continual shortage of food rations have driven him completely insane. When he finally cracks, he decides to make a point no one will soon forget, taking an innocent woman hostage and hoping to kill as many Enforcers as he can before they take him down.

Crazed Gunman, Strong Hero 2/Fast Hero 2: CR 4; Medium-size humanoid; HD 2d8+4 plus 2d8+4 plus 3; HP 29; Mas 14; Init +3; Spd 30 ft; Defense 20, touch 19, flatfooted 17 (+0 size, +3 Dex, +6 class, +1 equipment); BAB +3; Grap +4; Atk +4 melee (1d4+1, pistol butt), or +7 ranged (2d6, Beretta 93R); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +4, Ref +5, Will +1; AP 2; Rep +0; Str 13, Dex 16, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Craftsman (Repair, Survival).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Drive +5, Intimidate +1, Knowledge (Current Events) +2, Knowledge (Streetwise) +2, Knowledge (Tactics) +2, Repair +2, Survival +4, Treat Injury +2, Tumble +9.

Feats: Advanced Firearms Proficiency, Improved

Autofire, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Toughness, Weapon Focus (Beretta 93R).

Talents (Strong Hero): Extreme Effort.

Talents (Fast Hero): Evasion.

Possessions: Blue-collar clothes, Beretta 93R, four boxes of 9mm ammunition (80), light undercover shirt, *ready syringe* (with one dose of *Psycho*).

SODOM CLUB BOUNCERS

Deviants themselves, the bouncers at the Sodom Club are generally drawn from various gangs in the neighborhood, particularly the so-called "Sodomites". Some of these thugs dress a bit more reasonably than their fellow gangers, as fights are frequent at the club.

Sodom Club Bouncer, Tough Hero 2: CR 2; Medium-size humanoid; HD 2d10+4 plus 3; HP 18; Mas 15; Init +0; Spd 30 ft; Defense 12, touch 12, flatfooted 12 (+0 size, +0 Dex, +2 class); BAB +1; Grap +3; Atk +3 melee (1d6+2, metal baton), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Sodom Club; SV Fort +4, Ref +0, Will +1; AP 1; Rep +0; Str 14, Dex 10, Con 15, Int 8, Wis 13, Cha 12.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Intimidate +5, Knowledge (Popular Culture) +1, Knowledge (Streetwise) +1, Listen +3, Spot +5.

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

Talents (Tough Hero): Second Wind.

Possessions: Fetish gear, metal baton.

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.

CHUDS

Almost nothing is known of the mysterious “gang” known as the “Chuds”, who live beneath the streets of the Metropolis in the old collapsed subway and sewer systems. Legends of Rho’s current street people claim the Chuds are descended from the original homeless that chose to go underground rather than flee the city during the nuclear war.

Chuds live in lightless parts of the sewers, seldom seen by any but the few who choose to live underground alongside them. Long ago they hunted their fellow man, but recent efforts by the people of the Hive (see *Sodom*) have appeased the Chuds, allowing both groups to live in peace. Still the Chuds prefer to live in isolation, and as a result have almost been completely forgotten over the years.

Chuds always cloak themselves in rags from head to toe, ashamed of their own physical deformities. Their weapon of choice is the dicechain, a gruesome throwing weapon that has a tendency to slice victims into pieces.

☠ **Chud, Fast Hero 2:** CR 2; Medium-size humanoid; HD 2d8+2; HP 11; Mas 13; Init +2; Spd 35 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +4 class); BAB +1; Grap +3; Atk +4 melee (3d4+2, dicechain), or +4 ranged (3d4+2, dicechain); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, dark vision, blindness in light, phobia (open spaces); AL Chuds; SV Fort +1, Ref +4, Will +1; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Hide).

Background: Degenerate (Knowledge [Tactics]).

Mutations and Defects: Sensitive Sight x2, Photosensitivity, Phobia (open spaces).

Skills: Escape Artist +6, Hide +9, Knowledge (Tactics) +1, Listen +3, Move Silently +9, Spot +3.

Feats: Exotic Weapon Proficiency (dicechain), Post-Apocalyptic Technology, Primitive Technology, Stealthy, Weapon Focus (dice chain).

Talents (Fast Hero): Increased Speed.

Possessions: Rag clothes, dicechain.

GARRETT

Garrett is a ferocious old man in his late 60s, though he has kept fit over the years out of necessity. Once a construction worker in the Metropolis, his wife and two children were senselessly killed in a gangland war. Giving up on life Garrett sold everything and lived on the streets for five years, before discovering the “Hive” under the Downtown area of the city. Seeing fellow misfits and others disenchanted with the Metropolis way of life in the community there, he decided to become a permanent inhabitant of the “underground city”.

Garrett has seen too many good men and women branded as “mutants” and hunted down to extinction by the law. Though not a mutant himself, he sticks up for the mutant population of the city if given a chance. He has a fierce hatred of Enforcers (and a strong dislike of surface-worlders in general), and will attack the PCs fearlessly when they encounter him in the Hive.

Garrett, Strong Hero 2/Tough Hero 2: CR 4; Medium-size humanoid; HD 2d8+4 plus 2d10+4 plus 3; HP 31; Mas 15; Init +1; Spd 30 ft; Defense 15, touch 15, flatfooted 14 (+0 size, +1 Dex, +4 class); BAB +3; Grap +5; Atk +5 melee (1d4+3, unarmed),

or +4 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Morton; SV Fort +6, Ref +1, Will +0; AP 2; Rep +0; Str 14, Dex 13, Con 15, Int 12, Wis 10, Cha 8.

Occupation: Craftsman (Craft [structural], Repair).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Balance +2, Climb +6, Craft (structural) +5, Gather Information +0, Hide +2, Intimidate +0, Knowledge (Current Events) +3, Knowledge (Streetwise) +3, Repair +5, Survival +4.

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

Talents (Strong Hero): Melee Smash.

Talents (Tough Hero): Second Wind.

Possessions: Rag clothes.

THE TWINS

The “twins”, Logan and Jessica, are both only ten years old. Yet despite their youth both are extremely powerful mutants with unusual mutations that make them a danger not only to the enemies of the Underground, but also to the Underground itself. For years their “family” (the Underground) has trained them to keep their powers secret and in control, as any use of their abilities would be a dead giveaway of their true nature.

When the PCs meet the twins they see the party as a curiosity. However, when it soon becomes clear that they mean to do Morton harm, both children become enraged and (despite warnings against getting involved) decide to help Morton escape.

Outwardly the twins resemble any other pair of street kids, except for their eerie blue eyes, which almost seem to glow with their own unnatural radiance.

Logan, Dedicated Hero 3/Psionic 2: CR 5; Medium-size humanoid; HD 3d6+3 plus 2d8+2; HP 25; Mas 12; Init +4; Spd 30 ft; Defense 13, touch 13, flatfooted 13 (+0 size, +0 Dex, +3 class); BAB +3; Grap +2; Atk +2 melee (1d3-1 nonlethal, unarmed), or +3 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Underground; SV Fort +3, Ref +1, Will +7; AP 2; Rep +1; Str 8, Dex 10, Con 12, Int 13, Wis 14, Cha 14.

Occupation: Slave (Perform, Survival).

Background: Degenerate (Knowledge [Mutant Lore]).

Mutations and Defects: Neural Mutation - Telepathy, Bizarre Pigmentation (iridescent eyes).

Skills: Bluff +7, Concentration +11, Disguise +4, Gather Information +4, Hide +2, Intimidate +8, Knowledge (Mutant Lore) +7, Listen +4, Search +3, Sense Motive +6, Spot +4.

Feats: Attraction Trigger, Charm Person, Deceptive, Endurance, Improved Initiative, Mental Communication, Post-Apocalyptic Technology, Primitive Technology.

Talents (Dedicated Hero): Skill Emphasis (Concentration), Faith.

Talents (Psionic): Neural Specialization.

Possessions: Rag clothes.

Jessica, Dedicated Hero 3/Psionic 2: CR 5; Medium-size humanoid; HD 3d6+9 plus 2d8+6; HP 35; Mas 16; Init +2; Spd 30 ft; Defense 15, touch 15, flatfooted 13 (+0 size, +2 Dex, +3 class); BAB +3; Grap +2; Atk +2 melee (1d3-1 nonlethal, unarmed), or +5 ranged (2d6, *telekinetic slam*); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL Underground; SV Fort +5, Ref +3, Will +6; AP 2; Rep +1; Str 8, Dex 14, Con 16, Int 12, Wis 13, Cha 8.

Occupation: Slave (Perform, Survival).

Background: Degenerate (Knowledge [Mutant

Lore]).

Mutations and Defects: Neural Mutation - Telekinesis, Bizarre Pigmentation (iridescent eyes).

Skills: Bluff +3, Concentration +7, Disguise +1, Hide +4, Intimidate +1, Knowledge (Mutant Lore) +7, Knowledge (Streetwise) +5, Listen +5, Move Silently +4, Search +3, Sense Motive +3, Spot +5, Survival +5.

Feats: Deceptive, Endurance, Post-Apocalyptic Technology, Primitive Technology, Telekinetic Disarm, Telekinetic Hand, Telekinetic Punch, Telekinetic Slam.

Talents (Dedicated Hero): Empathy, Intuition.

Talents (Psionic): Neural Specialization.

Possessions: Rag clothes.

STEVE DEREK

Steve Derek is a hero of the MetRho Bloodsport arena, a handsome and charismatic young man who has battled his way through no less than 24 vicious matches to reach his current pinnacle of fame and glory. Beloved by players and spectators alike, he is a shining champion of the city’s ultra-violent sports scene.

Derek hides a secret that few people know: he was born with a genetic mutation that makes him extremely difficult to kill. This has allowed him to excel at his chosen field (brutal contact sports), but the discovery of his mutation has also changed him into a worried, almost paranoid man. Derek made contact with Morton’s Underground through Dr. Cole (a mutual friend), but sees them as far too radical to fully support. Though he was engaged in stealing weapons from the Metropolis Coliseum to support the Underground, he has changed his mind about being involved in their militant movement.

Though Derek carries a shiny nickel-plated Colt Python for self-defense, this is as much for show

as for anything else. If attacked he will generally try to retrieve his trademark *ripper stick* (a weapon resembling a traditional hockey stick but made of metal and featuring a long razor-sharp blade on the end), the familiar tool he has been using for five years now to win his *Bloodsport* matches.

Steve Derek, Strong Hero 6/Tough Hero 2: CR 8; Medium-size humanoid; HD 6d8+12 plus 2d10+4; HP 54; Mas 14; Init +1; Spd 30 ft; Defense 16, touch 16, flatfooted 15 (+0 size, +1 Dex, +5 class); BAB +7; Grap +10; Atk +12 melee (1d10+6, ripper stick), or +4 ranged (2d6, Colt Python); Full Atk +12/+7 melee (1d10+6 ripper stick), or +4/+0 ranged (2d6, Colt Python); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, DR 2/- vs. piercing and ballistic, increased critical threat; AL Dr. Cole; SV Fort +7, Ref +3, Will +2; AP 4; Rep +4; Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 14.

Occupation: Demagogue (Knowledge [Current Events], Knowledge [Popular Culture]).

Background: Degenerate (Knowledge [Tactics]).

Mutations and Defects: Aberrant Endoskeletal Encasing, Critical Vulnerability.

Skills: Drive +3, Intimidate +6, Jump +5, Knowledge (Current Events) +1, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +1, Knowledge (Tactics) +3.

Feats: Armor Proficiency (light), Brawl, Exotic Melee Weapon Proficiency, Heroic Surge, Post-Apocalyptic Technology, Power Attack, Primitive Technology, Renown, Streetfighting, Weapon Focus (ripper stick).

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

Talents (Tough Hero): Remain Conscious.

Possessions: Expensive clothes, Colt Python, six rounds of .357 ammunition, shoulder holster,

mastercraft ripper stick, 1,500 credits in cash, gold necklace and medallion with the name “Steve Derek” on it (worth 5,000 credits).

ASSISTANTS

These men and women comprise a small core of former medical personnel (nurses, lab techs, etc.) who have over the years come to Dr. Cole’s side in a kind of “underground railroad” for the saving and treatment of the city’s genetically-ill population. Some of these men and women are mutants themselves, while others are healthy but who perhaps had a brother, sister, parent, or loved one who succumbed to genetic disorders. Dedicating their lives to finding cures, with or without the law’s consent, they are people with a truly noble and giving spirit. For all their dedication, however, few of these non-combatants have any real skills to offer in a fight.

Assistant, Smart Hero 1/Dedicated Hero 1: CR 2; Medium-size humanoid; HD 1d6 plus 1d6; HP 8; Mas 10; Init +1; Spd 30 ft; Defense 12, touch 12, flatfooted 11 (+0 size, +1 Dex, +1 class); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed), or +1 ranged (by weapon); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Dr. Cole; SV Fort +1, Ref +1, Will +4; AP 1; Rep +1; Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 13.

Occupation: Academic (DW) (Knowledge [Earth and Life Sciences], Research).

Background: Degenerate (Treat Injury).

Skills: Bluff +2, Computer Use +6, Craft (pharmaceutical) +9, Hide +2, Knowledge (Current Events) +6, Knowledge (Earth and Life Sciences) +7, Knowledge (Mutant Lore) +3, Knowledge (Streetwise) +4, Knowledge (Technology) +4, Listen +3, Move Silently +2, Repair +4, Research +7, Search +3, Sense Motive +3, Sleight of Hand +2,

Spot +3, Treat Injury +11.

Feats: Low Profile, Medical Expert, Post-Apocalyptic Technology, Primitive Technology.

Talents (Smart Hero): Savant (Research).

Talents (Dedicated Hero): Healing Knack.

Possessions: Blue-collar clothes, lab coat.

DR. REGINALD COLE

Dr. Reginald Cole is perhaps unique among the city’s small list of people of import, a former geneticist who has survived an immoral past to become a beacon of hope for the future. When Cole first began work in the field of commercial research (for one of the city’s larger civilian drug companies) he had been responsible for the deaths of a dozen youngsters who were under his care. Believing himself beyond redemption, he quit the industry hoping to do more humanitarian work for the government. Spearheading the research into the “Legacy Project” (alongside Dr. Orson Grant), he felt betrayed when the government used his efforts to kill even more innocent people (namely, mutant infants).

Dr. Cole is an emotionally barren man who, though feeling ultimately irredeemable, has made great steps since quitting public practice towards predicting and preparing for the city’s inevitable genetic degeneration.

Dr. Reginald Cole, Smart Hero 3/Dedicated Hero 5: CR 8; Medium-size humanoid; HD 3d6+3 plus 5d6+5; HP 37; Mas 12; Init +0; Spd 30 ft; Defense 14, touch 14, flatfooted 14 (+0 size, +0 Dex, +4 class); BAB +4; Grap +3; Atk +3 melee (1d3-1 nonlethal, unarmed), or +0 ranged (2d8, MAG-7); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Mutants; SV Fort +5, Ref +2, Will +9; AP 4; Rep +0; Str 8, Dex 10, Con 12, Int 16, Wis 15, Cha 13.

Occupation: Academic (DW) (Knowledge [Earth

and Life Sciences], Research).

Background: Degenerate (Treat Injury).

Skills: Bluff +3, Computer Use +7, Craft (chemical) +6, Craft (electronic) +6, Craft (mechanical) +5, Craft (pharmaceutical) +16, Decipher Script +5, Diplomacy +3, Drive +1, Forgery +5, Gather Information +4, Investigate +9, Knowledge (Behavioral Sciences) +5, Knowledge (Current Events) +7, Knowledge (Earth and Life Sciences) +14, Knowledge (History) +5, Knowledge (Physical Sciences) +5, Knowledge (Streetwise) +8, Knowledge (Technology) +7, Listen +3, Repair +7, Research +19, Search +7, Sense Motive +8, Sleight of Hand +1, Survival +3, Treat Injury +17.

Feats: Attentive, Iron Will, Low Profile, Medical Expert, Post-Apocalyptic Technology, Primitive Technology, Studious, Surgery, Trustworthy.

Talents (Smart Hero): Savant (Research), Exploit Weakness.

Talents (Dedicated Hero): Healing Knack, Healing Touch 1, Healing Touch 2.

Possessions: Blue-collar clothes, lab coat, MAG-7, 2 boxes of 12-gauge ammunition (10).

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*.

MORTON “THE MUTANT”

The enigmatic Morton, leader of the so-called “Mutant Underground”, is a complex character from the start. Instigator of the Downtown food riots, ringleader of a subversive terrorist movement, and wanted mutant criminal, he also proves to be one of the few NPCs willing to help the player characters later in the campaign. Having survived many

hardships (including thirty years avoiding Metropolis law), Morton is a tough individual with many ties to the city's underworld as well as his own network of loyal followers, the "Underground".

❖ **Morton, Fast Hero 3/Dedicated Hero 3/Skulk 3/Demagogue 2:** CR 11; Medium-size humanoid; HD 3d8+9 plus 3d6+9 plus 3d8+9 plus 2d6+6; HP 79; Mas 22; Init +0; Spd 30 ft; Defense 29, touch 19, flatfooted 29 (+0 size, +0 Dex, +9 class, +4 natural, +6 equipment); BAB +7; Grap +9; Atk +9 melee (1d6+2, golf club), or +7 ranged (2d8, MAG-7); Full Atk +9/+4 melee (1d6+2, golf club), or +7/+2 ranged (2d8, MAG-7); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility, immune to critical hit, blindness; AL Underground; SV Fort +9, Ref +6, Will +8; AP 5; Rep +4; Str 14, Dex 10, Con 16, Int 12, Wis 8, Cha 12.

Occupation: Slave (Perform, Survival).

Background: Degenerate (Knowledge [Streetwise]).

Mutations and Defects: Protective Dermal Development, Extreme Resilience, Blindness, Aberrant Deformity.

Skills: Diplomacy +7, Disguise -5, Escape Artist +4, Gather Information +3, Hide +8, Intimidate +3, Knowledge (Current Events) +5, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +8, Knowledge (Tactics) +2, Knowledge (Theology and Philosophy) +10, Listen +3, Move Silently +8, Perform (Oration) +5, Sense Motive +3, Sleight of Hand +6, Spot +3, Survival +3, Treat Injury +1.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Endurance, Heroic Surge, Improved Damage Threshold (x2), Iron Will, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Stealthy.

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

Talents (Dedicated Hero): Skill Emphasis (Knowledge [Streetwise]), Faith.

Talents (Skulk): Sweep, Sneak Attack +1d6.

Talents (Demagogue): Followers, Lead Followers.

Possessions: MAG-7, 3 boxes of 12-gauge ammunition (15), golf club, tactical vest.

HIRED GUARDS

These men come from various gangs and even from the ranks of the Enforcers, hired by the West Side Gang to provide security for their illegal drug lab in the Zones. Unscrupulous and greedy, these men have no loyalty to the gang and will flee if confronted by a determined (or overpowering) enemy.

Hired Guard, Strong Hero 3: CR 3; Medium-size humanoid; HD 3d8+3; HP 17; Mas 13; Init +2; Spd 30 ft; Defense 19, touch 14, flatfooted 17 (+0 size, +2 Dex, +2 class, +5 equipment); BAB +3; Grap +5; Atk +5 melee (1d6+4, metal baton), or +7 ranged (2d6, M9 Spectre); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +3, Ref +3, Will +2; AP 1; Rep +0; Str 14, Dex 15, Con 13, Int 8, Wis 12, Cha 10.

Occupation: Predator (Hide).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Gamble +2, Hide +4, Knowledge (Streetwise) +0, Listen +2, Move Silently +3, Spot +2.

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

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

Possessions: M9 Spectre, one box of 9mm ammunition (50), metal baton, light-duty vest.

DOUGAL

A kind of young "mad scientist", the individual known as Dougal is a reject from the Tech Union' cadre of trained chemical researchers. This youthful, arrogant, and utterly unethical fellow was kicked out of the 'Corps during his apprenticeship for unorthodox practices that led to several questionable deaths. Since the demand for men of his genius is great, this was ultimately forgivable, but since he also continually displayed an arrogant disregard for his superiors, he was promptly booted out onto the street.

A truly wretched individual, Dougal is the kind of young man who believes he is destined for greatness, longing to be worshipped - and as a man with some scientific training, he views all other people as little more than "test subjects" to be used at his leisure. To make matters worse he is also addicted to many of the chems he produces. Though his kind are despised by the "real" scientists who keep the Metropolis drug and medical industry afloat and at least quasi-respectable, he was quickly hired by the Mayor to produce an illegal and *lethal* form of Crazy Cat that has just recently begun hitting the streets.

Dougal is totally unbalanced, a side effect of his own monomania, drug addictions, and tendency to be "high" roughly five days out of the week. Though this makes him foolish and coherent only part of the time, this also makes him fearless with little regard for intimidation and bodily threats.

Dougal, Smart Hero 4/Fast Hero 2: CR 6; Medium-size humanoid; HD 4d6+4 plus 2d8+2; HP 29; Mas 12; Init +2; Spd 30 ft; Defense 17, touch 17, flatfooted 15 (+0 size, +2 Dex, +5 class); BAB +3; Grap +2; Atk +2 melee (1d3-1 nonlethal, unarmed), or +5 ranged (2d6, M9 Spectre); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +2, Ref +7, Will +4; AP 3; Rep +2; Str 8, Dex 14, Con 12, Int 15,

Wis 10, Cha 13.

Occupation: Academic (DW) (Knowledge [Earth and Life Sciences], Research).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Bluff +4, Computer Use +6, Craft (chemical) +13, Craft (pharmaceutical) +11, Diplomacy +2, Disguise +3, Drive +3, Escape Artist +3, Forgery +6, Gamble +1, Gather Information +2, Hide +5, Intimidate +2, Knowledge (Behavioral Sciences) +6, Knowledge (Business) +4, Knowledge (Current Events) +9, Knowledge (Earth and Life Sciences) +6, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +11, Knowledge (Technology) +6, Listen +1, Move Silently +5, Research +11, Sense Motive +1, Sleight of Hand +5, Spot +1, Treat Injury +4.

Feats: Deceptive, Educated (Knowledge [Behavioral Sciences], Knowledge [Earth and Life Sciences]), Iron Will, Lightning Reflexes, Medical Expert, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Stealthy.

Talents (Smart Hero): Savant (Craft [chemical]), Trick.

Talents (Fast Hero): Evasion.

Possessions: Lab coat, gas mask, M9 Spectre, one box of 9mm ammunition (50), three *ready syringes* (each with one dose of *Psycho*).

SCIENTISTS

These men are former members of the Tech Union who for one reason or another have been thrown out or censured for malpractice and/or “sub-standard scruples”. Though officially denied work with the Tech Union, there is never a shortage of demand among the gangs for men with technical or medical skills. These men specialize in the production of chemical substances, particularly drugs.

Scientist, Smart Hero 1: CR 1; Medium-size humanoid; HD 1d6+1; HP 5; Mas 12; Init +2; Spd 30 ft; Defense 12, touch 12, flatfooted 10 (+0 size, +2 Dex, +0 class); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed), or +2 ranged (2d6, M9 Spectre); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL West Side Gang; SV Fort +1, Ref +2, Will +2; AP 0; Rep +1; Str 10, Dex 15, Con 12, Int 14, Wis 13, Cha 8.

Occupation: Academic (DW) (Knowledge [Earth and Life Sciences], Research).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Bluff +2, Computer Use +4, Craft (chemical) +6, Craft (pharmaceutical) +7, Diplomacy +0, Disguise +1, Drive +3, Gamble +2, Hide +3, Knowledge (Behavioral Sciences) +4, Knowledge (Current Events) +4, Knowledge (Earth and Life Sciences) +4, Knowledge (Streetwise) +4, Knowledge (Technology) +4, Listen +2, Move Silently +3, Research +6, Sense Motive +2, Spot +2, Treat Injury +2.

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

Talents (Smart Hero): Savant (Craft [pharmaceutical]).

Possessions: Lab coat, gas mask, M9 Spectre, one box of 9mm ammunition (50).

NEW ITEMS

The following are other miscellaneous items that the PCs can acquire during the course of the adventure.

ENFORCER ARMOR “PLUS”

The new suit of Enforcer armor has been developed to give the police officer more survivability in the hazardous law enforcement environment of Metropolis Rho. Based on the stylized “Enforcer armor” long used by the police officers of MetRho, the “Plus” model includes several new features. These include a built-in gas mask/rebreather (this system acts exactly as a gas mask but with a filter that cleans and recharges itself if left off for 1 hour), a head-set radio with a 1 km range (this has the same capabilities as regular Enforcer armor, but with longer range), voice and face recognition software linked to an eyesight camera that matches a suspect’s features and voice patterns with the City Computer database (usual time between transmission of data and receiving a match from the City Computer is 30 to 60 seconds), and a self-polarizing face shield that makes the officer immune to blinding flashes (such as from a flashbang). It otherwise protects as *Enforcer armor* (see *Urban Decay*).

Cost: 2,400 cp. **Craft DC:** 28.

TABLE 2-1: NEW WEAPON

Weapon	Damage	Critical	Type	Size	Wgt	Cost	Craft DC
Manprod (simple)	4d6	x2	Electricity	Medium	3 lb.	5,000 cp	28

MANPROD

Developed to give Enforcers of MetRho more hitting power, the *Manprod* is an improvement on the *stun batons* that have long been their standard weapon of choice. Though basically similar in appearance, the Manprod makes use of a much higher capacity discharger that jolts the victim with a more violent charge of electricity. Though reportedly extremely painful for the victim, the increase in stunning power is remarkable.

All damage done by a Manprod is nonlethal.

"PUNISHER" PATROL CAR

The *Punisher* patrol car is just a prototype that the R&D team of the Enforcers hope will become the future in MetRho's law enforcement vehicles. A much sleeker and more stylish vehicle than the *Terminator*, the Punisher is more than an intimidating reminder of the Enforcer's presence - it offers a very real upgrade in police technology.

The main focus on the Punisher is survivability and a prolonged lifespan. As such the Punisher features

an armored body, puncture-resistant tires (hardness 3 and 5 hit points), and even a computerized (a.k.a. "smart") weight distribution system that makes it almost impossible to push over by rioters. In addition the Punisher has tear gas smoke dischargers concealed behind sliding plates that allow it to lay down a spread of tear gas around it to clear mobs. It also features a television periscope equipped with full nightvision and IR capabilities, a standard two-way radio, and a fully stocked first aid kit.

One of the marvels of the new Punisher is a sophisticated surveillance package that is new to the patrol car concept. This surveillance equipment includes an X-ray video camera and laser microphone suite that can be mounted on either side of the car (or in front or back), and can be moved to a new facing with less than five minutes effort. These allow the crew of the vehicle to spy on the contents of rooms concealed behind building walls, single out pedestrians in a crowd to overhear what they are saying, or even look into and listen in on conversations taking place in other cars while driving parallel to them on the road.

TABLE 2-2: NEW VEHICLES

Name	Crew	Pass	Cargo	Init	Man.	Top Speed	Def.	Hard.	HP	Size	Cost	Craft DC
Punisher	1	4	200 lb.	-2	+0	310 (31)	8	5	38	H	50,000	25

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