

TWILIGHT SECTOR

SPACE PERA¹⁰

#2009

SOMNIUM MUNDUS

A...TWILIGHT SECTOR ADVENTURE

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TRAVELLER

Compatible Product

SOMNIUM MUNDUS

A Twilight Sector Adventure

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SPECIAL THANKS

The Delta Green project for the
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CONTENTS

INTRODUCTION	2
THE ADVENTURE ARC	5
CLUB ALCHEMY	8
STATS - ZOMBIES NPCs	10
RESULTS	11
CAB (COMMERCIAL ADVISORY BOARD)	14
DOWNTOWN	14
THE SUNDERLAND WAREHOUSE	16
GETTING IN THE WAREHOUSE	18
INSIDE THE WAREHOUSE	19
WHEN IT ALL HITS THE FAN	20
OUT FRONT	21
INSIDE	22
ON THE ROOF	22
EPILOGUE	23
ENCYCLOPEDIA GALACTICA	24
CAB	24
KBI	24
OSS	24
SOMNIUM MUNDUS	24
SOMNIUM MUNDUS CAST	25
CLUB ALCHEMY	25
JAILHOUSE	26
SUNDERLAND WAREHOUSE	27
KEPLER REESE	28

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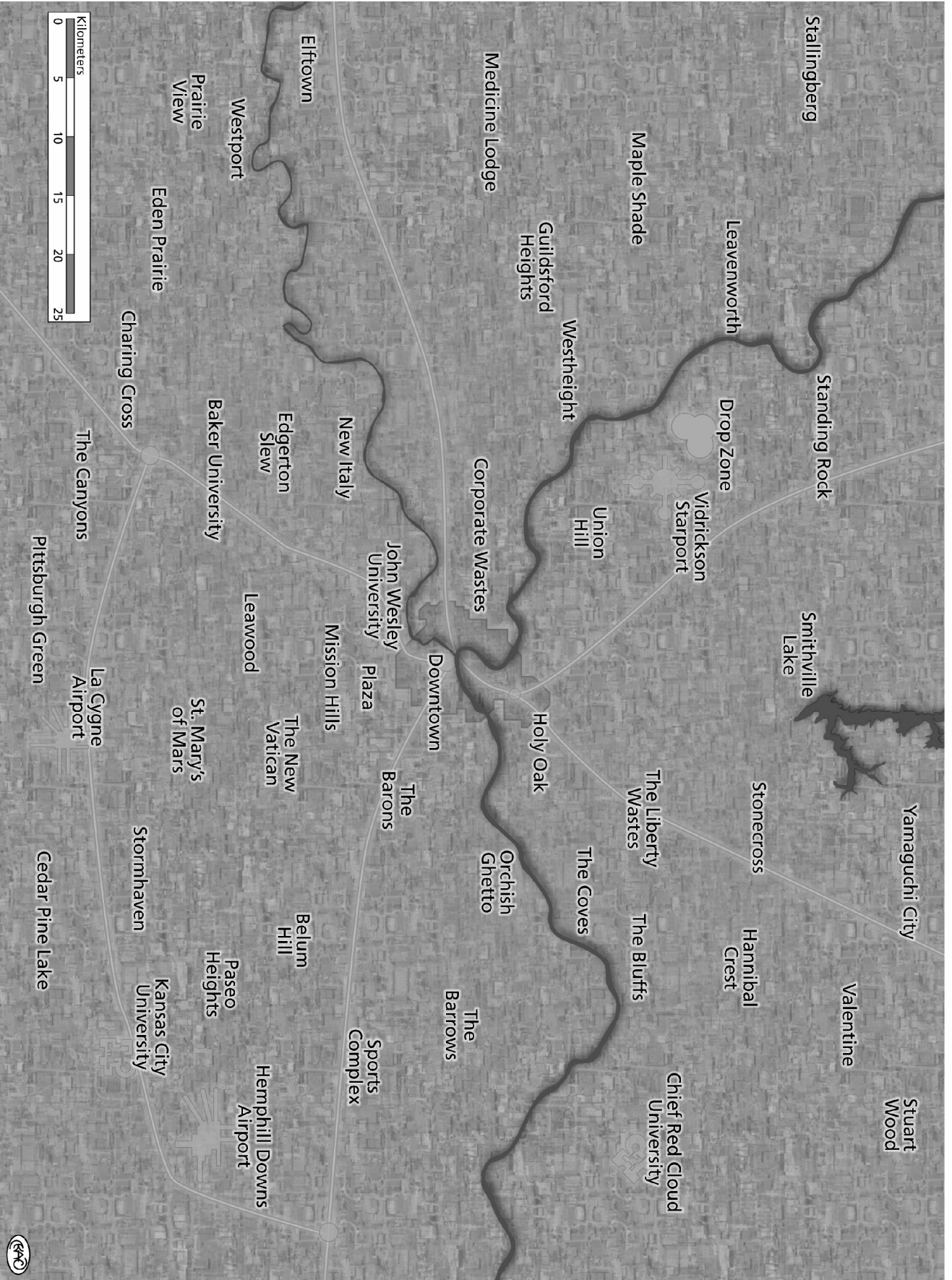
INTRODUCTION

Mutants have always had a strange relationship with drugs. With their mutated biology many of the drugs commonly used by mainstream humanity, both medicinal and recreational, often have little or unusual effects on the mutated humans. Like any other segment of society, however, they have a portion of their population interested in the recreational uses of various substances. Drug dealers have long been searching for a new designer drug to fill this demand niche with little success. Having such a large variety in mutations and drug resistances, the drug dealers have been unable to meet the demand of the Mutant market. At least 'till now.

A number of months ago a chain of events was set in motion that would culminate in the creation of a drug having unusual effects on both mainstream and mutated humans.

Arisutokurashi Corp, a Japanese mega-corp specializing in security services and armaments manufacture, was looking to take their fast food subsidiary "Cozy Cottage" from the second most popular restaurant chain on Terra/Sol to the first. In-house research lead them to the development of a food supplement that when ingested gave the user energy, vitamins, a slight boost of endorphins, and "something else." When manipulated through various subtle electronic messages it could create a desire for whatever product Cozy Cottage was pushing that week. It didn't take long for the researchers to realize that the substance offered a much larger potential than just selling burgers. The substance made the user susceptible to transmitted images, movies, or sounds, broadcast on a subliminal level. Sensory data communicated while under the influence of the substance could most importantly evoke emotions in a subject. The substance, labeled additive L42100, was wildly successful and even worked on Mutants. The problem was, it was too successful. Those exposed to subliminal messages while under the influence were often transfixed, fascinated by the depth of the experience. Those given Cozy burger messages developed intense cravings for the product often eating to sickness. Further experimentation by Arisutokurashi researchers found that a clever use of images could influence someone under the effects of L42100 to want to do any number of things communicated by the images. Beyond making you hungry for a Cozy burger they could plant thoughts in your head that felt like your own. They could create desire, hatred, sympathy or any number of emotions and then tie those emotions to a target, be that an individual, organization or object. They found that they could convince subjects to do any number of actions all while thinking the actions were the subject's own free will.

KANSAS CITY



However, Saburo Hane-Uma, the venerable Chairman of Arisutokurashi, became worried about the scope of this project and vetoed Cozy Cottage's implementation of it due to his fear of exposing the corporation to litigation. Although the project was put on hold for its original purpose, Arisutokurashi had other clients for whom this research would be useful. The prototypes and enough notes from the research made it into the hands of one of Arisutokurashi's biggest clients; Orion State Security. This development was soon followed by a record arms transaction between the Orion government and Arisutokurashi Arms, Arisutokurashi Corp's arms manufacturing subsidiary.

With this new technology the OSS has created a drug they think can be used to control individuals and they hope (given that there is a faction within the OSS that does not trust mutants whom they fear are the work of hostile aliens) whole populations. So they have decided to do a little drug trial in Kansas City using an already existing illegal drugs distribution network. The OSS have long been suspicious of the Mutant community and this is their chance to develop a weapon against the mutants should it ever be necessary to have one.

Usually the drug has been cut with heroin or cocaine to create a physical addiction. However, that is simply a marketing technique; the drug is equally effective taken in its pure form. The internet and video boards in nightclubs have been used to communicate messages to those who have taken the drug, often in conjunction with an OSS AI directing the process, to see just what they can convince those under the influence of the drug to do. They have been quite successful in convincing users to do everything from commit petty theft to starting a minor riot and, in the instance that drives our little story, take up residence in the basement of a nightclub named "Alchemy" in the Orcish ghetto. The latter was accomplished by one of the OSS's distributors, a violent drug gang called the Zombie Posse. The gang's name in retrospect seems quite appropriate to the effects of this new drug, which has acquired the street name of Somnium Mundus or "Dream World."

Now, at the behest of the Zombie Posse a large number of people and mutants alike have gathered in the basement of Club Alchemy awaiting their next hit of Somnium Mundus, craving the dreamlike state induced by the drug. Normally, this wouldn't be a problem bigger than any run of the mill drug den or addict flophouse, but all sorts of people have ended up in the basement that usually don't belong in that setting; rich club-kids, first-time drug users, and even the son of a politician and his circle of friends. Society has taken notice that some of these individuals are missing.

THE ADVENTURE ARC

There are many ways to involve the PCs in Somnium Mundus. Below are a few of the easiest.

Players could be members of law enforcement. If they are members of law enforcement, it's recommended that they be members of the Kansas Bureau of Investigation known as the KBI. They have been briefed that people who have been reported as missing have been located under Club Alchemy. Apparently these people are all users of a new street drug called Somnium Mundus. One of them is the son of Sheffield Moore, a prominent mutant politician. Law enforcement has had the building under surveillance for several months, since a snitch sold the KBI information relating to a different drug called "Goose Juice" that was reportedly being distributed out of the club. Several of the distributors of that drug have been taken into custody and a little more learned about the activities of Club Alchemy. The KBI has kept it under periodic surveillance since then.

So when a pile of people started showing up at the club, the KBI took notice and found a few familiar faces in the crowd. It wasn't long after that when Sheffield Moore started making noise about his missing son. Law enforcement knew right where he was and that it was time for action. It's hard for a government agency to deny a prominent politician who has a hand on the purse strings funding your department.

Law enforcement is being pressured to move in right away, even though it is evening and the club is crowded with patrons. Bringing in the son of a VIP does wonders for a career the players are reminded by their superiors. The PCs make their way to the site across the road from the club where Metro PD SWAT has set up a command/ listening post. They have been awaiting the arrival of the take down team (the players) to lead the raid on Club Alchemy.

From hidden cameras placed throughout the club, the PCs are shown the locations of everyone inside (provide them the map of Club Alchemy). During their briefing they are told that because of the bottleneck entrance and the large number of patrons inside, that SWAT will surround the building. They fear that a frontal assault or the use of gas could start a stampede in the building, and a panic in those enclosed conditions could lead to disaster. So they want a quick take-down focused on the basement of the Club, using brute force on the key players of the Zombie Posse drug ring (Anton, Christov, and Shubby). The PCs have a number of SWAT team members to work with equal to their own numbers for the assault on the basement. There will be enough additional SWAT and other officers to surround the club and make sure no



one gets away. GMs should use as many officers surrounding the club as they feel necessary to keep anyone from escaping.

KBI (KANSAS BUREAU OF INVESTIGATION)

Modeled after Old Earth's FBI of the USA, this law enforcement organization is the primary federal investigative agency of the ROP. Among its many charges is investigation of significant criminal action, public corruption, cyber security and counter intelligence. In the last few months this last charge has been troubling the Bureau as circumstantial evidence of foreign security service activity within the ROP has mounted. With no direct evidence they have no clue that the activity they have been detecting is actually controlled by an agency of the Orion Federal Government.

If the PCs are mutants themselves, chances are they live in or near the Orchish ghetto. There are a couple of ways that mutant players could become involved. One of their friends or relations might contact them and let them know that a mutual friend or relation was acting really weird before they disappeared. They had been mentioned something about a place called Club Alchemy. They're worried that they're sliding back into old drug habits and would take it as a favor if the PCs would look into this. From there, it's simply talking their way into the basement (which should be relatively easy as the trio of dealers are interested in selling their new product, (Somnium Mundus). The PCs should arrive before the police kick in the door and the world goes crazy. How long is up to the GM. If the players are having a good time investigating let that go on until the action slows, then have the police show up.

The other way to involve mutant players would be through Reverend Ezekiel Okafur, an Orcish Methodist/ Episcopal Minister. Some of the players could be members of his church or perhaps one of their mothers is. The Reverend requests a meeting with them and explains that he has reports from some of his parishioners about what's going on at Club Alchemy. The Zombie Posse is selling this new drug called Somnium Mundus and that they are dealing with government agents to get their drugs. This sounds like crazy talk, but if it'll keep your mom happy you'll look into it. Then after the players show up at Club Alchemy the police raid occurs and the world goes crazy.

If the PCs happen to be criminals, there are a lot of reasons to be in the basement of Club Alchemy. They could be working for Anton himself as hired muscle to keep the peace. When the police break in, Anton thrusts a copy of his notes on the drug (he's something of an amateur chemist trying to figure out how this new wonder drug works) into their hands and tells them to run and he'll meet up with them after he makes bail.

Or they could be from a rival gang looking to learn about Somnium Mundus for themselves. In this way, they would be

tasked with stealing information from Anton about this new drug. They would know that his is probably on his computer. After they get inside and realize that they are in way over their heads (20 odd zombies as well as Anton and his friends would prove hard to handle), the police kick in the door and they can try and steal the computer during the chaos and escape.

They could be drug dealers themselves at the club to secure a supply of Somnium Mundus to sell. They just happen to be in the wrong place at the wrong time when the police raid goes down.

Last the players could simply be passersby. Since the police raid will be in the evening or at night they could simply be out clubbing when under pressure from Sheffield Moore, law enforcement moves in instead of waiting for a time when the club is less crowded. In the chaos the players are accused of resisting the police and so assumed to be Zombie Posse members and hauled downtown. Once they are there Keppler Reese recruits them to do his dirty work with the promise that it will clear their names.

Obviously these methods could be mixed and matched as needed. The team could be composed of law enforcement but some of them might also be mutants, giving those characters even greater incentive to take part in the adventure (one of their

KEPLER REESE

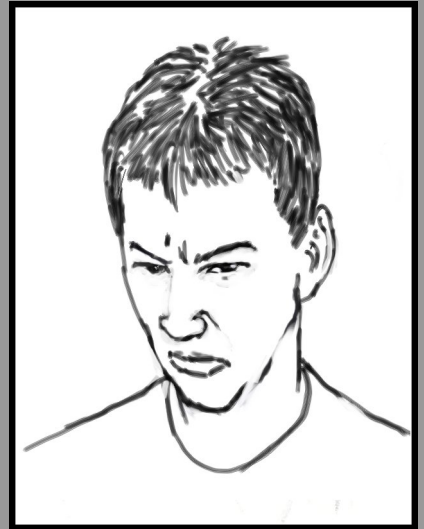
S: 5(-1) **D:** 7 **EN:** 6 **I:** 12(+2) **ED:** 12(+2) **S:** 7

Skills: Remote Operations 0, Gun Combat (laser pistol) 0, Streetwise 1, Recon 0, Stealth 0, Science (psychology) 3, Science (genetics) 1, Investigate 2, Computers 2

Equipment: Laser Pistol (tech 11), Protec Suit (Protection 4), Wafer Jack (Tech 13, Running an Expert Computer program [gives computer check an additional +1] and an Intelligent Interface, which allows control of the wafer jack with just a thought)

Kepler is a tall (6' 4"), skinny, chain smoking, disheveled, boyish looking, man. He fidgets constantly and seems shy and socially inept. Despite this he is prone to blurting out his private thoughts. Everything from, "she's hot" to "dumb idea". But most often though his outbursts occur in the presence of ignorance or stupidity which he seems to have no patience for.

If you spend any time with Kepler though you come to realize that you are in the presence of a superior intellect. He has the ability to take a few pieces of disparate information and make logical leaps based on them which are almost always correct. His mind is also active and probing, he seems to be continually striving to figure things out.

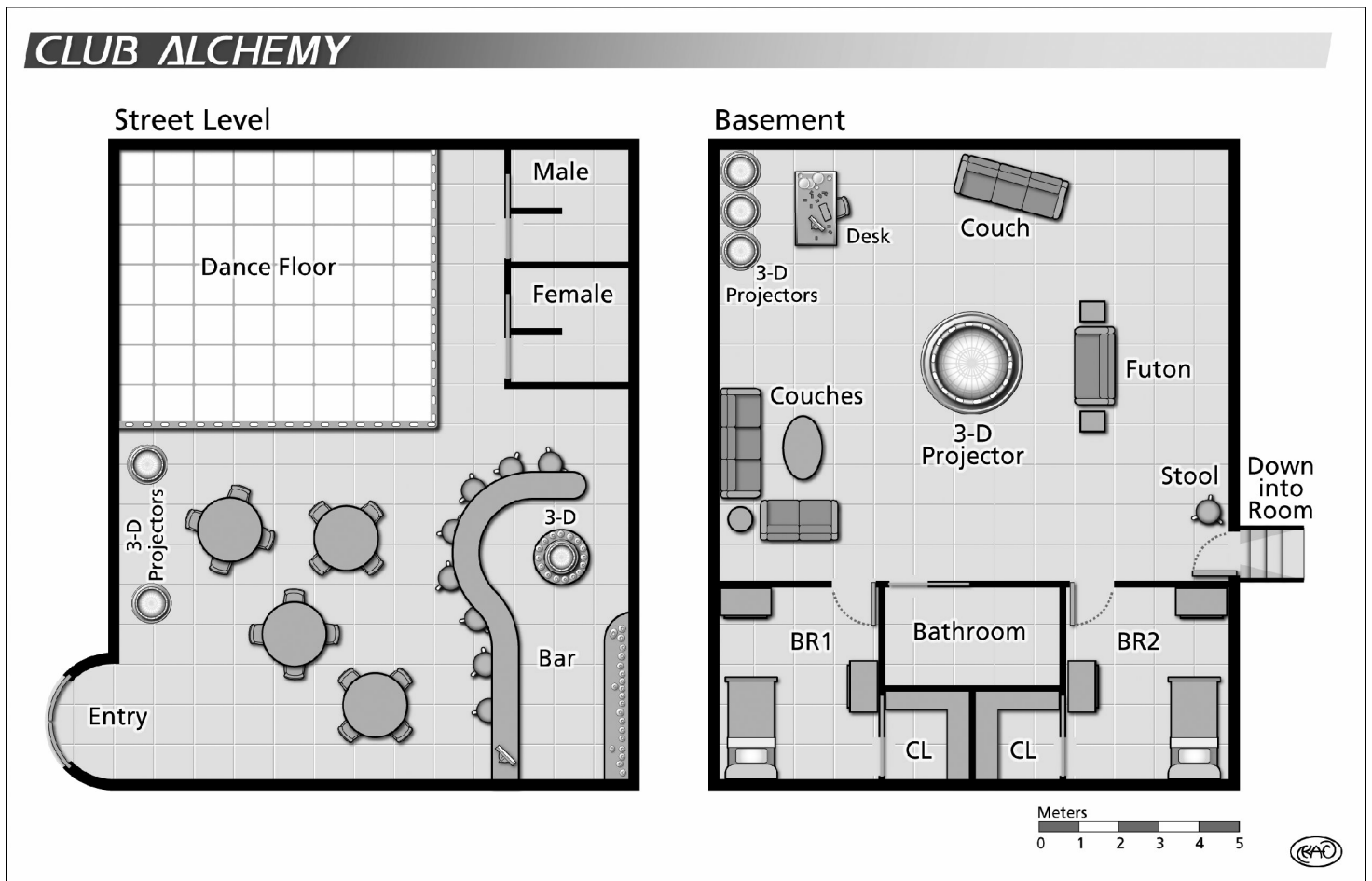


mothers has been nagging them about the place at the behest of her minister). The more reasons the players have to take the events of the adventure personally, the better.

CLUB ALCHEMY

The basement to Club Alchemy is just below street level with a separate entrance, four concrete steps that lead down to an over-sized metal door that could withstand a few good kicks from a decent quality robot. Directly on the other side of the door is a stool where the muscle of Anton's crew sits, Shubby. A hulk of a man displaying the classic "Orc" mutation pattern, Shubby has loaded up on specialized biotech on top of being a mutant. He has sharpened teeth, increased strength, reptile skin, and can see in the dark. He will let anyone in who has a decent cover story or asks, "is this where I can get some Somnium Mundus." He will be wary of those who make small talk or have a lame cover story. He will avoid fighting outside as Anton doesn't want the police to be called and find out about his zombies in the basement.

The room opens up into a large single room with two bedrooms and a small bathroom connected to it by simple plasti-wood doors. A futon and an assortment of couches are scattered about the



main room. A large 3-D vid projection in the middle of the room blares the music and vid for the latest techno metal sensation. Several other tri-dee sets around the room display the action from the club upstairs. A metal desk whose surface is plied with 3-D chips and used plates and glasses sits in one corner. A portable computer sits atop the mess. There are six windows that could be crawled through if the glass was broken with a strength check and the person going through them would have to shimmy through and pull themselves out on their belly to the street outside.

Twenty people are crowded into the roughly two hundred-square foot room, and they are dressed in a variety of different fashions depicting vastly dissimilar social classes. Some sit on the couches, some stand, but all of them have a far away look in their eyes and wry smiles on their faces. Currently, two men are lifting a third onto their shoulders under the command of Anton in an effort to entertain Christov.

Christov isn't actually a mutant, but is just a wiry, skinny man in his early twenties. He's wearing typical club-going attire and has dyed his mohawk an iridescent blue. He's the front man of the drug dealer-partnership that has developed between the three criminals and is currently being entertained by asking Anton to tell the addicts to perform more and more debasing things to each other.

Anton is a skinny mutant who has orange tinged skin, whether this is the result of choice or not is unknown. When the PCs enter the basement, he's dictating into a handheld device which transcribes his words onto his computer. When the police raid, he will order the "Zombies" (Those under the influence of Somnium Mundus), who are now following his every spoken command, to "Get 'em!" Of course, the zombies take the order literally, but some are hardened street criminals and some of them are up-scale club-kids, so their armament will vary wildly. Three of them pull concealed pistols, six of them draw knives, and the rest settle for pulling the skin off their foes with their bare hands and teeth. Anton will start an automatic wipe of his computer system that fries the hardware itself complete with sparks and smoke before running. The PCs can attempt to abort this operation if they get to the computer. Anton and Christov attempt to barricade themselves in one of the rooms by closing the door and pulling a bookcase in front of the door before crawling out a window. They of course will not be able to escape the police cordon. If Anton trusts the PCs, he might attempt to shove his handheld computer into one of the PCs hands before attempting to make his escape.

STATS - ZOMBIES NPCS

GUN-TOTING

S: 4(-1) **D:** 7 **EN:** 7 **I:** 9(+1) **ED:** 9(+1) **S:** 11(+1)

Skills: Pistol (slug) 1, Broker 1, Trade 0, Computers 0, Admin 0, Grav Car 0

Finances: 432 credits on a cred stick and a credit card

Equipment: Body Pistol

KNIFE WIELDING

S: 5(-1) **D:** 8 **EN:** 5(-1) **I:** 10(+1) **ED:** 6 **S:** 4(-1)

Skills: Melee (blade) 1, Streetwise 2, Recon 0, Stealth 0, Carouse 0

Finances: 29 credits on a cred stick

Equipment: Pocket Knife (as dagger except damage is 1d6)



Anton

BRAWLERS

S: 7 **D:** 4(-1) **EN:** 5(-1) **I:** 6 **ED:** 8 **S:** 8

Skills: Admin 1, Computers 1, Carouse 0, Leadership 0, Grav car 0

Finances: 984 credits on a cred stick and a credit card

Equipment: Spiffy clubbing clothes

ANTON

S: 7 **D:** 7 **EN:** 8 **I:** 7 **ED:** 6 **S:** 4(-1) **PSI:** 9

Skills: Pistol (slug) 2, Computer 1, Deception 1, Carouse 0, Streetwise 0, Telepathy 1, Awareness 1

Finances: 9,014 credits on a cred stick, Secret bank account (number and password is in his computer) with 243,874 credits in it.

Equipment: Gauss Pistol, A TL9 Protec Suit (Protection 4), 1 Dose of Psi-Drugs TL10, TL13 Computer, Miniature Computer Drive (linked to his computer)

CHRISTOV

S: 10(+1) **D:** 10(+1) **EN:** 7 **I:** 13(+2) **ED:** 8 **S:** 7

Skills: Rifle (slug) 1, Streetwise 2, Carouse 2, Leadership 1, Grav Car 0, Computer 0, Deception 0, Stealth 0, Recon 0

Finances: 1,112 credits on a cred stick

Equipment: Assault Rifle, Stun Grenade

SHUBBY (CLASSIC ORC MUTANT)

S: 12(+2) **D:** 6 **EN:** 11(+1) **I:** 5(-1) **ED:** 3(-1) **S:** 3(-1)

Skills: Melee (unarmed) 2, Gun Combat (slug pistols) 1, Persuade 1, Grav Car 1, Carouse 0, Streetwise 0

Finances: Currently doesn't have any money on him.

Equipment: Autopistol, A TL9 Protec Suit (Protection 4, plus Thick Skin additional Protection 2 for a total Protection 6), Pair of brass knuckles (add +1 to Melee Damage)

Special Abilities: Infrared Vision, Thick Skin (in a reptilian pattern, provides Protection 2), Sharpened Teeth (give him an additional 2 points of melee damage in unarmed combat) and Increased Strength (already represented in his stats above)

SWAT TEAM OFFICER

Swat member

S: 11(+1) **D:** 8 **EN:** 10(+1) **I:** 9(+1) **ED:** 8 **S:** 10(+1)

Skills: Melee (Bludgeon, Stud Baton)1, Gun Combat Rifle (slug) 2, Investigate 1, Streetwise 0

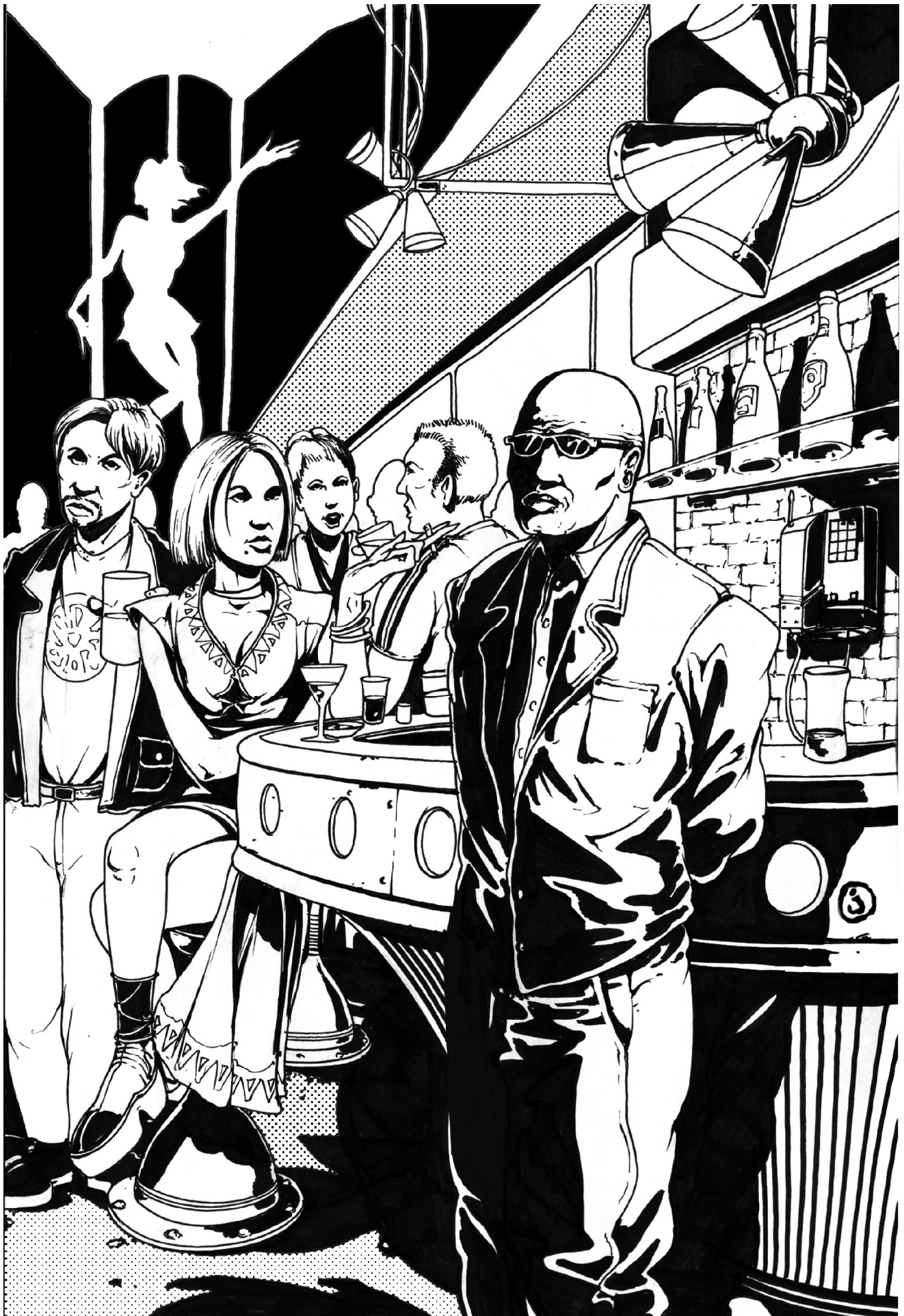
Finances: N/A

Equipment: Stun Stick, ACR (Advanced Combat Rifle), Combat Armor TL11 (Protection 12)

The fight with the zombies can go either way, depending on where the loyalties of the PCs reside. The KBI are rapidly forced to take down the drug-addled kids using stun weapons and force batons. They seek to minimize damage to their targets when possible, but the Zombies are under no such compunction. Those that can, seek to do maximum damage to the invading law enforcement personnel. Bullets quickly fill the room as the Zombies open fire, and rush the police with knives, throw chairs and anything they can get their hands on. They attempt to tear off the officers assault gear and throw them to the ground where they sink their teeth into flesh like a hungry school of piranhas. Keep in mind that they are not mindless like their name implies, they will use whatever strategy they can to assure victory (not likely). Regardless of the outcome of the pitched battle in the basement, the police have the place surrounded. So no one is likely to escape being taken into police custody. Even if the PCs are playing mutants, passersby, or criminals, they will be taken into custody or killed by the police unless they come up with some spectacular plan to escape the police cordon of the place.

RESULTS

For **mutant, passerby or criminal groups**, they're going to end up "downtown" having a talk with law enforcement. See the Downtown scene description for details.



If they are a **law enforcement** group they will need to find clues that will lead them to the OSS warehouse. So they will either need to keep Anton's computer from completing its destruction protocol, or recover the handheld device in his pocket before he can destroy it as well (he might attempt to drop it on the ground and step on it or any other ingenious way the GM can come up with to dispose of the device and which might provide the PCs with an opportunity to foil said destruction).

If Anton succeeds in covering his tracks by destroying the computer and the backup drive, the GM will need to come up with another way to guide the players towards the warehouse and the conclusion of this episode. It would be best to let the players sweat a bit here. If they're **Law Enforcement** have them brainstorm ways to find how to identify Anton's distributor. Kepler Reese will have his suspicions, which are correct since he suspects the OSS. However he is reluctant to voice that thought since saying it without proof could get him into trouble and besides it gets him no closer to meeting with and getting a positive ID on the Posse's distributors.

The PCs could question the Somnium Mundus users, one of which might have heard Anton and Christov discussing a place called the Sunderland Warehouse. This is where the OSS distributors are waiting for Anton to deliver the next shipment of Somnium Mundus. Another way would be to play the good cop, bad cop game (let your group decide which side they want to be to make this encounter as much fun for them as possible) in the interrogation. Role-play this option out letting the information slip if the PCs are clever or intimidating enough. The PCs might attempt to beat the information out of Anton or Christov (Shubby is too dumb and doesn't know anything anyway). They would need the implicit approval of Kepler Reese (who would probably leave the room) and they'd need to shut off any recording devices etc., in the interrogation room to cover their tracks. If that is attempted, eventually one of the two breaks. Play this out for maximum effect, perhaps beating one of them senseless to break the other one, make the players roll for and describe how they are beating or torturing the criminals. If the PCs have a telepath they could read Anton or Christov's minds and get the Sunderland warehouse name from them. They could suggest that they use a telepath if none of them are. Kepler will bring in a CAB telepath if that suggestion is made. Maybe they could recover one of the two ringleaders comm devices. There they'd find a missed call and tracing it back discover that it came from the Sunderland warehouse. That would be an example of the arrogance of the OSS agents, as they are not even using standard (spy) tradecraft to conceal themselves.

If the PCs are **Criminals, Mutants or Passersby**, then they won't need to worry about identifying the warehouse. That will be the CAB and Metro PD's problem, which they will eventually solve

before coming to the PCs with an offer for them to clear their names. But they may have to deal with a jailhouse brawl!

CAB (COMMERCIAL ADVISORY BOARD)

The CAB was originally established by the ROP government in 2847 as an economic development tool. It provided information on markets and foreign competitors to ROP based businesses. It still provides those services today. Gradually though, because of its role, it began to develop intelligence on entities and individuals peripherally related to its primary mission because this type of information helped to provide a clearer picture from which to refine the information provided to its primary constituency.

For the first 114 years of its existence this was its role. Then in 2961 the copyright infringement dispute between General Pneumatics and Sub-Atomic escalated into a cross-border corporate forces raid. The ensuing fallout inside the ROP government's highest echelons brought home the realization that the ROP was woefully unprepared for this incident because of a lack of good intelligence. Then when it was discovered that the CAB had actually created a white paper predicting the raid 6 months before it occurred but that the information hadn't been shared because it was outside the Board's mandate ... well suffice it to say the CAB quickly had a new mandate. In addition to their other duties, they added a new bureau dedicated to general intelligence activities.

DOWNTOWN

If the PCs are anything except law enforcement they get caught up in the sweep and are cuffed and thrown in the paddy wagon with everyone else. The police theory seems to be *arrest them all and we'll sort it out downtown.*

If the PCs are actually criminals the next step is easy. Kepler Reese comes in and advises them they can do hard time or work for him to catch the suppliers of Somnium Mundus. He will say that Anton has sold them out and says Anton is prepared to testify that they were the distributors of the drug. Kepler says he doesn't believe Anton and the PCs can "clear their names" by cooperating in the investigation and becoming confidential informants. Part of that will be going to the supply warehouse and obtaining information. He'll inject them with tracking nanites in case they get any ideas about running. If the PCs can offer up the evidence from the computer or the backup drive to corroborate their story, Kepler will look more favorably upon them. Otherwise they will be treated with suspicion and kept on a short leash by Kepler the rest of the adventure.

If the PCs are Mutants or Passersby they are in a better position and Kepler knows this. That's why he'll invoke a little known national security law giving him the ability to deny them counsel for a week (longer if he can get a judge to sign off on it). He will then seek to recruit them to "clear their names." Their other option is to rot in lockup and Kepler will make that option as unpleasant as possible. He will leave them in holding tanks with lots of stinking drunks puking on them and toughs looking to beat them up just because they're pissed at having been busted themselves. Feel free to play this out if the PCs decide they can resist Kepler.

JAILHOUSE THUGS

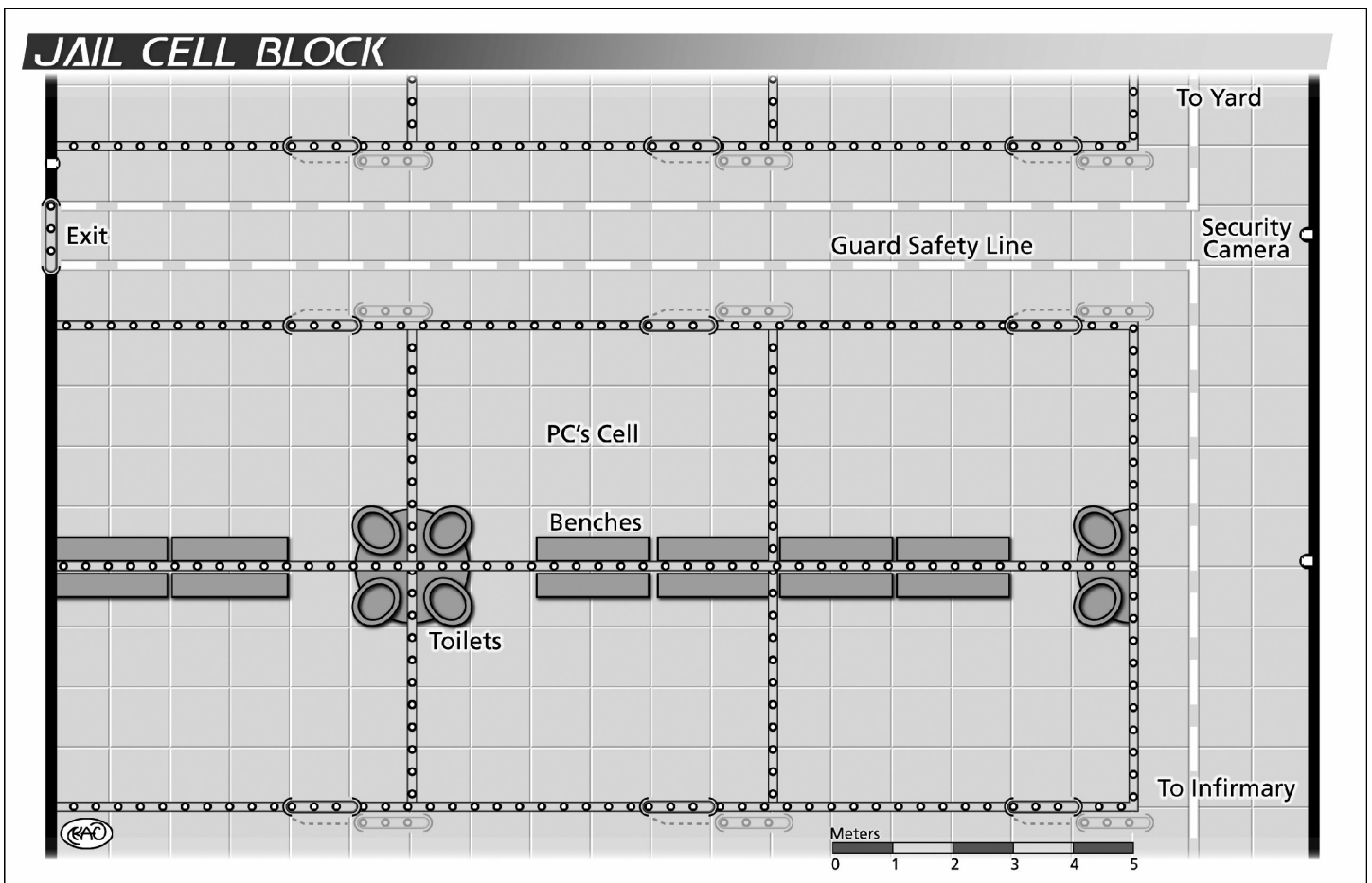
S: 8 **D:** 7 **EN:** 10(+1) **I:** 6 **ED:** 4(-1) **S:** 2(-2)

Skills: Melee (unarmed) 0, Persuade 1

Finances: A pack of cigarettes

Equipment: A snazzy jailhouse jumper

A Jailhouse brawl can be used for a number of purposes by the GM. If you need some more leverage over Mutant or Passersby characters, have a brawl and have Kepler threaten them with being charged with assault. If things have been going to fast or



the players have avoided combat to this point it works nicely to correct those problems. Or it can be skipped if you're short of time.

The Brawl: The brawl should break out between one PC and one Thug. Perhaps the PC brushes against the Thug, or the Thug asks them "What you lookin' at," and a fight ensues from that. Have a couple more thugs than PCs in the holding cell. If other PCs come to the aid of the first PC who gets in the fight, then all the Thugs quickly join in against the PCs. There are other holding cells on either side of the one the PCs are in and Thugs from these cells will take random swings at anyone (PC or Thug) in a square next to the bars to their cells once the fight breaks out. These swings will be at (-2) since it's awkward to take a punch at someone through the bars.

Eventually the guards will send in some security drones to break up the fight.

DRONES

COMBAT DRONE

S: 12(+2) **D:** 10(+1) **Hull:** 4 **Structure:** 4

Traits: Armor 9, Integral System (grav floater), Integral System (whirling pummeling arms)

Description: This model is equipped with whirling arms tipped with boxing type padded gloves which however deliver a hefty punch. The Drone is remotely operated by the Jailhouse AI and attacks with a Melee (unarmed combat) skill of 2. The Drone will attack anyone in the cell taking aggressive action and will not relent until all aggressive action in the cell ceases.

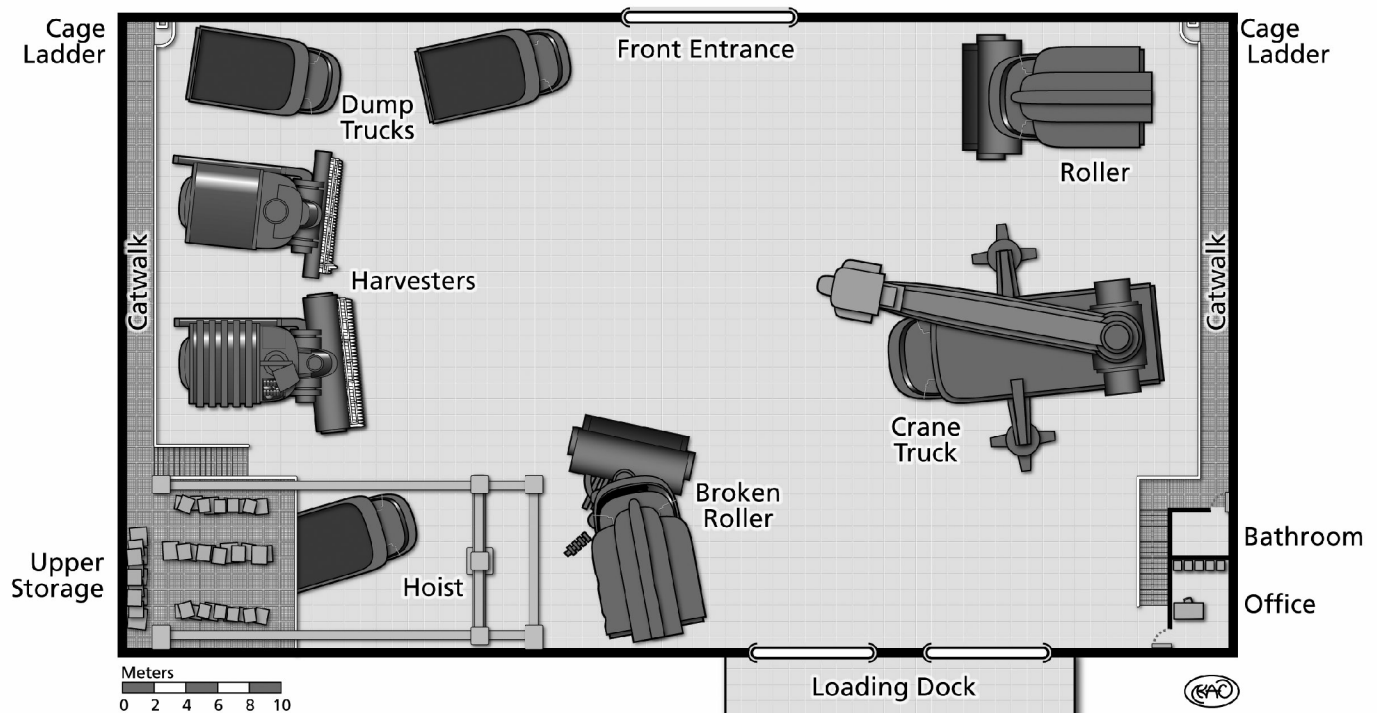
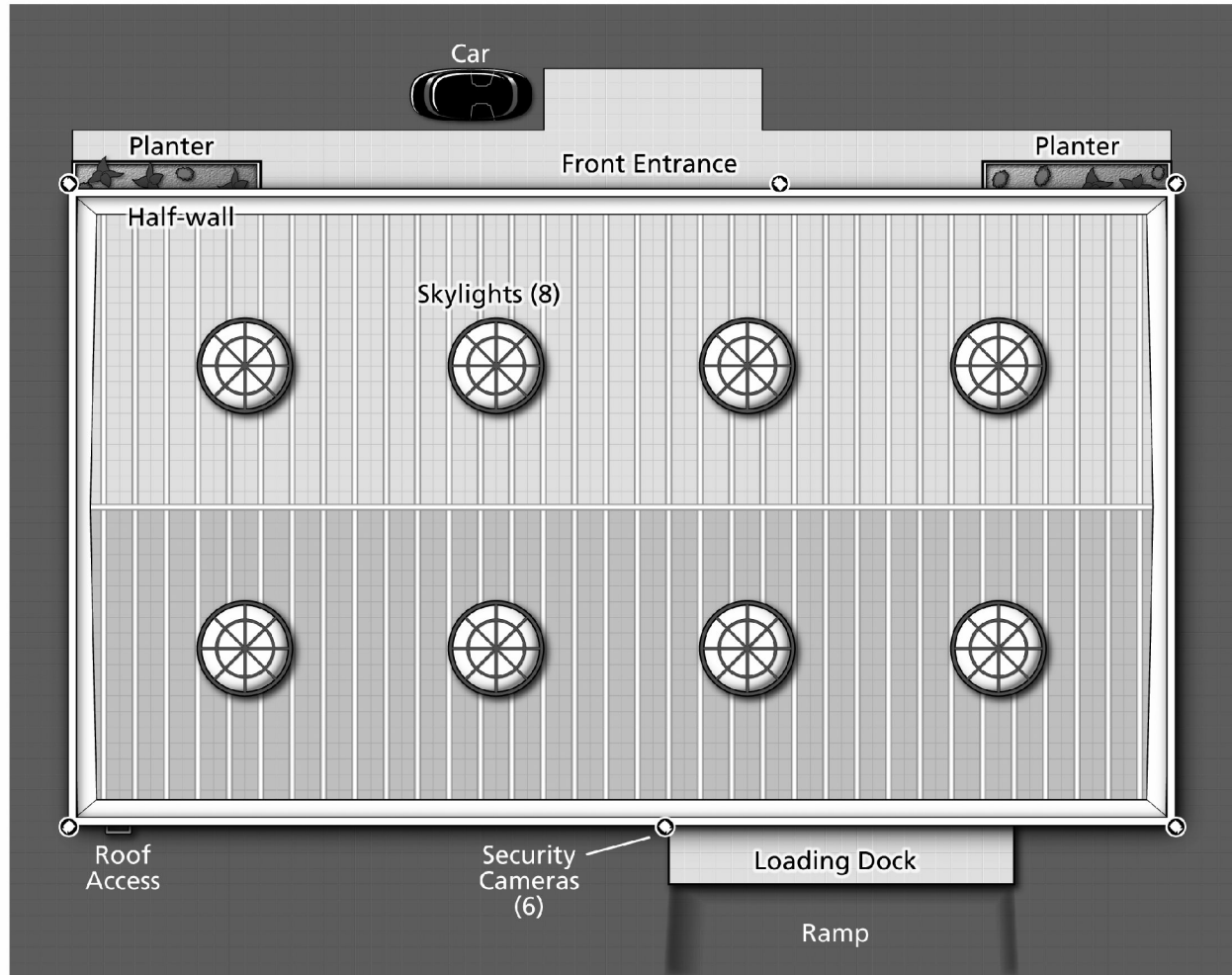
If the PCs are law enforcement, they'll be heroes if they discovered or saved Anton's hard drive or his backup drive and Kepler will bring them in on his interrogation of Anton and he'll use them to lead the raid on the warehouse. If they didn't save the hard drive or find the backup Kepler will still use them to question Anton (see Results section previously). After they get what they need from Anton, Kepler will ask the PCs to lead the raid on the warehouse.

THE SUNDERLAND WAREHOUSE

Remember that at the warehouse the players don't know that the NPCs are OSS agents. They may have heard rumors that they are government agents of some kind, but unless they learn from the NPCs their affiliation they will be ignorant of it. The OSS agents are arrogant and if they think they're dealing with low life drug dealers they will openly boast of their affiliation.

When the PCs have the information secured, they learn that there is a drop off arranged with the distributor later on in the day. The

WAREHOUSE



meet-up is to take place in a warehouse in an industrial district just outside of the Orcish ghetto along the river. Out-of-date heavy construction and farming equipment is being stored in the warehouse. Little else is known about the location. A schematic can be pulled up on the cities secure database if the PCs have access to it (if they're police they will or if they think to ask the police or Kepler for a map they will).

The possibility exists for the PCs to have the police backing them for this follow-up mission, if the PCs request it. However it's best to leave the players as the main staffing for the operation. If they push to hard for the police to do their dirty work for them, have a police captain start to plan the operation and tell them what to do. This should be enough to get police characters to take point otherwise the triumph will be credited to someone else. If they are any of the other three groups Kepler Reese will step in and tell them that if they want to clear their names they're going to have to be the main players in this operation.

At the warehouse the PCs observe a sleek, black grav-vehicle parked just outside the big double sized front door of the building. The two story structure looks somewhat rundown, the landscaping needs attention and paint appears to be peeling from its exterior. The building has quite a few windows, however all the windows are tinted, a common practice in warehouses to prevent any sun damage to goods stored inside. Two guards occasionally pace back and forth along the front of the warehouse but mainly they stand by the grav car smoking cigarettes and chatting. They are well dressed in dark suits and sunglasses and visibly carry some sort of submachine guns.

Persistent observation (10 minutes at least, plus a successful Recon roll) might reveal the additional two guards who patrol the roof. Also security cameras are located at the corners of the building and over the big front door and the loading dock in the back, although they look like they were hastily installed and portable. If the players think to ask they can request an eye in the sky (satellite observation of the location, which can provide detail down to what someone looks like) which will be provided (this would reveal the two guards on the roof). However, neither the police department nor Kepler Reese will volunteer that information because it costs 2,500 credits an hour for the satellite time and they have budgets to look after.

GETTING IN THE WAREHOUSE

The players have really four options for entering the warehouse. **They could of course go in with guns blazing.** Metro PD and Kepler Reese will both discourage that option but if the PCs are clever enough to conceal the plan from both of them they should be able to pull it off. Or at least attempt to pull it off. The two guards out front will be quickly supported by the ones on the roof

and somewhat later by those inside the building if a frontal assault is attempted.

They can attempt to sneak into the building, but they will have to take out at least one security camera and cut through or break one of the windows as they were never designed to be opened. GMs should let any reasonable plan work (perhaps shorting out the camera, timing it's arc as it sweeps the side of the building, or maybe the camera has a blind spot right below it since it was hastily set up high on the building) however hacking in and taking over the security system isn't an option as the buildings security functions are not online. Most buildings would have a secure portal online that official police or security departments could access in case of emergency. It's quite unusual that this building does not and probably violates some city code.

The players could attempt to access the building from it's flat roof which has quite a few skylights to provide light for the interior. However they would have to figure out how to get up there unnoticed and then deal with the two guards all without alerting the OSS agents in front of and inside the warehouse.

Or the PCs could attempt to talk their way inside posing as Zombie Posse members here for a pickup. Kepler will give them a fake cred stick (a pen like device which credits can be downloaded to as an 29th way to carry cash) loaded with 250,000 credits which will survive a cursory inspection but probably not a close one, to pay for the next shipment. They of course are not the expected pickup crew which the OSS agents expected that Anton would head up. But a little fast talking (Streetwise -2), or bluffing (Diplomacy -2) should serve to get them past the two guards out front who are bored and consider one low life drug dealer the same as the next. GMs should give bonuses for clever plans or fast talking the guards.

INSIDE THE WAREHOUSE

Once inside the players can see that there is not in fact a second floor, but instead it is a big open room with a series of long rafters that run the length of the building. These rafters are relatively thin, but are wide and strong enough to support the weight of several individuals. If it would crush a car under it's weight, chances are it will break the wooden rafter and alert everyone inside the warehouse as the character(s) tumbles to the ground. If the characters manage to infiltrate the warehouse unnoticed they can eavesdrop on the OSS agents and figure out what their plans are. If they manage to talk their way in they'll have the opportunity to talk to Agent Smith.

What they hear if they eavesdrop is the OSS agents discussing the new drug out of boredom and arrogance. The players will learn that the new batch of Somnium Mundus is more dangerous

than the previous version. Now all one has to do to be affected by the drugs to be sneezed on, coughed on, kissed, or exchange bodily fluids in any way with someone on the drug. The OSS guys will even joke about their fake agent names and will frequently put them in air-quotes.

If they speak with Agent Smith he will inform them that this new batch of Somnium Mundus is improved over the previous shipments. He says the new drug can go viral. Meaning that all one has to do to be affected by the drug is to be sneezed on, coughed on, kissed, or exchange bodily fluids in any way.

The warehouse itself is packed with lines of old, outdated, dangerous, and barely functional automated farming and construction equipment: giant threshers, over-sized rollers, dump trucks, planters, and practically anything that is big, clunky, metal, heavy, hazardous, and is merely an excuse to have lying around for a PC to hijack it and turn it into a rusty whirling dervish of death on the OSS when things get hairy. Currently Agent Argus is monitoring several portable displays sitting on the floor that are linked to the outside cameras. Agent Smith is tinkering on the personal computer they have brought with them which contains the formula for the next batch of updated Somnium Mundus., and the two other agents who are on the roof are showing off their bioware to each other out of sight from the ground.

WHEN IT ALL HITS THE FAN

If the players do a frontal assault or are discovered infiltrating the warehouse, a gun battle will ensue. Remember the following in this event: there are three groups of two OSS agents. The ones in front of the building, the ones inside of the building and the ones on top of the building. These groups will come to each other's aid if they are alerted to trouble. They are connected to each other via ear bud comms.

The group on the roof has small explosive charges rigged to a couple of the skylights on the roof. In the event of trouble inside the warehouse they'll blow these and jump down using their cyber enhanced legs which give them extreme jumping ability (they can jump as far as they can move at a walking pace) and the ability to absorb high levels of shock when jumping from as high as three stories (approximately 30' or 10 meters) they suffer no ill effects, the act just uses up their movement for the turn. If a threat emerges on the perimeter of the building, they have a small arsenal up top to dissuade anyone from approaching. They have machine guns set up on all four sides of the roof. They also have a couple of portable missile launchers with three rounds for each, and a box of 12 HE grenades.

If they've gone the talking route a couple of things at least could happen. They could make the transaction and walk out of the warehouse none the worse for wear, leaving the clean-up to Metro PD. But that's not much fun! Have Agent Smith engage them in conversation and if they slip up he will become suspicious and pull his gun and at that point it can all hit the fan. However be prepared that if the players do a good job with fast talking and it is there plan to get in and out, to let them accomplish that. Another way to spice it up is to have Agent Jones discover as the players are getting ready to leave or have just left the warehouse that the cred stick is a fake. A gun battle would ensue at that point.

The OSS agents are well armed and extremely dangerous. The PCs should have their hands full and probably more. Have the players receive some help from a few well placed police snipers as needed. Another way to even up the score inside the warehouse would be to fire up the slumbering machines that litter the inside of the building. Hotwiring them would take a simple Mechanic or Engineering roll and can lead to all sorts of interesting results. If necessary the keys way even be in a few of the machines. If the players have a hand held computer, they could sync it up (an easy comp skill roll) with one of the machines and remotely direct it. They could also just start some of the machines up and have them careening through the warehouse causing random destruction and the players are in just as much danger as the OSS agents are.

At any rate just when things seem their worst, the players hear over their comm units, "cease fire, cease fire, they're OSS." The players and the OSS agents sheepishly emerge as Kepler Reese and a bunch of Metro PD SWAT team members rush into the warehouse.

OUT FRONT

AGENT SCHMIDT

S: 6 **D:** 5(-1) **EN:** 6 **I:** 10(+1) **ED:** 8 **S:** 8

Skills: Gun Combat (slug pistol) 1, Flyer (grav car) 0, Streetwise 1, Investigate 1, Computer 1, Recon 1, Comms 0

Finances: N/A

Equipment: Submachine Gun (treat as autopistol), A TL9 Protec Suit (Protection 4)

AGENT LI

S: 9(+1) **D:** 11(+1) **EN:** 2(-2) **I:** 7 **ED:** 7 **S:** 9(+1)

Skills: Gun Combat (slug pistol) 2, Flyer (grav car) 0, Streetwise 0, Investigate 0, Computer 0, Recon 1, Carouse 1, Stealth 1

Finances: N/A

Equipment: Submachine Gun (treat as autopistol), A TL9 Protec Suit (Protection 4)

INSIDE

AGENT SMITH

S: 8 **D:** 8 **EN:** 7 **I:** 9(+1) **ED:** 8 **S:** 11(+2)

Skills: Melee (blade) 1, Gun Combat (slug pistol) 2, Engineering (electronics) 1, Flyer (grav car) 1, Streetwise 1, Investigate 1, Computer 0, Recon 0

Finances: N/A

Equipment: Gaus Pistol, Switchblade knife (treat as dagger), A TL9 Protec Suit (Protection 4)

AGENT JONES

S: 6 **D:** 10(+1) **EN:** 9(+1) **I:** 8 **ED:** 7 **S:** 7

Skills: : Melee (unarmed combat) 0, Gun Combat (energy pistol) 1, Engineering (electronics) 2, Flyer (grav car) 0, Streetwise 1, Investigate 1, Computer 1, Recon 1, Remote Operations 1,

Finances: N/A

Equipment: Laser Pistol (tech 11), Portable Computer (to monitor the outside security cameras), A TL9 Protec Suit (Protection 4)

ON THE ROOF

AGENT JOHNSON

S: 9(+1) **D:** 10(+1) **EN:** 11(+1) **I:** 6 **ED:** 6 **S:** 6

Skills: Melee (unarmed combat) 1, Gun Combat (energy rifle) 1, Heavy Weapons 1, Flyer (grav car) 1, Streetwise 0, Investigate 0

Finances: N/A

Equipment: Laser Rifle (tech 11), RAM, 3 Stun Granades, Machine Gun (treat as a Gauss Rifle with a Magazine of 300), A TL9 Protec Suit (Protection 4)

AGENT BROWN

S: 7 **D:** 8 **EN:** 12(+2) **I:** 8 **ED:** 9(+1) **S:** 8

Skills: Melee (blade) 0, Gun Combat (energy rifle) 1, Heavy Weapons 0, Flyer (grav car) 0, Streetwise 1, Investigate 1, Computer 1, Recon 1, Remote Operations 1,

Finances: N/A

Equipment: Laser Rifle (tech 11), RAM, 3 Stun Granades, Machine Gun (treat as a Gauss Rifle with a Magazine of 300), A TL9 Protec Suit (Protection 4)

EPILOGUE

The players are witness to an exchange between Kepler Reese and the OSS team leader (Agent Smith if he's still with us) immediately after the gun battle. It consists of a whole lot of swearing and the following nuggets of truth.

Kepler: "You bleeping idiots had no right to be bleeping around in my jurisdiction without bleeping telling me. And what the bleep were you doing distributing such a bleeping dangerous drug to the general population."

OSS: "You bleeping idiots have ruined a long term bleeping operation. Why would we tell you about our ops you'd just bleep it up like you've bleeping done here. You bleeping mute [a derogatory term for mutants] loving yokels wouldn't understand a national security problem if it bit you on your bleeping bleep." This last bit is said with real contempt.

This part of the campaign arc is over. The PCs have made an important friend and contact in Kepler Reese. He will reward each of the PCs with some piece of upgraded equipment (anything from a weapon to an augment) within reason (no battle dress! It would do them little good in the city anyway). Look for the next part of this campaign arc, *Somnium Mundus: Warriors of the Third Eye*, coming soon.

ENCYCLOPEDIA GALACTICA

CAB

The Commercial Advisory Board, started as a government agency dedicated to adding Republic of the Plains businesses with commercial intelligence. After General Pneumatics corporate forces raid in 2961 they also became the intelligence gathering agency of the ROP government.

KBI

The primary criminal investigative agency of the Republic of the plains. The KBI's mandate includes the investigation of significant crimes, public corruption, cyber security and counter intelligence. The Agency has a reputation for aggressive investigation and fairness in the service of justice.

OSS

Orion State Security was formed in 2758 before the actual creation of the Confederation. Originally called The Castle because its original headquarters on Koning was in a mansion that resembled a castle. The agency was one of the heroes of the Orion struggle for independence. Without the means to match the UN militarily the Orions were forced to use wit and guile to aid their cause. Countless stories of OSS agents outwitting UN peacekeeping forces during the War for Independence abound.

Today the OSS provides intelligence services for the Orion Confederation's federal government. In the Twilight Sector their chief concern is the Archenar Peoples Republic (APR) who always seem to be up to something in the sector.

SOMNIUM MUNDUS

A recent (2991) introduction to the illegal street drug scene in Kansas City of the ROP. The drug induces a blissful state of mile euphoria and breaks down normal social defense mechanisms making the users highly vulnerable to suggestion. It is often combined with heroin or cocaine to provide additional potency and addictiveness by street dealers. The origin of the drug is unknown.

SOMNIUM MUNDUS CAST

This section contains all the NPC stat blocks for the adventure, arranged by scene order and location.

CLUB ALCHEMY

GUN TOTING

S: 4(-1) **D:** 7 **EN:** 7 **I:** 9(+1) **ED:** 9(+1) **S:** 11(+1)

Skills: Pistol (slug) 1, Broker 1, Trade 0, Computers 0, Admin 0, Grav Car 0

Finances: 432 credits on a cred stick and a credit card

Equipment: Body Pistol

KNIFE WIELDING

S: 5(-1) **D:** 8 **EN:** 5(-1) **I:** 10(+1) **ED:** 6 **S:** 4(-1)

Skills: Melee (blade) 1, Streetwise 2, Recon 0, Stealth 0, Carouse 0

Finances: 29 credits on a cred stick

Equipment: Pocket Knife (as dagger except damage is 1d6)

BRAWLERS

S: 7 **D:** 4(-1) **EN:** 5(-1) **I:** 6 **ED:** 8 **S:** 8

Skills: Admin 1, Computers 1, Carouse 0, Leadership 0, Grav car 0

Finances: 984 credits on a cred stick and a credit card

Equipment: Spiffy clubbing clothes

CHRISTOV

S: 10(+1) **D:** 10(+1) **EN:** 7 **I:** 13(+2) **ED:** 8 **S:** 7

Skills: Rifle (slug) 1, Streetwise 2, Carouse 2, Leadership 1, Grav Car 0, Computer 0, Deception 0, Stealth 0, Recon 0

Finances: 1,112 credits on a cred stick

Equipment: Assault Rifle, Stun Grenade

ANTON

S: 7 **D:** 7 **EN:** 8 **I:** 7 **ED:** 6 **S:** 4(-1) **PSI:** 9

Skills: Pistol (slug) 2, Computer 1, Deception 1, Carouse 0, Streetwise 0, Telepathy 1, Awareness 1

Finances: 9,014 credits on a cred stick, Secret bank account (number and password is in his computer) with 243,874 credits in it.

Equipment: Gauss Pistol, A TL9 Protec Suit (Protection 4), 1 Dose of Psi-Drugs TL10, TL13 Computer, Miniature Computer Drive (linked to his computer)

SHUBBY (CLASSIC ORC MUTANT)

S: 12(+2) **D:** 6 **EN:** 11(+1) **I:** 5(-1) **ED:** 3(-1) **S:** 3(-1)

Skills: Melee (unarmed) 2, Gun Combat (slug pistols) 1, Persuade 1, Grav Car 1, Carouse 0, Streetwise 0

Finances: Currently doesn't have any money on him.

Equipment: Autopistol, A TL9 Protec Suit (Protection 4, plus Thick Skin additional Protection 2 for a total Protection 6), Pair of brass knuckles (add +1 to Melee Damage)

Special Abilities: Infrared Vision, Thick Skin (in a reptilian pattern, provides Protection 2), Sharpened Teeth (give him an additional 2 points of melee damage in unarmed combat) and Increased Strength (already represented in his stats above)

SWAT TEAM OFFICER

Swat member

S: 11(+1) **D:** 8 **EN:** 10(+1) **I:** 9(+1) **ED:** 8 **S:** 10(+1)

Skills: Melee (Bludgeon, Stud Baton)1, Gun Combat Rifle (slug) 2, Investigate 1, Streetwise 0

Finances: N/A

Equipment: Stun Stick, ACR (Advanced Combat Rifle), Combat Armor TL11 (Protection 12)

JAILHOUSE

JAILHOUSE THUGS

S: 8 **D:** 7 **EN:** 10(+1) **I:** 6 **ED:** 4(-1) **S:** 2(-2)

Skills: Melee (unarmed) 0, Persuade 1

Finances: A pack of cigarettes

Equipment: A snazzy jailhouse jumper

COMBAT DRONES

S: 12(+2) **D:** 10(+1) **Hull:** 4 **Structure:** 4

Traits: Armor 9, Integral System (grav floater), Integral System (whirling pummeling arms)

Description: This model is equipped with whirling arms tipped with boxing type padded gloves which however deliver a hefty punch. The Drone is remotely operated by the Jailhouse AI and attacks with a Melee (unarmed combat) skill of 2. The Drone will attack anyone in the cell taking aggressive action and will not relent until all aggressive action in the cell ceases.

SUNDERLAND WAREHOUSE

Below are the stats for the NPC present at the Sunderland Warehouse.

OUT FRONT

AGENT SCHMIDT

S: 6 **D:** 5(-1) **EN:** 6 **I:** 10(+1) **ED:** 8 **S:** 8

Skills: Gun Combat (slug pistol) 1, Flyer (grav car) 0, Streetwise 1, Investigate 1, Computer 1, Recon 1, Comms 0

Finances: N/A

Equipment: Submachine Gun (treat as autopistol), A TL9 Protec Suit (Protection 4)

AGENT LI

S: 9(+1) **D:** 11(+1) **EN:** 2(-2) **I:** 7 **ED:** 7 **S:** 9(+1)

Skills: Gun Combat (slug pistol) 2, Flyer (grav car) 0, Streetwise 0, Investigate 0, Computer 0, Recon 1, Carouse 1, Stealth 1

Finances: N/A

Equipment: Submachine Gun (treat as autopistol), A TL9 Protec Suit (Protection 4)

INSIDE

AGENT SMITH

S: 8 **D:** 8 **EN:** 7 **I:** 9(+1) **ED:** 8 **S:** 11(+2)

Skills: Melee (blade) 1, Gun Combat (slug pistol) 2, Engineering (electronics) 1, Flyer (grav car) 1, Streetwise 1, Investigate 1, Computer 0, Recon 0

Finances: N/A

Equipment: Gaus Pistol, Switchblade knife (treat as dagger), A TL9 Protec Suit (Protection 4)

AGENT JONES

S: 6 **D:** 10(+1) **EN:** 9(+1) **I:** 8 **ED:** 7 **S:** 7

Skills: : Melee (unarmed combat) 0, Gun Combat (energy pistol) 1, Engineering (electronics) 2, Flyer (grav car) 0, Streetwise 1, Investigate 1, Computer 1, Recon 1, Remote Operations 1,

Finances: N/A

Equipment: Laser Pistol (tech 11), Portable Computer (to monitor the outside security cameras), A TL9 Protec Suit (Protection 4)

ON THE ROOF

AGENT JOHNSON

S: 9(+1) **D:** 10(+1) **EN:** 11(+1) **I:** 6 **ED:** 6 **S:** 6

Skills: Melee (unarmed combat) 1, Gun Combat (energy rifle) 1, Heavy Weapons 1, Flyer (grav car) 1, Streetwise 0, Investigate 0

Finances: N/A

Equipment: Laser Rifle (tech 11), RAM, 3 Stun Granades, Machine Gun (treat as a Gauss Rifle with a Magazine of 300), A TL9 Protec Suit (Protection 4)

AGENT BROWN

S: 7 **D:** 8 **EN:** 12(+2) **I:** 8 **ED:** 9(+1) **S:** 8

Skills: Melee (blade) 0, Gun Combat (energy rifle) 1, Heavy Weapons 0, Flyer (grav car) 0, Streetwise 1, Investigate 1, Computer 1, Recon 1, Remote Operations 1,

Finances: N/A

Equipment: Laser Rifle (tech 11), RAM, 3 Stun Granades, Machine Gun (treat as a Gauss Rifle with a Magazine of 300), A TL9 Protec Suit (Protection 4)

KEPLER REESE

S: 5(-1) **D:** 7 **EN:** 6 **I:** 12(+2) **ED:** 12(+2) **S:** 7

Skills: Remote Operations 0, Gun Combat (laser pistol) 0, Streetwise 1, Recon 0, Stealth 0, Science (psychology) 3, Science (genetics) 1, Investigate 2, Computers 2

Equipment: Laser Pistol (tech 11), Protec Suit (Protection 4), Wafer Jack (Tech 13, Running an Expert Computer program [gives computer check an additional +1] and an Intelligent Interface, which allows control of the wafer jack with just a thought)

Kepler is a tall (6' 4"), skinny, chain smoking, disheveled, boyish looking, man. He fidgets constantly and seems shy and socially inept. Despite this he is prone to blurting out his private thoughts. Everything from, "she's hot" to "dumb idea." But most often though his outbursts occur in the presence of ignorance or stupidity which he seems to have no patience for.

If you spend any time with Kepler though you come to realize that you are in the presence of a superior intellect. He has the ability to take a few pieces of disparate information and make logical leaps based on them which are almost always correct. His mind is also active and probing, he seems to be continually striving to figure things out.