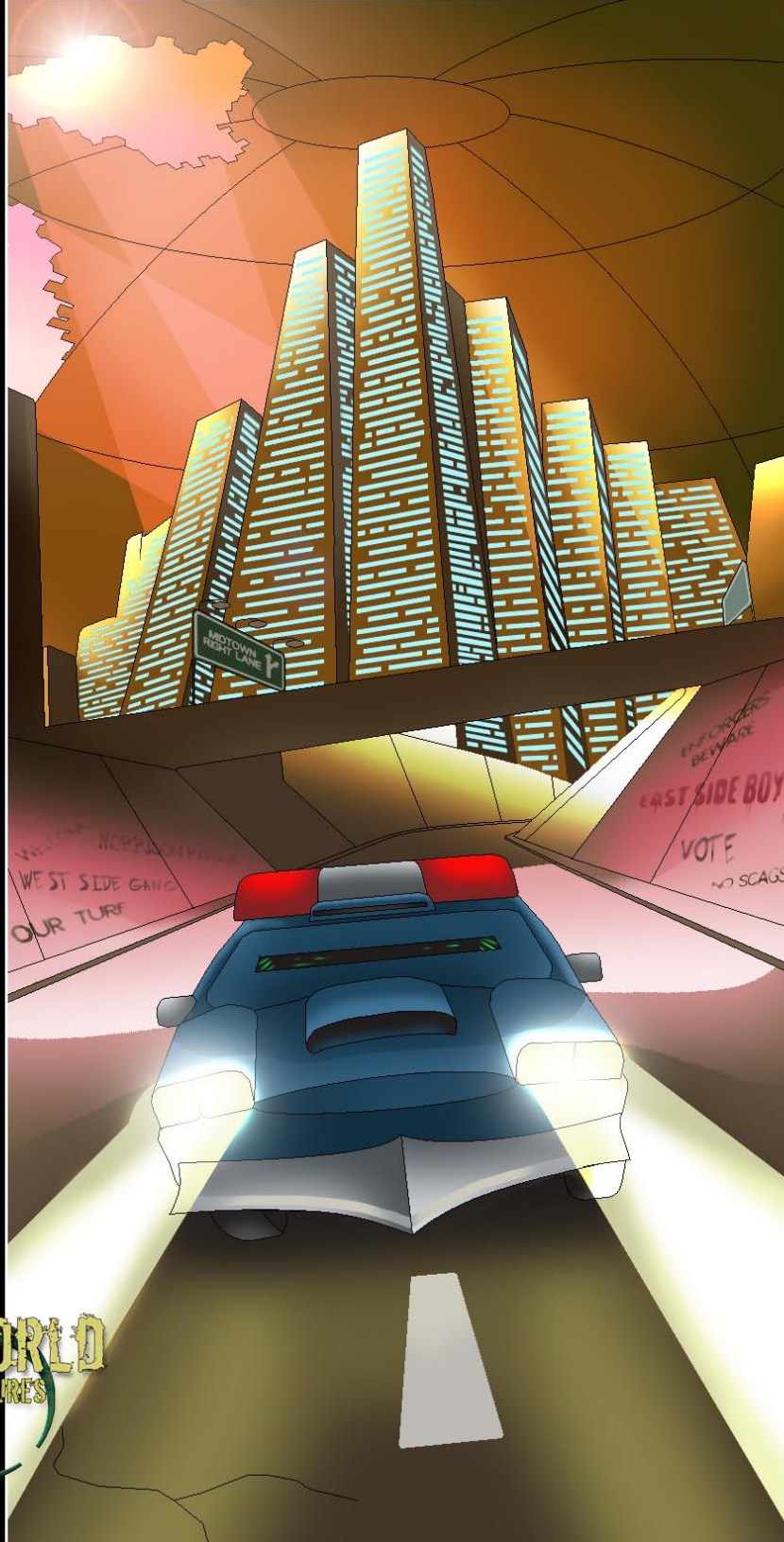


METROPOLIS RHO: HUMANITY IN A BOTTLE



BY

MR 3

DOMINIC COVEY

ART: J. LONGENBAUGH, DOMINIC COVEY

CARTOGRAPHY: DOMINIC COVEY

EDITING: CHRIS VAN DEELEN, CHRIS DAVIS

LAYOUT: CHRIS DAVIS

PLAYTESTING:

DOMINIC COVEY, CHRIS DAVIS, CHRIS DERNER,
CHRIS HOOVER, RYAN KELLEY, ETHAN RIPPLINGER,
AARON WIGGINS, CHRIS COVEY.

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CHAPTER THREE: REDEMPTION

As *Chapter 3* begins the PCs face their job with a disjointed sense of aimlessness and impotence. While they have learned the remarkable secret of Therese, they have also been party to a cold-blooded slaughter of innocent people (at the University). And they know that while their efforts may glean them more and more insight into the true mystery surrounding Nathaniel Durante's murder, they soon learn that there is very little they can do to avenge his death.

Chapter 3 begins with a tragic turn of events - the suicide of Commissioner Thorwal, perhaps the only honest man in the Enforcers, and their "patron". But after this tragedy the seemingly hopeless case begins to pick up speed, culminating in the building of an alliance with the most unlikely of former enemies to bring the culprits of the Durante murder to justice.

SUICIDE OF THE COMMISSIONER

While the PCs are still recovering from the shock of Dr. Orson Grant's testimony concerning the origins of the girl Therese, they are sideswiped by a tragic event - the suicide of Commissioner Thorwal. Taking the Enforcers off guard, this event has far-reaching repercussions as it spells the beginning of the end for the fragile system of law and order in Metropolis Rho.

COMMISSIONER THORWAL

Having been a part of the Enforcers for the better part of his life, the genuinely good man behind the Commissioner badge discovered the truth behind the organization - and all of Metropolis society - thanks

to the access to the *City Control Computer* granted him on taking his post. Years ago, after taking over command of the Enforcers, Commissioner Thorwal ventured deep into the City Computer and accessed historical files that were better left buried.

For years afterwards Commissioner Thorwal fought a war of ethics deep inside himself, cherishing a false image of how Enforcers should be the noble protectors of the citizenry, and the ugly revelation of

how the Enforcers were resurrected by "Mayor" Max Anderson generations ago, and how much society has been twisted by its very own violent nature.

As this ongoing moral crisis built up it ate away at him, and ever since the deaths of his wife and child, he has seen very little reason to carry on.

At beginning of *Chapter 3* Commissioner Thorwal gives in to his inner turmoil and commits suicide, an event that sets the PCs up for a short voyage of discovery about the city and its mysterious history. Having spoken to the characters during their earlier briefing (see *Meeting With The Commissioner*),

CHAPTER 3 RUMORS

1. Somebody ought to crucify Anders Krestal (of Krestal Fuels). The price of fuel these days has gone through the roof, making it virtually impossible for all but the wealthiest citizens to own cars. On top of that the quality of gas these days is atrocious; vehicles are choking up everywhere and dying on the side of the road. I don't care what anybody says, you can't make "gas-out-of-grass", it's bullshit. *True, the gas produced by Krestal Fuels is sub-standard, but it is a stopgap measure intended to hide the fact that the city is running out of fuel sources.*
2. I hear there was a huge Enforcer raid of the old University ruins. Supposedly the "muties" of the Underground were using it as a secret hideout. 'Hope the boys in blue chalked up a bunch of those monsters. *True; the PCs participated in the raid.*
3. I hear the Commissioner of the Enforcers committed suicide! But don't get your panties in a bundle; word on the street is the death of the old softie has only made the Enforcers meaner and more unforgiving. Better watch you don't break the law - pretty soon there won't even be trials anymore. *True, with the death of Commissioner Thorwal (and without his even hand) the provisional leadership of the Enforcers has become more ruthless and mercenary.*
4. R&D has some neat new gizmos. You should take the time and pay them a visit - they love showing off their new creations. Some of that stuff will never make it to production, so it may be worth the visit just to see what could have been. *This is true; during the adventure the PCs may find rare objects and curiosities to trade with R&D to get some of these unique gadgets (see Research & Development).*

Commissioner Thorwal saw in them a chance to redeem himself. Suspecting (along with the PCs at this point) that Therese is in fact an “Outsider”, his last act is to give the player characters the tools they need to discover how to take Therese and escape the city for the freedom of the outside world.

The scene begins with an unexpected broadcast from Enforcer headquarters...

As you drive through the ruined streets, staring out the windows of the Peacemaker, you are all overcome by a strange feeling - something new, something you don't think you've ever felt before. Sadness? Remorse? Guilt? The recent events of the raid on the University have left you pondering your loyalties, and the many deeds you've done just to survive in the Metropolis.

Suddenly you begin to notice the sight of the mangy Unproductives on the side of the road. Men, women, children, and elderly. Picking through the rubble looking for something to eat. Fighting over food ration tickets. Wearing rags and looking as thin as fence posts.

The silence that has overcome the squad is suddenly broken by a buzzing on the radio.

“All squads...this is a general order for all units to return to precinct headquarters... there has been a development in the command situation...Repeat, all units return to precinct headquarters until further notice...”

RETURNING TO PRECINCT HQ

When the PCs return to precinct headquarters they find the station in chaos. Crowding the station are over one hundred uniformed Enforcers, shouting in an effort to find out the reason for the recall to headquarters. Prisoners in the process of being

booked are thrown out onto the street because the officers on duty have their hands full. In the madness no one seems to be getting answers, and the tension is bringing everyone to the verge of a riot.

The PCs can attempt to find out what is going on by making a Gather Information check at DC 14. If successful they learn that the Commissioner was found dead in his office only an hour ago, an apparent suicide. While an investigation is underway and an emergency meeting of the captains is being held to pick a new leader, the precinct's Enforcers have been recalled. The recall will last until the new administration decides on a policy regarding the political situation (in other words, the new Commissioner may have friends in gangs that the former one didn't, so former alliances and enmities may shift).

When this explanation starts to go around the Enforcers present protest, angry at being suspended (even if temporarily) and losing the opportunity to police the streets - and collect the bounties they've come to rely on for their daily bread and butter. The desk sergeant assures the men that they'll be paid as normal; yet again the scene dissolves into chaos.

If the PCs want to they can skip the mess in the station and head right up to the Commissioner's office.

Taking the elevator the PCs arrive at the Commissioner's office atop the precinct high rise within minutes. A team from homicide has already cordoned off the area, but with their credentials (having been assigned to homicide) the PCs are allowed entrance to the office.

THE SUICIDE

Read the following when the PCs enter the crime scene:

Entering the Commissioner's office is like stepping into a dream. The lavish furnishings and quiet construction intended to give the Commissioner his much-desired isolation now make the office seem more like a prison than an escape.

There, at the Commissioner's desk, are a number of officers, investigating the scene, taking photographs, cataloguing everything as it is laid out, etc... They seem totally oblivious to the centerpiece of the chilling scene - the Commissioner's dead body, slumped in his leather chair; a bullet hole in his temple. Nearby an old-fashioned pistol sits on the ground, dropped from his limp hand.

Though you find yourselves struck speechless by the sight of your dead leader, the Commissioner somehow seems at peace now. The worry and secret troubles of this man are now buried.

May he rest in peace.

The PCs can look around if they like, but their actions will be monitored by the other officers. They can make a Diplomacy check to convince the other officers to leave the scene momentarily, but doing so requires a bribe of at least 300 credits. The DC for this check is 20 (-1 for every 100 credits the PCs offer in a bribe). If successful they get suspicious looks from the investigative team, but they take the bribe and leave, promising not to say a word.

Looking around the room the PCs find the following items:

- A bottle of expensive booze (worth 100 credits);
- A photograph of the Commissioner in full uniform with his wife, framed, on the desk, and within arm's reach of his body;

- An antique *Colt Trooper Mk III*, lying on the carpet beside the chair (apparently the weapon he committed suicide with), now empty;
- A box of .357 caliber ammo, lying on the desk, with 49 shots remaining;
- The Commissioner's wallet, on his desk and opened; inside are 50 credits in cash and a concealed photo of the Commissioner with his wife and son (if the PCs had any doubts about Dr. Cole's tale, this photo gives substantial weight to his story of the Commissioner's son);
- The Commissioner's *cigar box*.

Though they might suspect murder, an Investigate check (DC 14) indicates that this was, in fact, a suicide. Considering what the PCs now know of the Commissioner's tragic family life (after their visit to the University), this should not be too hard to accept.

Most of the items mentioned above are not unusual, though they speak volumes of the Commissioner's life and personality - the importance of his late wife (within arm's reach of him at all times, even if only in a photograph), the love of his genetically-ill son (a photo of whom was in his wallet, which he took out to stare at before killing himself), and his reverence for the past (using an antique pistol, once a common sidearm of Ancient-era policemen).

If the PCs look inside the cigar box, however, read the following:

When you look inside the cigar case, you see it is empty. And yet while there are no cigars there is an unusual item inside the cigar box - an access card, sleek and black, with three words etched on the surface: "City Control Computer".

The City Control Computer, as you all know, is

a nine-story underground building housing some of the most advanced computers still operating in the city. These computers were constructed centuries ago to monitor and control the systems that keep the city alive and functioning, including water, electricity, and even traffic. A virtually "intelligent" computer system in whose hands the entire city's livelihood rests. What on earth is a City Computer access card - one of the rarest and most restricted items in the city - doing in the Commissioner's cigar case? Could it be that he put it in the cigar box for a reason?

In reality the Commissioner has left the card here deliberately for the PCs to find. He hopes they will use the card to get into the City Computer and learn what he did - about the origins of the Enforcers, the nature of the city, and most importantly, that the Barrier can be crossed.

RAID ON THE POWER STATION

The entire precinct, and indeed the entire organization of the Enforcers, is shaken by the tragic and unexpected death of Commissioner Thorwal. The city government seems strangely silent in this time of crisis, a fact not lost on the city's warring gang factions. By mid afternoon the first reports of crime sprees begin to reach Enforcer precincts all over the city. Minor gangs, emboldened by stories of the Commissioner's death and rumors that the Enforcers are in disarray, take to the streets and begin looting and vandalizing all over the central part of the Metropolis.

By two o'clock the PCs, like many other squads, are sent out to show that while the Commissioner

may be dead, law and order will be upheld. For the first time since the death of the Commissioner - as if they had been waiting on the sidelines to see how public reaction would unfold - the Mayor's office releases a statement that orders all citizens to cease their "rampage of lawlessness", return to their homes, and observe a curfew until things settle down. The Mayor's spokesperson also appears on television to reassure the major gangs and businesses (including the Tech Union) as well as the common man that the death of the Commissioner was due to "natural causes" (a lie) and that his death does nothing to hamper the mission of the Enforcers.

Though the anarchy dies down in due course, by six o'clock that evening the PCs are still patrolling the streets. If you like you can run the players through some minor encounters rounding up rioters or chasing down looters; nothing serious, and nothing lethal. When it becomes clear citywide that the Enforcers have not lost their ability to enforce the law merely because their Commissioner died, the people quickly abandon the riots and the streets become empty.

BAD NEWS

While the PCs are still in the field, surveying the empty streets and driving past burning buildings or looted stores, a sudden and unexpected development occurs on the north side of the city. At first assumed to be part of the chaos surrounding the death of the Commissioner; it soon becomes clear to Enforcer command that the "situation" is far more threatening than mere riots.

In response, all Enforcer squads immediately receive the emergency message below:

TO - All Squads

SITUATION - Code 415 (Terrorist Situation)

Exactly thirty minutes ago we received a report of gunfire at the Power Station in the Riverside district. Less than ten minutes later power outages were reported in several quarters throughout the city. So far 20% of the city is without power, and more sectors are reporting unstable power fluctuations with each passing minute.

Initial units responding to the situation assumed elements of a minor gang were toying with the city power grid as part of the chaos resulting from the death of Commissioner Thorwal. However, the first units on the scene reported heavy gunfire from assailants identified as members of the East Side Boys gang, apparently holed up within the plant itself. They appear to have taken over the station in a lightning attack, with a sizeable force, and have taken the contingent of technical personnel hostage.

Ten minutes ago we received a message from the terrorists. The East Side Boys are threatening to cut all power to all quarters of the Metropolis if their demands are not met.

Fargo Dan, top boss of the East Side Boys, is apparently leading this terrorist action personally. He has demanded an immediate removal of Mayor Morrison from power by the Council of Gangs, using the threat of a citywide power outage as leverage to motivate the other gang leaders into action.

This has come at a very bad time. Mayor Morrison has ordered all available Enforcer squads to the Power Station immediately. An immediate assault will take place to take out the terrorists before they can do permanent damage to the Power Station's systems. Since Reactors 2 & 3 are entirely automated, it is safe to assume they are largely holed up in Reactor 1, the main reactor, through which the

other reactors can be controlled.

An executive order has also been given from the Mayor's office for the total annihilation of all remaining East Side Boys for this treachery, with a 500,000-credit bounty on Fargo Dan himself, payable to any Enforcer who kills him. Civilian casualties are to be considered a secondary concern in this operation.

Report to the Power Station perimeter ASAP.

As if to underscore the message, the district in which the PCs are currently driving begins to lose power. All around them entire blocks go dark in a sweeping outage, neon signs blink out in unison, and traffic lights flash red on emergency power at every intersection. The entire skyline begins to fade as a citywide blackout seems to be sweeping over the Metropolis!

ON-SCENE BRIEFING

When the PCs arrive on the outskirts of the Power Station they are met by the tactical officer in charge, Lieutenant Combs, as well as Terry Phelps, a liaison sent by the Tech Union to assist in the crisis. Combs informs the PCs that he has established a secure perimeter around the scene, including setting up a tactical headquarters a safe distance from the power station, a roadblock keeping civilian traffic from the area, and snipers at each side of the field (see below) to monitor the movements of the "terrorists" on top of the main building. Having contained the situation, he also offers the following information:

- The first squad dispatched to the scene managed to enter the main building but reported heavy gunfire and were repulsed. Several of the terrorists were identified as members of the East Side Boys gang. This appears to be a desperate

attempt by the East Side Boys to make a stab at the Mayor as revenge for his citywide sweep of their business operations.

- After setting up the cordon the lieutenant received a radio transmission from the facility itself. The speaker identified himself as Fargo Dan, leader of the East Side Boys, and demanded the Council of Gangs convene to remove Mayor Morrison from office. He threatened to create a citywide power outage if his demands were not met.
- Although it's too early to know how many East Side Boys are in the complex, recon teams have observed one in the guard tower, one on the roof of the main building, two at the transformer station, and possibly one or two guarding the east entrance by the cooling towers.

With Phelps' input the lieutenant has created a probable picture of the East Side Boys' deployment:

- Though there are three separate reactors providing power to the city, the terrorists are probably located in Reactor Building 1, since the others are entirely automated and normally locked-down. Only Reactor 1 requires human personnel to operate, so this is where the terrorists are likely to be. They are most likely holding either the main control room or the reactor itself - or both. This is also probably where they are holding the technicians as hostages, since a large group would be easier to control in that kind of environment. Fargo Dan himself is probably in the main control room, where he has access to outside telephone lines to communicate with police and negotiate his demands.
- The two terrorists dispatched to the transformer

station are probably equipped with radios and explosives. By severing the power conduits (with explosives) the terrorists can make good on Fargo Dan's threat - cutting those lines will shut the entire city down. They will probably be in periodic contact with Fargo Dan, and will detonate their charges if they find out he has been killed or captured.

- There is an entrance from the canal at the cooling towers, which connects to the transformer station and, in turn, the main building. Any terrorists sent there are probably watching for any sign of commandos. They may be equipped with radios to warn the others in the event of an assault.

Considering the situation Lt. Combs' plan is to send in a single squad to take out the terrorists section by section without alerting the others. If they can pull it off, they'll be able to dismantle the explosive situation right under Fargo Dan's nose.

The terrorists have demanded the delivery of some food to prolong the siege. A truck from the Tech Union will be loaded with the food and sent up the recessed roadway to the main building. The PCs will be in the back of the truck, and can either infiltrate the main building by leaping out once inside, or else get off anywhere along the roadway (since it is recessed, they will be out of sight) and making it by foot the rest of the way.

Due to their reputation so far Combs immediately offers the PCs the job, but because he's the officer in charge of the operation he demands 50% of the bounty on Fargo Dan's head when it is collected. If the PCs refuse, he tells them he can always assign a different squad...

TERRY PHELPS

Phelps is largely silent during the briefing, only answering questions when prompted. A character making a Sense Motive check (DC 16) realizes that while Phelps is confused by the situation like everyone else, he suspects something else is going on.

Phelps will only relate his thoughts once they leave the company of the other Enforcers, and if the PCs make a Diplomacy check (DC 16):

- If successful, Phelps tells the PCs he believes the situation may be more "complicated" than first thought. He is hesitant to bring it up, but if prodded he tells the PCs that there was no emergency distress call from the plant when the "terrorists" attacked.
- If the PCs suggest that perhaps the East Side Boys attacked too quickly for the technicians to get off a distress call, Phelps frowns as if this was unlikely. He explains that there are alarm panels in the plant manager's office, in the control room, and in the reactor core chamber. It would be extremely difficult to hit all three simultaneously to avoid someone setting off the alarm.
- If the PCs ask him directly what he is suggesting, Phelps is quiet for a moment and then tells them. He believes somehow Fargo Dan has convinced the technicians to join him, or at least not to resist his attempted takeover of the station. He cannot imagine why they would do so. He does, however, ask that on behalf of the Tech Union (and despite their orders) the PCs consider the civilians in the plant to be a high priority. *This is a lie; he, like many other members of the Tech Union, have a strong disregard for the current*

Mayor and, knowing that Fargo Dan is his most hated rival, might very well stand aside and not resist while he tried to sabotage his term in office.

THE OPERATION

This episode is a potentially nail-biting infiltration and assault operation in three stages. Fargo Dan and his men are expecting the Enforcers to assault the power station to liberate it, and are prepared to defend it with their lives. For them this is a last-ditch effort to oust the Mayor, and they are well entrenched within the facility.

The PCs will have to attempt stealth here to avoid tipping off Fargo Dan, who if alerted will do everything in his power to cripple the power station. Read the following section carefully for the layout of the complex, the placement of the "terrorists", and the tactics they will use during any attempted assault.

The party's best bet is to hit the men at the Transformer Station first, securing the vital machinery there from being detonated. They can then either hit the Cooling Towers, or move on the main station building. If they hit the main building they will need to move fast, else risk being seen and raising the alarm.

If they start a fight on the upper level is highly possible that the men there will be eradicated before they can call for help. If that is the case the PCs can simply move on after clearing the upper level, clearing out the next, and so on.

It is important that the PCs finally come head-to-head with Fargo Dan, probably in the *Control Room*, where he can explain what he's doing and (possibly) earn the party's sympathies.

TERRORIST TIMETABLE

Though the action should remain fluid, a timetable is provided showing how the terrorists will move about the facility when at ease. Note that this timetable will certainly change if the alarm is raised.

Round	Event
1	Technician Corps truck arrives at Area B of Reactor Building 1.
6	Two terrorists leave Area B and take food to Control Room at Area N. One terrorist leaves Area B and takes food to Transformer Station. One terrorist leaves Area B and takes truck driver to join the other hostages at Area O.
16	One terrorist leaves Transformer Station and takes food to Cooling Towers.
21	One terrorist leaves Cooling Towers and returns to Area B (arrives on round 31).
24	Fargo Dan and three terrorists leave Control Room at Area N to visit Reactor Level at Area O.
54	Fargo Dan returns to Control Room.

KEYED LOCATIONS TO THE SURFACE COMPLEX (AREAS A-L)

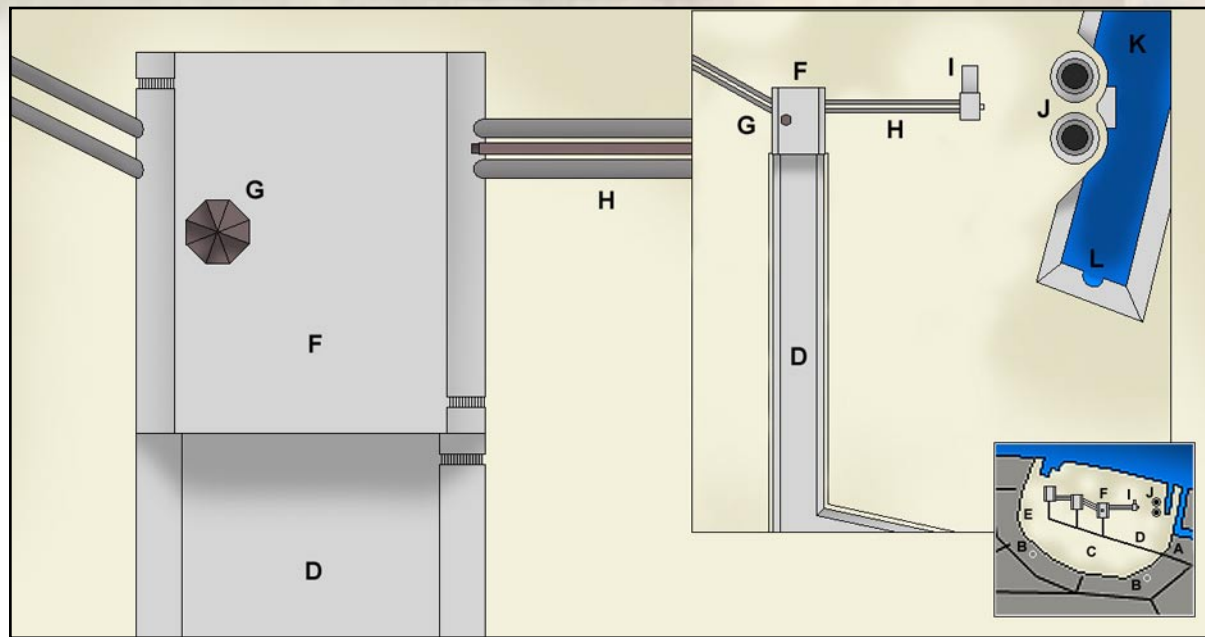
The following is an overview of the power station complex - from the outside.

A. TACTICAL HQ

This is where the Enforcers have set up their field HQ to deal with the emergency. It is far enough away from the power plant as to be safe from fire, but close enough to observe the operation.

B. SNIPER POSITIONS

These should not come into play, but the Enforcers have set up snipers (armed with Barrett Light-Fifties) in locations on either side of the field. These men have orders to watch the main power station building



(Area F); they will fire when given the order (if and when the alarm is raised they will kill the guard in the watch tower and any guards on the roof of the power station).

● **Typical Enforcers (2):** HP 23 each; armed with Barrett Light Fifties.

C. FIELD

The large open area surrounding the main power station building once served as a vehicle park for the various construction vehicles that built it, then later as temporary surface storage space for repair and maintenance supplies, as well as waste products from the power production process. Today most of this area is barren and flat, scavenged long ago for materials to build the Barrier or to repair various parts of the city in the 200 plus years since the Fall.

The terrain here varies from level to rough, so trekking across it is possible. However, electrified security fences still surround the area preventing vagrants and animals from coming near the vital power plant.

D. RECESSED ROADWAY

The main entrance to the power station is by this recessed concrete roadway. Either side of the roadway is sloped at a 60-degree angle, so it is impossible for vehicles to leave the roadway. However, characters on foot can scramble up the concrete slope with a Climb check DC 15.

E. SECURITY FENCE (EL 1)

A fifteen-foot fence surrounds the entire field area (Area C), and is electrified. Rusty and fading signs

adorn the fence at regular 30-foot intervals warning of the danger.

Anyone accidentally coming into contact with the fence must make a Reflex save (DC 20) or suffer 2d4 points of electricity damage. Anyone deliberately touching the fence (such as to cross over it) does not get a save.

F. POWER STATION (EL 2)

These are the three main power station buildings, each which dominates the nearby landscape like a titanic “bunker”. Beneath each “bunker” is one of Metropolis Rho’s three aging nuclear reactors, which provide the power needs of the entire city. Two of these (Reactors 2 & 3) are entirely automated, run from the control room in Reactor Building 1. As such, Fargo Dan and his “terrorists” have left these reactors alone and concentrated their forces in Reactor Building 1.

See the separate key below for details on the layout of Reactor Building 1.

GM’s Note: The East Side Boys have one ganger patrolling the top of the bunker-like building, keeping an eye out on the approaches to the station. If he sees trouble (for example the guard in the tower is killed by a sniper) he will flee by foot to one of the nearby staircases (see map) and attempt to enter the building via the *Offices (Area H)* of the power station, heading directly to the *Security Office (Area E)* to raise the alarm.

☛ **East Side Boy Survivor (1):** HP 13.

G. GUARD TOWER (EL 2)

Standing over Reactor Building 1 is a 40 ft. tower, reminiscent of a prison guard tower. Like the rest of the power station this tower predates the Fall, and shows its age in cracked stonework and peeling paint. Despite this it is still a superior vantage point from

which to watch the approaches to the power station. The tower top features a sloped roof, covered wrap-around walkway, and hand-operated searchlights on four of its eight sides.

Fargo Dan has dispatched a ganger, one of his better marksmen, to hold the guard tower and keep a lookout. In addition to his weapon this ganger has binoculars and a walkie-talkie. If he spots any suspicious activity outside he will radio directly to Fargo Dan, raising the alarm.

☛ **East Side Boy Survivor (1):** HP 13; equipped with binoculars and walkie-talkie.

H. POWER CONDUITS

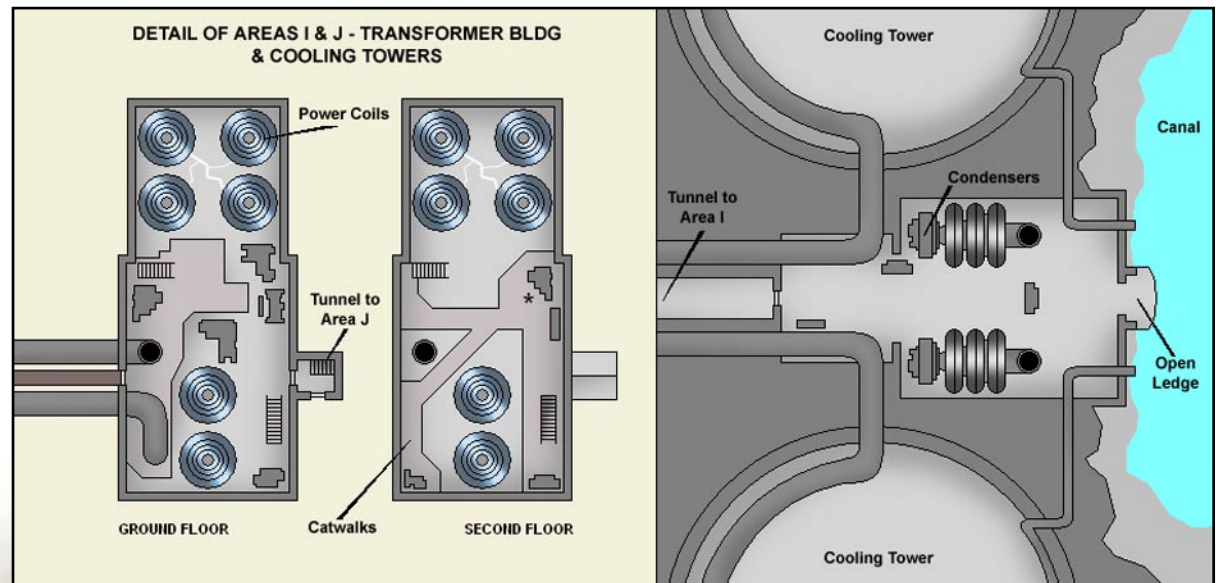
Two enormous metal conduits run from the main power plant building towards the transformer station. Inside of each of these enormous conduits are bundles of power lines carrying the continuous stream of 400,000 volts of electricity produced by the

reactor.

The metal armor sheathing the conduits are too heavily armored to damage. A small metal walkway runs between the two conduits, also connecting the two buildings.

I. TRANSFORMER STATION (EL 4)

This large stone building holds the powerful transformers and power lines that radiate out from the power station complex and into the Metropolis. Though the equipment in this building is more than 200 years old, the genius of the Tech Union’ personnel has kept the machinery operating despite rust, burn-outs, and the inevitable disintegration that comes with great age. Huge power coils soar upwards towards the roof, scaffolds of black metal bars meander between transformer machinery like strands of fragile webbing, and the near-constant crackle of electricity reverberates through the room



accompanied by the occasional arching of power from one metal console to another. The entire place is reminiscent of Frankenstein's workshop.

Standing on one of the catwalks are two members of the East Side Gang, ordered to remain here by Fargo Dan. The two men have orders to monitor their radio and, if the signal is given, to detonate charges they have placed on the transformer machinery.

GM's Note: The noise made by the machines in this building is deafening. All Listen checks are made with a -12 circumstance penalty. Since the two guards share a walkie-talkie, they leave it on the console marked with an asterisk (*) on the map. If either guard moves more than 10 feet from the radio they must make a Listen check at DC 20 to hear any transmissions. Thus, if the PCs are lucky, distracting the men or luring them away may prevent them from hearing Fargo Dan's order to destroy the transformers.

In addition to the noise, anyone not sticking to the upper catwalks risks being shocked by the arching electricity. Each round there is a 1 in 6 chance that a bolt of electricity leaps from one power coil to another somewhere in the room, shocking a random individual caught out in the open. This causes 4d6 points of electricity damage (Reflex save for half); if the save is failed the character is also *dazed* for 1d2 rounds.

Development: The two guards must detonate the explosives manually by linking two disconnected wires. To do this one of them has to move to the main console (marked *) and spend a full round linking the wires and making a Demolitions check at DC 10. They will then have two rounds to clear the building before the bomb goes off, destroying the transformers.

● **East Side Boy Survivors (2):** HP 13 each.

INTERROGATING PRISONERS

During the course of the operation the PCs can conceivably capture members of the East Side Boys and interrogate them about the defenses Fargo Dan has set up. If the PCs attempt this they can use Intimidate to glean the following info:

- Intimidate DC 22:** The general location of fellow gangers among the buildings;
- Intimidate DC 25:** Where Fargo Dan has put his HQ (in the *Control Room* at *Area N*);
- Intimidate DC 22:** That there are lookouts at *Area I*;
- Intimidate DC 25:** That the elevator at *Area L* is booby-trapped;
- Intimidate DC 25:** That there is an ambush prepared for the Enforcers at *Area M*;
- Intimidate DC 27:** That the technicians are cooperating with Fargo Dan and are not really "hostages";
- Intimidate DC 27:** That the technicians are hiding out in *Area P* to avoid being killed in the assault.

Other information is possible, depending on the questions put forth by the characters, so you may have to play interrogations by ear. Note that since the men are desperate, this information will only be gleaned if the ganger is physically threatened, deliberately injured (i.e. tortured), or promised medical attention/amnesty in exchange for cooperation!

J. COOLING TOWERS (EL 4)

Two aging cooling towers rise over the barren landscape of this part of the city, still blinking with red aviation lights along their upper rims to warn off low-flying aircraft (which no longer exist).

During the power generation process the steam used to generate electricity in the power plant turbines is vented here into *condensers*, which contain cold water drawn directly from the canal. When the hot steam and cold water mixes it causes condensation, turning the steam into liquid and drawing it back to the reactor to be re-used. Though this keeps the temperature in check for a time, as this water slowly heats up it is necessary to force it into the cooling towers to cool off completely. Once inside the towers the water is pumped up bare coils that run the length of the towers, losing heat as it is

gradually exposed to the air.

GM's Note: A small map of this location is provided. The two large condensers are shown; they are too massive to be damaged by small arms fire. The large ducts contain a steady stream of super-heated steam. Any stray gunfire has a 1 in 10 chance of rupturing a duct, causing anyone within 10 feet to be scalded for 4d6 points of damage per round (Reflex save for half). The smaller ducts contain lukewarm water from the cooling towers, which is pumped out over the cliff and into the canal (see map).

In addition to these features there is an open ledge overlooking the canal (*Area K*), providing a steady cycling of air to keep the condensers cool. Fargo Dan has positioned two men here to watch this potential entrance in case the Enforcers try an assault from this direction. Though the ledge is some forty feet above

HUMANITY IN A BOTTLE: REDEMPTION

the canal, it is possible that Enforcers equipped with ropes and grappling hooks might make the ascent.

Both men have walkie-talkies, and have orders to report any suspicious sightings at once.

● **East Side Boy Survivors (2):** HP 13 each; equipped with walkie-talkies.

K. CANAL

This deep ravine is filled with heavily polluted water from the river. Impellers continuously cycle this waterway so that cold water can be drawn up into the condensers at *Area J*. The actual surface of the water is more than 40 feet down, so a fall from this height is potentially lethal.

L. CANAL DRAINAGE DUCT

At this point wastewater from the city is dumped out into the power station canal to find its way into the river. The duct is rather large (30 feet wide and 25 feet tall), and is protected by a metal grate. This grate, rusted as it is, can still be opened by accessing the security panel (Disable Device DC 14).

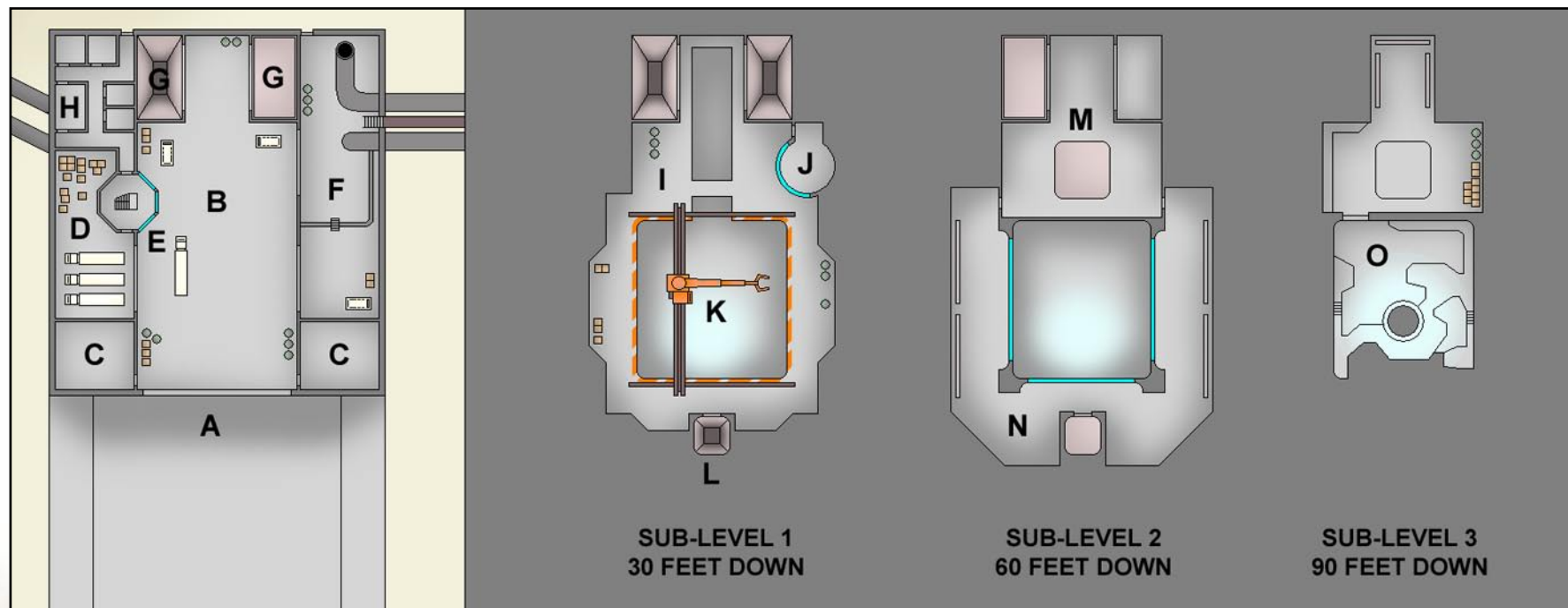
The duct itself leads into the city, where it branches off towards various districts. It does not connect to the power station building itself, but might prove to be an ideal escape route...

KEYED LOCATIONS TO REACTOR BUILDING 1 (AREAS A-O)

Because the power station consists of several different levels, the following provides a detailed description of the main building.

A. MAIN DOORS

Two hydraulically operated automatic doors cover the entrance to each reactor building. These can be opened and closed manually from a panel on either side, from the *Security Office (Area E)*, or remotely from controls in most Tech Union trucks assigned to this site (including the one the PCs are in delivering the food).



B. MAIN FLOOR (EL 8)

This large area is where the terrorists will ascend from below to receive the food drop-off. The chamber is a large garage-type area, large enough for several trucks and towering stacks of crates. Currently it is almost empty, except for a pair of white vans (from the Tech Union), and several crates and drums. There are also six “terrorists” present waiting for the Tech Union truck to arrive.

Development: The six gangers will level their guns at the truck, order the driver out (and tie his hands before taking him down to join the rest of the hostages), and begin unloading the food. They will be alert, so the PCs will not take them by surprise if they jump out of the truck hoping to ambush them.

Once the gangers go through the food four of them will leave with the hostage or to deliver food to their comrades (see the *Terrorist Timetable* above). The other two will remain and guard the main entrance until the others return.

♥ **East Side Boy Survivors (6):** HP 13 each; also equipped with plastic wrist-ties.

C. STORAGE

These large chambers are merely set aside for materials storage. They hold nothing of interest to the PCs.

D. GARAGE AREA

This large open area currently houses three large transport trucks, normally used to haul heavy machinery in and out of the power station to a maintenance facility elsewhere in the Metropolis. None of these trucks contain any fuel (fuel is siphoned out when not in use, since gas is becoming so rare), and the keys are in the security office.

E. SECURITY OFFICE (EL 5)

The security office is an octagonal room overlooking *Area B*. From here security members of the Tech Union watch and log activity in the facility on a daily basis. When the terrorists took over they made this their temporary HQ, at least until Fargo Dan could make it below and transfer his command to the Control Room. They also looted the arms lockers here, equipping some of their men with captured *stun pistols*.

The security office is well lit with fluorescent lights, and large bulletproof windows (with the same durability of a standard door) provide a good view of the main floor. A rickety metal staircase snakes upwards to the top of the guard tower (*Area G* of the surface complex). Computer monitors here provide a direct link to cameras outside of each reactor building, as well as *Areas A* (watching approaching vehicles), *B*, *F*, and *N* of Reactor Building 1. As a result, if the gangers here see anything on these monitors they will be able to trigger the alarm.

A direct comm. system links this office with the Control Room at *Area N*, so the gangers here can alert Fargo Dan immediately. They also have a walkie-talkie assigned to their group in case they have to flee the office.

The security office door can be locked from the inside, and if the gangers on this level are overwhelmed the remnants may retreat here to make a stand. If the guard atop the tower is still alive he will also retreat here.

♥ **East Side Boy Survivors (3):** HP 13 each; group equipped with one walkie-talkie.

Treasure: On one wall is a security locker, which the East Side Boys looted when they took over the facility. However, they left behind two *power clips* in their haste.

F. MACHINE ROOM (EL 2)

This machine room has a spare van as well as crates and drums, but the majority of it is taken up by huge electrical pipes and power conduits heading to the *Transformer Station*. A small stair on the east wall leads to an elevated catwalk connecting the two buildings; the door is not currently locked.

A single East Side Boy is assigned to guard this room. Since the sound of the machinery is extremely loud, he suffers a -4 penalty to all Listen checks.

♥ **East Side Boy Survivor (1):** HP 13.

G. ELEVATORS

Two huge bulk elevators connect the surface with the levels below. These are large enough to accommodate heavy construction equipment as well as large machinery weighing up to 50 tons. When the elevators begin to move, the noise reverberates throughout the whole building. Each elevator has a control panel on it so they can be controlled independently.

GM's Note: Fargo Dan has set up the elevators to prevent easy access to the lower levels of the complex. The elevator marked “A” has been called down to the bottom level and temporarily disabled (a Computer Use check at DC 27 is needed to reactivate it and call it back up; however, if it starts to move the gangers below at *Area I* will know the Enforcers have infiltrated the station since all East Side Boys have orders not to use this elevator without Fargo Dan's permission). Elevator “B” is currently on the top level, but will only go to the second level before stopping. At this point passengers will have to transfer to elevator “A” and call it up (alerting the guards); otherwise they must some other means of going deeper into the complex.

H. OFFICES (EL 2)

This complex includes a cluster of administrative offices, technician's break room, and restrooms/shower facility. The "terrorists" were quick to clear this area out and take the personnel below.

A single East Side Boy is assigned to patrol the corridors. However, at the GM's discretion, any sound of combat is likely to be heard by the personnel in the *Security Office (Area E)* and if so, they will react accordingly by raising the alarm.

☛ **East Side Boy Survivor (1):** HP 13.

I. GUARD LOOKOUT (EL 5)

The East Side Boys have set up sentries at this spot, with a clear view of elevator "B". If and when they hear the elevator(s) in operation they will move behind the wall of drums for cover (this counts as three-quarters cover). They will fire on anyone they don't recognize as either technicians or fellow East Side Boys.

☛ **East Side Boy Survivors (3):** HP 13 each; armed with *stun pistols* and one *power clip* each.

J. TECHNICIAN'S STATION

Separated from the robot arm area (*Area K*) by a wall of transparent bulletproof glass, this small computer station controls the robot arm and various other minor functions related to the daily operation of the reactor. Since the East Side Boys lack the technical know-how to operate the systems, they have left the station alone.

The PCs can use the computer here to operate the robot arm at *Area K* (see below). Doing so requires a Computer Use check at DC 22.

K. ROBOT ARM

This massive articulated robot arm is controlled by

electronic joystick mechanism from the *Technician's Station* (and, alternatively, from the *Control Room*, but to control it from this area a Computer Use check at DC 22 must be made to bypass the *Technician's Station*). The robot arm is set on a heavy industrial rail, moving up to the pit and angling downwards to retrieve nuclear fuel for the plant. It then rolls down the rail and can be used to delicately place the rod within the core from above.

The robot arm is sturdy enough to hold more than 2,000 lbs. at a time. In addition it can move vertically as well as horizontally, from this level to any level below (it is conceivable that the PCs could climb onto the arm, have one of their number control the computer at *Area J* to lower them to the Control Room, and come crashing through the glass to take Fargo Dan by surprise).

L. ELEVATOR TO CONTROL ROOM (EL 3)

This elevator connects directly to the Control Room below. Unfortunately, Fargo Dan ordered his men to trap it!

The trap is a devious one; Fargo Dan had his men remove the control panel on this level, take out most of the components, hide a chunk of plastic explosive inside the niche, and replace the cover. He then called the elevator down to the level below. Now that the trap is set, if anyone attempts to call the elevator from this level (or presses any button on the console), it detonates the charge, tearing off the cover and sending shrapnel into everyone within 10 feet. *This automatically alerts everyone on this level and the level below.*

☛ **Explosive Trap (1):** CR 3; no attack roll necessary (4d6 from explosion); Reflex save (DC 15) for half damage; Search DC 20; Disable Device DC 20.

M. AMBUSH AREA (EL 7)

On this level the East Side Boys have planned an ambush for any Enforcers who make it this far. Unlike their tactics elsewhere, the ambush is pretty straightforward - a large number of gangers are waiting around the corner from the elevators, and will emerge from both sides to trap the Enforcers between them.

A large hydraulic elevator connects this level with the reactor level below.

Development: Any combat here will likely alert the gangers in *Area N*.

☛ **East Side Boy Survivors (5):** HP 13 each; armed with *stun pistols* and one *power clip* each.

N. CONTROL ROOM (EL 4)

The enormous control room of the power plant is composed of no less than 300 separate state-of-the-art computers that have managed the daily operations of the city's primary nuclear reactor for over 200 years. Providing electricity to all quarters of the Metropolis, this control room features redundant systems, emergency backups, and its own separate power supply. Computer monitors in orange, blue, and green cast weird lighting over the room, while floor-to-ceiling banks of seemingly nonsensical blinking lights line the walls. A subsonic rumble courses through the machinery here, causing the banks of bright fluorescent lights overhead to flicker at regular intervals.

Three enormous radiation-proof windows provide a view of the reactor below. The robot arm from *Area K* regularly descends past these windows to tweak the reactor or insert/remove fuel rods. The windows themselves are no stronger than regular glass, however, and as such the arm could conceivably be used to smash through as a distraction.

GM's Note: When Fargo Dan and his men took

over the station he managed to convince the technical personnel to lay down their arms without a fight. Playing on their own resentment of the current regime of Mayor Morrison, he has convinced them to stand down to avoid unnecessary bloodshed. To ensure their safety, he has moved almost the entire staff of technical personnel down to the most protected part of the facility, the *Reactor Level (Area O)*. He has also convinced the Enforcers that the technicians are his *hostages*, so that in the event his caper fails they will not suffer the repercussions.

Fargo Dan is on a desperate mission; having seen his once-powerful gang stripped of prestige and systematically eradicated by the Mayor's violent and subversive campaign against them, he is trying a last-ditch ploy to oust Morrison - by threatening the entire city. Knowing that the other gangs (if not the entire society of Metropolis Rho) will take a huge hit in profits without electricity to run their drug mills and other establishments, he is giving them an ultimatum: remove Mayor Morrison or suffer the consequences. Whether or not they have any loyalty to Morrison, they'll be hit in the pocketbooks, and in the end that's all that really matters.

To make it work Fargo Dan is willing to hold the power station as long as it takes. While he has assured the Tech Union personnel on site that destroying the reactor will be a last-ditch contingency, he is prepared to do it.

For their part the technicians don't want to intervene; though they are supposed to be neutral, many of the technicians want Mayor Morrison out of power. They believe Fargo Dan, while desperate, may have the guts it takes to make a change. As a result they are not resisting his takeover of the facility (though they would like stronger assurances that no harm will come to the reactor).

Development: Fargo Dan has set up his "terrorist"

headquarters here, in the virtual "nerve center" of the power station. Though he knows nothing about the actual machinery surrounding him, he knows that any damage here could be catastrophic. In addition, its deep underground location makes him feel safe and in control of the situation.

Unless otherwise noted on the *Terrorist Timetable*, at all times there will be a number of well-armed East Side Boys in this room, along with a handful of technicians (including the station administrator) needed to shut down parts of the power grid to show they mean business. Fargo Dan will also be here, armed and armored, ready to make his stand. See *Confrontation* below.

If a combat breaks out here, the technicians will dive for cover and will not join the battle on either side.

☛ **East Side Boy Survivors (3):** HP 13 each; two are armed with *stun pistols* with one *power clip* each.

☛ **Fargo Dan (1):** HP 78.

O. REACTOR LEVEL (EL 3)

The deepest level of the power station holds the reactor core, where nuclear fuel is continuously used to provide the city with a steady stream of power.

Currently the majority of the facility's technical staff have been herded here for their protection, in the large radiation-shielded chamber just outside the reactor. They will remain here during the operation. Two "terrorists" remain here with the "hostages", but if alerted will run to the elevator and ride it up to the level above.

☛ **East Side Boy Survivors (2):** HP 13 each.

CONFRONTATION

Sooner or later the PCs will find where Fargo Dan is hiding and move to take him out. When this happens (most likely in the *Control Room*), Fargo Dan will

make his stand...but not before saying some last words. Read the following when the confrontation occurs:

Standing there in the center of the well-lit Control Room is a man easily recognized as Fargo Dan, leader of the East Side Boys and, up until the recent election of Mayor Morrison, one of the most powerful gangsters in Metropolis Rho. His strong, big-boned face, with classic features (reminiscent of some Roman emperor's bust) and slicked-back black hair, seem to be torn straight from the political posters and ads that plastered the city up until a few weeks ago when he ran against the Mayor for control of the city. He looks just like he did when he appeared in the televised debates a month ago, albeit with a crop of stubble and a suit of black Kevlar body armor instead of a pinstriped suit. Living on the run has apparently taken its toll on this once-impressive giant of Metropolis crime.

Fargo stands with a slight smirk on his face as if your arrival was not only expected, but also inevitable. He holds a powerful-looking revolver in one hand, with a barrel more than eight inches long, and raises his other hand, palm up, as you enter.

"Ah, the Enforcers finally arrive," he says, almost amused. "The Mayor's lackeys, ready to die to 'defend' the people of this great metropolis. Come, no doubt, to put down the 'terrorists' and their 'maniacal leader', yes?" His words are absolutely dripping with sarcasm. "Well then," he says, "why delay any longer - let's rumble."

Unless the PCs stop Fargo Dan with attempts to negotiate (see below), he and his men will

DODGING THE BLOODSHED COMPLETELY

While this episode is set up assuming the PCs perform the raid as “ordered”, the party may very well abandon this idea immediately - especially if they are eager for a chance to betray their organization - and try to make friends with Fargo Dan. By all means endorse this, since in the end this is what is hopefully going to happen anyway.

Anything is possible, but most likely Fargo Dan’s gang cronies will be suspicious of the PCs. Diplomacy checks will be in order (DC depending on how well the PCs present themselves through role-playing), but if successful the party may avoid bloodshed altogether and be taken to Fargo Dan in the control room without further ado. From here they can negotiate, secure Fargo Dan’s trust, and formulate the plan to take out the Mayor as described in the text.

immediately open fire, intending to kill the Enforcers off. See *Area N* for details on Fargo Dan and his bodyguard.

Tactics: Fargo Dan’s tactics will be relatively straightforward in this battle. He will act as the center point for his forces, standing his ground and shooting the PCs with his high-caliber handgun. His men will move to the sides and sandwich the PCs between them, laying down automatic fire (through the use of their *Advanced Firearms Proficiency* feat). Fargo Dan will also try to keep the PCs within 30 feet of him (which should be easy, considering the dimensions of the room), to gain the benefit of *Point Blank Shot*.

GM’s Note: If and when Fargo Dan is brought to

25% hit points he will take full cover wherever he can and attempt to negotiate with the party, so even if the PCs start the encounter with combat there is still a chance to salvage an alliance with Fargo Dan before it’s too late. See below.

NEGOTIATIONS

The PCs can (and hopefully will) avoid an encounter with Fargo Dan by attempting to negotiate. While he expects the Enforcers to attack outright, Fargo Dan is in a desperate situation and he knows it. If they try to talk, he will tell his men to hold their fire - at least until the negotiations are over.

Negotiations will vary depending on what the PCs know at this point of the adventure, and of course, what they choose to say, promise, or ask Fargo Dan. The following lists the information and points most likely to be exchanged during the negotiations:

- If asked why he's doing this, Fargo Dan tells the PCs coolly and casually (obviously unconcerned if they believe him or not) that the Mayor has taken his campaign of retribution against his gang too far. He tells the PCs that through using the Enforcers as well as his own men, he's not just trying to set the East Side Boys back to teach them a lesson; he's trying to eradicate them completely from the city. He tells the PCs he's been living on the run for a week, and his men have had to go underground to avoid midnight sweeps by the Mayor's men that have cost him almost all of his businesses, legitimate or otherwise.
- Because of this he is desperate, and believes that by taking the power station hostage he will force the other gangs to act against the Mayor. Whether or not they actually like the Mayor, the other gangs will capitulate when

the loss of power begins to threaten not only their own enterprises, but also the very fabric of Metropolis society. He's prepared to blow up the transformer station (though he admits he doesn't want to) as a last resort, but he hopes the Council of Gangs will convene and take emergency action before that time comes.

- The PCs should realize this has, of course, never happened before, but the Council of Gangs may (or may not) be powerful enough to oust the Mayor. At the very least, a gathering of his angry peers will force the Mayor to account for his actions and force a power struggle - those loyal to him, and those who aren't. What Fargo Dan is doing - intentional or not - is not only ejecting Mayor Morrison, but beginning the stirrings of a civil war that could change the face of the city altogether.
- If the PCs mention that what he's doing will cause widespread chaos, a new look of fervor comes over Fargo Dan's normally cool, charismatic face. Read the following:

When you suggest that Fargo Dan may be instigating something with greater implications than merely ousting his old rival, his eyes gleam as if the conversation were finally leading to a point he had anticipated long before you arrived.

Turning to one of his men he motions with his hand for him to retrieve something. Slinging his submachinegun over one shoulder the henchman goes to an attached case, opens it, and retrieves some papers, bringing it back and handing it to Fargo Dan.

“There’s an old saying the Ancients used to use,” he says, “‘Desperate times call for desperate measures’.” He extends the wrinkled papers to you.

“These papers explain it all. They’re From the Mayor’s office. One of the dames working in his secretarial pool was my daughter; she risked her life to steal them. They killed her for it. But not before she got these to us.

“There’s more to this than just our rivalry - the man wants to change Metropolis society completely. He’s re-writing the books, changing the system, appointing himself as some kind of ‘emperor’. You think this is just about me and my gang, man? No - this is much bigger.”

The papers Fargo Dan gives the PCs are detailed in the nearby sidebar (see *The Mayor’s Papers*); they are genuine, though the PCs have good reason not to believe it at this point. Despite this Fargo Dan stands by his claim (Sense Motive checks reveal he is not bluffing).

Despite this remarkable evidence against the Mayor the PCs should realize that holding the city hostage won’t buy his gang what they’re demanding. Though the characters may be believers, there are ten times their number in Enforcers who would readily ignore the truth and storm this place to get the bounty on Dan’s head. They need to convince Fargo of the folly of his actions. In and of itself their words are probably not enough to get him to stand down (he’s willing to die to make a point, no matter how foolish), but if the PCs offer him another solution, he’s listening...

If the PCs suggest a full frontal attack on Titan Tower to kill the Mayor, Fargo Dan is surprised by their audacity. He asks them how a bunch of “bronzes” could betray the Mayor - their ultimate boss. It’s up to them to sell the idea; mentioning what they learned at the Zones Drug Lab from Dougal, or of the Mayor’s henchman’s probable involvement in various crimes (including the drug

lab, the Arson? incident, etc.), could be the first steps towards convincing Fargo Dan of their sincerity. Or, merely telling Fargo Dan that they’d rather work for him, may earn his (amused) admiration. Regardless of how they do it, eventually Fargo Dan realizes that what the PCs are suggesting will solve his problem quite nicely.

Note that if the PCs do not think of suggesting an attack on Titan Tower, you can have Fargo Dan come up with the idea himself.

In the end Fargo Dan offers the PCs a solution to the crisis: he will give up the power station in exchange for the PCs letting him and his men “escape”. If they ask how, Fargo Dan smiles and informs them of the canal drainage duct (Area L of the surface complex), which he and his men can slip out of in a matter of minutes. The PCs may need to do some covering up, but being well regarded Enforcers that shouldn’t be too much of a problem. Besides, if everything goes as planned, the Mayor

will be out of power before any official inquiry is held involving the terrorist incident. In short, the PCs have nothing to worry about.

Assuming the PCs agree, read the following:

“Once we’re out of here my men and I will need to go underground for a while, at least until the heat dies down. But I’ll get in touch with the rest of my gang, hidden throughout the city, gather our forces, and figure something out. A few of the other gangs still owe us some favors so we’ll get what we need to pull this off. Guns, grenades, ammo. I’ll contact you when we’re ready to make our move. You’d better not be fooling, bronze, and you’d better not leave us hanging. This ain’t gonna be no small-fry revolution; this is gonna be the BIG ONE.”

As his men gather their gear in preparation of leaving, Fargo Dan turns once more. “Do me one last favor. Keep those papers. Take them

THE MAYOR’S PAPERS

These vital papers, given to the PCs by Fargo Dan, seem to suggest that the Mayor is stockpiling fuel wherever he can find it, as well as food and other vital resources, in an undisclosed location. Further reading reveals the Mayor recognizes that someday soon the city will face a “fuel and food crisis on a scale unseen since the Fall”. The papers outline a devious plan to keep his gang in power, as all other gangs in the city wither away and die. Without food and fuel to support them, their vehicles will seize up and their foot soldiers will be unable to fight. Without any resistance to stop him, the old system of gang rule will be swept away to accommodate the Mayor’s so-called “new order”. In this plan the Mayor will become a true post-holocaust *dictator*, dissolving the Council of Gangs in a dramatic storming of Victory Tower, assuming total control of the city in one night of terror. His gang, of course, will be the new ruling class, while all others are forced to obey their mandates else face execution or consignment to proposed “work camps” (camps that will produce agricultural products that can be converted into fuel; the Mayor got this idea after his spies learned about the still owned by the Midtown Angels). Once all rivals die out or are enslaved, the Mayor proposes the establishment of a dynasty, in which he and his descendants will rule the Metropolis for “one thousand years”.

to Councilman Oakley, chairman of the Council of Gangs. Don't know what good it'll do, but maybe we can avoid the violence by getting the Council involved. I know a lotta people say the Council has no power - you have a chance to find out. And if somehow the Mayor takes me down between now and the next time we meet again, at least the truth won't be lost. It'll be with you."
With that he and his men leave in a hurry.

WHAT THE PCS HAVE LEARNED

In addition to gaining needed experience points, the PCs have accomplished two major goals - they have solid proof of the Mayor's intentions for the city's future, and also made a tentative alliance with Fargo Dan and the East Side Boys. The former should be motivation to visit Councilman Oakley (whose inability to act proves to the PCs that change will only come about through a violent revolution; see later for details), while the latter will be vital to getting them to storm Titan Tower (see *Titan Tower* for more on this).

AWARDING PPPS

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

- +1 for every East Side Boy killed in the raid.
- +5 for preventing the detonation of explosives in the Transformer Station.
- +1 to +5 for doing something dramatic during the raid that might circulate around police HQ (an example might include riding the robot arm down to the Control Room and swinging through the windows to take Fargo Dan by surprise).

A VISIT FROM THE MADAM

Tie-In: This encounter occurs after the events at the Power Station. It is most appropriate for whichever character hit it off best with Madam Tess during their visit to the *Cotton Club*.

THE VISIT

Sometime during the night following the raid on the Power Station, Madam Tess (from the "Cotton Club") pays a visit to one of the Enforcers she met when they visited her establishment. Though the PCs don't know it, she has been sent here by the Mayor to plant a bug in the Enforcers' domicile. The Enforcer in question may come to realize what she's up to, and in the process learn a lot more about what's going on than they planned.

Single out the player who struck the best chord with Tess, and inform him that late that evening he receives a visitor at his flat. Read the following:

You're surprised by the name spoken through the speaker, but you let her up despite your misgivings. Within a few minutes there is a knock at your door. Considering for a minute (and no doubt hiding a pistol), you finally open the door.

Standing outside is the dramatically beautiful Tess, mistress of the Cotton Club. She's wearing a slinky dress, holding a small purse in one hand. A coy smile is painted on her face.

From the stairwell down the hall you hear the resident bum make an obscene remark. A few other drunks who've come to make the building their home also start whistling and heckling. Tess only smiles wider, and steps in.

"Nice neighborhood. They must not be paying bronzes much these days..."

Tess angles for suggestive small talk and clever innuendo, hoping to lighten the mood and work her way into the characters' confidence. Though the PC doesn't know it (though he may suspect it), Tess' job here is to plant an electronic bug given her by Stavros, the Mayor's right-hand man. While she doesn't want to get involved in such shady business (both spying on the Enforcers and working more directly for the Mayor's gang), she has no choice in the matter. She is thus prepared to do whatever it takes to plant the bug without the PCs' knowledge.

To make her job more palatable Tess has chosen the one PC that struck her as the most "interesting" during the party's visit to the Cotton Club. This could be the PC that pursued her and engaged in a private conversation with her, or it could be any PC that showed more romantic interest than any other while the party was at the Club.

As GM, base Tess' choice of who to visit on whichever character seems most likely to appeal to a woman like her: a woman who hasn't known a meaningful relationship in many long years, despite being an expert peddler of sexual recreation. Living a mere shadow of a normal existence, she has turned fellow women into slaves for the powerful men of the city, and in doing so has slowly changed from a vibrantly beautiful woman to a cold and inhuman person with little hope of salvation. Though she looks and acts like a party girl on the outside, inside she is deeply tortured by what she perceives to be a "selfish and cruel life".

Enter the PC, a street-savvy cop, an Enforcer, and one the Mayor very much wants to keep his eye on. Though the Enforcers of today are no better than any

other band of thugs, the name “Enforcer” harkens back to a better time when badges actually meant something, a commitment to help and make all the bad things in life go away. At one time they were, after all, the Metropolis’ own brand of “knights in shining armor”. Add to this the fact that the PC’s actions at the Club may have gone farther than a mere interview (don’t forget how the player role-played when speaking with Tess the first time around), and it shouldn’t be too hard to believe Tess could find herself strangely drawn to such a man.

While Tess may have feelings, she dodges direct questions for the time being, commenting on the characters’ apartment, (probable) lack of “furniture” (i.e. a woman to share his bed), and begins to ask personal question in an attempt to distract. She asks if she can sit. She asks if she could get a drink. *If the PC goes to get a drink (or otherwise leaves her presence for a moment), Tess starts to plant a bug in the PCs’ apartment.*

If the PC keeps her in sight, however, Tess resorts to a different, less savory tactic - seduction. The details of her attempt to lure the PC into an intimate encounter are left up the GM’s imagination, but as a true professional with a lot of experience acting for men, Tess knows how to transform an awkward and suspicious situation (like the present one) into a relaxed, sexually-charged encounter rife with romantic possibilities. She will use her experience - as well as her personal feelings - to assess the PC, find out what attracts him (whether it involves portraying herself as a helpless victim of the Mayor or as a jaded girl in search of a compassionate lover), and slowly but surely lure him in. It doesn’t hurt that she already finds the PC an attractive prospect for a partner.

Later that night, as the characters sleeps, she will slip out of bed and attempt to plant the bug.

CATCHING HER IN THE ACT

During the intimate encounter (assuming there is one), the PC involved can make a Sense Motive check at DC 16 to notice Tess is nervous. If discovered she tells the PC that he is “only imagining things” (in reality she is wracked with guilt over what she is doing). She distracts the PC long enough to get his mind on other things, before both drift off into sleep.

Though she proves to be quite the professional lover, Tess is no professional sneak, and the character she is with should catch her in the act (either as she slips out of bed at night or when the PC returns with her drink to find her planting the bug in his apartment). *Her attempt is so obvious that it’s almost as if she wanted to be caught...*

When confronted, Tess gives in without a fight, surrendering the bug. She begs the character not to hurt her, claiming she meant no harm and that she was only “following orders”. If the PC makes threats, she breaks easily and talks:

- If asked who sent her, Tess claims the order came from the Mayor. If asked *why* he wanted the character bugged, Tess says she doesn’t know - she just does what he says. “You don’t question the Mayor, or his thugs, when they give an order.”
- If asked about this evening’s “encounter” (assuming there was one), Tess admits it was a setup.
- If asked about her behavior at the club (including her answers to their questions), Tess admits the Mayor put her up to it, rehearsed what she was to say. The Mayor is aware of who the PCs are, and that they are investigating Durante’s death. Apparently the Mayor thinks their investigation will lead to *something* (what that “something”

is, she doesn’t know), and that whatever it is the Mayor wants it *badly*.

- If asked about Durante, Tess repeats what she has already told the PCs (see the *Cotton Club*). Durante was an unusual customer, polite and well mannered. He was rich, and seemed to visit the club solely for the music. Tess made sure he was always taken care of, but beyond that seemed to sense Durante wanted to be alone most of the time. She obliged him.
- If asked about the relationship between Durante and the Mayor, Tess relents to tell the PC what she knows. According to her the Mayor and Durante didn’t know each other personally, but both shared a mutual “secret” that put both in danger. How each learned of this secret without ever having met, and how it could have endangered them, Tess doesn’t know.
- If asked what this “secret” was, Tess says she also doesn’t know this (that’s the truth), but claims that it was so dangerous that just knowing it got the Mayor worried. Tess believes the Mayor had Durante killed because he knew the secret, and that Therese is probably dead as well because Durante may have let her in on it.
- If the PC tells her they believe Therese is alive, Madam Tess laughs callously and says “not for long”. She says that if she is alive the Mayor is no doubt trying to find her, and will stop at nothing to get her.
- Madam Tess cannot tell the PC where Therese is; she thinks Therese is dead. If the PC is intent on finding her, Madam Tess can only say where she first acquired the girl, from a Zones “fixer” named The Fuzz. If asked where they can find him she says she doesn’t know any more - they worked through intermediaries - but that she knows someone who might.

- If the PC agrees never to tell anyone she talked, Tess gives him an address in Midtown, near the edge of the Zones. She tells the character it is the address of a Midtown Angels arms warehouse. An ex-lover of hers, Boris (now a high-ranking member of the gang), runs the operation there. Fixers like The Fuzz often visit the warehouse hoping to sell stuff they find out in the ruins near the Barrier. Boris may know how to get in contact with The Fuzz.

QUESTIONING TESS ABOUT THE HARRIS SAMPLE

It is possible that the PCs found a piece of genetic evidence tying Tess Dane to the Harris warehouse arson (see *Arson?* and *Precinct Resources*). If the PC asks Tess about the evidence, she is shocked (and terrified), but pretends not to know what the PC is talking about (call for a Sense Motive check against her Bluff of +8). She persists with her lie even if she is called on her bluff, trying to derail the line of questioning. Only if *physically* threatened will she relent - and of course, this act will end any future relationship between her and her favored character.

If threatened Tess tells her interrogator that she was part of a very small group of people who had invested money into one of Mayor Morrison's schemes - to create clones of themselves. In exchange for a large piece of the profits from her club, the Mayor promised she would have a clone made as well, so that she could enjoy "perpetual youth". She explains the story with some bitter sarcasm, because recently she has begun questioning "whether or not eternal life would be all that it's cracked up to be".

Tess knows nothing about the actual science of clone technology, and is not sure where her clone is (if it exists at all). Though she spent good money funding the Mayor's secret research, she's not about

to complain too loudly to such a ruthless man for shortchanging her on her "investment"!

MIDTOWN TRADING POST

Tie In: The PCs learn of Boris and the Midtown Angels warehouse from Madam Tess after she visits one of the party members.

If the PCs leave the same night Tess gives them the address, they arrive at the Midtown Angels warehouse just an hour before dawn.

Gunshots echo through the streets, and the only cars that skim by along the litter-strewn back alleys of this part of town carry shady characters whose business is best left unquestioned. Homeless and other "unproductives" crowd street corners in small groups, congregating around trashcan fires or slipping into even darker alleys as the headlights of passing cars sweep over them.

The address given to the PCs for the Midtown Angels warehouse proves to be an old multi-story Cineplex, one of only a handful of buildings in the city that could be said to date back to the Metropolis' "golden era". Once a favorite spot for citizens to come and watch the great epic motion pictures of the past, with the degeneration of the city, the theater - and indeed a vast chunk of neighborhood around it - has disintegrated into the worst kind of ghetto.

As the PCs pull up outside the Cineplex they see its once-majestic facade rise several stories, dwarfed on either side by ugly black brick buildings that are all but condemned. The building itself faces out across an empty street and into the devastation that marks the start of the Southside Zones; in the distance one can see the gloomy silhouette of vast unlit neighborhoods and maze-like streets, ruins and

rubble stacked one on top of the other, a congested labyrinth of lightless, unmapped paths leading off towards the distant outer dome of the city. Beyond that edifice, through various cracks and holes, one can just see the greenish light that marks the radiated wasteland beyond.

A number of vehicles sit idly outside the theater, painted either in a patina of rust or wild gang colors. A few men linger outside, armed with submachine guns, smoking cigarettes, or crowded around burning waste paper baskets.

The great neon sign that once proclaimed the name of the place to all traffic on the street (before the thoroughfare became an alley) has been dark for generations. In its place a sign with spray paint over its face reads: "Midtown Trading Post - Barrier Scavs Welcome!"

GETTING IN

When the PCs arrive the appearance of their *Peacemaker* immediately alerts the guards outside. Forming into a band they approach and order the PCs to pull their car to a stop and identify themselves. The leader of the guard is a young punk with a 12" red-dyed Mohawk, brandishing a Valtro PM-5-350 and wearing little more than stitched-up leather pants. Unfortunately for trigger-happy PCs the young man isn't as stupid as he looks, and once they inform him they've come to see "Boris" he eyes them warily but motions for them to follow him inside. He tells the driver to bring the *Peacemaker* around and down a side alley and park in the rear - no sense letting anyone know they're here; their presence is usually bad for business.

While the rest of the guards stay outside, the guard leader and two men escort the PCs into the vestibule connecting the old ticket booths with the theater itself. It is dark inside this area, and the guards stop

only briefly to pat down the PCs and make sure they aren't bringing in anything unexpected (guns are fine, as long as the characters keep them holstered).

INSIDE

Once inside the PCs are taken through the lobby, which is oppressively dark except for the flashing of bright light from the cinema beyond, and the lights from the central concession area. The lights illuminate various figures waiting in the lobby, clad in rags or worn-out trench coats waiting in line to step up to the concession area. They appear to be vagrants, homeless, and Unproductives, but carry on their backs heavy packs, with sacks slung over their shoulders and pockets that seem packed with hidden trinkets. The few sickly coughs and whispered conversations are drowned out by the blaring speakers of the movie theater.

The concessions counter sits in the middle of the lounge, lit by amber-colored overhead lights. Here a small group of abusive gangers do business with the miserable patrons of the place - mostly scavcs from the Zones - at any hour of the night. Instead of signs showing the prices of popcorn and soda, these have been replaced by spray-painted signs proclaiming what goods the gang is currently interested in bartering for (engine parts, weapons scavenged from the ruins, motor oil, hydraulic fluid, etc.), and the going rate for said items in terms of "movie tickets", "minutes with furniture", or cold hard credits.

The Midtown Angels do a brisk business catering to the "needs" of the people who dare live out near the Barrier, buying the rare valuable discovery from them in exchange for one of two things - either a "movie ticket" (an old ticked stub) good for a specified time in the theater, or a card with a specified number of minutes penciled in on one side.

Film reels are played in the theater over and over throughout the night, featuring grainy hardcore porn movies from the hedonistic years before the Fall. For many scavcs who live alone just trying to scrape by, just watching the action is a real treat.

For the rare scav who brings in something of real value, however, he may have enough credit with the Angels to buy time with one of the gang's in-house prostitutes. However the going rate is quite steep (the gangers prefer to keep their furniture to themselves and out of the hands of grubbing scavcs), and many scavcs are known to blow their entire loot on a half-hour with a woman!

MEETING WITH BORIS

The guard leader takes the PCs past the concessions area, through the theater (allowing a brief glimpse of a theater crowded with mangy, decrepit human beings watching the perverse action on screen like fascinated idiots), and down a dark side hall. The wooden floorboards of the building creak underfoot, the thin rug barely concealing the sound of machinery underground.

Eventually the guard leads them into a small room lit by a single bare bulb hanging from a ceiling wire. Several gangers stand around a central table talking, laughing, and drinking from old beer bottles.

The tallest and most powerful looking of the men raises a hand as the PCs enter, and the others fall silent, wiping the booze from their lips. He is huge, wearing a black leather jacket and matching pants, an oversized holster (with an equally oversized pistol inside) hanging at his waist. His arms are covered in tattoos. A scar creeps from the left side of chin up over his nose and across the right half of his forehead.

This is Boris, the man Madam Tess sent the PCs to find.

"Well, well, well, a group of bronzes have decided to pay us a visit! If you're looking for illegal activity, I'm afraid you've come to the wrong place. What we got here is a legitimate business. So how can we help you?"

- If the PCs tell Boris they were sent by Madam Tess from the Cotton Club, he looks surprised, and becomes quiet for a moment. He dismisses all but a handful of his personal guards. Once they clear the room he sits on the table, lights up a cigarette and takes a deep drag, taking a good long time summing the PCs up.
- At the end of his appraisal he casually asks which one of the PCs is "sleeping with Tess". His question is offhand, as if it didn't matter to him, but a Sense Motive check (against his Bluff of +3) detects he still has some feelings for Tess.
- If none of the PCs has had relations with Tess, or if the guilty PC at least answers without any fear of how Boris will react, Boris is impressed. In the former case he congratulates the PC on his ability to resist "Tess". In the latter case he looks Tess' new man in the eye, but finally gives him a nod of respect, a sign that while he may not like the man who is sleeping with the woman he once loved, he at least sees him as an equal.
- If asked about Tess, Boris eyes whoever asked the question for a few moments before speaking. He admits that he and Tess used to be lovers, when both were a lot younger, maybe twelve or fifteen years ago. Back then Tess was just another piece of street furniture, and he was only a small-time footman in the gang. Tess' potential outshined Boris' quickly; as she matured into a woman she began making the gang more and more money, until she was too valuable to pimp on the street. At that time the

leader of the Angels took her from Boris and made her his own property, selling her out to political friends and contacts. That's how she met the "fancy patrons" that, over time, earned her enough money to buy her freedom from the gang. She eventually bought the Cotton Club and turned into a "real classy joint". He scoffs at that, jealous of her success and bitter that she's become something unattainable by the likes of him.

- If the PCs explain why they came here (to find The Fuzz) Boris listens to their story, pacing around the room. He tells them that lots of "lowlives" like the one they're describing visit the Trading Post all the time. Scavengers, ruin-pickers, Unproductives looking to sell their wives or daughters for food money, or even gangers from other gangs who have too much furniture already in stock and so sell the uglier ones to the Angels for a small chunk of change.
- If the PCs persist and ask him once more if they know the man or have seen him, Boris says "maybe", but if they want information then they'd better "buy something". If the PCs ask what's for "sale", Boris tells them he'd gladly show them.

At your request Boris leads you deeper into the warehouse.

"We mostly have things the scavs bring in from the Zones, like old junk and curios that people sometimes find in the ruins of the old neighborhoods out there. Since no one knows the Zones better than the wretches that live out there, we find using them to be good business. We simply offer them something they want - like the honeys - and they start banging down our door with all sorts of junk."

"Most of it is just that, though, junk. But sometimes there are real gems."

With that he leads you to the back of the warehouse, where a few more gangers with guns stand on guard over a vast collection of black metal cases. Empty bottles of beer lie everywhere.

Boris motions for two men to haul one of the cases onto a table and open it. With a snap the case is lifted, the two men step back, and the ugly light of the bare ceiling bulbs wash over the contents.

There, in the case, are a number of automatic weapons, ammo clips, and even grenades, all artifacts from before the Fall.

"Guns - that interest you? Most of this stuff we either get from rival gangs, or are found by the rare scav who comes in with something to trade. We sell most of these guns to other gangs. Don't ask me if it's legal - the paperwork's in the hands of the Boss, not me. This is just a clearing house."

Boris insists the PCs each buy something before he'll talk about The Fuzz. The following items are available from the clearing house:

Item	Qty	Price
M16A2	1	900 cr
Uzi	4	1,500 cr
HK MP5	3	3,000 cr
TEC-9	2	600 cr
Ruger Service-Six	8	400 cr
Derringer	1	400 cr
Frag grenade*	2	900 cr
Laser pistol*	1	12,000 cr
Chainsword	1	15,000 cr

* These items are extremely old and rusty; each has a 25% chance of malfunctioning, but this will only be discovered when the weapon is used in combat.

- Once they've bought something (at least one item each), Boris is finally willing to talk. He tells the PCs that The Fuzz is one of the weirder Barrier scavs, living for months at a time out in the ruins, only coming in when he's got something truly special to sell. He tells them that over the years he's gotten some really bizarre finds from The Fuzz, including the "juice-maker".
- If the PCs ask what the "juice-maker" is, Boris grins. Thinking for a moment whether or not he should, he eventually decides to show them.

Boris takes the PCs downstairs, through the dark lobby. A few of his guards linger to make sure no one is watching, before Boris leads them down a dark hall and to a set of stairs. Once they reach the bottom of the stairs Boris leads them into a huge garage-like basement.

Instead of being empty, however, the PCs are surprised to see the large garage taken up not only by crates, boxes, and other stores, but also a complex maze of machinery seemingly composed of metal parts and bits scavenged from a hundred different sources. Several greasy men work the machinery slowly and with precision. At one end they see two men lifting a sack and pouring what appears to be grain into a hopper; a few others tweak valves and stop up leaking fluids down the line. At the far end the PCs see a thin man in cracked glasses extracting a clear liquid from the machine, filling an oil drum with the contents.

"It's called a still," Boris explains, "and it runs off of grain. Learned how to make it when The Fuzz brought an old survivalist manual in from the Zones. You put grain in that end, and alcohol comes out the other. The alcohol needs to be refined in a secondary process, but once it's

filtered it can be used as vehicle fuel. Most cars can run off of it for a time before choking up, but most cars don't run that long these days anyway. We get the unprocessed grain from a source at the food plant. Boss lets us keep the still because he's stockpiling the fuel. He thinks the Mayor's going to declare a bogus emergency in the city so he can hoard all the gas and control the market. Boss wants to be prepared, to have some secret reserves of gas so our vehicles will still be able to run when it happens."

- If the PCs ask Boris why "Boss" (the leader of the Midtown Angels) thinks the Mayor would do that, Boris scoffs. He explains that the Mayor has been coming down too hard on the East Side Boys - hard enough to make the other gangs in the city look a little harder at his motivations. The Boss of the Midtown Angels thinks the West Side Gang plans on keeping the Mayor position for themselves for a long time; they may even do away with elections. "Kinda like a dictator, you know, from the past". They don't have any evidence, but the Boss isn't taking any chances.
- If the PCs want they can buy fuel from Boris on the spot (this is especially useful if the PCs foresee a flight from the Metropolis at the end of the adventure; without gas they won't make it far on the Outside). He's willing to sell them as much fuel as they can load into their vehicle, at roughly 20 cr per gallon.
- While the still - and the implication that the Mayor may be making a move for a total takeover of the city - is impressive, the PCs have other business to see to. If they return to the question of The Fuzz, Boris continues:

"Oh yeah, where was I? In addition to supplying us with the specs for the juice-maker, The Fuzz once brought in a girl from the Zones, some dumb orphaned kid. He tried to sell her off as some "piece of history", a true "marvel", some crap like that. Said she had done something no one else had done, something like that, but I forget what it was. No one believed him; he's half crazy as it is. But the girl showed promise; real good-looking, beautiful eyes. The guys bought her and had fun with her for a while. She worked for us for a few before Tess stopped by one day and decided to buy her. The kid went working for her then. Never saw her again."

- If the PCs show Boris a picture of Therese he shrugs, but eventually confirms the woman in the picture is the girl that The Fuzz brought in.
- If asked where they can find The Fuzz, Boris tells them that normally The Fuzz comes to them, not the other way around. However there is a place in the Zones that The Fuzz has been spotted on occasion. Boris describes an *old decaying train station* from before the Fall on the other side of the River in the Westbank district; with the description the PCs should be able to find it.

ATTACK ON THE TRADING POST

At that moment there is a deafening explosion, and the entire building shakes. Boris and the PCs are thrown to the ground.

Though the PCs were out of the way when it happened, a car was driven up to the front of the Trading Post and detonated, blowing open the front of the building. Through the smoke and debris a group of heavily armed and armored men come

pouring through, slaughtering the guards and scavs recovering from the surprise attack.

Though the party doesn't know it, the Mayor has interrogated Tess and found out what she told the PCs. He has sent Stavros, his right-hand man, and a large force of his gang soldiers to take out the



Trading Post and silence Boris before he can talk. Unfortunately Stavros finds the PCs have already arrived, and so attempts to liquidate them on the spot!

As soon as the PCs recover, Boris draws his weapon and leads the party out to the theater. Read the following:

Black smoke, contrasted brightly by the glow of flames gliding across the ceiling, fills the halls of the building. The sound of automatic weapons and shotguns echoes weirdly in the maze of passages, distorted by the strange meandering of the corridors. You find yourselves on the balcony overlooking the theater. Boris moves up against a corner and peeks into the dark cinema below, which is now filled with light from the blank screen.

There, in the theater, you see a large group of the Mayor's men gunning down the crowd of scavs. Dead bodies lie everywhere, and amid the shotgun blasts and bursts of automatic fire you hear pitiful screams and cries. A few of the Midtown Angels manage to pour in from side corridors to try and push the attackers back, but they are no match for the more heavily armed intruders.

Boris curses through his teeth. "What the fuck did you bring with you?" he asks. He leans forward, takes a shot with his pistol, and then pulls back in time to avoid the spray from an assault rifle. He looks at you, a hint of fear in his eyes.

"If they aren't with you, then I'll bet they're here for you. Time to get the Hell out of Dodge, fellas. I don't know what it is you're looking for, or how The Fuzz can help you, but you'd better go now. I hope to God whatever it is it'll bring that fuckin' Mayor DOWN. Now GO!"

With that he leaps around the corner to join his pinned down men in a last-ditch defense of the theater.

FLEEING THE SCENE

It should be clear to the party that staying would be a bad idea. There are over a dozen attackers in the theater, and a glimpse outside shows several cars arriving on the scene with more of the Mayor's troops. Luckily the PCs can escape by fleeing down the corridors, through the warehouse, and out the back, where they parked their *Peacemaker*.

Though a map of the theater is not provided, describe it as a "labyrinth" of dark corridors, a maze of passages backlit by the licking flames that are slowly consuming the building. Because the layout of the building is so confusing, roll a dice every round to determine if the PCs make it out the rear exit:

D6	Description
1	Characters enter a room whose door locks behind them; must spend a round trapped inside; roll again after two rounds, with no modifier.
2-3	Stumbling about hallways; roll again next round with no modifier.
4-5	Empty backroom; roll again next round, adding +1 to the D6 roll*.
6	Backroom filled with surplus furniture; roll again next round, adding +1 to the D6 roll*.
7**	Characters stumble into a room filled with black market armaments (GM's discretion as to what they can steal if they take the time to loot the room); roll again next round, adding +1 to the D6 roll*.
8**	Characters locate the rear exit and manage to escape (see Fleeing, below).

* This modifier is cumulative with other modifiers on this table.

** Can only be rolled after the PCs have stumbled around for a while.

CHAOS IN THE HALLS

After one or two of the encounters above the PCs encounter Stavros, the Mayor's right-hand man. This marks the first combat encounter between Stavros and the PCs, a significant turn of events:

With the sounds of automatic gunfire and screams echoing through the dark halls of the theater, you can only think of the bloodbath that is unfolding all around you. By now Boris is certainly dead, along with many of his lieutenants; surely the Mayor's men are sweeping up the last remnants even as you make your way quietly down the halls in an attempt to reach the back exit.

Suddenly there is a crash as a door down a side hall explodes outwards. Instinctively taking cover among the shadows you feel a perceptible wave of heat sweep the hall, causing the faux wood wallpaper to peel and blister. A hellish orange glow emanates from the open doorway, through which spills the conflagration that has now consumed almost the entire movie theater and is now spreading to the rest of the building.

Just then shadows flicker through the orange portal as a figure emerges from the flames. As you stay to the shadows to avoid being seen, you see a towering man with a short military haircut step out of the chaos beyond and walk steadily down the hallway, his pants still steaming from the heat. The man seems unconcerned by the fire; a look of intense and total concentration dominates his face.

The man stops just a few dozen paces from you, apparently oblivious to your presence. With a slow sweep his head turns and surveys the hall, taking everything in, as if he suspected someone was there but wasn't quite sure exactly where. A

horrificed scream echoes through the tunnel-like halls as some ganger - on fire - stumbles into the corridor. Without hesitating the man raises his shotgun and shoots the poor ganger dead with a single blast. As the corpse slumps over, skin crackling and burning, the gunman simply returns to his sentry-like stance, his eyes once more sweeping the shadows for any sign of life.

Stavros senses the PCs' presence due to his *Bio-Sensor*, but is waiting for them to emerge from hiding. By now most of the men under his command have already withdrawn from the building due to the out-of-control fires, and as such he knows it is up to him to make sure no one escapes alive. Though normally he would leave to avoid endangering his identity (seeing him walk through fire is a bit telling), he was ordered to make sure no one escaped alive.

Stavros stays in his spot, ready to fire at the PCs when they break cover for the rear exit. Of course the PCs must make it to the rear of the building or else be burned alive with the rest of Stavros' victims. Sooner or later they will have to emerge, and when they do, there will be a battle...

GM's Note: Stavros has taken a ready action to fire at the first person to emerge within view. The PCs can conceivably take the hit and flee, but Stavros will give chase and try to bring them down. Or the PCs can stay and fight it out, endangering their own lives in an attempt to kill this super-human monster.

STAYING AND FIGHTING (EL 10)

If the PCs stay and fight Stavros will oblige them - he has the upper hand, after all. During the course of the battle the building will be burning around the combatants, with flaming debris and rising temperatures adding a harrowing element to the fight.

The fight should be fluid and menacing. Use the

rules described above for moving at random through the theater; Stavros will pursue the PCs fearlessly no matter where they go, hoping to kill every last one of them.

As the fight goes on, the building slowly begins to fall apart as more and more of the fire claims it. Depending on what round it is, if the PCs haven't yet escaped the following hazards will come into play:

Round 1	Rising temperatures. In addition to sweating and coughing, each time the party enters a room there is a 1 in 6 chance that they find it engulfed in flame. Opening the door blows the lead PC prone and also inflicts 2d6 points of fire damage (Reflex save at DC 16 to avoid being knocked prone) to all within 5 ft.
Rounds 2-4	Falling debris. As above, except that even if the PCs remain in place each round there is a chance that some of the burning ceiling/walls fall in, showering the corridor/room with fiery debris. Roll 1d6 for each character (including Stavros); on a 1 that character is struck for 2d6 points of damage (damage is half fire, half bludgeon).
Rounds 5-9	Inferno. In addition to the threat of falling debris, temperatures have reached such a level that the PCs suffer 1d6 points of damage per round (no save) from the fires that are now beginning to lick off of every bare wall and doorway. Also, all present (except Stavros) must make Fortitude saves each round, at DC 16, or become <i>stunned</i> from the smoke.
Round 10	Collapse. On round 10 the fire has gotten so out of hand that the entire building begins to collapse. If the PCs are still present they suffer 2d6 points of damage per round from falling debris (damage is half fire, half bludgeon), as well as 2d6 points of damage from the flames that have consumed every corridor and room in the old theater.

Since Stavros is higher level than the PCs he may very well have the advantage in this battle. He will relentlessly pursue the PCs, walking through fire if

necessary to catch up to them. Though it looks as if the fire does not affect him, in reality it does; he merely does not feel any pain and thus shows no sign of injury when he plows through flaming debris!

GM's Note: In the party's favor Stavros is already injured from previous fighting with the Midtown Angels, and from walking through the flaming building to find the player characters. In addition, for this battle Stavros does not get to benefit from his *Defender* ability, since he is not actually "defending" Mayor Morrison at the moment.

☠ **Stavros A (1):** HP 40.

FLEEING (EL 10)

If the PCs manage to locate the rear exit and make it to their *Peacemaker*, Stavros will pursue, firing whenever he can get a clear shot. If the PCs drive away he will either try to jump on their vehicle or, if that is impossible, shoot at their vehicle to damage it and cause it to crash.

In the former case Stavros must make a Jump check at DC 15 to board the PCs' vehicle as it pulls away. This calls for a dramatic leap (one which the PCs may sense takes *super-human* strength and coordination), and once successful he will cling on, firing his shotgun at the driver through the front viewports in an attempt to cause the vehicle to crash. *If you want the scene to be dramatic, you can make his Jump check automatically successful.*

The PCs can try to shake Stavros off by taking evasive maneuvers as they drive away from the scene of the slaughter (driving at high speed down tight alleys, hitting garbage cans, swerving dangerously, etc.). Each round that the driver of the vehicle takes such measures Stavros must make a Strength check at DC 12 or fall off, take 2d6 points of damage, and be left behind. The driver must also make a Driving check at DC 22 to avoid damaging the *Peacemaker*

on various road hazards (doing 1d6 points of damage to the vehicle, ignoring Hardness). If this check is failed by 5 or more, the driver loses control and the vehicle crashes into a nearby building. Similarly, if the vehicle is brought to 0 hit points as a result of evasive maneuvers it also crashes.

Chances are Stavros will survive a crash (or a fall if shaken off), but he will probably be thrown (roll 1d6+1 and multiply by 5 ft. to see how far he is thrown). Once he recovers he will relentlessly stand back up and continue the chase. Even if the PCs race off leaving him in the dust, Stavros will pursue by foot hoping to catch up at the next intersection, stop sign, or traffic light!

This episode should be played as a harrowing encounter with an enemy that seems totally indestructible; the players may or may not realize Stavros is an android, so they may merely think he is a high-level opponent. Play it up. The PCs should be rightly afraid of Stavros, and his attempt to kill them all in this bizarre vehicle-borne encounter should be exploited to the hilt!

KILLING STAVROS

Regardless of where the final blow takes place (assuming it does; it is possible that the PCs leave Stavros alive and flee, in which case they don't get a chance to realize what he truly is), when Stavros is finally "killed" read the following:

For the last few moments your enemy's movements have been slow and jerky, evidence that the monstrous henchman of the Mayor is slowly being withered down. As the final blow connects, it sends the towering giant staggering backwards, his arms flailing about as if looking for something to help regain his balance, before falling over.

As he strikes the ground something totally unexpected happens - he explodes! Even before his body crumples lifeless to the ground a fiery glow burns from his open mouth, the rims around his eyes burst into auras of illumination, and suddenly there is a deafening BOOM as his body blows up sending a cloud of flame and metal shrapnel everywhere.

Once killed the PCs trigger Stavros' self-destruct feature. Anyone within 30 ft. is affected for 10d6 points of damage (Reflex save DC 20 for half).

After any damage to the party has been recorded, continue reading:

As the smoke clears you survey the scene of carnage - bits of molten metal, still flaming, lie scattered everywhere. Your enemy's body is no more, though an arm can be seen here, a foot over there. But they are not human limbs - they are the extensions of a cleverly disguised machine designed to resemble a human being. Metal parts can be seen where these limbs once connected with the creature's life-like body, and even now they jerk with a haunting, whirring motion...before finally going still and silent.

Several meters away you find the gunman's head lying in a heap of trash. His eyes are no longer there, no doubt burned out by the heat of the fire, leaving only glassy black orbs in their place. The jaw appears to have been torn off in the explosion revealing a bundle of wiring where one would normally expect his tongue. A chill runs up your spine as you take the head cautiously in hand, making sure he - or it - is finally dead.

Unfortunately for the PCs this is only the first of three "Stavros androids", and once Stavros "A" is killed "B" will be activated ("somewhere" in the city). When they meet Stavros next they are in for a big surprise!

However, the PCs may now realize they have a valuable tool for learning about the man they just fought (see *Investigating "Stavros"*), where he came from, and what role he had (if any) in the Mayor's malevolent plans. If they play their cards right they may learn of Stavros' "brothers", and may be prepared when they next encounter "him".

GM's Note: If the PCs neglect to take Stavros' head to Malcolm at AIT (see *Investigating Stavros*), they can come back later and find his head among the ashes of the Midtown Trading Post (you may want to incur a Search check instead if Stavros died somewhere else, such as during a vehicle chase, as his head could be lying in any trash heap alongside the street).

INTO THE ZONES

Tie In: The PCs learn about the existence of an ancient train station, now the probable residence of The Fuzz, from Boris of the Midtown Angels.

The part of the Zones where the PCs hope to find The Fuzz is dead quiet – silent as nowhere else they have ever been. Here, on the far side of the River, the dead wind makes strange moaning noises as it emerges from the nearby tall tenements, all bombed-out and destroyed. The streets are lacking movement in any form; rubble and rusted ruins of ancient vehicles lie scattered about, overturned or buried in collapsed buildings. It is a sight of utter destruction, an area long forgotten by most citizens of the Metropolis.

Geiger counter readings (if the PCs have them) register a steady 30 Rads, which is somewhat startling but not hazardous to health if their foray is short-lived (in game terms there is no danger). The rubble here seems scorched and blasted, as if the area was burned up badly some time in the past – craters caused by the fall of wreckage from the gaping dome overhead upturn the roads here and there and leave yawning holes in the foundations of teetering nearby buildings. An orangish “glow” hangs over the air by day, turning noticeable neon pink by twilight, and glowing like a distant unrevealed sunrise throughout the night.

ATTACK BY ZONE RANGERS

Though the region the PCs must pass through to find the Fuzz’s hideout seems empty and abandoned, it is anything but. This is the territory of the unusual Metropolis gang known to outsiders as the “Zone Rangers” - a loose brotherhood of *Barrier scav*s, individuals who have lived virtually their entire lives on the boundary of Metropolis civilization, scavenging the ruins of the blasted city periphery for food, water, and goods to trade with other gangs.

Though they are largely left to their own devices by the more powerful city gangs, this is only because of three things: the Zone Rangers claim territory no one else wants; they deal in garbage and junky goods; and they have a terrifying reputation as ambush-hunters and cold-blooded cutthroats, sadistic enough to keep even the most ruthless inner city gangs away.

Unfortunately for the PCs, they must cross Zone Ranger territory if they plan on getting to “TheFuzz”...

THE AMBUSH (EL 12)

When and where the Zone Rangers attack is up to you, but it should certainly occur between the time

the PCs enter the Zones and their arrival at the Train Station (see below). The region the PCs are passing through is Zone Ranger territory, and while they can’t be everywhere at once, small groups of their kind are numerous enough that an encounter is almost certain. And since this area is a desolate labyrinth of old crumbling neighborhoods and blast craters reminiscent of a WWII urban battlefield, there are literally hundreds of places for the Zone Rangers to hide, stalk the PCs, and choose the time and place in which to strike.

Typically speaking the Zone Rangers will attack wherever they can get the upper hand on the PCs, such as when cover or elevated positions are available; the ideal ambush site would be in a twisting alley that turns out to be a dead-end, with the Zone Rangers either on top of the surrounding buildings looking down or else firing from the windows of an upper level.

☛ **Zone Rangers (5):** HP 32 each.

Tactics: The Zone Rangers will typically attempt to get within 30 feet of the PCs, using the *Improved Dead Aim* feat to line up a guaranteed hit before ever revealing themselves. Keep in mind that in this environment the ‘Rangers have the benefit of the *Urban Shadow* ability of the Barrier Scav class as well as their Ghillie suits, giving them a Hide of +25, Move Silently of +12, and Survival of +8, so getting close may not be a big problem for them. Note that if they do get within 30 feet, when they attack they will receive +1d6 damage from *Sneak Attack* on the first round.

Alternatively they may use the very blasted nature of the local terrain to their advantage instead; waiting for the PCs to enter a blasted-flat area of rubble, or to cross an abandoned parking lot, they might snipe the PCs from a great distance while under cover in buildings flanking the “killing zone”.

Development: Though they may be incensed by the PCs’ intrusion on their territory, the Zone Rangers are by nature survivalists, and as a result they aren’t willing to die just to keep a group of hapless Enforcers out of the area. Once they realize the PCs won’t be easy prey (such as when two or more of their number is killed or incapacitated, or if the PCs prove impossible to hit or injure) they see no need to stay, and will melt back into the shadows and surrounding ruins.

If the PCs pursue the fleeing Zone Rangers (which is entirely up to the players), they can be tracked back to the Zone Ranger Camp (see below).

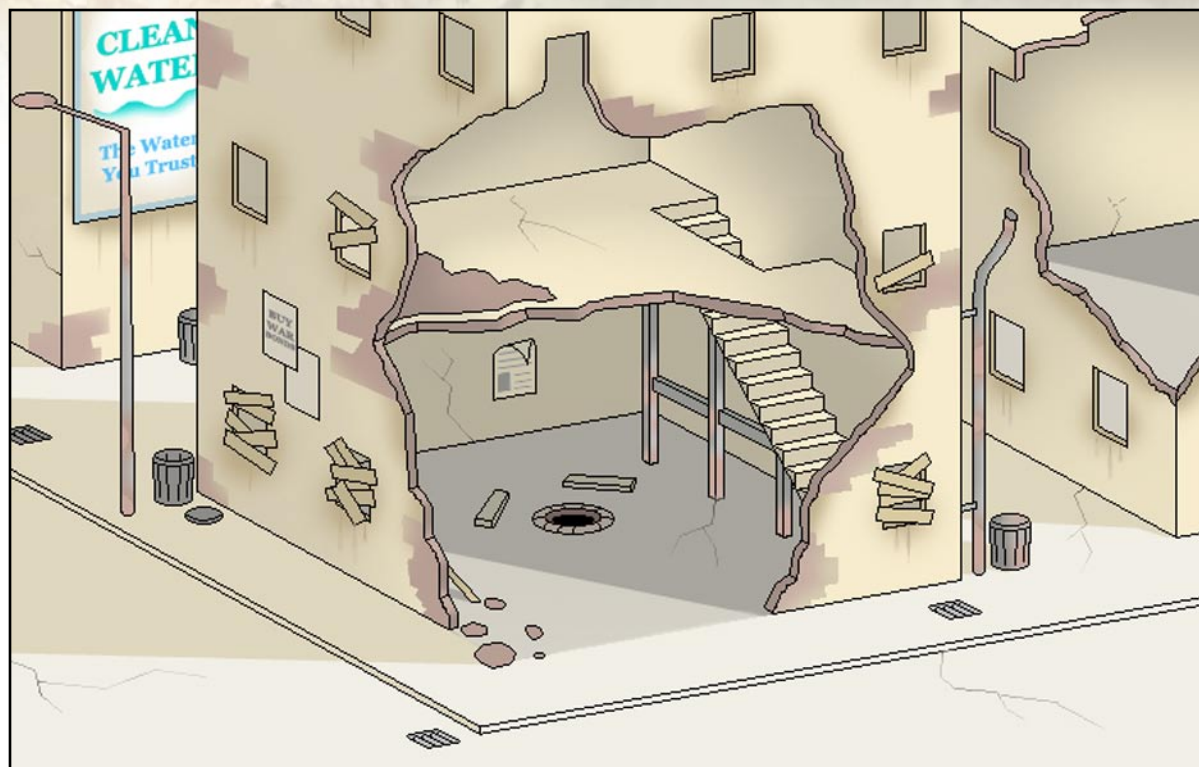
ZONE RANGER CAMP (EL 4)

The Zone Rangers have set up a small camp in the nearby ruins, which any surviving members of their party will flee to. The PCs can track them here with a Survival check (DC 14). The camp itself is set in the shell of an old blasted building (see map).

Any surviving Zone Rangers will be here; desperately tending their wounds when and if the PCs catch up. Guarding the camp (and their wounded masters) are a few mangy dogs, fighting over the scraps of their masters’ morning meal.

GM’s Note: The Zone Rangers are known to domesticate dogs as guard animals and companions; they typically load their dogs with saddle packs filled with rocks so that they weigh roughly the same as a man. The dogs always walk ahead of a particular ‘Ranger group, so that they trigger any anti-personnel mines in the party’s path - instead of their masters (as emotionless and practical-minded as they are, the ‘Rangers usually celebrate the heroics of their fallen “companions” with a hearty meal of dog stew).

When the PCs arrive the dogs may detect them coming (check their Listen against the PCs’ Move Silently checks); if they do they begin to bark



hungrily, moving to attack the PCs alongside their masters.

● **Medium-Size Dogs (3):** HP 13 each.

Treasure: Once the Zone Rangers in this camp are killed the PCs can ransack their pathetic belongings, which they keep scattered around the campsite. These include a crowbar, a shovel, 1d2 combat knives, 1d4 spoons and forks, 1d2 tin cups, three canteens (each half-filled with water), 1d8 cans of dog food (as much as for the 'Rangers as their dogs), a can opener, a hand-operated sewing machine (for repairing their Ghillie suits), 1d3 spools of thread,

a Geiger counter (full power cell), two potassium iodide tablets, six doses of Cat (see *New Drugs*), and 3d10 rounds of 7.62mm ammunition.

THE TRAIN STATION

Once the PCs get through Zone Ranger territory, they soon arrive at the train station, hideout of The Fuzz. A few hours after leaving the domain of the Zone Rangers the PCs finally come across the station in all its glory, a forgotten relic of the past lost amidst the sea of ruined buildings and cratered streets of the Zones.

There, in a slight depression among the sea of ruined buildings, is what can only be the train station described by Boris. At the center of a vast flat that comprise a once-sprawling railyard an enormous structure (looking as if its massive gray-black walls covered a dozen or more city blocks) stands defiant against the test of time. Huge widows run the length of the building's upper stories, which at one time no doubt gave light to the gloomy interior, but are now cracked, shattered, or covered in swirls of black dust. A great clock, its ornate iron hands rusted and frozen at a minute past 1 pm, hangs high overhead. Written beneath it, carved into the marble of the building itself, are the words "Metropolis Rho Train Station".

Railroad tracks surround much of the building, once capable of servicing dozens of passenger trains at a time. Now these tracks are red and rusted, bearing the weight of several graffiti-covered train cars that seem frozen to the tracks, mighty and immovable.

The wind roars through this small valley in the ruins, causing metal trestles to creak and jingle. But other than that all falls silent.

As you prepare to head towards the only ground entrance in sight - an old loading dock in the rear of the huge structure - a gunshot pierces the air and the sound of a ricocheting bullet skittering off a nearby oil drum grabs your attention.

Taking cover, you search with your eyes for any sign of a sniper.

Then, emerging from cover far atop the railroad station, stepping out from the deep shadows created by rooftop clutter, comes a tiny figure just barely visible at this distance. He wears an all-concealing robe of patchwork

cloth, his hands wrapped in rags leaving only his fingers bare. His white hair blows in the wind, revealing a heavily bearded face crisscrossed with wrinkles. In both hands he carries an old-style automatic rifle.

The man grins when he sees he's got your attention.

"You dumb sons-of-bitches!" he yells, his voice amplified by the open spaces of the great sprawling rail yard. "Don't ya come any closer! You're walking straight into a minefield!"

With that he lets of a half-crazed laugh, before ducking completely out of sight through a hatch or skylight you never noticed was there.

The crazy scav (The Fuzz) is telling the truth - over the past twenty years he has slowly and painstakingly mined the entire region surrounding the old train station, turning it into a virtual fortress against the intrusion of others - rival scav, gangers, and Enforcers alike.

The PCs must cross the minefield to get to the train station, but doing so won't be an easy task.

MINEFIELD (EL 3)

The minefield itself completely surrounds the building, and is approximately 300 feet wide in every direction. The scav has placed his mines almost at random, so there doesn't seem to be an easy way to figure out a path through the 'field. He has hidden mines in the earth, under loose railroad tracks, and even inside and under the various railroad cars sitting on the rail yard tracks.

In game terms, for every 10 feet the PCs travel through the minefield there is a 1 in 10 chance of a party member stepping on a mine. If they move cautiously (at a rate of 30 feet or slower per round), the chance remains 1 in 10. If they move more

quickly (at any rate faster than 30 feet per round), the chance increases to 2 in 10. If the PCs *drive* through the minefield, the chance of triggering a mine is 3 in 10 per 10 feet traveled.

If a mine is triggered there is an immediate explosion. Treat a mine detonation as a *fragmentation grenade* going off underfoot, centered on the character that triggered it. Mines are set up so that they will not trigger other mines when detonated.

☛ **Minefield (1):** CR 3; no attack roll necessary (4d6) 20 feet; Reflex save (DC 15) for half damage; Search DC 25; Disable Device DC 20.

LOADING DOCK (EL 3)

Once the PCs cross the 300-foot field, they arrive at the loading dock door. It appears to be the only entrance (though in reality The Fuzz has numerous underground tunnels leading out past the minefield); all other entrances appear to be walled off by concrete slabs, corrugated metal walls, rusting car hulks, etc..

The rear loading dock door is locked and *trapped*. Anyone forcing their way through the door will knock a *fragmentation grenade* from the crossbar, causing it to explode as soon as the door swings open. The Fuzz normally reinserts the pin in the grenade and takes it with him when he leaves his hideout; right now, since he is hiding within, the trap is in place.

☛ **Grenade Trap (1):** CR 3; no attack roll necessary (4d6) 20 feet; Reflex save (DC 15) for half damage; Search DC 20; Disable Device DC 20.

Once the PCs clear the rear door, they are confronted by the staggering interior of the building:

Entering the building proper you are at a loss for words when confronted by the scene before you. Once inside the building appears

to be a single huge open space, with marble pillars as thick as small buildings rising to a vaulted ceiling several stories overhead. Ancient chandeliers sparkle weakly in the deep gloom near the summit of the roof, where bats shriek and suddenly take to the air to escape what they perceive to be a coming danger. Balcony-style galleries run the length of the upper levels, and the light filtering through the upper story windows create solid beams of luminescence that pierce the deep shadowy interior like brilliant swords. As the bats flutter through the openings high overhead, they cast strange shadows all across the bottom floor.

Motes of dust swirl about as you cross the threshold, and your footsteps echo loudly inside.

As the door closes behind you, you hear a voice echo from somewhere in the shadows of one of the many levels of the train station.

"You've scared off all my friends! Dammit! But at least you've made it! Not bad, not bad at all! I suppose you won't mind telling me why you've come to bother me, will you?"

The man, The Fuzz, is hiding on the second level above the PCs, facing them across the huge shadowed mezzanine. He has his rifle in hand, and is just waiting for the PCs to make one false move. This is his home, his sanctuary, and the PCs have violated it. He wants an explanation!

Assuming the PCs explain why they've come, read the following:

Your words echo through the darkness for a few moments, as the last of the bats fly out into the early morning dawn. Expecting an immediate reply, you are surprised when none is forthcoming.

It seems a full minute passes before there is a sound. Looking up to the second-story balcony, you see the cloaked man from the rooftop emerge from the featureless shadows and into the light. For a moment he seems to glow, his shape captured and illuminated by a beam of sunlight creeping through the murky windowpanes high overhead.

"So you came for The Fuzz, eh? That'd be me, yes sirree. Haven't had visitors in a long time."

The man disappears into the shadows again, but moments later you hear the sound of his footsteps on the marble stairs. A little while later he emerges on the bottom level, slinging the rifle over one shoulder and extending his hand in greeting.

The Fuzz is surprised to see the PCs, especially Enforcers, but he's somewhat starved for companionship. He eagerly invites them to his hideout among the old luggage conveyors and storage rooms.

- The Fuzz strikes the PCs as a little crazy; a Sense Motive check (DC 14) reveals he is at least slightly delusional.
- If the PCs mention Therese and/or show him a picture, The Fuzz recalls her quite vividly. "Yes, I remember her, Therese. Named her m'self. After my mother, y'know. Such a child, such a sweet child. Hard to believe someone so small could have made it through the Barrier."
- If the PCs ask about Therese and the Barrier, The Fuzz adamantly swears she made it through. He explains that he found her not in the Zones (as they may have been led to believe), but in the Barrier itself. If they ask how this is possible, The Fuzz snickers joyfully as if hiding a great

secret. He merely taps his temple, suggesting he knows something they don't.

- If the PCs persist, The Fuzz laughs and tells them. He says he has in his possession a special "device" which emits a signal that deactivates many of the traps and automated turrets found in the Barrier. With it he has time and again been able to slip into the Barrier itself and scavenge for things to trade for food, water, and medicine.



- He says that one day (more than a decade ago), while out in the Barrier, he found a little girl all by herself among the ruins. How she had gotten there he had no idea, but she had apparently jumped into a hole just when a nearby sentry turret detected her and started firing. She was obviously trapped. After some consideration his curiosity got the best of him, and he used the device and deactivated the turret, and approached her.
- The Fuzz tells the PCs the girl was terrified, her face covered in tears, wearing only buckskins and what looked like cheap jewelry made from bottle caps and animal teeth. She was as afraid of him as the robotic defenses, but he played his harmonica for her to calm her down. He says she barely spoke a word, and what she did sounded like "nonsense". He decided to take her back to his hideout, at least until he could think of what to do with her.
- When they returned he noticed the girl was suffering from the early stages of radiation sickness, and so he gave her a shot of *rad-purge*. She became ill for a few days, but eventually recovered, regaining her strength. Over the next few weeks he and the girl worked out a rudimentary way to communicate with one other; she seemed to pick up the language easily. When they had finally learned to speak with one another adequately, he asked her the question that had been on his mind the whole time: who was she, and how had she gotten there?
- In a revelation that knocked his socks off, the girl said she came from the *desert*. The Fuzz didn't believe her of course, but she insisted, and even begged him to take her *back*. She said her family members were from a clan of traders, thrown off course by a great sandstorm as they

moved through the region. Afraid to get lost they had been forced to take cover in the outer part of the Barrier, something that was normally forbidden to their people. She said her people had legends about the great “lost cities”, and that none who ventured into them ever returned (no doubt killed by the defenses of the Barrier, but let the PCs figure that out themselves).

- During the storm the girl became separated from her family when a creature - something “enormous” - attacked their camp. She claimed to have gotten away only by fleeing deeper into the ruins. She eventually became lost, unable to find her way back.
- The girl claimed her people would reward The Fuzz if he took her back through the Barrier. But The Fuzz was too afraid to risk the journey; though he had the device that deactivated many of the old defenses, he knew it didn't work 100% of the time. He wasn't about to risk his life taking some dumb kid through the Barrier, whether or not her story was true.
- The Fuzz decided to raise her as his own. Over the next few years Therese was his only companion, and together they scavenged the ruins and made a living through their toils. But eventually, as times grew harsh, The Fuzz realized he couldn't feed two mouths. So he decided to sell Therese to the Midtown Angels. He consoled himself by reminding how annoying her constant requests to be taken “home” were.
- The Angels bought her for a good chunk of money, and he never saw her again. The booze and movie tickets he bought at the Trading Post helped console him further.
- The Fuzz remembers Therese never gave up on her belief that she had come from beyond the Barrier. Now that he looks back, he ultimately

believes she was telling the truth.

- If the PCs ask why the Mayor would want Therese dead, The Fuzz tells them what should already be obvious - the Mayor, and all of Metropolis society, aren't ready to grapple with the fact that there is life outside of the City. That the devastation wasn't as complete as previous generations had been led to believe. The repercussions to the status quo would be devastating; any Mayor (not just this one) would be hard-pressed to relinquish his reign of absolute power if the people found out they could leave the city for the world outside.
- If the PCs ask why The Fuzz hasn't left, or why he hasn't told others, he shrugs and explains that there is no guaranteed way through the Barrier. Even with his device there is a chance that certain defenses will remain online, and he values his life - as impoverished as it is - too much to risk it on a chance. After all, even if there is a world outside, who's to say it isn't as bad as the one in here?
- If the PCs ask for the device, The Fuzz tells them “no way”. They will have to strike him a pretty sweet deal to relinquish it (in game terms he will only trade the device for 30,000 cr worth of goods), *or else kill him for it.*

The Fuzz has nothing more to say to the PCs. The party can now leave the wretched, amoral scav to his self-imposed exile and miserable, solitary life.

Treasure: If the PCs kill The Fuzz (see *Returning To The Fuzz* sidebar) they can search the old train station for his belongings. Over the years The Fuzz has gathered quite a collection (located in the *Ticket Counter* area; see map), though the more valuable things he's had to sell for food and other necessities, leaving only bizarre trinkets of sentimental value.

These include a collection of newspapers from before the Fall, a copy of TIME magazine from 1954 (really hollow; between the covers is a pornographic magazine manufactured more recently in the city), a brass knob from a fancy bed (used as a paperweight), a harmonica, a Safari pith helmet, a collection of Burl Ives tapes, a peeling plastic toy doll, and two doses of *Cat* (see *New Drugs*) in a plastic bag. Other than the drugs, however, none of these have any real value.

On one entire wall of this room, however, is a large-scale map of Metropolis Rho dating from the time of the train station's heyday, showing the maze of rail lines that connected various parts of the city as well as to interstate rail lines. The map (which is 12 ft. long and 8 ft. high) is a large duraplast plaque that once had blinking lights to show delays along the various lines, and is almost invulnerable to damage. Any character examining the map sees a “trail” marked with red paint, connecting the train station to a distant tunnel leading out of the dome, somewhere to the west. This is apparently the route The Fuzz uses to reach the Barrier for his scavenging forays (in reality this is also the *only* route out of the dome, used by many Barrier scavs as well as The Fuzz).

Development: The map in the train station gives the PCs the only known route for escaping Metropolis Rho when the time comes, a tunnel used by The Fuzz, the Zone Rangers, and other scavs of the city to reach the outskirts of the Barrier. However, Stavros will also use this map to know where the PCs are ultimately headed, to plot his ambush at the finale of the adventure (see *The Barrier*). When Stavros B (once Stavros A is killed) interrogates Madam Tess before murdering her at the end of the chapter, he learns of the party's plans to track down The Fuzz. Stavros follows the PCs into the Zones and locates the train station, and also finds this map (if the PCs have already killed The Fuzz, he



has no problem getting in; if the PCs left The Fuzz alive, Stavros easily kills him and finds the map after poring over his belongings).

THE FUZZ'S BFT

If the PCs manage to acquire the BFT from The Fuzz, they may be led to believe they have a sure way of escaping the Barrier. However, as The Fuzz may have mentioned, the device he possesses is not 100% successful in neutralizing the defenses of the Barrier. Slight damage, great age, and years of exposure to the elements (The Fuzz found this BFT out on the periphery of the Barrier) have caused his BFT to malfunction on occasion. Thus, it is not entirely reliable.

An additional BFT does exist, in a secret wall safe in the Mayor's penthouse suite, high up in Titan Tower. The PCs may learn of this alternative BFT through killing Stavros and mining his electronic brain for its memories (see *Investigating Stavros*).

AND FINALLY, THE BLUE-EYED LADY...

As the PCs emerge from the train station, The Fuzz climbs back up to his rooftop perch to see them off. He waves a hand almost as if wishing them well, but no doubt just happy to see them leaving his "secret" hideout.

As the PCs begin to re-trace their steps, they are suddenly surprised by a solitary figure standing motionless on the far side of the minefield, staring in their direction.

There, alone, is a young woman who is unmistakably familiar to all present; long blond hair, beautiful features, and striking blue eyes that stare out from a frightened, guarded face.

The woman immediately draws a small pistol from the pack slung over her shoulder.

"Stay back!" she calls out, her shaky voice almost drowned out by the wind. "I'm not going with you! I'm leaving - I'm leaving this place forever. You can't stop me! You killed Nathaniel - but you won't kill me!"

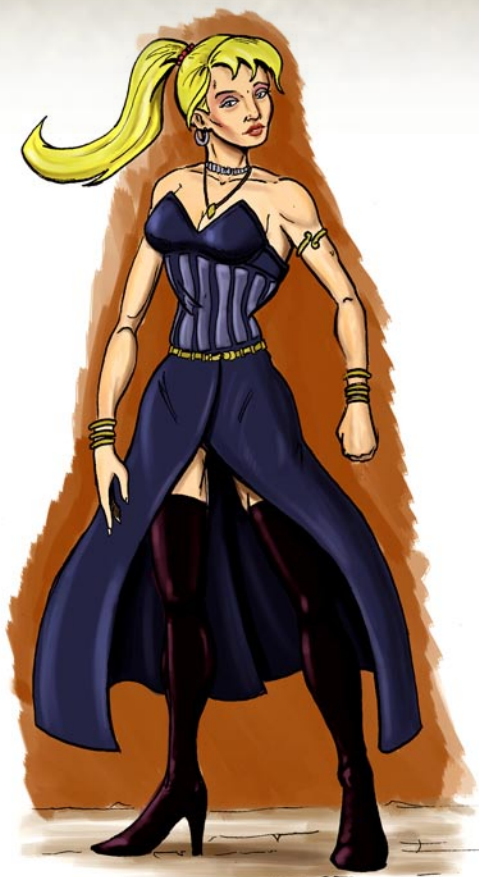
"The Fuz"z laughs at her desperation from his rooftop perch.

"Go away, you dumb bitch, don't you ever learn? What'd you come here for? Didya think I was going to take you in? I don't want you, I never wanted you! Didya think I'd take you back through the Barrier? Forget it, bitch, it ain't gonna happen! I got ridda you once, don't make me do it again!"

Tears well in Therese's blue eyes, and her lips quiver uncontrollably. The wind blows stray strands of hair into her eyes, but she stands unflinching, facing the reality of "The Fuzz's" words without blinking. Now abandoned at every turn, she looks on the verge of a total breakdown.

While the PCs may be stunned by the sudden appearance of their quarry - delivering herself into their hands no less - it is clear that she came here purely out of desperation, hoping that somehow The Fuzz - the last person she knows - might be able to help her. Returning to the place of her earliest memories, she has mistakenly walked right into the hands of the very people she has been attempting to evade.

Though desperate, Therese is in no condition to put up any resistance. While she does have a weapon drawn and will fire on the PCs if they come closer, a successful Diplomacy check (DC 14) will get her to drop the weapon and surrender herself to the PCs. When she does she buries her face in her hands and sobs, unable to speak.



WHAT TO DO WITH THERESE

Though they now have Therese, the PCs probably don't really know what to do with her. They know that if they turn her in she'll probably be wrongly implicated in Durante's killing, and even if she isn't she'll probably be euthanized for being a *mutant*. They can't let her go; she's obviously emotionally unstable at the moment, and may run off and do

something stupid (such as taking on the Barrier by herself). Whether or not the PCs actually care about Therese, at the very least they are unlikely to want her dead after having spent so much effort in tracking her down.

Therese, for her part, seems as lost as the PCs. She remains silent as they drive through streets, merely staring out the window as the bleak cityscape whizzes by.

FINDING A SAFE PLACE

Eventually the PCs should realize they need to find a safe place to keep Therese, at least until they can figure out what to do with her. Taking her back to one of the PCs' apartments might be an idea, but if any more of the Mayor's goons come looking for her it'll be one of the Enforcers' apartments that they'll hit first.

Ideally the PCs should be able to find neutral, isolated, and secure ground to keep Therese for the time being. They have several options; the empty warehouse where she camped out after Durante's murder (see *Abandoned Warehouse*), the ruins where the mutants ambushed the PCs (see *Mutant Ambush*), the wreckage of the University (now that the mutants have been cleared out, the ruins are once more empty; it is unlikely the Enforcers will return any time soon), or even the ruins of AIT (Malcolm certainly wouldn't mind the company, and it gives the PCs a chance to access Stavros' brain if they haven't yet done it).

One of the PCs will probably have to stay with Therese to make sure she doesn't slip away, or the PCs could take turns watching her, or they could merely entrust her to Malcolm (he'll be willing to do this, for no charge, just for the opportunity to have someone new to talk to).

When the PCs finally do decide on a place to keep Therese safe, she overhears their conversation and

realizes they aren't going to turn her in after all. Her preconceptions shaken, she begins to view the PCs in a new - if unsure - light.

Once she is settled (wherever they take her), Therese looks around her new digs for a while before finally breaking her self-imposed silence. Though she already suspects it she asks the PCs to explain why they've brought her here, and what they plan on doing with her.

If the PCs explain why they've been looking for her, and assure her they mean her no harm, Therese finally speaks:

- Therese starts by telling her life story. She explains that she has lived in the Metropolis so long that her earliest memories are vague, fuzzy remembrances of a world "outside". She tells the PCs she knows it sounds crazy, but she remembers living with a family that once traveled the deserts of the world outside in great "caravans". She tells the PCs that from what she remembers, among her people the great cities were believed to be in ruins, and no one ever visited them for fear of never returning. But one night her family was forced to take refuge in the outer ruins of one such city during a sandstorm. When the camp came under attack by a "sand dragon", she became separated in the confusion. A mere child, she fled deeper into the ruins hoping someone would follow her tracks and find her.
- The next thing she remembers was The Fuzz rescuing her and taking her in. He raped her and over the years turned her into a twisted kind of "daughter", teaching her how to live in the ruins. He told her about the Metropolis, and in time she began to forget where she came from. Eventually The Fuzz sold her to the Midtown

Angels. She changed hands among various gangsters, until Madam Tess bought her and brought her to work at the Cotton Club.

- She met Nathaniel Durante while working at the Club, and they fell in love. She tells the PCs that when Durante found out she was a mutant she became terrified. But instead of turning her in, he promised he would keep her story secret, and even try to find a cure for her cystic fibrosis. He bought her from Madam Tess immediately and made room for her at his penthouse apartment where they began living together. She says he discreetly turned to a group of old colleagues from the Fetchfield Club, two of whom were former genetic scientists involved in something called the "Legacy Project", looking for answers.
- One of the men, Orson Grant, agreed to help. He did some tests and confirmed that Tess was suffering from a genetic illness that had not been seen in the city for generations. He told Durante that there was no treatment currently being produced in the city, and the outlook was grim. Durante wouldn't be defeated so easily. He got Grant to find a formula for the medicine Fibroxinin, and went to a company in the city (Dream Chemicals) to have it specially made for her.
- Somehow her secret got out, however. Therese doesn't know how, but the newly elected Mayor discovered her secret and came to Durante to force him to hand her over. The Mayor didn't want the truth to come out - he was afraid that knowing there might be other survivors outside of the city might cause the people to abandon their society. He told Durante that he could live if he gave Therese over for "termination". Since she was the only real evidence that life outside the Metropolis existed, he promised Durante

he would let him live the rest of his natural life unharmed if he cooperated.

- Therese tells the PCs, with tear-glazed eyes, that Durante refused. At this point she pulls out the videotape she took from Durante's *panic room*. She tells the PC that this is a tape from Durante's security system that shows the Mayor and a handful of bodyguards arriving at Durante's apartment to intimidate him.

If the PCs run the tape, Therese proves to be telling the truth. The video (dated on the night of the murder) shows the Mayor paying a visit to Durante in the company of several armed men. The Mayor appears to speak with Durante for a few minutes, pacing his apartment and even helping himself to some scotch from Durante's bar. The two appear to exchange words, until out of the blue the Mayor smacks Durante across the face, sending him to the ground. His men then proceed to rough Durante up, kicking and beating the elderly gentleman until the Mayor finally raises his hand for them to stop. After some words one of his men breaks off and disappears off-camera, as if searching the apartment. He returns with a strange device (a BFT, if the PCs have seen one), and hands it to Morrison. Again Morrison speaks to Durante, and Durante appears afraid. Despite this Durante seems defiant, and shakes his head vigorously as if denying any knowledge of Therese or the purpose of the device.

The Mayor ultimately appears to give up, buttoning his jacket and slicking back his hair, looking briefly towards the skylight. Moments later he and his men leave with the device.

Only a few minutes later the camera catches sight of a vague silhouette in the skylight. Durante is oblivious to the assassin on the roof, rising to his feet weakly and nursing his bruises when the unseen

gunman fires. Durante is killed instantly. The shadowy figure watches for a few moments, leaning over to look down into the apartment to make sure Durante is dead. For a brief moment the light washes over the killer's face, revealing the image of Stavros, the Mayor's right-hand man.

- If the PCs ask why she wasn't there, Therese says she was, but hiding in the panic room. Durante's address was not listed publicly, and even his best friends didn't know where he lived. He didn't want anyone knowing she was there. When there was a knock at the door he feared someone had found out she was living with him, so he told her to hide. She watched his murder through the security monitors in the panic room. Once the Mayor and his men left, she took the tape and fled, knowing that Enforcers would soon be summoned to the scene. If they found her they might suspect she had committed the murder. Before she left she took half of the diamonds from Durante's wall safe, knowing they could be used to buy the things she needed to survive.
- Therese fled to the Zones, and has been living in a ruined building this whole time (if they ask, she admits she lived in the *Abandoned Warehouse* for a day or so before moving out into the Zones to avoid discovery). She confesses she was so afraid she didn't know what to do. The only person she could think to run to was The Fuzz, the only person besides Durante who had ever kept her secret safe. So she decided to return to him, to hopefully convince him to take her back through the Barrier and to the world Outside. She had saved some of the diamonds from Durante's apartment to hopefully buy his cooperation. That's when she stumbled upon the PCs.

- Therese is still intent on fleeing. Even if the PCs try to console her, tell her that things are going to be okay, she just stares at them with a long hard gaze. She tells them that she doesn't want to live in the Metropolis any more, under any circumstances. She has seen too much death, misery, and suffering. She doesn't care about whether or not the PCs can get rid of the Mayor, of Morton and his mutant Underground, of the well-meaning doctors that might be able to help her, or of anything else but *leaving*. She wants to go home - wherever that is. Live or die. She tells them that whether or not they help her, she's going to go.

If the PCs ask her how she plans on escaping Metropolis Rho, Therese reminds them that The Fuzz had a "device" that deactivated some of the defenses of the Barrier (it's how he reached her when he first found her, and how together they scavenged through the ruins of the Barrier for several years making a living). If he refused to take her personally, he may have been willing to sell the device to her for the right price - thus the diamonds. Once she has the device she plans on stealing a car and driving through the Barrier and out into the desert.

Therese's plan is ridiculously simple, but with all things considered, it just might work.

Therese tells the PCs she is prepared to go - other than her clothes and the things in her pack, she is carrying all of her worldly possessions. She is willing to share her supplies if they agree to help her; she keeps the following things in her pack:

- SITES M9 automatic pistol
- Two boxes of 9mm ammunition
- Spare clothing
- Food and water for 1 person for 2 weeks
- Four *potassium iodide tablets**

- Sack of seven diamonds

* Therese tells the PCs that one thing The Fuzz taught her during their time together was that parts of the Barrier were *radiated*. These pills prevent the body from absorbing radiation, making it safe to move through radiated zones. They will be essential to passing through the radiated spots said to ring the city like a "belt".

WHERE TO GO FROM HERE

For the PCs, their investigation into the murder of Nathaniel Durante is effectively over. With the finding of Therese they have uncovered the Mayor's involvement in Durante's death, and realize (if they haven't done so already) that Stavros, the Mayor's right-hand man, was the assassin that killed Durante when he refused to hand Therese over for "termination".

But what does the evidence mean? Little or nothing. By city law (and not just the Mayor's law) Therese *should* have been killed, to prevent her genetic illness from entering the city gene pool. Durante's hiding her was a crime, and the punishment for breaking the euthanasia law was a death sentence. While the Mayor should probably have conducted the killing in accordance with the law (after a trial), he was acting in private to prevent the knowledge of Therese's origins from becoming public. While the Mayor was certainly acting in his own interest, even under the best circumstances the Enforcer commission and the Council of Gangs would likely support the Mayor's decision to terminate Therese to maintain order in the city, and protect the status quo.

It may occur to the PCs to make Therese's secret public. But what good would that do? Who would believe them? Therese (as a mutant) is an absolutely unreliable witness. And what would coming forward accomplish? Most likely the gangs would remain in the city, while only the Unproductives would attempt to flee, hoping for a better life no matter what the

cost. Hundreds, if not thousands, would be killed trying to cross the Barrier, since there is no way to shut it down for more than a few minutes at a time.

Therese, for her part, agrees to remain put wherever the PCs take her, at least until they decide on what to do.

RETURNING TO THE FUZZ

It is quite possible that, after hearing Therese's story of her life with The Fuzz, the PCs will want to return and exact vengeance on the degenerate old man. Similarly, knowing that he has a functioning *broad-frequency transmitter* (the "device" that allows him to navigate the Barrier) should also be a motivator for returning to the Train Station for an encounter with The Fuzz.

The Fuzz, however, will be wary if and when the PCs return. He suspects Therese will tell the PCs about how he treated her, and will assume the PCs have come to kill him. As such, he will be prepared to fight.

The Fuzz will perch atop the train station building and snipe at the PCs when they come, using his Hide skill to remain hidden until he can line up a shot (through *Dead Aim* and *Far Shot*) and fire. Remember they will still have to cross the minefield to get at him, and if they decide to simply fire at him at long range to avoid this hazard, remember he has at least one-quarter cover (giving him +2 Defense and +1 to Reflex saves). If the PCs resort to this tactic The Fuzz will, on his next action, move down into the building, preparing for another ambush inside. Thus the PCs will have to come to him, possibly risking injury in the minefield and softening them up for when they go indoors.

Killing The Fuzz is equivalent to an EL 9 encounter.

☛ **The Fuzz (1):** HP 47.

MURDER OF TESS

Though the PCs may have learned valuable information and also found the girl they've been looking for the entire adventure, Mayor Morrison is not far behind. After Tess failed in her mission to bug the PCs' apartment, Mayor Morrison suspects Tess' loyalties have changed. It is time to teach her a lesson.

Only minutes after the party leaves for the Midtown Trading Post, Stavros arrives at Tess' apartment, breaks in using his *Civil Authority* feature, and proceeds to brutally interrogate her. Learning that she sent the PCs to see Boris, he prepares to leave and meet the party there for a showdown (which he later does; see above) - but not before gunning Tess down in cold blood. As he leaves he places a call reporting the crime.

In the meantime Mayor Morrison makes a private call to Captain Nelson and other "contacts" in the Enforcers, and pulls strings. He wants the PCs dead. Though they are hesitant to do it, Morrison makes them a lucrative offer. Nelson signs the order to put out an all points bulletin on the PCs, making them fair game for bounty hunters and fellow Enforcers across the city.

LEARNING OF THE MURDER

Following their visit to the Midtown Trading Post and tracking down The Fuzz, the PCs are surprised by a message that comes over the police radio:

All units, there has been a murder at 18000 Constitution Avenue in the Slam Quarter. The victim has been identified as Tess Dane, proprietor of the Cotton Club. She was last seen in the company of [insert the name of the

character that spent the night with her], who has been positively identified as her killer. This Enforcer is to be considered a criminal, armed and dangerous, and is to be brought in at once. By the Mayor's order the bounty on this Enforcer has been set at 50,000 credits. All members of Squad 16 are to be considered co-conspirators, and as such the same bounty will be offered on their heads as well.

The PCs really have only one choice: to run. If they surrender they'll be locked up pending an investigation, which could give the Mayor time to find and kill Therese, and erase all connections to the crime. Likewise, there's no telling they'll even get a trial, if the Mayor thinks they know too much - which they do.

Thus, if the party wants to bring justice to Nathaniel Durante's killers, they'll have to do it outside of the law...

VISITING THE TESS CRIME SCENE

If the PCs attempt to visit the crime scene they can do so undiscovered either by breaking in at night, or visiting during the day and spreading around bribes equal to at least 5,000 credits (to keep the on-scene Enforcers from turning the PCs in). This latter option is only available if the PCs have 100 PPPs or more; otherwise the 1d4+1 Enforcers (treat as *Typical Enforcers*) at the crime scene try to arrest the PCs as soon as they show up, hoping to cash in on the bounty.

Assuming the PCs manage to get access to the crime scene, read the following:

Stepping into the crime scene of Tess' apartment seems like a strange transition from reality into a trance. You are unfamiliar with the

place, yet something about it definitely reminds you of Tess' hand. It's dark, and the floor appears to have been trampled by numerous investigating officers, but you still seem to sense Tess in the furnishings, feminine art, and decor.

As you enter the bedroom knocking down more crime scene tape, you see the sight you came to see. Lying naked in the bed is Tess' body, sprawled out on its back and covered in blood. Almost a dozen entry wounds riddle her chest, neck, and stomach, consistent with a close-range shotgun blast. The dress she wore is slung over a nearby chair.

A search of the crime scene uncovers some clues to Tess' murder. Each item can be found with either a Search check (DC 22) or an Investigate check (DC 17).

- By the condition of her body Tess appears to have been badly beaten before her death. This is most likely indicative of her being interrogated by whoever eventually killed her.
- Tess appears to have been mortally wounded by a single shotgun blast, probably 12-gauge. An Investigate check (DC 22) reveals that the weapon was most likely a Beretta M3P. A second check (DC 22) notes the killer probably stepped away from her after beating her, lingered near the door for a moment, then turned and finished her off with the shot.
- A small holdout pistol (Derringer .45) lies on the floor on the far side of the room, as if flung from Tess' hand. The gun is fully loaded; suggesting she never even got a shot off. Apparently she knew she was in trouble when the visitor showed up, tried to defend herself, but was overcome.

In addition to these clues, the PCs can take apart Tess' apartment to search for valuables, if they are so inclined. A Search check at DC 22 finds over 5,000 credits in expensive jewelry, a wardrobe with another 5,000 credits in luxury clothing, and her personal stash of recreational drugs, including two doses of *DreamSlide* and ten doses of *Cat* (see *New Drugs* for details on these chems).

Interviewing Tess' neighbors proves fruitless; Tess lived alone in an apartment on the top floor of her building, with the closest tenant (a mid-level executive from one of the city's drug companies; he proves to be uninvolved) living three stories below. She valued her privacy, so her apartment was largely soundproof and isolated. As such, no one heard the shooting.

If the PCs ask the officers on the scene how the murder was discovered, they say a phone call was received at the local precinct reporting the "sound of a gunshot" from the penthouse apartment. This should strike the PCs as odd, since with a soundproof room no one could have heard anything. If the PCs think to ask, the officer on duty will recall the voice as having been that of a male, "even and calm", with a slight "stutter".

If successful here the PCs will now have an idea of who killed Tess - Stavros, the Mayor's bodyguard (the report of the anonymous caller having a "stutter" is a clue to his identity). However, the timing should strike the PCs as strange - Tess was killed after the party "killed" Stavros at the Midtown Trading Post.

If the PCs do not yet know there are alternative Stavros', they may now think to try and learn more about this mysterious henchman of Mayor Morrison (see *Investigating Stavros*).

NPC STATISTICS

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

EAST SIDE BOY SURVIVORS

Those few East Side Boys who managed to survive the Mayor's "purge" have had to adapt to a new and harsher lifestyle, casting off their former carefree ways to live unseen among the crowds of Unproductives, sleeping in various safe houses scattered throughout the city, and generally avoiding the Mayor's wrath whenever they can. Though many have perished just trying to stay one step ahead of the Mayor's hit squads and Enforcer sweeps of former ESB properties, those that are still around are tougher for it.

East-Side Boy Survivor, Strong Hero 1/Fast Hero

1: CR 2; Medium-size humanoid; HD 1d8+2 plus 1d8+2; HP 13; Mas 14; Init +2; Spd 30 ft; Defense 17, touch 16, flatfooted 15 (+0 size, +2 Dex, +4 class, +1 equipment); BAB +1; Grap +2; Atk +2 melee (by weapon), or +3 ranged (2d6, Parker Hale IDW); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL East Side Boys; SV Fort +3, Ref +3, Will +1; AP 0; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Demolitions +1, Escape Artist +2, Hide +1, Intimidate +1, Knowledge (Streetwise) +3, Listen +2, Move Silently +1, Sleight of Hand +2, Spot +2.

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

Talents (Strong Hero): Melee Smash.

Talents (Fast Hero): Evasion.

Possessions: Grungy clothes, Parker Hale IDW, two boxes of 9mm ammunition (40), undercover vest.

FARGO DAN

Charismatic leader of the East Side Boys and former mayoral candidate, “Fargo Dan” has seen better days. Living on the run with his men after losing the election, he has lost some of his charm and panache - but not all. Having learned of the Mayor’s aims for destroying the status quo and replacing it with his own vision of an imperial “dynasty”, Fargo Dan plans to bring the Mayor down...no matter what it takes.

Fargo Dan, Fast Hero 5/Ganger 7: CR 12; Medium-size humanoid; HD 5d8+10 plus 7d8+14; HP 78; Mas 14; Init +3; Spd 30 ft; Defense 27, touch 21, flatfooted 24 (+0 size, +2 Dex, +9 class, +6 equipment); BAB +8; Grap +8; Atk +8 melee (1d6, metal baton), or +12 ranged (2d8, Taurus Raging Bull); Full Atk +8/+3 melee (1d6, metal baton), or +12/+7 ranged (2d8, Taurus Raging Bull); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL East Side Boys; SV Fort +7, Ref +10, Will +2; AP 2; Rep +4; Str 10, Dex 16, Con 14, Int 12, Wis 9, Cha 14.

Occupation: Demagogue (Bluff, Sense Motive).

Background: Degenerate (Knowledge [Business]).

Skills: Bluff +19, Diplomacy +3, Disguise +4, Drive +8, Knowledge (Business) +19, Knowledge (Current Events) +10, Knowledge (Popular Culture) +3, Knowledge (Streetwise) +10, Knowledge (Tactics) +3, Listen +2, Move Silently +0, Sense Motive +19, Spot +2.

Feats: Alertness, Armor Proficiency (light), Armor Proficiency (medium), Deceptive, Personal Firearms

Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (Taurus Raging Bull).

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

Talents (Ganger): Underworld Grapevine, Coordinator, Cold As Ice, Nine Lives, Ringleader.

Possessions: Taurus Raging Bull, 15 rounds of .41 ammunition, metal baton, tactical vest.

STAVROS

Activated by Morrison long before his election to the position of mayor, the man known as “Stavros” is actually an android - or rather three androids, to be precise. In reality there are three separate Stavros’, each physically and mentally identical in every way. Mayor Morrison discovered the three identical androids on an assembly line in the abandoned AIT building when he acquired it (see *Investigating Stavros*); after re-activating Stavros and making him his new henchman, he had the two others hidden away and AIT shut down for good.

Stavros was designed to be an administrative android, but he has since learned many new skills that make him far more valuable an asset to his master, the Mayor. His knowledge of city administration, while useful, now pales in comparison with his abilities as a killer and general “troubleshooter” for the West Side Gang.

Stavros is not human, but neither is he truly “evil”; he merely follows the orders of his new master, the Mayor. Still, without any moral qualms or conscience of his own he is easily mistaken for a cold-blooded killer. He is, in fact, the perpetrator who killed Nathaniel Durante, and many of the Mayor’s enemies in the past.

Stavros, Fast Hero 5/Guardian 5: CR 10; Medium-size android construct; HD 5d10 plus 5d10 plus 10; HP 65; Mas -; Init -4; Spd 30 ft; Defense 20, touch 20, flatfooted 18 (+0 size, +2 Dex, +8 class); BAB +8; Grap +10; Atk +10 melee (1d3+2 nonlethal, unarmed), or +12 ranged (2d8+2, Beretta M3P); Full Atk +10/+5 melee (1d3+2 nonlethal, unarmed), or +12/+7 ranged (2d8+2, Beretta M3P); FS 5 ft by 5 ft; Reach 5 ft; SQ Critical Systems, Immunities, Repairable, Sputtering Death, Robot Resurrection, Vulnerability to Electricity, Command Level VC; AL Mayor Morrison; SV Fort -, Ref +8, Will +4; AP 5; Rep +2; Str 14, Dex 15, Con -, Int 12, Wis 15, Cha 8.

Occupation: Administrator (Disable Device, Knowledge [Civics]).

Background: Advanced (Computer Use).

Features and Deteriorations: Bio-Sensor, Human Mimicry, Self-Destruct Mechanism, Faulty Wiring, Speech Loop.

Skills: Computer Use +9, Disable Device +3, Drive +4, Hide +8, Intimidate +5, Jump +10, Knowledge (Civics) +3, Knowledge (Current Events) +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +4, Listen +8, Move Silently +8, Spot +8.

Feats: Advanced Firearms Proficiency, Advanced Technology, Civil Authority, Double Tap, Improved Autofire, Personal Firearms Proficiency, Post-Apocalyptic Technology, Rip A Clip, Stealthy, Trustworthy.

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

Talents (Guardian): Defender +2, Weapon Focus (Beretta M3P), Tactical Aid, Weapon Specialization.

Possessions: *Mastercraft* Beretta M3P, four boxes of 12-gauge ammunition (20), Glock 17, two boxes of 9mm ammunition (34).

ZONE RANGERS

True survivors, these gangers are mostly scavengers and opportunists who make their living picking through the ruins of the zones (hence their name), or ambushing and murdering those unfortunate enough to cross their path and stealing their possessions. Masters of stealth, camouflage, and surprise, these cunning killers take their time tracking their prey, waiting for the right opportunity to strike. Zone Rangers rarely visit the city proper, and then only to acquire things like ammunition and weaponry, trading what few goods they find for the necessities of survival.

Zone Rangers usually wear filthy ponchos that borrow their color from the surrounding ruins, mostly a sandy shade but speckled with bits of refuse like low-tech “Ghillie” suits. These lend them a certain degree of camouflage that allows them to stalk their prey unnoticed both day and night.

Zone Ranger, Fast Hero 3/Skulk 3/Barrier Scav 1: CR 7; Medium-size humanoid; HD 3d8 plus 3d8 plus 1d8; HP 32; Mas 11; Init +2; Spd 35 ft; Defense 19, touch 19, flatfooted 17 (+0 size, +2 Dex, +7 class); BAB +4; Grap +5; Atk +5 melee (1d6+1, combat knife), or +6 ranged (2d10, 7.62mm pipe rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Zone Rangers; SV Fort +3, Ref +8, Will +3; AP 3; Rep +1; Str 12, Dex 15, Con 11, Int 14, Wis 13, Cha 8.

Occupation: Guide (Navigate, Survival).

Background: Degenerate (Knowledge [Tactics]).

Skills: Balance +3, Handle Animal +1, Hide +23, Jump +3, Knowledge (Streetwise) +3, Knowledge (Tactics) +8, Listen +5, Move Silently +10, Navigate +4, Search +15, Sleight of Hand +8, Spot +5, Survival +4.

Feats: Dead Aim, Far Shot, Improved Dead Aim, Post-Apocalyptic Technology, Primitive Technology,

Stealthy, Track, Vulture.

Talents (Fast Hero): Evasion, Increased Speed.

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

Talents (Barrier Scav): Survival Instinct +1, Urban Shadow.

Possessions: Rag clothes, dust mask, goggles, 7.62mm pipe rifle, 3d6 rounds of 7.62mm ammunition, combat knife, Ghillie suit.

THE FUZZ

A truly degenerate individual, The Fuzz is so-named because of his full head of curly white hair and thick bushy beard. Like many Barrier scavs he has lived for too many years out on the fringe of the Metropolis, sharing living space with rats and the skeletal remains of the men and women who perished during the Fall. Unbalanced and unable to make a living within the fold of the Metropolis, he has consigned himself to an existence picking through garbage and talking to himself.

The Fuzz is far from an endearing old man, however; though he saved Therese from certain death when he found her out in the Barrier, he kept her as a virtual sex slave for years, only getting rid of her when he eventually grew tired of her. He has no sense of remorse for his actions and would kill any of the player characters for their pocket change if he thought he had a chance of winning.

The Fuzz, Smart Hero 3/Fast Hero 3/Barrier Scav

3: CR 9; Medium-size humanoid; HD 3d6+3 plus 3d8+3 plus 3d8+3; HP 47; Mas 12; Init +3; Spd 30 ft; Defense 20, touch 20, flatfooted 17 (+0 size, +3 Dex, +7 class); BAB +5; Grap +5; Atk +5 melee (1d6, rifle butt), or +8 ranged (2d8, AK-47); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL none; SV Fort +5, Ref +8, Will +6; AP 4; Rep +2; Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 8.

Occupation: Predator (Hide).

Background: Degenerate (Knowledge [Streetwise]).

Skills: Bluff +0, Climb +1, Craft (electronic) +6, Craft (mechanical) +6, Craft (structural) +6, Demolitions +10, Disable Device +10, Escape Artist +4, Forgery +6, Gamble +3, Gather Information +6, Hide +14, Jump +1, Knowledge (Current Events) +4, Knowledge (Streetwise) +4, Knowledge (Tactics) +4, Knowledge (Technology) +7, Listen +6, Move Silently +9, Search +15, Spot +6, Survival +14.

Feats: Cautious, Dead Aim, Far Shot, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Stealthy, Vulture.

Talents (Smart Hero): Savant (Knowledge [Technology]), Trick.

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

Talents (Barrier Scav): Survival Instinct +1, Urban Shadow, Sneak Attack +1d6.

Possessions: Rag clothes, AK-47, three boxes of 7.62mmR ammunition (90), combat knife, *Geiger counter*, *broad-frequency transmitter*, two *power cells*.

THERESE

The young waif Therese, by virtue of her colorful past, has many more talents than her exquisite appearance suggests. Her years living with The Fuzz left her with many of the skills known only to the most seasoned scavs, such as how to sneak, hide, and survive in the ruins, as well as how to find food and shelter to sustain herself. Later, once she was sold to the Midtown Angels, she learned new “talents” - as an unwilling concubine and entertainer.

Today Therese is still a beautiful woman, but she is single-mindedly motivated by one burning ambition: *to escape Metropolis Rho.*

Therese, Fast Hero 2/Dedicated Hero 2/Skulk 2:

CR 6; Medium-size humanoid; HD 2d8 plus 2d6 plus 2d8; HP 25; Mas 10; Init +2; Spd 30 ft; Defense 19, touch 19, flatfooted 17 (+0 size, +2 Dex, +7 class); BAB +3; Grap +2; Atk +2 melee (1d3-1 nonlethal, unarmed), or +5 ranged (2d6, SITES M9); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL none; SV Fort +2, Ref +7, Will +6; AP 3; Rep +1; Str 8, Dex 14, Con 10, Int 14, Wis 15, Cha 12.

Occupation: Furniture (Bluff, Sleight of Hand).

Background: Degenerate (Treat Injury).

Mutations and Defects: Gamma-Ray Visual Sensitivity, Cystic Fibrosis.

Skills: Balance +4, Bluff +7, Climb +1, Escape Artist +7, Gather Information +3, Hide +12, Jump +1, Knowledge (Current Events) +4, Knowledge (Popular Culture) +4, Knowledge (Streetwise) +4, Listen +3, Move Silently +12, Perform +5, Search +8, Sleight of Hand +10, Spot +3, Survival +7, Treat Injury +8.

Feats: Concubine, Iron Will, Nimble, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Stealthy, Vulture.

Talents (Fast Hero): Evasion.

Talents (Dedicated Hero): Skill Emphasis (Survival).

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

Possessions: SITES M9, two boxes of 9mm ammunition (16), food and water, 20 *potassium iodide tablets*, sack of diamonds (worth 6,000 credits).

TABLE 3-1: NEW WEAPON

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Wgt	Cost	Craft DC
Colt Trooper MkIII	2d6	20	Ballistic	40 ft.	S	6 cyl.	Med	3 lb.	500 cp	24
Taurus Raging Bull	2d8	20	Ballistic	40 ft.	S	5 cyl.	Med	6 lb.	750	23

NEW WEAPONS

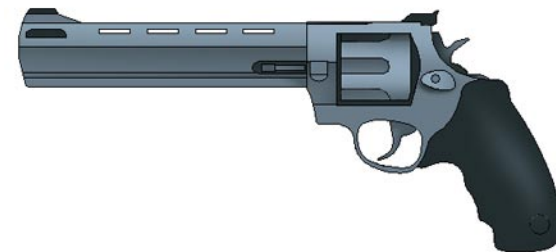
A few weapons make unique or unusual appearances in *Humanity In A Bottle*. The statistics for these rarities are presented below.

COLT TROOPER MKIII

A quality handgun, the Colt Trooper was introduced in the 1960s and quickly became a fairly common law enforcement firearm. Chambered for the .357 magnum round, it is a fierce weapon, which became an iconic firearm of the tough Metropolis lawmen of the early 21st century, before being replaced by the Wildey .44.

TAURUS RAGING BULL

A truly massive revolver in .41 caliber magnum, the Brazilian Taurus “Raging Bull” is suited only for the largest shooters, as the kick from firing it is said to be able to knock a person down. The ammunition for this weapon is relatively scarce, however (treat as .44 caliber ammo for the sake of cost).



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