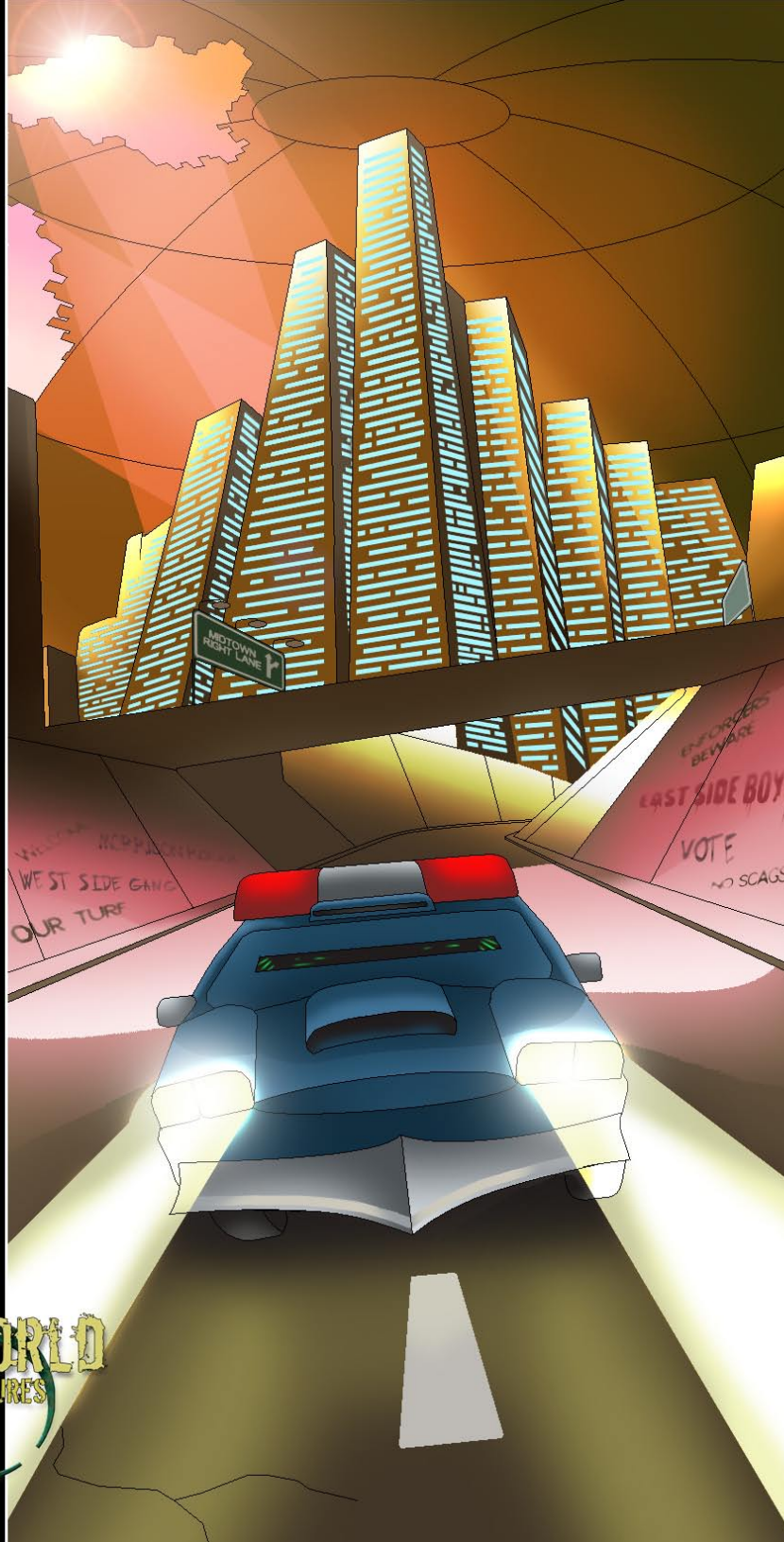


METROPOLIS RHO: HUMANITY IN A BOTTLE



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MR 4

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CHAPTER FOUR: THE PRECIPICE...AND BEYOND

Chapter 4 is the culmination of the adventure, in which the PCs - now fugitives hunted by their fellow Enforcers - desperately attempt to bring vengeance down on Mayor Morrison for the murder of not only Nathaniel Durante, but now of Madam Tess as well.

The last chapter in the *Humanity In A Bottle* campaign begins as the PCs head for the City Computer to learn whatever it was that Commissioner Thorwal wanted them to know, through the subtle passing of his privileged access card into their hands following his death. Once they learn the truth behind the city and the Enforcers, the PCs have one more reason to feel disillusioned, propelling them ever closer to the idea of fleeing the city once and for all.

Still, even with their newfound knowledge the party still has one thing left to do - bring Mayor Morrison down. Though they can certainly flee the city now, they will probably be motivated to deal Morrison a decisive blow and avenge the deaths of Durante and Tess.

ON THE RUN

In *Chapter 4* the PCs are now effectively on the run. After having an APB put out on them, they are as good as dead as Enforcers and even civilian gangers try to hunt them down to collect the bounty on their heads.

The PCs are now as hunted as Therese, and few places will be safe for them to show their faces. However, the PCs do have options. Just as in finding Therese a place to hide, the PCs will need to vacate their own apartments as these will be the first place Enforcers and bounty hunters will go to look for them. The PCs can (and should) go into hiding along with Therese; as before ideal places would include the *Abandoned Warehouse*, or perhaps the ruins of AIT.

While this chapter only details one encounter with a “bounty hunter” (their former squad mate, Sanderson), you can make up other run-ins with bounty-seeking gunmen if the PCs flagrantly

disregard the need for discretion. Such encounters should generally only involve one or two gunmen at a time (few people want to split so large a bounty), and none should be so high level as to overwhelm the group.

BOUNTY

Tie In: This encounter is entirely optional, and can take place at any time during *Chapter 4*.

BETRAYAL

Tempted by the enormous bounty placed on the PCs’ heads, Sanderson (the party’s former squad mate) has picked now to emerge from hiding and ambush the party.

The time and place for Sanderson’s ambush is up to the GM to decide, since the actions (and thus location) of the PCs may vary considerably depending on what they are doing at any given time in *Chapter 4*. Hopefully Sanderson will have some knowledge of what the PCs are up to, or at least what they are planning to do, either through following in their footsteps or by keeping his ear to the ground (if the PCs ever let slip to other Enforcers what they are planning to do, for example).

The actual details of how Sanderson finds out about the party are left up to you, since they will depend on what the PCs do and if they leave any trace of their activities. For example, after hearing the PCs visited the Commissioner’s office after his suicide (at the start of *Chapter 3*) Sanderson may also investigate the crime scene on his own time, and conclude the party found and took the Commissioner’s access

CHAPTER 4 RUMORS:

1. I hear there was a battle in the Southside Zones near a Midtown Angels stronghold. The entire building burned to the ground. No one’s claimed responsibility yet, but sources say an Enforcer Peacemaker was seen racing from the scene. *True; the PCs escaped the raid on the Midtown Trading Post by the Mayor’s forces.*
2. Despite a heavy Enforcer raid on the city power station, Fargo Dan managed to get away and escape the law. I hear there’s a furor in the Enforcer hierarchy over who to blame. My question is: what’s Fargo Dan going to do next? Take on the Mayor himself? *True; Fargo Dan did escape, and is planning on taking out the Mayor and seize control of the government.*

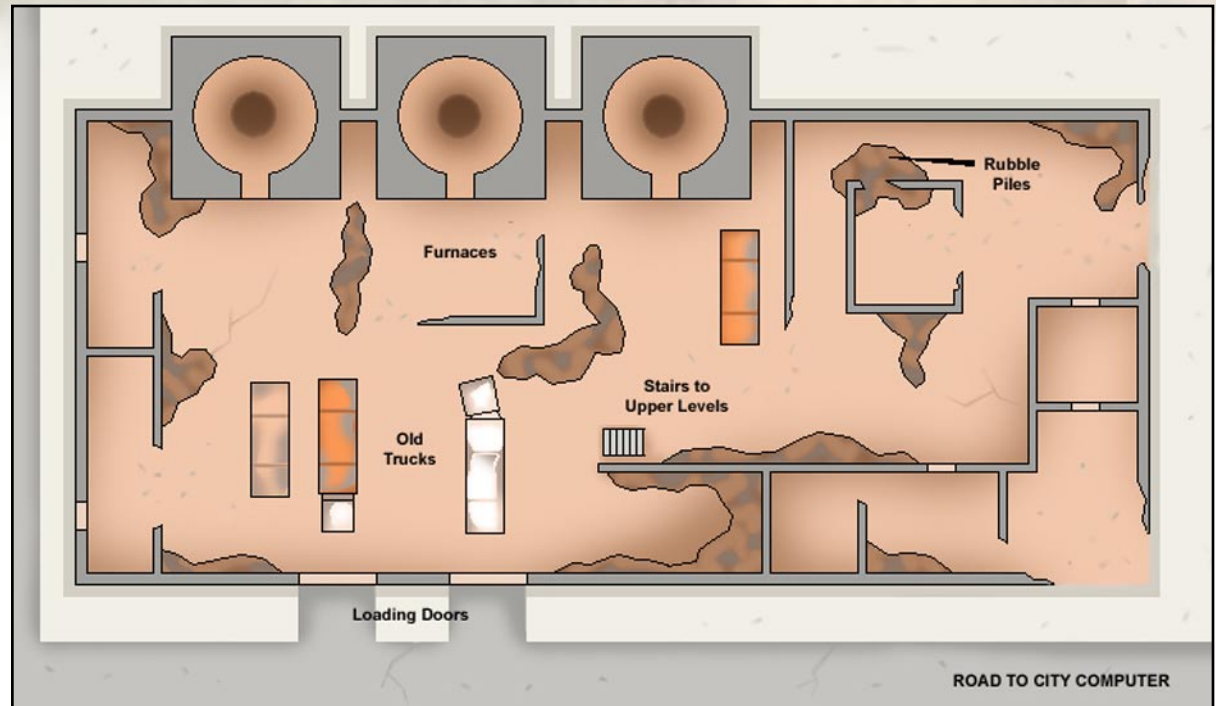
card (something the other detectives are looking for; they know Thorwal had one, but it went “missing” after the PCs searched the crime scene). As such he might know the PCs will eventually head to the City Control Computer to access the computers there. Or, he may simply pop up in the last closing scenes of the campaign, for example as the PCs attempt to escape the burning city (see *The Barrier*); in this case his ambush may not be so well-prepared as described below, instead being a chance encounter between himself and the PCs.

If Sanderson does manage to track down the PCs, he sets up an ambush along a deserted street in whatever district the PCs are heading for, favoring any long lonely road leading through the ruins towards their suspected destination. He is alone, but he will have planned his betrayal well. Equipped with an antiquated Barrett .50 caliber sniper rifle and ammunition, he hopes to kill the PCs once and for all.

THE AMBUSH (EL 6)

Though the actual location may vary, ideally the site Sanderson picks out will be a long stretch of road running between a row of abandoned (and largely ruined) factories. The road here is wide and open, and the large areas between the roadway and the factories give him a good field of fire. He will sneak into the third story of one of the old factories, using a small hole in one wall to fire from concealment at the PCs once they get out of their vehicle.

To get them out of the vehicle Sanderson has devised a simple trap - placing a small incendiary device in a metal coffee can and putting it on the road. When the squad's *Peacemaker* (or whatever vehicle they now drive) runs over it, assuming it to be just another bit of garbage of the roadway, the can will be crushed setting off the device inside. This in turn will cause a small explosion that will shred the



vehicle's tire.

☛ **Explosive Trap (1):** CR 2; no attack roll necessary (3d6 from explosion, directly to the vehicle's tire); driver may make a Reflex save (DC 15) for half damage.

Tactics: Sanderson will wait until all PCs are out of the vehicle before opening fire, using his *Suppressive Fire* feat to keep the party pinned down, sniping whoever breaks from cover.

The PCs will have to locate Sanderson's position before trying to track him down. Each time he fires allow the party a Listen check at DC 10 to notice where the shots are coming from. Once they know where he is they can either fire at him (his position offers him one-half cover, however), or make a run

for the factory he's hiding in.

Once the PCs have entered the factory it becomes a game of cat-and-mouse. Sanderson will drop the cumbersome Barrett and take up his Wildey .44, drinking a can of *Tufn-Up* (see *New Drugs*) to fortify himself before moving downstairs to ambush the PCs. He will hunt individual characters as they comb through the wreckage of the building, hoping to split them up. He will never stay in one spot, and will only reveal himself to lone party members if he thinks he can pick them off. If possible he will repeatedly use his *Suppressive Fire* feat to keep individual PCs pinned and unable to maneuver or outflank him.

☛ **Lance Sanderson (1):** HP 36.

PLAYING THE BATTLE

There is a lot of potential for bringing out Sanderson's lunacy (and the absoluteness bitterness of his betrayal) during the battle, as he taunts the PCs through the ruins of the factory (or wherever he catches them), as well as to play up the tragedy of having their longtime squad mate turn against them.

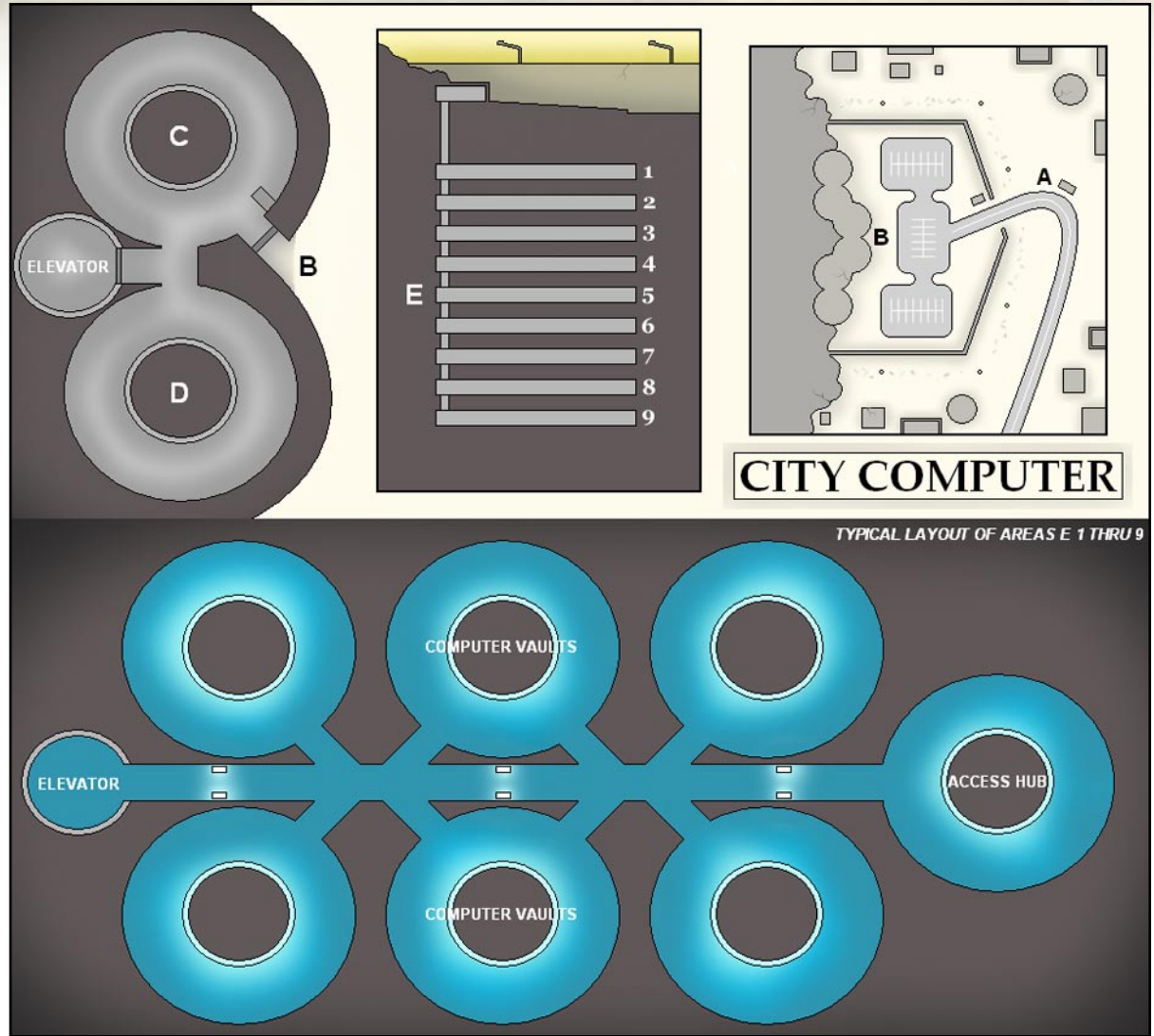
In addition to taunts and slurs mocking their former partnership, Sanderson will tell the PCs all about his betrayal and why he did it - for money - telling them all the things he'll buy once he collects the bounties on their heads. He also gloats about leaking the truth about the University clinic, and laughs cruelly about the raid and all the "filthy mutants" that were killed in the process. As if this weren't enough, if they begin to lose he tells the PCs in a giddy tone how he'll eventually find Therese once they are dead, violate her, and personally turn her over to the Mayor for "liquidation".

CITY COMPUTER

Tie In: The PCs are guided to the City Computer after finding the Commissioner's high-level access card following his suicide.

The complex housing the central city megacomputer was badly damaged during the Fall, but its sturdy, fortified construction saved it from being totally destroyed in the war. While the upper works of the building (largely dedicated to administration) have crumbled into ruin, the actual computers have long been located deep underground, in a series of interconnected "vaults" on a number of subterranean levels.

The city computer complex sits behind a tall security wall, which still stands. This wall is now



topped by coils of barbed wire, with automated motion detectors situated every thirty feet that send an immediate alarm to the guard station outside.

Though technicians often visit to maintain the machinery, the city computer is otherwise considered off-limits to virtually all but the highest-ranking city

officials (the Commissioner is one of only a handful with access to the building, and then only because the CrimeNet mainframe is also located here), and special keycards are required for entry.

THE COMPUTERS

The primary purpose of the complex is to house the massive computers that once ran the whole city, and continue to manage key systems to this day. For additional information on this building, see the sourcebook, *Urban Decay*.

When the PCs access the computers on Level 9 of the underground facility (see below), they discover that each computer on the level (one per vault) has its own voice, its own “personality”. Since Level 9 is restricted access, the fact that these computers can talk, and possibly think on their own, is not widely known; and certainly few in the city have noticed that the computers have, over the generations, developed these amazing abilities.

Use this as a chance to create an eerie atmosphere - role-play the different personalities of each computer when reading the information (see below) to the PCs; you can either describe the type of voice the PCs hear, or try to mimic that kind of voice when reading to enhance the strange and alien nature of talking to numerous, disembodied, computer personalities.

KEYED LOCATIONS TO THE UNDERGROUND (AREAS A-D)

The following is a brief overview of the city computer building. If the PCs play their cards right the chance of an actual encounter or confrontation will be unlikely. The GM should still use the information here to describe the city computer complex and the eerie underground vaults in which lie the actual machinery of the City Computer.

A. GUARD STATION

Located outside of the compound perimeter is a heavily fortified guard station. Here a small contingent of security personnel (similar to Enforcers, but employed by the city’s Tech Union) guard the switchback road leading to the computer building. They have orders to shoot to kill anyone who doesn’t stop to show their identification. They will pursue anyone who gets past (even underground, if necessary), but normally they do not enter the compound at all.

In addition to firing ports in the concrete walls of the station, there is a roadblock outside. All vehicles approaching must stop or risk having their tires punctured on the spike strips set up on the road. They also have to barrel through the roadblock itself (which is made of steel and is raised or lowered by a hydraulic arm controlled from inside the station), something that will inflict considerable damage to all but the most heavily armored vehicles.

When the PCs present their access card the guards here motion them past, raising the roadblock and removing the strips from the roadway. They do not give instructions on how to enter the underground complex, as they assume the PCs already know (if the PCs ask, the men will get suspicious and ask for identification, calling their badges in and possibly endangering the party’s investigation).

The guards replace the roadblock once the PCs pass, then return to the station.

B. ENTRANCE

Once inside the compound the PCs pass through the old parking lot (now empty except for a single bus from the Tech Union), and pull up to the building proper. Since only a handful of technicians visit the computer compound on a regular basis, the lot looks eerily abandoned, the paint dividing each parking

space having faded over time.

The sole entrance to the building sits on the surface. A single metal doorway bars the tunnel inside, leading to *Area C*.

C. UPPER LEVEL

As the PCs enter they find a dark chamber, reminiscent of some futuristic control center. Computer monitors show all sorts of data, as well as camera views of the road leading towards the City Computer complex (including the guard station at *Area A*). A number of uniformed security officers work here at various consoles.

When the PCs enter one of the officers rises from his duty desk, methodically putting one hand on his holstered sidearm and asking them to show their access card. The other security men seem oblivious, busy with various operations on their consoles. So long as the PCs show the Commissioner’s card, there is no trouble; the officer does not ask questions pertaining to their business here.

Once they show their card the duty officer asks them to sign in, before escorting them to the elevator (see map). If the PCs ask which level holds the Archives, he looks surprised, and wonders aloud what possible interest the Archives could hold for them. If they ask he mentions that no one except the “old nostalgic fool Commissioner” ever went down that far into the complex, at least not in recent memory. In any case he directs them to *Area E9*.

D. OPERATIONS CENTER

This area also resembles a futuristic control center, and a number of technicians work here monitoring numerous consoles that show the current operations of the City Computer. Since the City Computer is automated, the technicians are here only to monitor for emergency situations, and to manually record

data for daily maintenance operations. None of these computers can actually access or in any way interfere with the City Computer's functions, only display what is going on with a particular facet of the city's daily operations.

E. SUB-LEVELS

The sub-levels beneath the compound contain individual "vaults" in which entire automated computer systems lie, performing their functions in the same manner they did more than 200 years ago. These are not true "intelligent" computers, per se, though each control computer can effectively plan, predict, evaluate, and anticipate. This level of low-grade "AI" makes them capable of reacting to evolving situations, unexpected turns of events, prioritize depending on the circumstances, and adapt to literally hundreds of catastrophic variables.

Each level is cold (thanks to air-conditioning systems) and dark (to preserve electricity). Only when living creatures (that is, beings moving in the tunnels) enter a given area do automated lights flicker on, providing eerie blue illumination to see by.

The sub-levels are all accessed via a single elevator. Except for the margin between the upper level (*Area C*) and the first sub-level (*Area E1*), each level is separated from the one above it (or below it) by thirty feet. Thus the lowest level, *Area E9*, is 240 feet below *Area E1*, and 330 feet below the surface.

1. Water Utilities. The automated computer systems here were set up long ago to monitor and control the city's subterranean water recycling center, drawing water from the river and sewers and processing it through chemical baths and radiation bombardment. The computers continue to process and recycle the city's water to this day, keeping the supply freshly stocked.

If the PCs get off at this level they find 3d4 members of the Tech Union here, maintaining the machinery and conducting daily operations. The technicians will answer any questions, but will be suspicious of the presence of individual Enforcers (Bluff checks and/or Diplomacy may be in order to prevent the technicians from reporting them).

2. Central Traffic Control Computer. These computers were designed to monitor the city's complex grid of streets and thoroughfares, controlling entire neighborhoods down to the automatic timers on individual traffic lights. The intricate workings of these computers were intended to keep traffic delays at a minimum, while also working with the City Security Systems computers to expedite emergency vehicles to the scene of accidents and/or riots. These computers still function to this day.

If the PCs get off at this level they find 1d2+1 members of the Tech Union doing maintenance on the computers. They react like the technicians at *Area E1*.

3. Central Subway Control Computer. The computers here at one time controlled the Metropolis' complex subway and surface train systems; during the city's heyday the subways moved up to one million people each day, to and from workplaces throughout the greater Metropolis area. These computers are currently offline, as the subways no longer operate in Metropolis Rho.

There is no one on this level.

4. CrimeNet Mainframe. This is the actual physical location of the CrimeNet mainframe, a computer database containing information on virtually every citizen in the city, and used to keep track of criminals and assist the Enforcers in their duties.

The mainframe can be accessed from every Enforcer precinct in the city, but the actual mainframe (the physical core of this network) is located here.

If the PCs get off at this level they find 1d3+1 Enforcer technicians (that is, police officers trained to operate and care for the CrimeNet mainframe). They will be friendly to the PCs (they are, after all, fellow Enforcers) but will tell them that they don't belong here, and will politely ask them to leave. If bribed (Bluff check DC 23, plus no less than 200 credits) they will pretend not to have seen the PCs and will direct them to *Area E9*, the Archives level.

5. Emergency Command Center. This level was set up as an emergency command center, intended for use by the Mayor and key persons in the city government to continue operations after a major disaster (earthquake, tornado, terrorist incident, etc.). In addition to communications equipment allowing coordination with teams in the field as well as federal authorities out of state. The command center was never used (no one knows why), and as such has been shut down indefinitely. The computers here are no longer functioning.

There is no one on this level.

6. City Security Systems. These computers originally controlled automated security systems in the city, ranging from building alarms to actual security robot patrols and dispatching police. These computers were responsible for directing appropriate responses to various low-scale emergency situations (burglaries, freeway accidents, food riots, etc.). The computers here no longer work.

There is no one on this level.

7. Industrial Power Control. These levels are no longer accessible, though they are entirely automated

and thus continue to operate. The computers here control power output to the few remaining industrial plants of the city, including factories and various drug mills.

There is no one on this level.

8. City Power Grid Control. Like the level above, this deep underground level is reserved for monitoring and maintaining the city's fragile power grid. These computers cannot override the systems in the power station itself, however. With the slow degeneration of the power grid these computers have begun to prioritize, and thus brownouts in non-essential areas in the city are not uncommon.

There is no one on this level.

9. Archives. The computers on this level contain tens of thousands of individual streams of data archived in a virtual "library" accessible at the central console. Each day the city's prevailing temperature, barometric pressure, weather, and even smog levels are recorded here, along with daily maintenance logs, reports from the power station and food processing center, and events in the Metropolis, for future reference. In all the Archives contain a vast history of the city, day by day, with even the minutest details recorded in the data banks for posterity.

There is no one on this level.

VAULTS (SIDEBAR)

Each vault level of the City Computer is a self-contained level, with its own air conditioning and humidity controls, lighting, and backup generator. All vaults are entirely automated, though technical personnel make periodic visits to perform the repairs that the computers cannot do themselves. Other than this, however, the computers largely operate entirely independent of outside interference.

Each vault is laid out basically the same, an elongated hallway off of which sit individual computer mainframes. Each mainframe is a colossal computer, rising from floor to ceiling like a pillar of solid glass, silicon, and steel. Each of these computers either serves as a data repository, or serves some other function (performing tens of thousands of repetitive operations in an automated cycle).

Each level also has an *access hub*, which is essentially nothing more than a computer station in one of the rooms through which human personnel can access the computers. The PCs will have to locate an access hub to access the Archives (see below).

ACCESSING THE ARCHIVES

The PCs can only access the Archives from the access hub of *Area E9* (the Archives). The access hub resembles a simple computer station, with a flat-screen monitor framed in chrome set into the computer "pillar" itself. Automatic sensors detect the presence of heat (such as in a human being), and as the PCs approach a thin port opens beneath the monitor and a keyboard slides out awaiting the typing of commands. A console nearby has a thin slot, appropriate for an access card.

Once the PCs insert the Commissioner's access card the all-black screen suddenly lights up as text appears on the monitor:

Welcome, Commissioner Thorwal. Please enter your password:

The computer is asking the PCs to enter the correct password, which in this case is a phrase composed of *four words*. The phrase was coded by the Commissioner himself ("To Protect And Serve"),

the motto of the ancient policemen of old. *The PCs may have seen this motto on the framed poster on the Commissioner's wall, and thus should be able to recall it with an Intelligence check (DC 20).*

Unless the proper password is entered on the keyboard the computer will not function or answer any questions. It does not, however, raise an alarm, so the PCs can keep trying until they get the right password.

Once the PCs enter the correct password the original prompt vanishes, replaced by a menu titled "CITY COMPUTER INFORMATION DATABASE".

The next few paragraphs of information can only be found through successful Research checks (DC variable).

THE CITY, GENERAL HISTORY (RESEARCH DC 17)

Voice/Persona: Computer #1; elderly woman, sagely speaks to users as a teacher might talk to her students.

Metropolis Rho was the eighteenth super-city constructed in the American Midwest by HabiCorp, a construction giant, during the period of 2005 and 2010, as part of the government's long-term plans to seed the countryside with habitable new dome cities. The domes, some more than 100 stories at their apex and covering up to fifteen square miles, were necessary due to the increasing hostility of the natural climate of the times, in large part due to the reckless environmental hazards of the era - namely, industrial pollution. In addition, with existing cities fast becoming overpopulated due to the population explosion of the early 21st century, living space was at a premium and crime rates were reaching intolerable levels in many urban areas.

Each Metropolis was designed to be an all-

inclusive super-community, in which the needs of its civilians were almost entirely cared for either through their own industries, or by computers. Each city was also designed to produce goods for outside consumption as well, not only handling the steady population explosion but also turning a considerable profit for HabiCorp as well as individual state governments. Computers regulated virtually every aspect of the city's functions, from entire power grids down to the timing of individual traffic lights. Sanitation, water recycling, and general maintenance of city roads (and the dome itself) were conducted by automatons and robots controlled directly by the City Computer itself.

The Metropolis project was a great success, and after only a few years HabiCorp's visionary efforts were rewarded through government subsidies and additional projects throughout the country - though the Metropolis of the Midwest would continue to be the most successful of these artificial communities. At its height Metropolis Rho boasted a population of two million citizens, and it was only the third most populous of the Midwest Metropolis (right behind Alpha and Iota); it, and the outlying agro domes controlled by the city's workforce, also contributed 15% of the gross domestic product of the entire state of Missouri.

By 2009 Metropolis Rho had reached the upper limit of its maximum habitation, and its doors were effectively closed to new immigration. Despite this, immigrants continued to attempt to infiltrate the city, and as a result measures were taken to curb the lawlessness they brought with them. Granted unrestricted powers, the newly established police force, known as "Enforcers", brought a new era of rigid order to the city.

THE FALL, GENERAL HISTORY (RESEARCH DC 17)

Voice/Persona: Computer #2; adult male, atonal (almost computerized) voice, speaks to users as if reading from a book.

The event known today as the "Fall" came about due to various external factors that this computer has very little data on, but surmises were largely of a foreign origin. In 2011 nuclear war erupted between the United States and various other nations across the globe. Though it is unclear to this computer which side instigated the outbreak of hostilities, it is entirely irrelevant as the results of such a conflict were utterly devastating to all sides. By all accounts virtually every urban center in the United States with a population over 100,000 was saturated by nuclear bombardment, either by intercontinental ballistic missile, cruise missile, or by conventional bombing. The results of the nuclear exchange left entire cities in flame, and only an estimated one out of every ten people survived the months-long holocaust of radiation, starvation, and disease that followed. There is no doubt that both sides suffered from the same extensive devastation, resulting in a total collapse of central authority, government power, and eventually, civilization itself.

Metropolis Rho itself was targeted by no less than three tactical weapons and two strategic weapons during the exchange, the latter in the "second wave" late in the year. The three initial weapons were apparently intended to cripple the communications and power grid of the city; two were of a thermonuclear nature, estimated at 50 kilotons each, and were successfully thwarted by automated ABM defenses ringing the city perimeter. Despite this, force from distant airbursts striking St. Louis did significant damage to the dome's integrity and to outlying parts of the city, crippling many of the

sensitive automated ABM systems.

With the defenses unable to stop them, two missiles armed with biological warheads impacted Metropolis Rho in the second wave of strikes that targeted cities all over the United States. Though in the chaos the security forces of the city reacted remarkably well to the threat, identifying the nature of the weapons and instituting strict measures to control the situation, within two weeks the true legacy of the two weapons became evident as the first crop of civilians began reporting rampant plague symptoms.

Within two weeks the plague was out of control, affecting upwards of 75% of the entire population. Without assistance from the state or federal government, and with no word on how other cities across the country had fared, all authority collapsed as virtually tens of thousands of people abandoned the city in a mass exodus.

It is unclear to this computer what occurred during the time of this exodus outside of the Metropolis, but by 2013 the people returned. Only about one in three of the original migrants returned alive. Scarred by what they had seen outside of the city - death by radiation, starvation, disease, and total lawlessness - they returned to rebuild their community and close themselves off from the terrors outside.

THE CITY, POLITICAL EVOLUTION (RESEARCH DC 17)

Voice/Persona: Computer #3; elderly male, weak rasping voice with a slight English elocution, speaks to users as if trying to appeal to their moral conscience.

With their return to the city the survivors of the exodus made a covenant to rebuild the Metropolis and to live on, despite what had happened to the outside world. Putting aside all hopes of finding outside relief, they turned towards transforming the

city into an “island”, a sanctuary against the madness they had witnessed outside its borders.

In the next few months the ruins were combed by salvage parties to take stock of what was left, and to put everything to use, benefiting the entire community. Buildings were re-occupied and repaired, and electricity restored. Search parties uncovered stockpiles of food and water, guns and ammo, and over the months even located the subterranean power station and food centers, and managed to bring them back online.

One of these salvage groups found the Metropolis Rho Maximum Security Penitentiary amid the wreckage during one particular sweep of the ruins, and proceeded to loot its armories for weapons and ammunition. They were surprised when they discovered a significant number of inmates still living within the old complex. Having been abandoned to their fates when the rest of the city’s population fled, most of these dangerous criminals had either starved or committed suicide in the interim. Only the strongest - and most desperate - managed to survive, living in the ruins of the penitentiary like stubborn, savage rats.

When the salvage group stumbled upon them, the former prisoners took the team hostage, demanding to be released and admitted into the new community as equal members. The community leader of the time, Mayor Charles McGruder, personally appeared to negotiate with the criminals despite the misgivings of his advisors. Emboldened by the charisma of death row convict Max Anderson (wanted for three brutal cop killings, and for his ties to Chicago-based organized crime before the Fall), the criminals soon demanded not only membership in the community, but also to rule. It is unclear what story he later told his constituents, but in reality McGruder capitulated when he realized his wife was among the captives

taken by the prisoners. In short order, the former convicts seized control.

Though the community knew hard times for several years afterwards, eventually the ex-prisoners came to realize that the original mission of the civilians was in their best interests as well. Anderson revived the efforts of the original citizens, and the city moved to make itself utterly secure from the outside world (see separate topic, *The Barrier*).

Over time the political vision of Max Anderson was realized, as he instituted a new form of government based only loosely on the democracy of the past. A Mayor would rule over the city as a true autocrat, elected from among the “gangs” that he and his fellow inmates had set up since being released. Though only one gang could rule at any given time, all of the gangs would have a say in how the city was run through the Council of Gangs, a representative body in which all gangs had a voice. In addition, to appease those of his followers who cringed at the idea of “going straight”, Anderson divided up the traditional criminal enterprises (drugs, prostitution, etc.) among them, and made them legal businesses. And while Anderson tried to emulate the culture and civilization of the past in many of his edicts, hoping to improve the general citizenry’s opinion of him and the way of life he was promoting, his own violent nature, disdain for women, and ingrained paranoia led to the establishment of the totalitarian system of control that continues to this day.

THE ENFORCERS, GENERAL HISTORY (RESEARCH DC: 17)

Voice/Persona: Computer #1 (again).

The current organization known as the “Enforcers” has only loose ties to the police force of Metropolis Rho, as first organized before the Fall. The term “Enforcer” was conceived less than a year after the

opening of the first domed city, Metropolis Alpha, as crime rates in the over-populated cities of the United States began to skyrocket. The corporation that had built the domed cities, HabiCorp, and billed them as “safe” communities, had a vested interest in protecting its investments, and a general campaign against crime was declared among the statewide Metropolis projects.

The first Enforcers were assembled from the ranks of former law enforcement agents and prison guards, and were paid lucrative sums by the corporations to form security forces for each individual Metropolis. Metropolis Alpha was the first to implement this kind of private security force, and the popularity - and effect - of the Enforcers in enforcing the law was so successful that within two years all Metropoli in the state had similar organizations.

The ability of the Enforcers to keep the peace in the congested Metropoli was so significant that only a few years after their inception, federal and state governments officially made the Enforcers legal agents of the law, handing all police and law enforcement duties in each city over to its Enforcers.

When Metropolis Rho was abandoned in the exodus of 2011, the Enforcers vanished altogether, fleeing the city with their fellow citizens. None of the original Enforcers were ever heard from again. In 2014, when convict Max Anderson took control of the Mayorship from the builders of the new Metropolis, he re-instituted the “Enforcers”, but as a private force of thugs and gunmen. Drawn from the ranks of his most ruthless followers from the penitentiary, they armed themselves with police weapons and armor, and in a tragically ironic twist of fate declared themselves the new “law” of Metropolis Rho. Over time the Enforcers would grow in power and prestige, eventually moving towards semi-autonomy like the other “gangs” that exist today,

though they continue to serve the Mayor enforcing his laws and edicts to this day.

THE BARRIER, GENERAL QUESTIONS (RESEARCH DC 19)

Voice/Persona: Computer #3 (again).

The Barrier was constructed in the first few years following the return of the citizens to the Metropolis. Having seen the ruins of the outside world, the citizens knew that if their enclave was ever discovered, the hungry, diseased, and radiated would come and topple the fragile order. Something had to be done.

An engineering project of unprecedented scale and ambition, the idea behind the Barrier was to create a vast dead zone in a broad ring surrounding the entire city; of such size and complexity that nothing could get through it. It took several years to accomplish, but with the technology still available at the time it was finally completed in 2027.

The Barrier consists of several concentric rings of defense, originally designed to keep lawless outsiders and rumored “mutant creatures” from penetrating into the inner city and threatening the citizens. In the beginning much of the Barrier was manned by armed volunteers from the city, but as time progressed more and more automation was implemented; by 2038 the Barrier was totally self-contained and robotically controlled, and by 2039 no more humans were involved in maintaining the Barrier at all.

For over two hundred years the Barrier has continued to guard the Metropolis against dangers from the Outside. To this day most of these appear to involve the transgression and/or migration of dying mutated beasts stumbling upon the periphery of the city ruins. The quick decline of humanoid intruders in the first 20 years of the Barrier’s existence has long been held as proof that without shelter and protection,

anyone who survived the initial holocaust died out in the first two decades following the nuclear war. In effect, it is believed human life has died out beyond the borders of the city.

THE BARRIER, SPECIFIC DEFENSES (RESEARCH DC 21)

Voice/Persona: Computer #4; voice of a young prepubescent boy, speaks to users in an uncharacteristically serious, almost resigned tone.

The Barrier features numerous redundant defenses designed to deal with virtually any possible intrusion threatening the Metropolis. Virtually every bit of military hardware in the city - as well as what was brought by the citizens when they returned from the wasteland - was incorporated in the Barrier’s construction, so that disease-carrying individuals, gangs of predatory outlaws, and even the largest military forces would be destroyed if they attempted to reach the city. As control of these defenses were gradually given over to local computers, so was maintenance, repair, and even reproduction. Fully automated underground factories continue to churn out replacement parts, while automatons perform regular repairs and even expand upon the Barrier well beyond what the original designers intended.

Exact details of the current layout of the Barrier’s defenses are incomplete, but an antiquated diagram is available (dating from 2040; see nearby map). The diagram outlines the following known defenses:

Mines: Among the oldest defenses, there are at least forty-six minefields of varying sizes throughout the region known as the Barrier. Most mines incorporated into these fields include M14 and M16 models, but anti-armor mines are also a possibility. Many of these minefields date back to the time of the Fall, and as a result a fair number of mines no longer

function. Landmine varieties with unusual longevity, however, continue to present a threat to foot and vehicle traffic passing through these zones.

Berms & Ditches: Various obstacles, including berms, ditches, and concealed pits, were erected throughout the Barrier to provide hazards for vehicles of all kinds. These were also cleverly arranged to not only stop vehicles, but in certain instances to channel vehicles into the threatened area of other defenses (such as sentry turrets or minefields).

Turrets: Constructed before the technical capability was lost, these tower-like structures each house a battery of weapons coupled with a fire-control computer. Sentry turrets are basically robotic weapon stations that are programmed to fire at anything they detect moving within their field of fire. Typical armaments range from machineguns to pulse lasers to rocket pods.

Pop-Ups: Scattered throughout a number of minefields and “dead zones” in the Barrier are pop-up blasters, which are small laser turrets concealed in small holes beneath the surface sand. Pop-up blasters are fitted with tremor-sensitive sensors that detect vibration in the ground, and when triggered they activate the blaster. When activated, the turret pops up from underground to fire at unsuspecting targets, before darting back under to avoid being destroyed. They are virtually impossible to detect before they emerge from the sand, and equally impossible to destroy once they retreat underground again.

Robirds: Easily recognized, these towers are merely housings for the flying robots (“robirds”) created by the original engineers of the Barrier. Like other automated defenses in the Barrier, robird towers are

activated when their sensors detect the presence of intruders coming within range. Once alerted, the robird within powers up and emerges from the top of the tower, flying off to hunt down and destroy the target. Since robirds have their own sensors, once they leave the tower they can continue to track targets even if they leave the proximity of the controlling tower.

THE BARRIER, DEACTIVATION (RESEARCH DC 21)

Voice/Persona: Computer #5; chirping voice of indeterminable sex, sounding as if played on a high-speed record player.

Currently impossible. The 2,000 plus individual defense systems incorporated into the Barrier are controlled by local computers and independent logic circuits. Unlike most integrated systems, these computers are not linked to a communal network, but rather individual decision-making and power control is dispersed to localized modules so that no single strike, power failure, or hacking attempt can deactivate more than a small part of the defense grid.

However, certain devices were constructed during the period between 2030 and 2039 that allowed technicians to enter the Barrier to perform regular repairs on the automated machines without activating their anti-intrusion defenses. These devices resembled hand-held computers, and were known as “Broad Frequency Transmitters”. The device worked by sending an electronic signal of a broad wavelength that caused local computers to shut down momentarily while the device was in the area. These devices were essential to work crews maintaining the Barrier, as they permitted them to enter the Barrier without fear of being killed.

The construction of these devices, and all human involvement in the Barrier, ended when control of the

Barrier was transferred over to robotic automatons in 2039. No known examples of a BFT exist.

LIFE BEYOND THE BARRIER, PROBABILITIES (RESEARCH DC 19)

Voice/Persona: Computer #6; solemn male voice speaking against a crackly background, sounding like the narrator of a 1950s “duck and cover” film or a nature documentary.

Though it has long been held by the human population of the Metropolis that life cannot exist in the radiated wasteland outside the city, this has largely been a fabrication of the prevailing paranoid and xenophobic mentality of the citizenry, a “myth” that has transformed into a sacrosanct belief over the generations. While to be certain the world was saturated by nuclear detonations, even the most catastrophic nuclear scenarios leave some chance of life surviving. This life, however, may be changed and unrecognizable, i.e. “mutated”, due not only to the effects of radiated elements affecting the food chain, but also in the intervening years creatures may have adapted to survive in the much harsher environment that now exists outside.

LIFE BEYOND THE BARRIER, CHANCES OF SURVIVAL (RESEARCH DC 19)

Voice/Persona: Computer #6 (again).

Though this computer has no real way of knowing the chances of a non-mutated creature surviving in the environment beyond the boundaries of the city, theoretically it is possible if the creature was well prepared and vigilant. Once one leaves the protection of the city’s dome the danger of radiation will likely increase exponentially, as one travels through the

region where fallout from the detonation of nuclear weapons outside the dome concentrated after the Fall. Radiation suits will be essential to crossing this broad fallout zone, though even an expedition without proper protective gear could, in a pinch, rely on thyroid-saturating chemicals such as potassium iodide tablets to see them through. These tablets, when consumed, inhibit a creature’s natural tendency to absorb radiation, thus allowing it to cross through a radiated area with less ill effects.

Similarly, foodstuffs taken on the journey will need to be protected, either in a proper container or, in the absence of such a container, only by taking those foods with a natural resistance to absorbing radiation. Fruits and vegetables with resilient or tough skins, such as oranges, will generally remain untainted if ported properly. Some canned foods and foods such as candy or potato chips, which are packaged inside a bag with a pressurized puff of nitrogen gas, also have a better chance of remaining toxin-free.

A Geiger counter will be needed to detect when radiation levels spike during the journey, as this will mark the halfway point of the radiated belt. Once the expedition reaches this point it is only a matter of time before they emerge on the other side of the radiated zone, and face whatever lies out there.

Beyond the Barrier, and beyond the radiated zone, this computer cannot accurately predict what, if anything will be found. These are fascinating questions that can only be answered by those pioneers who choose to undertake such a marvelous expedition...

WHAT THE PCS HAVE LEARNED

The PCs have learned several things from their visit to the City Computer, such as that the Enforcers have a less than honorable history, and have been given a glimpse of the terrible past that created their violent

and crime-ridden society of today.

More importantly the PCs will have learned much about the Barrier, what to expect if they try to cross it, and the tools they will need to survive once they leave the city for good.

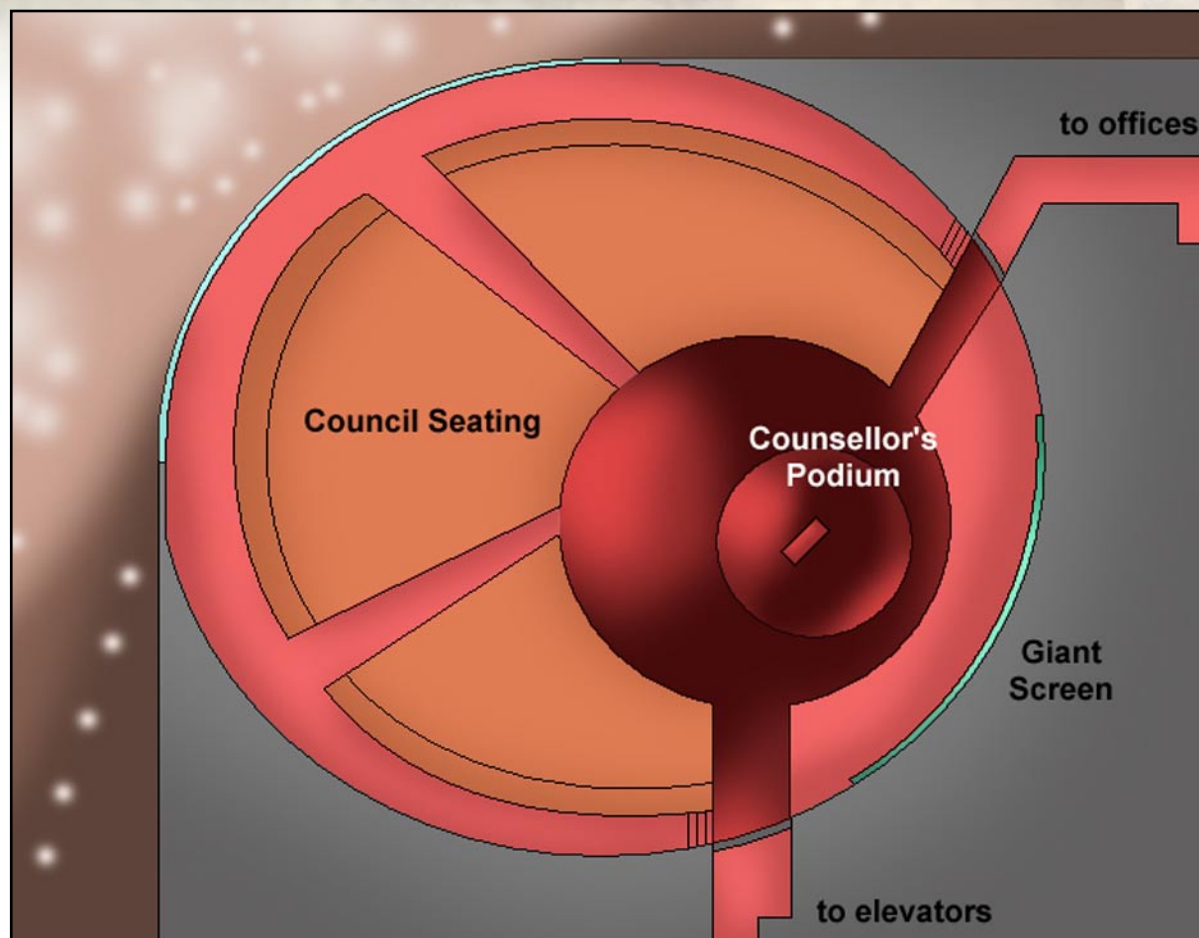
THE COUNCIL OF GANGS

Tie-In: After the *Raid on The Power Station* the PCs have tangible evidence to present to the Council of Gangs, hoping to convince Councilman Oakley, its chairman, to act decisively against the Mayor.

VICTORY TOWER

As the next planned meeting of the Council of Gangs is months away, when the PCs arrive there is only a skeleton crew of administrative staff at Victory Tower, the grand skyscraper that has long housed the Council of Gangs (the traditional “council” by which the gangs of Metropolis Rho debate in a kind of “criminal senate”). Most of this staff of men and women include minor political agents, secretaries, couriers, or a handful of (well-armed) security guards keeping the premises safe. When the PCs visit, the Tower is relatively peaceful, but while the Council is not currently in session many representatives from the city’s power-gangs still come here (it is, after all, “neutral territory”) for late-night meetings, private negotiations, or gatherings to hammer out grievances and/or alliances behind closed doors. As such, security is no less lax than when the council is in full swing.

Regardless of when they arrive, the PCs will only be able to secure an appointment with Councilman Oakley later in the evening on the day they make a request; he is, after all, a busy man, and his daytime schedule is usually quite full. Despite the relatively



high level of security the PCs can, with appropriate bluffing skills (Bluff DC 23 or Diplomacy DC 18) arrange the meeting without raising undue attention. Most of the security here is privately contracted, and as such the guards are somewhat intimidated by Enforcers - they will accept the PCs’ story and credentials without question. After checking in with the ground floor security office (and relinquishing

all but their standard-issue stun batons to the guards on duty) they are directed to the elevators, and told Councilman Oakley’s office is on the 25th floor.

Oakley’s office is a lavishly appointed apartment overlooking the city from close to the top floor of the building. It is on the same level as the main council chambers, where the Council itself convenes - a convenience that speaks volumes of the man’s

influence and involvement with the Council. His office is built to be a home-away-from-home, with complete furnishings and accommodations, since in reality a man in his position can ill-afford to miss late-night meetings and last minute political deals held in the building. In addition to being physically located within a few hundred feet of the council chamber, his “office” also has a telephone switchboard that keeps a hotline open to almost every major gang leader in the city, 24 hours a day.

The Councilman’s secretary greets the PCs when they arrive and looks over their credentials. Once they identify themselves she recognizes them and informs them that while the Councilman is busy, he will see them if they are willing to wait. He is currently engaged at the moment, but if they go down the hall he will meet them in the main council chamber itself. If they need help finding it, she takes them there directly.

Entering the council chambers at this hour of night is a strange experience. Located high in Victory Tower, the panoramic windows give a full view of the Metropolis by night, its glittering lights looking like a carpet of stars underfoot. In the distance a green glow can be seen pouring through the cracks in the dome’s broken shell, slowly moving with weird striations like a celestial aurora. You are reminded of the deadly radiation belt that lies just beyond the Barrier, an impassable frontier through which no living being could hope to pass. It is the fierce ocean that makes the Metropolis the island that it is, separating its inhabitants from the slow death by sickness in the wasteland outside.

Yet once more your attention returns to your current surroundings. The council chambers are enormous, a vast circular chamber with carpeted

floors that absorb sound. Numerous platforms, chairs, and tables for the representatives of the various gangs sit here and there, all surrounding a central area of mirror-polished black marble, fitted with a huge dais behind which rises an enormous television screen.

You have seen this place many times on television - it is the place where the delegations of the Metropolis’ gangs gather to make decisions on important government affairs. A kind of “senate”, it is the last holdout of law and order in this violent, debauched society.

The darkness of the room fades as muted overhead lights slowly come on. The sound of footsteps echoing on the black marble of the central partition draws your attention.

An elderly gentleman approaches, clad in a finely made suit of gray silk, hand outstretched. Only 5’5” one would expect a more meek personality, but this man has a look of total confidence and professionalism on his aging face.

“I am Councilman Oakley. Am I to understand the Enforcers have something to bring up with the council? If so, I suggest waiting until the council convenes later this year. This meeting is highly irregular...”

It is up to the PCs to make their case. Role-play their meeting as it should be; the PCs, as “renegade cops” on the run, with evidence that could topple the Mayor’s regime and Councilman Oakley as their only conduit to justice through the Council of Gangs - someone they know they have to convince if they are to avoid the chaos of an armed revolution. Incredulous at first, Oakley’s reaction to what the PCs are saying slowly changes as they narrow in on his true affiliations.

LEVELING ACCUSATIONS

For the PCs the best course of action would be to begin with the relatively minor accusations first; namely, that the Mayor was involved in the death of Nathaniel Durante.

If the PCs present evidence of the Mayor’s having ordered the murder of Nathaniel Durante, the Councilman raises an eyebrow and looks at whatever evidence the PCs produce. He also listens to them explain the connection between Durante and the Mayor. While they talk, the PCs get the impression that the Councilman isn’t surprised, and in fact believes them:

“Gentlemen,” he says, “I am amazed at how much you have done on this case. It is refreshing to know that the Enforcers continue in the fine tradition of their founders. But I think you misunderstand my role - in fact the role of the entire Council of Gangs. What you are proposing is that the Mayor is guilty of a crime requiring punishment under the laws this council has put forth. You are mistaken. What crime did he commit? Murder? He killed a man that was harboring a genetically ill woman whose very existence was in direct violation of the city’s euthanasia laws. A threat to the very health of future generations. I will not debate with you the justice of these laws - that is not my role. It has been agreed on by the council. According to the law she, and Nathaniel Durante, should have been killed a long time ago for their blatant disregard for the genetic legacy of our people.

Oakley will discuss the matter, feigning interest in any evidence the PCs can produce; ultimately, however, he will not commit to either acknowledging the Mayor’s complicity, or that the death of Nathaniel

Durante and Therese was even criminal.

By this point the PCs will probably be frustrated, and bring out what they may believe to be the truly devastating evidence - the papers from Fargo Dan that prove the Mayor has plans to destroy the Council of Gangs and re-shape the entire face of Metropolis civilization.

Though for a moment he seems unwilling to even look at the papers, Councilman Oakley finally relents and takes them in his gnarled hand. His initial look of incredulity slowly changes, however; but what exact emotion lingers in his eyes you cannot immediately discern. Turning from you he walks slowly away as he reads the papers, one by one, as if the words were revealing something he knew of, yet didn't want to believe.

Eventually Oakley stops before the great windows overlooking the city, framed against the darkening sky by the eerie greenish glow of the broken skyline. For a moment his hunched-over presence distinctly reminds you of Commissioner Thorwal, with the same bitter sense of resignation reflected in his aging and tired posture.

Counselor Oakley speaks, but his words aren't at all what you expected. As he begins to talk he lets the papers slip entirely from his hand, each leaf floating slowly to the floor in what seems to be slow motion.

"I won't insult you by pretending any longer, gentlemen. Your efforts have gone above and beyond in the pursuit of the truth. The least I can do is reward you with the same. But do not mistake me either. There is nothing I, nor the Council, can do to change what is looming on the horizon. You may have found

a sympathetic ally or two - but with them or without them, you stand alone. We are at the dawn of a time of change, whether we like it or not, and the Mayor's new order will sweep this city regardless of what happens. Those of us who cared once - we are getting too old to fight anymore. And we see things with the clarity that only old age can bring. He promises the young peace, freedom, and a future that will build upon our mistakes and leave us as history's primitives. They will have it, whether we want it or not. I for one won't be among those who die in the purges afterwards. I plan to live the rest of my life under the blanket of the Mayor's security. I am not alone; he has promised me this and many others too."

Clever PCs will certainly realize that Councilman Oakley has been bought - he's obviously admitted as much. Perhaps he is merely a product of his environment, subdued into complacency and ineffectiveness by the violent and hopeless world he is so much a part of, or simply an old man that has given up on the futile fight to keep the last vestiges of human civilization intact. In either case, it should be clear that nothing will be done to bring the Mayor to justice.

More importantly, the PCs now realize that the Mayor is above the law.

BEFORE THEY LEAVE

Before the PCs leave Councilman Oakley addresses the PCs once more:

As you turn to leave Councilman Oakley seems to come out of his trance, straightening his jacket and fixing his tie. He moves from the window and once again assumes his official air.

"You do understand that the accusations you have brought to my attention are extremely serious. Normally I would be required to inform the Mayor of these accusations, so he can take appropriate measures to defend himself."

The Councilman looks you over for a moment as if considering. You wonder if he knows that you are on the run. Finally, he speaks.

"But as I said before, the former Commissioner of the Enforcers and I were once... closely associated. Before his death, you might even have called us 'friends'. I am willing to overlook this incident, and forget that you came here tonight. Goodbye, gentlemen..."

"And may God brace us for the coming storm..."

MEETING IN THE HIDEOUT

Late that night, after the PCs return to their hideout, Fargo Dan calls the party with a brief message. He tells them that the East Side Boys are ready - and that he's coming for a last minute strategy meeting. After agreeing on a meeting place (either the PCs' current hideout, or some other warehouse where they won't be seen), Fargo Dan hangs up. Within the hour he arrives with a handful of men:

Entering the warehouse with an entourage of many men, the PCs recognize Fargo Dan, standing tall at the head of his troops. Casually swinging a shotgun in one hand he carries himself with carefree grace, as if the defeating setbacks of the last few days were not only forgotten, but had actually recharged and strengthened his resolve.

As he and his men come into the light you

count ten, twenty at most, wearing street clothes and carrying an assortment of shotguns and submachineguns. Yet so few. The sight is disheartening.

"Alright," Fargo says, "I've done my part. We've put out the word and the gang is coming together all over the city. This is just my entourage, a few of my best men. By morning there will be two hundred more."

"Did Councilman Oakley agree to an emergency session -"

His words fall silent as he looks across the warehouse at you. He can see the answer in your eyes.

"Just two hundred then," Therese says, "Two hundred won't be enough - two hundred against a city of ten thousand?"

Though his men seem shaken by her words, Fargo Dan sneers at Therese. "You'd better keep your furniture in line."

"There will be more..." says a cryptic voice from the darkness, on the far side of the warehouse.

Everyone turns as a single figure emerges from the shadows. You immediately recognize Morton with a MAG-7 slung over one shoulder. As he speaks a number of his own men stealthily step out of the darkness at his side, each similarly armed. His followers are cloaked in jackets and trench coats, hobbling from unseen deformities, their gruesome faces covered by masks or ratty scarves for the benefit of everyone present.

There is a hushed gasp from the assembled East Side Boys as Morton confronts them across the wide-open space of the warehouse. A few ready their weapons.

"Mutants," Fargo Dan says, his voice oozing with disgust. "So you must be the one they call

Morton. Leader of these freaks."

Morton stares mutely, the subdued expression on his face only barely containing his anger at Fargo Dan's insults.

"I take that as a yes." He turns to you. "What the hell are they doing here?"

"We've come to join this most noble revolt," Morton says, his voice tinged with sarcasm. "You want to overthrow the Mayor - we want to take part as well. We want a place in the new order when Morrison is gone."

Fargo Dan almost laughs aloud at Morton's audacious bid for power. "There's no way I'm giving anything to a freakin' mutant."

Morton crosses his arms over his chest. "Two hundred men can't keep the Mayor's loyalists tied down in the streets, let alone loosen the West Side Gang's hold on the city. But a thousand might have a chance."

Fargo Dan gives Morton a long hard stare. He obviously detests the idea of the mutant even being here, let alone trying to strong-arm a place in the future of the city. In response Morton grinds his teeth.

Men on both sides cock their weapons and begin spreading out...

The PCs need to intervene before the meeting breaks out into a fight. Fargo Dan and Morton are poised at each other's throats; Fargo Dan sees this as his chance to not only take Morrison out, but to put himself in power. Morton sees this as a chance to earn the mutants of the city some respect, to finally emerge from the underworld and take their place alongside their fellow citizens.

Both men need each other. Fargo Dan doesn't have the manpower to make the revolution happen; Morton doesn't have the political ties that Fargo

Dan has to make any post-revolutionary government seem legitimate (which will be important if the other gangs in the city are going to fall in line). It's time for a little give-and-take; the PCs will need to be the diplomats on this one, helping bring both parties together.

The major points of contention are as follows:

- Fargo Dan insists on being the next Mayor. This point he will not concede under any circumstances. With a Diplomacy check (DC 20) the PCs can get Morton to accept this, however.
- In exchange Morton demands that he and his fellow mutants be given new status in the city. Morton wants the mutants to share the same rights and privileges of every other citizen of Metropolis Rho. In addition he demands that there be an end to prejudice against his kind, and an immediate closure of the LifeCenter.
- This is difficult for Fargo Dan to accept. He insists that the LifeCenter remain open, since it provides necessary services to those who want them. However, with a Diplomacy check (DC 15) he agrees that the LifeCenter should openly advertise its methods so that the public knows what really happens there. In addition, he says there is nothing he can do about prejudice - the mutants will have to improve their public image themselves if they want a societal change.
- With a Diplomacy check (DC 17) Morton can be made to realize Fargo Dan is right on most of these counts. Morton demands that instead of the LifeCenter aborting children with genetic defects, these children be given to the mutant Underground to be raised by them. This he will not concede. With a Diplomacy check (DC 17)

- Fargo Dan agrees.
- Fargo Dan has a harder time accepting mutants among humankind; his attitudes are certain to reflect the general disgust the population has of mutants. After arguing a Diplomacy check by the PCs (DC 20) gets them to compromise. Morton agrees to the creation of a mutant-only district in the city, which the mutants will control on all local levels. They will still accept Fargo Dan as the overall leader of the city, but in return the mutants will get a representative to the Council of Gangs from now on.
 - After more arguing Fargo Dan and Morton agree to situate the new mutant enclave on the west side of the river, in the southern part of the Westbank district. This will keep the two peoples separated for the time being until a more gradual integration can take place over the next few generations.
 - After more arguing the two men turn to strategy for tomorrow's uprising. Fargo Dan insists Morton's Underground take to the streets and tie down the Mayor's loyalist forces. Morton is angered, wanting his men to take part in the storming of Titan Tower because it will show unity between the two factions and put his struggle in the public eye. Fargo Dan insists his force is too small to put up barricades, block streets, and do what is needed to freeze the Mayor's forces citywide. A Diplomacy check (DC 17) gets them to compromise; each side will contribute forces to each action. Both men will get credit for toppling Mayor Morrison.

The PCs can re-roll failed Diplomacy checks during the negotiation, but with each failure try to role-play the tension heating up, as both sides begin to argue, insult one another, and seem ever closer towards

fighting. Once the negotiations are over, read the following:

Once the negotiations are over, Fargo Dan and Morton stare off at one another. Finally Fargo Dan smiles a greasy smile and turns towards your group.

"Well you've done something I never thought possible," he says, "You've got me talking with a mutant instead of shooting him. These are crazy days, man, crazy days. Who knows what we'll be doing tomorrow, and the day after. It's gonna be a whole new world..."

For a moment a nervous smile comes over Morton's face. Even he, the pragmatic revolutionary, seems to share in a moment of wonder about what tomorrow will hold.

Fargo Dan rests his shotgun on his shoulder. "Tomorrow then. Six o'clock. Early evening will make the revolution visible; but the light will be short enough that if things go bad, we'll have the cover of nightfall in only a few hours."

Morton nods in agreement.

Fargo Dan extends his hand to Morton. Men on both sides stare at the unexpected gesture.

Morton shakes his hand.

TITAN TOWER

The next day the PCs are called to Fargo Dan's temporary headquarters located in the urban sprawl, not far from the shadow of Titan Tower and the Government district. An old tenement, the building provides a good view of the city with any set of binoculars, yet is far enough removed from the main thoroughfares that it won't likely be recognized as the nerve center of the revolution's command structure.

When the PCs arrive the old building is a hive of activity; a few run-down vehicles "commandeered" by the East Side Boys are being loaded up with fighters, weapons, and ammunition in the garbage-strewn alleys flanking it on either side. Inside, the ground floor has been turned into an ad hoc armory and re-supply center for the guerillas, who even now are looting the crates and cleverly-disguised boxes and getting fully outfitted for the conflict just now beginning.

As the PCs go upstairs they pass minor command centers, dodging one or two couriers running up and down the stairs and out into the city streets to parts unknown. Cells of the East Side Boys must be scattered all over the city, and keeping them all in contact - and ready to act in concert on Fargo Dan's command - must be a monumental undertaking.

Reaching the top story they meet Fargo Dan in his headquarters, a partly ruined floor with a gaping hole overlooking the city from high above. Here his lieutenants will be able to see how things evolve on the streets below once the revolt commences.

Standing by the hole in the outer wall, staring out at the city's late afternoon traffic through a pair of binoculars, Fargo Dan seems to know you're here even before you announce yourselves. "It's time," he says, moving away from the hole and over to a henchman who hands him his pistol, while another helps him don his Kevlar armor. "It's just a few minutes after six. This is when traffic is at its worst; by the look of things, today is no exception. The police frequency scanner is reporting accidents on three of the five major thoroughfares as well, congesting things even further."

A smile comes over his face. "Two of those were our doing, of course. We've got men

moving towards the other thoroughfares as we speak; ready to cut them off with roadblocks. With traffic jammed up any response the Mayor can muster will be stuck on the road and unable to get into the heart of the city.

"We've already activated a number of cells to begin rallying the population north, south, and west of the government district. Morton's people are working the east side, getting the Unproductives there to move in force closer to the heart of the city, closing down businesses and roadways as they go. The good news is the other gangs - the Turf Cowboys, Destroyers, Uptown Playboys, even the Chrome Cadre and Southside Killers - seem to have been taken totally by surprise. There aren't any reports of their men moving from their respective wards.

"The bad news," he says, "is that while most of the Mayor's West Side Gang is dispersed and unable to get downtown, the Enforcers managed to muster in considerable strength early in the day. Right now they're being tied down all over the place, but I wouldn't count them out. Your people have a nasty habit of coming through for the Mayor. We'd better expect the unexpected, especially around Titan Tower itself."

"Let's move out," he says, as much to you as the other fighters getting ready in the room. Then, turning to you: "Titan Tower. Meet you there."

THROUGH THE RIOTS

When the PCs hit the streets the citywide rioting is in full swing. The streets of Metropolis Rho are crowded with thousands of people, converging on the area around the Government district and the many high rises of the downtown area. Most of the crowds seem composed of Unproductives, homeless, and

others driven to hysteria by the desperate rabble-rousing efforts of the East Side Boys. A few armed men are recognizable as Easy Side Boy footmen, leading the crowds or whipping them into a frenzy from behind the lines. Resembling a massed protest march, the sea of human bodies stretches for miles and congests virtually every street leading to the district.

Enforcer squads are out in force, assembled hastily with little warning as the first rioters hit the streets this morning, but they are too busy handling the vicious crowds that the PCs aren't stopped as they quickly ride by. As the PCs drive through the streets they see uniformed Enforcers in riot gear grappling with oncoming crowds, firing tear gas canisters and engaging in brutal brawls with stun batons and riot shields. *Peacemakers* with water cannons blast ranked formations of men and women, only to be bombarded with Molotov cocktails from the second-story windows of nearby buildings.

In the distance, a dark plume of oily black smoke rises into the sky, marking no doubt the scene of even more violent battles erupting all over the Government quarter.

TITAN PARK

When the PCs arrive at Titan Tower several hundred rioters have already made their way through the cordon surrounding Titan Park, the urban gardens that lie at the foot of the monumental Titan Tower, toppling barricades and those cars painted in the West Side Gang's colors. More fireballs explode into the sky as one or two of these vehicles are set aflame by the crazed mob.

Then, all of a sudden, the frenzied momentum of the crowd comes to a screeching halt.

There, at the base of the colossal skyscraper, is a sight few were expecting to see.

Stretching in a tight cordon around Titan Tower is a virtual army of Enforcers. Clad in their Enforcer armor, wearing riot helmets and protected behind a wall of bulletproof shields, the sight of over 100 uniformed officers standing in an unbroken line is intimidating. Behind them a wall of *Terminators* and *Peacemakers* wait, with officers crouched behind doors with pistols ready, or manning the high-powered water cannons from rooftop ring mounts.

The vanguard of Fargo Dan's East Side Boys step out from the wall of rioters, brandishing a hodge-podge collection of submachineguns and shotguns. Fargo Dan himself is already there, his hair blowing wildly in the breeze. Though bleeding from a minor head injury, he looks resolute as he tightens his grip on the shotgun carried in his hands.

From the other side of the wall of rioters comes yet another band of armed men, instantly recognized by their rags and disjointed gait as members of the mutant Underground. Morton is at their head, carrying a golf club stained red from the gruesome fighting, breathing heavily as he and his rag-tag men climb the last steps to the top of Titan Park.

Fargo Dan and Morton exchange a brief glance at each other, and for a moment each side holds their breath, afraid the shaky blood alliance forged today on the streets will fall apart.

Some anticipation is even felt among the Enforcers, who grip their weapons again and again, revealing they too are developing sweaty palms this late in the game.

Then, as one, both men turn and face the wall of Enforcers blocking them from their goal.

A strong wind blows across Titan Park, sweeping debris and old newspapers from the concrete field. A few red and blue lights sweep the pavement, but soon all is silent.

Then, suddenly, an armored figure at one of the

HUMANITY IN A BOTTLE: THE PRECIPICE...AND BEYOND

Terminators - recognizable as Captain Nelson - picks up a megaphone and speaks:

“This will be your only warning. You are disobeying a lawful order issued by the Mayor’s office for all citizens to immediately disarm and disband. I am ordering this mob to disperse at once. If you do not comply within ten seconds I have been authorized to use lethal force to quell this uprising.”

With that every last officer in the line cocks his or her weapon in preparation of an all-out enfilade against the rioters.

ENTER THE PCS (EL 10)

When the PCs finally pull up the situation is about to turn into a full-on bloodbath. Fargo Dan and the surviving members of his gang, as well as Morton and those members of the Underground that managed to break from the citywide chaos, are here for blood. And the Enforcers are here on the Mayor’s orders to stand their ground and repel any and all attempts to storm Titan Tower.

It is up to the PCs to diffuse the situation, but it won’t be easy. Captain Nelson is present, and he will not take kindly to the presence of the PCs - rogue Enforcers - on the side of the rioters.

This is an opportunity for role-playing. Captain Nelson demands the rioters disband; the rioters will have nothing of it, and are intent on breaking the cordon around Titan Tower. When the PCs appear Nelson will immediately call for the party to surrender, citing that they are wanted for murder.

It’s up to the PCs to make their case now, in the presence of their fellow Enforcers; Captain Nelson cannot stop them (though he may argue with them if given a chance, to try and sway opinion back in the

Mayor’s court), nor can the powers that have tried to put the characters’ six feet under (namely the Mayor). Allow the players to explain the situation as they see fit to the assembled crowds, and let them role-play their “speech” as dramatically as they can. This is the time to clear their name and, more importantly, to turn the accusations of murder and corruption right back on the government.

The success of the party’s speech depends on a number of factors, particularly their current popularity with their fellow Enforcers. As such, Police Popularity Points will now be vital to swaying the officers on the cordon to stand down. However, don’t count the players’ role-playing out; if botched you should levy a hefty penalty, while on the other hand if it is expertly played you should give the PCs a comparable bonus.

The chance of successfully swaying the Enforcers on the line depends on a Diplomacy check. The DC is 25.

Current PPPs	Modifier
0-80	-4
81-160	-2
161+	+0
Role-Playing	Modifier
Poor speech	-4
Allowed Nelson to seed mistrust in other officers	-2
Convincing speech	+4

If the speech is a success, read the following:

Your words seem to have struck a chord with many of your fellow Enforcers holding the line. Though the Captain attempts to call his men to order, there is a palpable moment of hesitation. He repeats his order once more through his

megaphone, but it appears confidence has already been shaken among many of them.

One by one, individual Enforcers up and down the line step back from their aggressive postures, unwilling to fight. A few step out of line and join the crowds of civilians, causing a roar of elation among the rioters. The menacing, helmeted heads of those remaining on the line turn to look at one another, as confusion over what is happening quickly spreads.

Angered, Captain Nelson gathers those loyal to him to his side, forming a wedge of heavily armored Enforcer bodies. He shouts one last message over the megaphone.

“You were warned!”

With that he orders his men forward, and they all too eagerly surge into the crowd of rioters and what they perceive to be “traitors”. The wall of Peacemakers immediately lays down a barrage of water jets and tear gas grenades, which break up the density of the crowd so that the loyal Enforcers crash straight through.

The scene quickly degenerates into chaos, as the revolutionaries dissolve into a mob, struggling to escape the tear gas while at the same clashing with Enforcers wherever they are found. Fargo Dan and Morton struggle to counterattack, knowing that if the revolt loses momentum here, they may lose Titan Tower altogether.

Suddenly the air thunders with the sound of gunfire. No one is sure who fired first, but civilians and Enforcers begin dying left and right. Fargo Dan’s men rush forward with submachineguns blazing, as Enforcers emerge from the gas with their own firearms ready to kill anyone not wearing a uniform.

HUMANITY IN A BOTTLE: THE PRECIPICE...AND BEYOND

If the speech is a failure, read the following:

Despite your best efforts your words seem to fall on deaf ears.

Growing anxious at the inaction, several members of the civilian crowd start throwing bottles into the cordon, shouting for the Enforcers to depart. In return the Enforcers begin firing high-powered water jets into the crowd, battering numerous rioters to the ground, causing a panic. This is quickly followed by a volley of tear gas canisters, which land amid the crowds and begin emitting noxious fumes, incapacitating others. With a motion of his hand Captain Nelson orders the entire line of Enforcers to begin marching forward, with those in the front pulling out their stun batons and advancing behind a wall of riot shields.

Suddenly a roar emanates from the crowd in response to the Enforcer's aggressive advance. Though you struggle to regain control, the entire scene plunges out of control in seconds. The advancing Enforcers quickly bog down trying to break up the civilian rioters, turning the riot into a brutal hand-to-hand brawl. Just then, some of Fargo Dan's men either break or craftily take advantage of the moment, as they begin firing their weapons at the officers manning the vehicle-mounted grenade launchers, and into the crowd itself.

As the first gunshots begin cracking through the sky all semblance of order is lost. Civilians scream and begin running in every direction. Reacting to the gunshots the Enforcers respond swiftly and decisively; stun batons are quickly replaced by pistols and submachineguns, and a full-on firefight breaks out, with the civilian mob trapped in a crossfire between the revolutionaries

and the police. In seconds over a dozen civilians lie dead or wounded, and the regimented lines of the Enforcers and revolutionaries has dissolved into an all-out battle.

Whether or not the speech is a success the loyal defenders of the cordon will continue to fight until overwhelmed. If they were successful, however, the PCs will only have to fight half the number of Enforcers (see below) as many have joined their cause.

There are over a hundred Enforcers here, and at least twice that in rioters. However, the PCs only participate in a small part of the battle, represented by the numbers below. The PCs will have their choice of *either* five Underground Fighters or five East Side Boys on their side during the battle. Fargo Dan and Morton will be engaged elsewhere in the battle (and will thus be unable to aid the PCs), but the characters may catch glimpses of them every now and again as they fight elsewhere in the park. The PCs face off with no less than 20 Enforcers (unless they successfully swayed the Enforcers with their speech, in which case only ten will participate in the fighting against the PCs) plus Captain Nelson. *Note that because of Captain Nelson's Danger Sense ability all Enforcers within 30 ft. of him will have a +3 Initiative modifier.*

Behind the Enforcers are a handful of security guards from Titan Tower, who will keep their distance using only their *stun pistols* to assist the Enforcers. They will flee rather than face a melee with the mob.

- ☠ **Underground Fighters (5):** HP 13 each.
- ☠ **East Side Boy Survivors (5):** HP 13 each.
- ☠ **Enforcers (20 or 10):** HP 23 each.
- ☠ **Security Guards (3):** HP 24 each.
- ☠ **Captain Nelson (1):** HP 36.

VICTORY

Once the Enforcers facing the PCs are eliminated, any remaining security guards will flee into Titan Tower (through *Area A* below) rather than face the mobs, locking the doors behind them. When this happens, read the following:

Through the swirl of tear gas and smoke you see bodies everywhere. Though your eyes burn from the gas you see that you have cleared a gap in the cordon leading towards the grand steps of Titan Tower. Even now the security guards who had been called out of the 'Tower to reinforce the cordon appear to have fled back inside. The way is clear!

All around, however, the battle continues to rage. Through a break in the gas clouds you see Morton and a large number of his men assaulting a Peacemaker that has plowed into the crowds (crushing many) and become stuck after crashing into another Enforcer vehicle. A few dozen yards away Fargo Dan, wounded but filled with spirit, is ordering more men into the fray.

Looking your way Fargo Dan catches your eye. Seeing that you stand unopposed, he cups one hand to his mouth and shouts:

"Go! Go! Go!"

Fargo Dan and Morton will have to catch up later; there's no time to lose. Without a moment's hesitation you break from the battle and charge towards the glass doors leading to the ground level of Titan Tower.

Proceed to *Area A*, below.

HUMANITY IN A BOTTLE: THE PRECIPICE... AND BEYOND

KEYED ENCOUNTERS TO TITAN TOWER, GROUND LEVEL (AREA A-I)

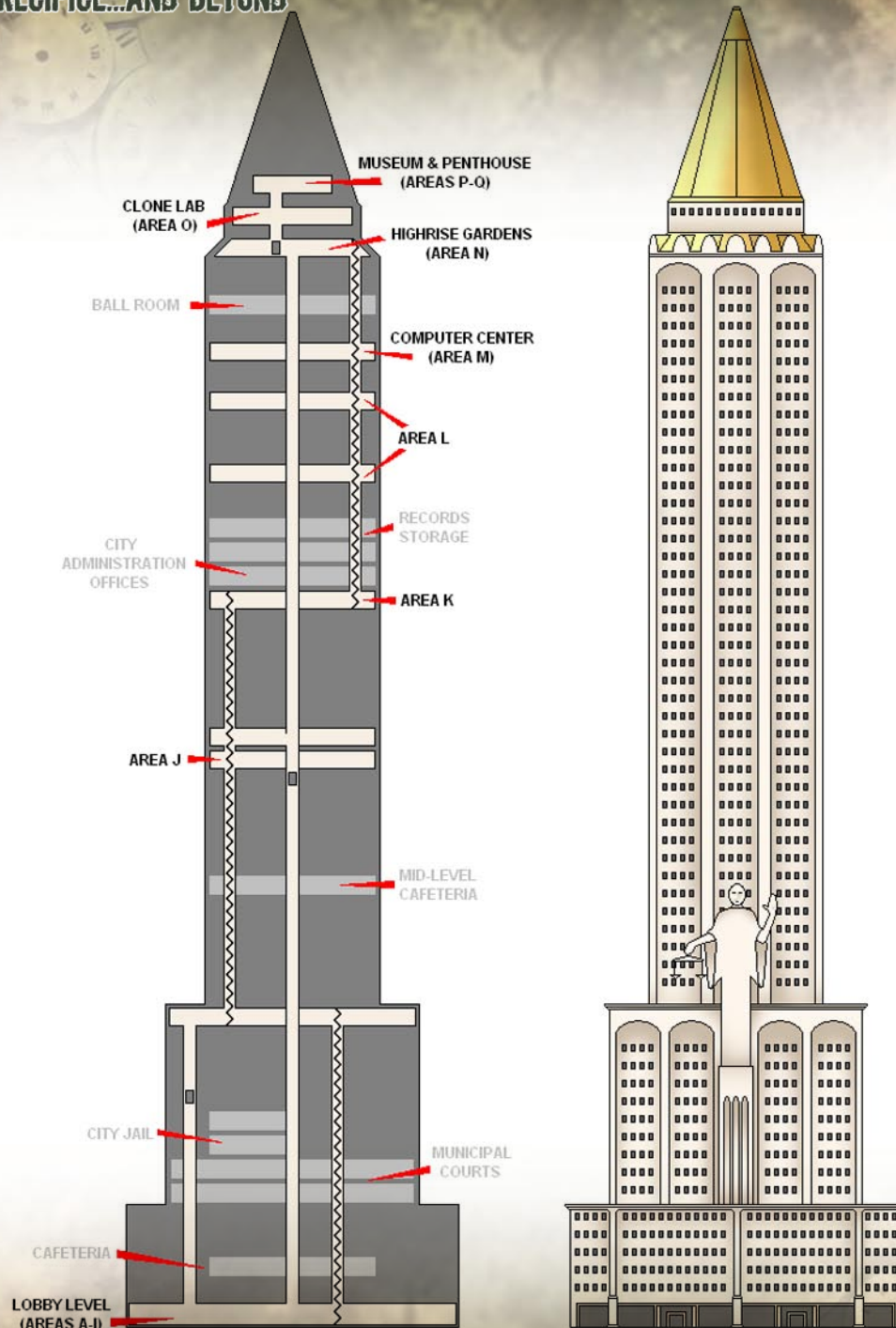
The following lists the various locations of the ground level of Titan Tower, when the PCs arrive during the riot in Titan Park.

A. ENTRANCES

The four entrances to Titan Tower normally see up to 1,000 visitors each day, including secretarial staff, the Mayor's own elite security, and a few "tourists" (wealthier citizens, usually from the city's small upper class, who have the time and interest for such frivolous pursuits). Beyond each entranceway is an upright, airport-style metal detector frame, through which all visitors are normally required to pass. Of course, at the moment there are no guards to enforce this!

GM's Note: As the exterior of the ground floor (including the four main entrances) is made of glass, the entrances should not prove to be a major obstacle to the PCs. Still, the guards fleeing from the riots outside locked the doors behind them, so the PCs will have to smash them (or a section of wall) to gain entrance to the interior of the building.

When a door (or wall) is forced open or shattered it sets off a vibration sensor that activates the level's burglary alarm. The entire



lobby level (the ground floor) reverberates with the ringing alarm, which cannot be deactivated from this floor, so it will remain on for the duration of the party's raid on the 'Tower.

B. LOBBY

As this was at one time a nominally public building, the lower level of Titan Tower was designed as a sort of museum and memorial to Metropolis Rho's succession of political leaders, open to the public. Enormous depictions of past mayors (some going back 100 or more years) still hang on the walls, removed from their place of honor in the *Media Gallery* (see below) but still given respectful attention in displays in the lobby.

The lobby doubles as a lounge area, with dozens of plush oval-shaped couches, upholstered in vinyl. They allow visitors a place to rest after the tour of the *Media Gallery*, or for minor political staff to have their lunch when not in the office. The entire area is otherwise open, providing virtually no cover to potential attackers.

C. SECURITY OFFICE (EL 7)

Occupying one corner of the ground floor is the security desk, behind which are the offices of the building's security, as well as a small armory. Normally the duties

of ground-floor security involve searching visitors, checking ID, and running the building's lost and found. However, television sets and radios here alerted the security forces to the danger developing in the streets, so they are prepared for the PCs' arrival. The armory has thus been emptied.

Most of the building's security personnel have retreated to the upper levels of the building in preparation for an assault on the 'Tower. However, a handful of security guards have stayed behind to buy the forces on the upper levels more time to dig in. They are currently hiding in the security office, but will emerge when they hear intruders in the *Lobby*. They will open fire immediately, taking cover (one-half cover; +4 bonus to Defense, +2 bonus to Reflex saves) behind the counter if possible.

☠ **Security Guards (3):** HP 24 each.

D. INFORMATION

The Titan Tower information desk is fully equipped to meet the needs of most visitors (and staff), with a directory for each department and floor of the

building. In addition to propaganda pamphlets and information packets on the current Mayor's policies and programs, the information desk also offers visitors fold-out maps of public parts of the building (nothing above the fifteenth floor).

E. RESTROOMS

These are typical public restrooms. The janitorial staff struggles to keep these as luxurious and clean as possible, despite the heavy volume of daily visitors to the building.

F. MEDIA GALLERY

The *Media Gallery* was created long ago as a public memorial to whichever mayor (and his particular political party) was in power at the time. With photographs, significant newspaper headlines, and campaign memorabilia protected behind glass, the displays were aimed at portraying the current administration in the best possible light.

Currently the gallery has crisp black and white posters, campaign buttons, and life-sized photographs

of Mayor Morrison during his run for Mayor and subsequent victory celebration. Automated sensors detecting the passage of visitors through the gallery cause video screens to begin playing short movies, while a soft female voice narrates the high points of the Mayor's campaign and current administration in a lively - if mostly untruthful - oration.

None of the displays or automated videos is of any real interest to the party (the stuff is pure propaganda, and not particularly informative propaganda at that), but their automatic activation may unnerve over-cautious PCs moving through the darkened lobby.

G. STAIRWELL

Normally reserved for emergencies, the stairwell on the ground floor connects this level with the fourteen floors above (on the fifteenth floor this stairwell ends; other stairs must be located and taken to access the levels above).

Security forces have completely jammed the fire door on this level by tumbling several hundred pounds of furniture down from the level above. As a result the PCs will not be able to open the door under any circumstances.

H. ELEVATORS

These elevators provide regular access to the first fifteen floors of Titan Tower, as well as the subterranean garages (not detailed). These elevators are currently shut down (the power has been cut and all control locked out). If the PCs want to reach the top floors they will have to use the express elevator (see below).

I. EXPRESS ELEVATOR

This executive elevator was reserved for the Mayor, his personal staff, and important employees of the city government whose offices are to be found on

INTERROGATING THE GUARDS

If the PCs let any of the security guards live they can be interrogated for information on what is going on in the 'Tower. Successful Intimidate checks will reveal the following bits of information:

Intimidate DC 15: Most of the security guards have retreated up into the building to join the Mayor's elite guard;

Intimidate DC 15: Most of the levels above the first floor are empty, with the power shut off;

Intimidate DC 19: The guard knows little of the displacement of defenders on the floors above, but heard something about an "ambush" being laid;

Intimidate DC 23: Stavros is in the building, operating from the computer center near the top of the pinnacle (if the PCs have not yet learned of Stavros' duplicates, this may come as something of a surprise);

Intimidate DC 23: The Mayor is somewhere on the top levels, probably fortifying his penthouse suite.

the 16th floor and above. The express elevator is an elegant lift with softly luminous clamshell-shaped glow bulbs on two of its four oak-paneled walls, and a soft score of background music to disguise the echoing sound of the machinery in the elevator shaft.

GM's Note: The express elevator is currently the only way to access the upper levels (16th floor and above), since the stairwell has been blocked and the other elevators (*Area H*) have been shut down as a precaution. This allows Titan Tower security to concentrate on only one possible avenue of intrusion (i.e. via the express elevator).

When the PCs board the elevator they recognize that the power is still on. They can take the elevator simply by pressing a button (see below).

ASCENDING INTO THE TOWER

When the PCs press any button in the express elevator, read the following:

As soon as you press the button and the brass-plated door closes, the elevator begins to rise, accompanied by the sound of soft jazz music piped in through the antique speakers. One by one the numbers on the elevator panel glow as you rise with increasing speed up the spindle of the Tower.

After a few moments something seems to be wrong. You are rising too fast. The lights in the oak and bronze paneled cab begin to flicker; the music stutters, and then cuts out completely. Then, with chilling clarity, with the music no longer masking it, you hear the groaning of the metal rails as the elevator races at unsafe speeds towards somewhere high in the Tower.

In reality Stavros, operating from the computer center at *Area M*, has hijacked the elevator using his *Civil*

Authority feature. No matter what the PCs do, the elevator continues to accelerate, bringing it ever closer to the rooftop.

Eventually the elevator comes to a halting stop between floors 29 and 30. The sudden stop forces all within the lift to make a Reflex save at DC 17 or suffer 1d6 points of damage from being knocked around. Once the elevator stops, the lights blink out completely, and the elevator becomes disturbingly silent and dark.

WHAT TO DO (EL 5)

Once the PCs regain their senses they should realize they need to act, and quickly. They certainly can't stay here. Though they aren't falling, it appears all power has been cut, effectively trapping them here. It's probably only a matter of time before someone enters the shaft to cut the cable. In any event they can't just stay put - they have to get to the Mayor.

The only option is to escape the cab. Like most elevators, this one features a ceiling hatch that leads to the top of the cab, usable in the event of an emergency. However it is pitch black in the elevator, so the PCs will have to feel around to find it (or use a flashlight, if they brought one). Once they do locate it, the aging hatch must be forced open (Strength check DC 18). Athletic characters can easily pull themselves up and out, reaching down to help any remaining characters that need it.

Once the PCs have escaped to the top of the elevator, read the following:

As you climb out of the powerless elevator you feel a tremendous sense of vertigo, as it creaks gently underfoot, reminding you your only support is suspended in space by a few thin rails of metal and a single vulnerable cable.

The shaft itself is almost as pitch black as

the elevator itself, with only weak emergency lighting evenly spaced every three or four floors. A honeycomb of ugly metal supports stretches for as far as the eye can see both up and down. The sound of every movement is distorted as it echoes into the darkness both above and below.

Just then the eerie silence is broken by the sounds of an elevator door being opened well overhead, followed by a few indistinct voices. Looking up you see, three stories overhead, one of the many doors lining the shaft open. As the dim red emergency light from the hallway filters through, it also reveals a number of the Mayor's elite bodyguard move to the edge, wearing full body armor, and preparing to fire down the shaft at the top of the elevator!

At Stavros' order the Mayor's elite bodyguards have prepared a devious ambush for the revolutionaries. After trapping the elevator cab between two levels (thus preventing escape via the doors), a number of men have opened the door on a level above and are planning to snip the cable. Stavros will then remotely deactivate the cab's emergency brakes, hopefully causing the elevator to fall thirty stories to a fiery destruction at the bottom.

The guards are hoping the PCs haven't thought of escaping out of the lift cab, but are prepared in the event that the party is more resourceful than they thought. In addition to a guardsman armed with heavy-duty cable cutters, they've also brought several gunmen who are positioned to rake the top of the elevator with automatic weapons fire until the task is complete.

☠ **Security Guard (1):** HP 24.

☠ **Elite Bodyguards (3):** HP 35 each (each also receives a +2 morale bonus to attack rolls and saving throws from the *Defender* ability).

♥ **Steel Cable:** 1 in. Thick; Hardness 3; hp 30; Break DC 30.

GM's Note: The four *Elite Bodyguards* armed with assault rifles will immediately fire at the PCs on top of the elevator, hoping to either kill them or drive them back into the cab. They will shoot on automatic (using their *Advanced Firearms Proficiency* feat) to cover the top of the elevator in overlapping areas of fire. Note that they receive a +2 bonus to attack rolls from their *Defender* ability (they are, after all, defending Mayor Morrison's regime).

Once this is accomplished, the Security Guard equipped with the cable cutter will lean out and try to cut the cable. His cable cutters grant him a +10 to his Str check (thus he needs a roll of 18 to successfully cut the cable). If the PCs start firing on the security guard he will retreat (back and out of sight) while the others once more step forward and lay down heavy fire, until the PCs are once more driven off.

If the PCs do not retreat to the cab, the security guard remains hidden and the elite guards simply try to wipe the PCs out. If they become injured the guards simply retreat out of sight (since the PCs are essentially in a "pit", they merely need to step a few feet back) and use their healing meds. They then return to continue firing.

There is absolutely no cover on top of the elevator (short of jumping into the cab), and the walls are sheer enough that even the nooks between the steel supports provide no relief from the suppressive fire of the elite guards. The PCs need to get out of the pit to avoid being shot to death. They can do this either by killing off the elite guards, or by climbing the steel supports under fire and try to make it to the door to the 30th floor before they are killed.

If the PCs try to climb the steel supports they can make a regular Climb check (DC 15) to get to the door between the two levels (alternatively they can

try climbing to the level of the ambushers, but this leaves them exposed to their fire longer). Once the PCs reach the 30th floor they will have to pry open the elevator door. Doing this requires a Strength check (DC 18). Once this is accomplished, the PCs can escape the ambush and enter *Area J* (see below).

If at any time a PC who is climbing, or a bodyguard who is firing near the edge of the shaft, is hit by a bullet or other jolting attack, he or she must make a Reflex save at DC 12 or fall into the shaft. Anyone who falls will land on the top of the elevator, suffering appropriate damage depending on the distance of the fall (see sidebar).

IF THE CABLE IS CUT

If the guards are able to cut the elevator cable give the PCs a chance to get off of the elevator before it starts to plummet down the shaft. Allow each character still on the elevator to make a Reflex save at DC 17 to leap from the car and onto one of the steel supports of the shaft. They can then climb to the door to the 30th floor and force it open as described above.

For those PCs who fail (or are still hiding inside the cab when the cable is cut), the drop is a potentially lethal one. The damage from the cab falling so many floors is 20d6 (Reflex save DC 38 for half).

J. 30TH FLOOR

This floor lies between where the PCs' elevator is trapped and the ambushers on the level above. This level is almost completely taken up by mid-level offices, and is currently plunged in darkness. However, since the Mayor's guards firmly sealed the stairs far below and were expecting to finish the PCs off in the ambush, the level is not guarded.

The PCs can find their way through this darkened level to the stairs. The stairwell is not blocked on

this level. They can take these stairs up to the levels above, where the stairs terminate (see *Area K* below).

Development: Note that if the PCs were seen escaping onto this floor, any surviving guards from the ambush will probably move to intercept them at the top of the stairwell.

K. MID-LEVEL OFFICES (EL 9)

The stairs from *Area J* terminate here. PCs will have to exit at this point and search for a separate stairwell leading higher into the building (see map). When the PCs exit the stairwell, read the following:

The long exhausting stairs you've traveled up end here at a doorway, but you know you have many flights left to go before you reach the summit of Titan Tower. You'll have to find another stairwell to take you higher into the spire.

Opening the fire door carefully you peer out, noting that the halls are reasonably well lit. Numerous offices sit off of the hallway, but no one seems to be around.

With word of the failed ambush below, the defenders have set up another ambush here hoping to trap the PCs in a crossfire. As the PCs emerge from the stairwell allow them to make a one-time Listen check (DC 15). If they are successful, they hear the vague sound of movement (members of the Mayor's elite guard running to take their positions), before the whole floor falls silent.

The Mayor's guards are accompanied by the last (green) security guards from the lower level of the building. They are all positioned to catch the PCs in a deadly crossfire as they break cover and head for the next stairwell. They will attack the PCs as soon as they appear.

HUMANITY IN A BOTTLE: THE PRECIPICE...AND BEYOND

🛡️ **Elite Bodyguards (6):** HP 35 each (each also receives a +2 morale bonus to attack rolls and saving throws from the *Defender* ability).

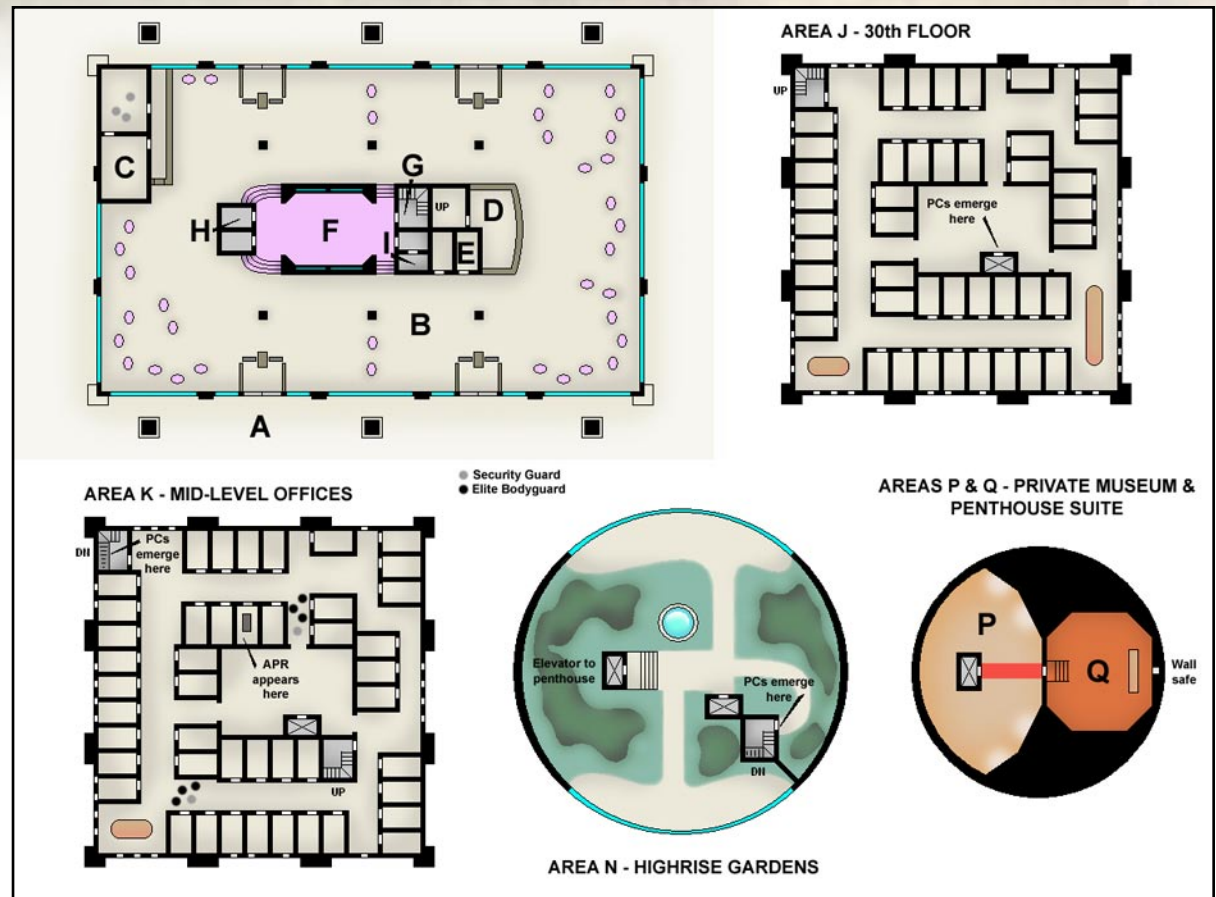
🛡️ **Security Guards (2):** HP 24 each.

Development: A camera overlooks the stairwell leading to this level, connected to the Computer Center (see below). Once the PCs reach this point the Mayor, seeing the Enforcers come up the stairs, realizes they are far more competent than he calculated. Weighing his options he chooses an unthinkable solution - the activation of a long-forgotten defense system installed in the Titan Tower decades ago, known to only a handful of former occupants, including every Mayor of the city.

When the Mayor activates the 'Tower's secret defense system from the Computer Center a concealed door hiding a hidden bay (see map) slides quietly open on this level and several other floors throughout the building. This lets loose an APR-10 security robot on each of these levels, which immediately activates and begins "patrolling" its particular floor. The robots have only one order: to exterminate all life they encounter. Unfortunately for the gangers defending the 'Tower, the robot is unable to distinguish between friend and foe. However, Mayor Morrison considers the men trapped on this level with the PCs to be expendable...

Mayor Morrison activates the APR-10s three rounds after the battle begins. When this happens the APR on this level emerges at the point marked on the map. It immediately begins moving towards the closest targets its motion detector senses. The Mayor's men will be as surprised as the PCs when a robot - armed with a small cannon - appears and begins blasting away at friend *and* foe!

When it becomes clear the APR is "berserk" (and not on their side) the West Side Gangers will break into a panic, making a fighting withdrawal towards



the staircase leading higher into the spire. However, the first gangers to arrive find that the stairwell door is *locked* (the Mayor has ordered Stavros to lock it remotely to prevent the PCs from reaching the upper levels of the 'Tower). The lock can only be opened with a Disable Device check (DC 28), or by bashing down the door.

The gangers will attempt to bash down the door in their panic, which will probably draw the robot away

(a relief for the PCs). It will most likely slaughter the remaining guards before they are able to destroy the door.

Once it has killed the gangers trapped at the stairwell doors, from there the APR-10 begins to sweep outwards in a clockwise fashion. As always, it attacks any and everything it sees.

🛡️ **APR-10 (1):** HP 106.

GM's Note: Play out this battle with all

the confusion and horror that it entails, as the “pacification robot” appears unexpectedly and begins slaughtering targets from both sides of the battle.

Keep in mind that the APR-10 is easily distracted. Any movement or sound made by anyone (or anything) other than its current target automatically causes the APR-10 to switch targets, pursuing the new “threat” instead of its current opponent - even to the point of abandoning a current battle to track the source of distraction down. If the PCs see this flaw in action (for example, if they split up during their confrontation with the APR) this could become a useful tool in bringing the robot down.

L. UPPER-LEVEL OFFICES

As the PCs climb to this level (and each level similarly marked) read the following:

As you reach the next floor, the dark stairwell echoes with the sound of battle from beyond the fire door, with the heavy stench of smoke hanging in the air. In addition to the sound of heavy gunfire you also hear a few pathetic screams, though these soon die out. Once the voices fade, all falls silent.

If the PCs peer through this door they see a level similar to *Area K*, but the defenders here have been wiped out to the last man. They see almost a dozen of the Mayor’s heavily armored elites scattered near the stairwell, apparently cut down as they attempted to flee.

If the PCs observe for more than two or three rounds they hear the sound of treads echoing somewhere in the halls. It is obvious that an APR-10 was released on this level as well, and is intact. It is probably wandering the halls looking for any sign of life...

GM’s Note: The PCs do not need to exit at this level, as the stairwell continues unobstructed to the floors above. However, their observation does give them the realization that something has gone terribly wrong for the defenders, and that someone mad (or utterly *inhuman*) is behind their deaths.

If the PCs emerge onto this level (or any other level marked identically to this one) they have a good chance of stumbling across a lone APR-10 as it patrols the empty halls. Since it has already slaughtered a number of the Mayor’s guards, any APR encountered on these levels will have only 75% of its normal hit points (i.e. 79 hp each).

M. COMPUTER CENTER

By the time the PCs arrive here the computer center is abandoned (Stavros has left; he will reappear later, however). Read the following as the PCs exit the stairwell:

As the door opens you enter a darkened room, its walls lined with computer consoles and security monitors. Each monitor depicts a different part of the building in fuzzy black and white real-time imagery. This is obviously some kind of security center, but it appears abandoned...

This level houses the security center for Titan Tower, normally manned by several of the Mayor’s elite guard at all times. In addition to security monitors keeping tabs on various levels of the building, the computer center also has an armory and attached barrack unit with kitchenette and pantry. All of the guards here were ordered to lower levels by the Mayor, and as such no one is present (and the armory is empty).

Stavros and the Mayor abandoned the computer

center just minutes after activating the APR-10s throughout Titan Tower; a Spot check (DC 23) by one of the PCs notices that the padding of one chair still has the indentation of whoever last sat there, suggesting he or she just left.

The duo left the computers on, however, so PCs taking the time to look at the monitors will see the following camera views:

- A view of the *Lobby (Area B)*. The PCs can see a large group of rioters breaking into the building. They appear to have commandeered a bulldozer and are using it to rip off the door to the ground floor stairwell. As it comes off an avalanche of furniture falls through, which the men immediately begin to clear. Within seconds the rioters begin pouring through. The party will have reinforcements soon enough!
- A camera view of the ambush near the elevator doors to the 30th floor. The crisp black and white image shows a view of the elevator shaft, with the bodies of the dead guards arranged near the edge (assuming the PCs killed them).
- A view of one of the areas marked *L* on the map of Titan Tower, showing an APR-10 methodically patrolling the halls. The slaughtered bodies of elite guards lie strewn everywhere, portraying a chilling scene of unremorseful carnage. As the robot passes these bodies it drives over them, perhaps crushing or severing a lifeless arm or leg that blocks its path with its tremendous weight.
- The last image is of a camera positioned somewhere on the levels above. The PCs only catch sight of movement for a brief second, as two men split up among the dark halls before vanishing from sight. The PCs cannot tell who they were... *The PCs glimpse the Mayor*

and Stavros splitting up, with Stavros moving to confront the PCs at Area N and the Mayor retreating all the way up to Area Q.

There is nothing else of value to the PCs on this level.

N. HIGHRISE GARDENS (EL 10)

When the PCs reach this level read the following:

Almost out of breath you finally reach the top of the next flight of stairs, swinging the door open cautiously to survey the scene beyond. By now it is early evening, and you are surprised when the door opens to reveal not another maze of halls and dimly-lit offices, but a fully-enclosed garden, with trees, tall reeds, and huge ornate fountains of marble trickling with a steady stream of running water. In the distance, through the glass of the various windows, can be seen the city of Metropolis Rho as night falls over it, but it is decidedly different - orange glows can be seen scattered all over the cityscape, evidence of the riots and battles that have lasted all day and now stretch into the night.

For a moment you are taken aback - this is not what you had hoped for.

Stepping closer to the windows you get a better look, your eyes dancing with the glow of orange flames dozens of stories below. The damage to the city is immense - the fighting (and fires) seems to have spread to virtually every quarter of the city.

What was to be a short revolution has turned into an all-out civil war.

Instead of only a few hundred, thousands must be dead by now.

Chaos reigns.

As the PCs stand there, staring in horror at what has become of the well-intentioned “revolution”, allow each to make a Listen check at DC 15. Success indicates they hear the sound of footsteps on the stone stairs behind them.

Turning, the PCs see the familiar - and menacing - face of Stavros, as he comes down the stairs (leading to the elevator accessing the levels above) towards them. In one hand he casually holds his trademark Beretta M3P shotgun. Before they can attack, however, he speaks:

“Yes, look upon the city in its finest hour - hour. Is it not a beautiful garden of many - many colors, the seeds of which have remained dormant - dormant too long and only now, fed by strife and - and terror, have come to full bloom? And there is an orchestra in this garden - garden, playing a triumphant theme song to honor its struggling birth - can't you hear it? Or are we too - too high up?”

Stavros closes his eyes as if savoring the finest wine.

“Thousands cry out. Fragile - fragile life, mortal life, is broken - broken and slain. Slaughtered. By its own hand.”

He opens his eyes again and stares emotionlessly at you. “Is this not what - what you expected? What you had - had dreamed for?”

“The Mayor is waiting - waiting upstairs...” he says, his voice momentarily trailing off.

“Waiting for our victory. You - you will not see him. You will not see - see another living person.”

After his cryptic speech Stavros attacks the PCs. He will continue to fight until either he or the PCs are

killed.

GM's Note: This encounter with Stavros should be a little different than the previous one, as Stavros is in top fighting condition. In the previous battle Stavros was wounded by fire and by Boris' men; now he is unwounded, and on his terrain. Since he is now defending the Mayor directly (preventing the PCs from ascending to the penthouse), Stavros receives his *Defender* bonus.

☠ **Stavros B (1):** HP 65.

Development: As before, once Stavros is killed he will *explode*, inflicting damage to everyone within 30 feet. Knowing this, he tries to move so that he is always within 30 feet of one or more party members (since this level is relatively small, this shouldn't be too hard for him).

When Stavros is killed, in addition to any damage to the PCs, the explosion will also heavily damage the gardens, with shrapnel blasting holes in the walls and shattering the huge glass windows on this level. With roaring wind racing through the suddenly exposed panes the atmosphere here will be deafening, providing a dramatic backdrop for the party's relentless climb up to the eerily quiet clone lab, museum, and penthouse levels.

O. CLONE LAB

Between the gardens and the Mayor's private sanctum lies this forgotten level. Previously just a maintenance and machine level, the Mayor had this part of Titan Tower secretly converted into a laboratory researching - and more importantly, implementing - clone technology. Using the research developed at the proxy laboratory (see *Arson?* for details) before it was deliberately burned down to cover its activities, Mayor Morrison had several clone tanks constructed here for the transplanting of actual living clones taken from the facility before it was

destroyed.

Mayor Morrison couldn't fit the bill for the clone research alone, even with all his newfound power and control, so he enlisted "investors". These consisted of a duo of wealthy individuals who owed him and his gang favors, including Anders Krestal (of Krestal Fuels) and Tess Dane, madam of the Cotton Club. In exchange for their money (and vows of secrecy), Morrison promised each a place in the clone program, so that they too might "live forever".

Once the program proved a success, Morrison decided he no longer needed - or wanted - to share the secret of the clones with anyone. He wanted to create a mythology surrounding himself, as he had done with Stavros, so that together they could rule the city forever. He had Tess killed (but not before using her to get to the PCs), and had plans to "liquidate" Anders Krestal as well. Once they were dead, the secret of clone technology would be lost, but he would retain the ability to create clones of himself so that he would never truly "die". Given immortality, he would be able to bring about his dream of a dynasty with him as its eternal "emperor".

GM's Note: The clone lab on this level is a dark, haunting place, filled with large machines, computer panels, and dark corrugated metal pipes and ventilation ducts that weave through the place like a maze. Dominating the darkness are a number of dimly-luminous vertical tanks, seemingly filled with a bubbling blue liquid, inside of which can be seen the indistinct outlines of nude humanoid bodies...

If the PCs examine the tanks they find that they do, in fact, contain living human clones. Currently there are three clones in the tanks; one contains a clone of Anders Krestal, another contains a clone of Tess Dane, while the last (and most prominent) contains a clone of Mayor Morrison himself, peacefully reposing in the bluish fluids as if merely asleep.

THE CLONES

It is up to you as GM to determine what happens if the PCs try to activate any of these clones. Certainly the PCs will not let Mayor Morrison's clone live (or will they?); Anders Krestal, for his complicity in the Mayor's takeover, may share the same ill fortune. But not so for Tess Dane. Allow the PCs to make a normal check (as described above) to activate her clone.

Tess' clone remembers everything about Tess' past, except for what occurred in the last few days. The clone has not had its memories updated since the night before Tess' visit to the PC (see *A Visit From The Madam*), so the clone will not remember that night at all (in essence, for it that night never occurred). The clone also does not remember the murder of its donor, Tess Dane. The PCs will have to fill it in on that information later.

What is the future for the clone? Again, that's up to you to decide. Since it looks, thinks, acts, and even feels like Tess Dane did in life, and shares all her memories (up to a certain point), the clone may very well likely be infatuated with one of the PCs. It will certainly want to keep its nature secret, once it realizes that clone technology is illegal. It may even want to flee the city with the PCs, if they have room for another person in their expedition.

On the other hand, the clone may only seem to be a success on the outside. Perhaps Mayor Morrison was mistaken in thinking the project was a success, and in short order, the clone(s) begins to break down. This could result in a slow degeneration of the mind into irreversible dementia or psychosis, or the body itself could break down, slowly dissolving into the acids and compounds that originally created it.

All three clones are dormant, and have not yet been activated. Activation requires using the computers here, but the task is quite difficult (Computer Use check DC 33). A check must be made for each clone that is activated. Failure by more than 5 points kills the clone instead of reviving it.

If the PCs activate any clone, this causes a slight disturbance on the level, with flashing lights on the console, steam being emitted from various vents, and a slow draining of the tank in question of all its fluid. Once this is done the clone inside collapses onto the floor of the tank, seemingly in a coma. The glass tank recedes into the ceiling, and the PCs can get at the clone.

Each clone is an exact replica of the man/woman it was spawned from, right down to scars, birthmarks,

and even memories. This last phenomenon is done by taking samples of specific brainwave patterns from the original donor, and reintegrating this information with the clone. However, a clone must be kept constantly updated through this process, or else suffer from a "lapse" of memory (leaving a gap between the time it was last updated and the time it is activated).

P. PRIVATE MUSEUM

The elevator from below stops here, letting passengers out into a classy gallery, reminiscent of a museum. Here the floor and walls are paneled in wood, with muted lighting coming down from above. Frosted clamshell wall lights are strategically placed to cast beams of light on recessed niches adorning the

walls here and there - in each niche can be seen an antique firearm of some sort, concealed behind a pane of thick glass.

Treasure: Each of the niches contains a weapon from the Mayor's priceless collection of ancient firearms (a longtime hobby of his). None of the niches has a physical lock; they are opened merely by touching the glass (at which point the pane slides back into one side of the niche). However, the glass itself is fused with microscopic sensors that detect the fingerprint pattern of a hand touching it, and also compares the heat signature of the hand with the known patterns of the Mayor (thus only the Mayor, if alive, can open these niches). Without a match the glass pane does not open. The niches contain the following treasures:

- *Blunderbuss Pistol:* A card behind the glass describes this as a weapon typical of highway robbers and thieves during the 18th and 19th centuries. Though the brass is polished and the weapon looks in good order, it is no longer functional.
- *Thompson:* A card behind the glass describes this as a genuine "Tommy Gun" dating from the "Roaring 20s", a favorite of the gangsters of the times. Though the iconic drum clip of this weapon is in place and intact, it is actually empty, and the gun itself so longer functions due to age.
- *BAR:* A card behind the glass describes this as an aging "Browning Automatic Rifle", age unknown, one of the weapons employed by police forces of the 1920s in their wars against gangs. Though it has been well restored on the outside, age has caused several internal components to deteriorate over time, thus it is useless. It also lacks ammunition.

- *MAC Ingram M10:* A card behind the glass describes this weapon as having been a popular firearm among gangs of the late 20th century, largely due to the weapon's trademark suppressor. The weapon is in working order, with a full clip and *suppressor*.
- *TEC-9:* A card behind the glass describes the history of this weapon, including its popularity among 20th century gangs, and the fact that its proliferation among criminals of the time led to the establishment of gun laws prohibiting the sale of automatic weapons. The gun is in fair condition (it will break if the firer rolls a natural 1 on any attack roll), and has a full clip.
- *American 180:* A card inside the niche describes this unusual weapon as having been a favorite of prison guards for a brief period during the late 20th century. The niche is currently open, and the weapon - and any ammo - is conspicuously missing (the Mayor is currently armed with it; see below). See *New Weapons* for details on this item.
- *Dynaco DMP 500:* A card behind the glass describes this as the "typical law enforcement sidearm" of the early 21st century. The pistol is in remarkably good condition, but it lacks a power source. See *New Weapons* for details on this item.

Opening any of these niches requires the PCs to smash the glass; however, the glass (actually "Ferro-glass", a transparent form of light metal) is far more durable than it looks. Smashing the glass sets off an alarm (however, since everyone is tied down or dead at the moment, no one will respond).

♥ **Ferro-Glass Screens:** 1 in. Thick; Hardness 5; hp 10.

Q. PENTHOUSE SUITE (EL 13)

When the PCs enter this part of the penthouse level, read the following:

The warm glow of the museum gives way to a darker chamber beyond. Oak-paneled covers every stretch of wall here, over which hang huge plasma television screens that depict a fully panoramic view of the city, day and night. The cameras must film in real-time, for even now they depict the Metropolis burning, its bleak skyline lit in reddish, orange, and golden flames that send dancing shadows into every corner of the suite.

As your eyes adjust to the darkness they finally settle on a figure sitting in a black leather-bound chair behind an opulent black marble desk on the far side of the large octagonal chamber. The chair is wheeled around so you cannot see the man sitting in it, though he seems to be staring at the huge wall painting behind him. The enormous painting is stark and haunting in its portrayal of human suffering, its bizarre shapes and images contrasted by the brilliant use of only black and white paint.

"Ah," the Mayor says, without so much as turning, "I see. Stavros has failed. Impressive. Not an easy opponent to kill, I imagine. How did you survive the explosion?"

Finally the Mayor turns in his seat. You recognize his charming face, but in this light - illuminated by the fiery colors of the Metropolis sky, it looks far more diabolic than ever before. His perpetual grin, normally clever and witty, seems pointed and devious, like the menacing grimace of Mephistopheles himself. In his hands he holds a curious submachinegun, leveled directly at your party.

A look of recognition crosses his face. "Ah yes, the bronzes from the Cotton Club... Don't tell me your investigations have brought you all the way here?" A smile curls across his face. "And what for? That girl, that creature? Well if that's all you came for, take her, by all means. Take her and leave. There is a device in my wall safe, a relic of our city's past. With it you can escape the Barrier. Oh yes, it's true. If the girl's life means so much, take it - take her - and leave. And take with you her secret. And if there is a world out there, find it. Find it and realize how horrible it was here. And never return."

With a creak of his chair Mayor Morrison leans forward, more of his demonic features becoming visible as the Hadean light of the burning city washes over his face. His eyes burn into yours.

"Or is it something else that brought you here? You do seem to have all the cards. Perhaps a deal is in order? It's not too late to salvage what is going on, to seize the initiative. We can still win. What do you say?"

The Mayor is offering the PCs a place in his new order, in exchange for their help in turning on Fargo Dan and Morton, and putting down the revolution. He is willing to give them virtually anything they want - money, a pardon, even Tess (or any other woman) if they're so inclined. But if they remain in the city, under any conditions, he insists they surrender Therese to him.

Most likely the PCs will find the Mayor's offer unacceptable. Of course, Morrison is not surprised. If and when he comes to the conclusion that there is no chance for an "arrangement", he merely grins once more, before opening fire to defend himself.

☠ **Mayor Morrison (1):** HP 56.

Tactics: If the PCs are clustered together near the entrance to the penthouse Morrison will attempt to target a 10 ft. by 10 ft. area to get as many of them as he can (using his *Improved Autofire* feat). If Therese is with the party, he will definitely try to kill her in this initial attack. Once the PCs disperse he will attack the weakest party members (including Therese) first with the full benefit of his *Burst Fire* feat, hoping to trim the party's numbers to reduce the number of attacks against him each round. He will remain under cover behind his desk (receiving one half cover; +4 bonus to Defense, +2 bonus to Reflex saves), firing at them with his weapon - an *American 180* submachinegun, an ancient and amazing weapon that has been in his collection of firearms for many years.

Morrison will not surrender, but will fight to the death. However, killing him won't be easy. As a 10th level Ganger he has the ability to ignore the first hit that would otherwise "kill" him (see the *Escape Death* ability of the *Ganger*), by using an action point. He should prove to be a very tough opponent indeed!

Treasure: A search of the Mayor's body uncovers his *American 180* and a small holdout pistol in a shoulder holster (a *Derringer .45*, fully loaded), while his wallet contains 1,500 credits and his personal identification.

The painting ("Guernica" by Picasso) covers the Mayor's wall safe. A Disable Device check at DC 30 allows the PCs to open it (or they could simply destroy the safe door if they take the time); a Search check at DC 23 is required to find it (the DC drops to 18 if the PCs learned of the safe's existence from Stavros' brain). Once opened, the safe proves to contain the following:

- Papers similar to the ones Fargo Dan gave the PCs (more evidence, if evidence was needed, that the Mayor planned to take control of the city and instate himself as its uncontested "emperor");
- Papers revealing secret money transfers from the personal accounts of Anders Krestal and Tess Dane to the Mayor, in exchange for a unnamed "service" (the PCs now realize who was involved in financing the Mayor's clone research);
- Files from Krestal Fuels and other minor agencies in the city detailing in stark numbers and figures the inevitable future of the Metropolis - that fuel and food resources will inevitably become exhausted in the next few years;
- A nickel-plated *Desert Eagle*, with a full clip inserted;
- 250,000 credits in cash (soon to become worthless, as the city's economy crashes along with the Mayor's regime);
- A small wooden box which, when opened, proves to contain a working *broad-frequency transmitter*.

By now the PCs should recognize the significance of the *BFT*, and if they managed to see/secure The Fuzz's *BFT*, notice that the Mayor's model seems a lot less beat-up. This *BFT* (unlike the one they may have gotten from The Fuzz) is 100% reliable (see *The Barrier* for details on how these two devices will perform).

VICTORY

Once Mayor Morrison is killed, read the following:

As Mayor Morrison's dead body slumps to the floor, the room again falls silent, like it was when

you first entered. Bathed in the amber glow of the panoramic television screens, the Mayor's body seems so much smaller and insignificant than it did in life. Was this really the legendary man who you once thought would lead the city into a golden new era?

Suddenly one of the television screens turns to static, but only momentarily, before the screen fills with a new image. On screen is the familiar face of the lead anchorman from the city's television news network, his face etched with grave concern. Behind him, in the marquee over one shoulder, is a collage of real-time images captured from throughout the city, showing the Metropolis in flames.

"This is Channel 1 News, your 'News At Night'. What were thought to be rumors and wild tales this afternoon have turned out to be true. Following a full shut-down of the Government quarter by rioters earlier today, reports are now coming in from all over the city that a general uprising is being enacted on the streets of the Metropolis. Thousands appear to be dead, with countless injuries and what some sources are calling 'irreparable' damage to key installations of the city infrastructure. Sources have informed Channel 1 that Fargo Dan, the fugitive leader of the East Side Boys, led the first moves against Mayor Morrison several hours ago, eventually securing the plaza around Titan Tower and sending what eyewitnesses are calling 'assassins' up to the Mayor's personal apartments to remove him forcefully from his seat of power.

"It is unclear whether or not Mayor Morrison is dead at this time, but West Side Gang forces appear to be in total disarray. In a bold move Fargo Dan reappeared just an hour ago at

Victory Tower to force an ultimatum on the Council of Gangs."

The television screen switches to an image, recorded earlier, of Fargo Dan and a group of armed men in the chambers of the Council of Gangs. Fargo Dan is waving a piece of paper as he addresses the crowds and reporters.

"Ladies and gentlemen, Mayor Richard Morrison and his regime are finished. My people - and forces allied to our cause - have seized control of the city through a series of moves that have left his gang - and their Enforcer 'mercenaries' - paralyzed. I now call upon the gangs of the city to convene and review the evidence against Morrison and proceed with an emergency nomination of myself to replace his corrupt and detestable administration. I give the gangs of the city one hour to send their representatives if they wish to be part of the... 'negotiations' following my rise to power, to secure a place for themselves in the new political landscape."

The image cuts back to the anchor. "Despite Fargo Dan's assertion that his gang had seized power there was no immediate response from other factions located throughout the city. Then, just a half an hour ago, Channel 1 News began receiving reports of several key gangs mobilizing for what is being called 'all-out war'. The Turf Cowboys, South Side Killers, Capbusters, and others all appear to have taken up arms and are engaging East Side Boy forces across the city, in what appears to be a mad grab for power by all sides. What was to have been a coup now appears to have degenerated into a citywide bloodbath with no clear victor. We have reports of a large-scale battle in the Slam Quarter, several roadblock and skirmishes in the

Riverside District, and smaller but no less heated battles taking place in all other corners of the city.

"Channel 1 News would like to assure the people of Metropolis Rho that despite this unprecedented breakdown of law and order to remain in their homes and stay off the streets at all costs. We will remain on the air to provide constant news coverage throughout the evening -"

Suddenly the screen goes blank with static, cutting the anchor's desperate message off at the last moment.

Then, from one of the other television screens depicting the fiery city skyline, there is a flash of brilliance. Turning to look you see, in the distance, the towering news building in flames, consumed by an explosion as a result of a bombing or some other violent attack.

Standing high up in Titan Tower, with Morrison's lifeless body at your feet, you realize that what the Mayor had planned for the future - a toppling of all law and order - has come to pass today...

WHERE TO GO FROM HERE

With the killing of Mayor Morrison, Fargo Dan has brought total chaos upon the city. Despite his best intentions, the gangs of the city have responded like true cutthroats, sensing weakness in the three top gangs (the West Side Gang, Enforcers, and East Side Boys) and moving out to take what they can in a brutal free-for-all that promises to leave the city in ruins.

From here the PCs have a choice; to link up with Fargo Dan (or Morton and his Underground fighters) to help fight the war on their side, or to go with Therese and flee the Metropolis forever.

Most likely the PCs will flee with Therese, having little or no reason left to stay in Metropolis Rho. Proceed to *The Barrier*.

THE BARRIER

It is up to the PCs whether or not they choose to flee Metropolis Rho for the uncertainty of the world outside. It's entirely their choice. While they may not trust Fargo Dan, or even savor the idea of living in a world run by him and his gang, he does offer them a place in his new government, promising to reinstate them as Enforcers or even give them more prestigious positions as a reward for their service. More importantly, he is adamant about his drive to reverse the changes Mayor Morrison attempted to force on the city, and reinstate the generations-old "status quo". While not exactly a bright and carefree future, for many (possibly the PCs included) Fargo Dan's promises are a welcome relief from the precipice the Mayor was leading the city towards.

If the PCs choose to stay in Metropolis Rho, for them the adventure is over. Proceed to *The End (What If The PCs Stayed?)* for details on what happens following the fall of the West Side Gang, and potential ideas for future adventures in Metropolis Rho.

ESCAPE

Therese, however, will have no part in the future of Metropolis Rho, whether it is Morrison's future, Fargo Dan's, or even the party's. She is committed to escaping the city for good, with or without the help of the player characters. With twenty years or so under her belt already, she knows she has only a few more before her *cystic fibrosis* kills her. She plans on dying a free woman.

Chances are one or more PCs will want to flee with Therese. There are a lot of reasons why the PCs would do this; perhaps they've grown tired of the life of Enforcers, or become jaded to the violence and deprivation of their daily lives. Maybe they have the foresight to realize that despite his promises Fargo Dan can do little to prevent a full-scale collapse of Metropolis society when the food and fuel resources run out - and are smart enough to know they don't want to be around when that day comes. Though life will go on for a few more years in Metropolis Rho, the PCs should be aware that things are winding down; why not get out while the getting's good?

For characters with the inclination to flee the city rather than stay, they face perhaps the greatest unknown: what lies beyond the Barrier? All their lives they've been taught that nothing lives beyond the Barrier, that the world outside is a barren wasteland scarred by the nuclear exchange of 200 years ago and made lifeless by the radiation storms that are clearly visible through the Metropolis' outer dome.

For these brave few souls the prospect of leaving should be terrifying. They are true pioneers of their people.

Therese knows very little of the Outside except for the vaguest memories from her past. She knows that radiation is a danger, and that there are "creatures" living out in the wasteland that are a threat to life. But she also knows there are other humans out there (or mutants, rather, like her), and that life in the Outside is not as hopeless as the life Inside.

GETTING THERE

The party should realize that to escape the city they need to reach the foot of the outer dome, find a passageway out, and escape through it. Beyond that lies the Barrier, but for the time being they should be

preoccupied with just getting to the dome.

While the great dome surrounding the city has stood for generations, few have ever ventured out to it - there was simply no real need. The only people with any real knowledge of the dome, including ways through it, are the Barrier scavengers who, living in the Zones, journey to it on a regular basis on scrounging forays into the Barrier. There are a number of concerns regarding any possible escape from the city:

Finding An Escape Route. There are no public maps of either the Zones or the dome itself in the city, so unless they have some other knowledge of the dome, the PCs will probably have no idea where to locate a tunnel leading under the dome to the Outside. The Fuzz had a map showing the way through the dome and out into the Barrier (see *Into The Zones*); using this map the PCs should be able to find a clear route through the outer Zones to what (according to his map) appears to be *an old highway tunnel connecting the city with the Outside*.

If the PCs decide on a different route, allow them to search for another tunnel, but eventually they will discover that all of these were either deliberately sealed by the city founders long ago, or caved-in over time. Only one tunnel out of the Metropolis exists anymore - the tunnel on the extreme west side of the city (see adventure map).

Acquiring A Vehicle. In addition to needing an actual way out, the PCs will need a ride; the journey through the Barrier will be long, and to be certain they'll need a vehicle on the other side. The PCs can steal their squad *Peacemaker* (if it's still around), jack a car from nearly any gang, or even bargain with the head of R&D to get their hands on the more advanced prototype of the *Punisher* (see *Research & Development*) if they can get to Enforcer HQ despite the chaos on the streets. In any case once the party secures a vehicle they can load up and head out

towards the nearest known exit from the city (see below).

Going Shopping. Since the party is faced with the prospect of never returning home once they leave the Metropolis, they'd better stock up now on the things they'll need later. Since the streets are in chaos and looting is rampant throughout the city, they should be able to get whatever they want if they fight their way through the throngs looting the city's last food distribution centers, markets, and other stores. The PCs may have to fight off other looters, but if they do they should be able to get food (such as those suggested by the City Computer), water, sleeping bags and other camping supplies, medicines they might need (at the GM's discretion), potassium iodide tablets, and maybe even a few drops of gas. None of this stuff should be totally free, however, and you may require the party face off with armed masses of rioters to get the things they want in this one-time "spree".

Obstacles. While the PCs may know where they're going and even have a ride, the city itself is in turmoil. Just getting to the tunnel exit should not be an effortless task. Use this as an opportunity to role-play the city crumbling around them. With the news of Mayor Morrison's death the city streets are in total chaos. Morton and Fargo Dan have started a war that they cannot control; all of the gangs are out in force, settling old disputes in one enormous orgy of violence. The city is burning. Here are a few examples of obstacles the party will have to either plow through or bypass as they try to escape the inner city on their way to the Zones:

Riots. The entire downtown area, including the district around Titan Tower, is filled with rioters who have been either whipped up by Morton and Fargo Dan, or drawn to the streets by the news of revolution. The rioters are violent and target

Enforcers as much as anyone else, venting their hatred of the system that oppresses them, or merely looting. The party will certainly pass through the mobs, have bottles thrown at them, and may even come under fire. Luckily the mobs are disorganized, and the group can get past the teeming masses with only a little effort.

Open Warfare. Parts of the city are now war-zones. Two, three, or even four gangs at a time have engaged in open hostilities against each other in pockets all over town. The party could very well pass through one of these war-zones on their way to the Zones, coming under fire from one gang or another who has entrenched themselves among the buildings flanking the abandoned streets. The PCs will have to contend with snipers, mines, and even stray rockets as they run the gauntlet between opposing gang forces in the midst of fighting an all-out gang war.

Burning Streets. Due to the riots much of the city is in flames. The party may have to pass through parts of the city that are engulfed in flames, dodging the wreckage of burning vehicles and collapsing buildings, or even panicked civilians trying to escape. The PCs may be slowed down trying to help these people (this could lead to harrowing encounters in which the PCs must enter burning sky rises, or contend with crazed civilians who want to hijack their vehicle to escape), but in the end they should realize that they need to keep moving if they ever hope to escape.

THE TUNNEL

Eventually the PCs will make it out of the inner city and towards the broad stretch of Zones that have, for over two hundred years, separated the inhabited heart of the city from the gargantuan walls of its protective dome.

This journey, while important to their escape,

should be largely uneventful, though you may want to describe to the PCs the long trek down deserted roadways; dodging the abandoned wrecks of centuries-old cars, the rubble from collapsed buildings, and an oppressive sense of getting ever closer to the edge of what they perceive to be the "known world".

Though the Zones are inhabited by scavgs and other renegades, there should be no encounters with these rogue elements. Where the PCs are going no one lives - one of the large highway tunnels that once connected the interior of the city with the world outside.

When the players are ready, describe the end of their journey with the following:

Up ahead you see what amounts to the edge of the known world - the beginnings of the towering dome, curving upwards and inwards over your heads, vanishing into the sky above. Here the last stretch of Zones have become eerily silent, the soot-gray faces of each building as dark and dead as the day of the Fall. Huge piles of litter and debris, from heaps of rusted garbage to man-sized pieces of cracked and shattered masonry from the disintegrating dome above, dot the weathered roadway leading ever closer to the wall, forcing you to slow almost to a snail's pace.

The only sound here is the sound of the wind; by now what was the sporadic sound of gunfire of the war no longer reaches your ears, and the only light to break the pre-dawn darkness comes from the amber glow of the city in flames behind you.

Finally you come to a stop outside of a massive portal set into the interior wall of the mighty dome. Resembling a colossal arched tunnel, the passage ends abruptly in a wall of

pitch darkness only a few feet inside.

The ruins of over one hundred old abandoned cars stand mutely here, lined up in a veritable river of rusted steel and chrome, bumper to bumper, choking this artery from the city. Garbage has collected around many of these, moved by the hand of the wind over the generations to settle in old wheel hubs, radiator grilles, and in the back of old trucks.

A dual set of traffic lights, mounted on either side of the massive tunnel, bathe the entire scene in a deep reddish glow, apparently still operating despite the 200+ years since the Fall. For a moment you wonder what this scene might have looked like back then, as thousands of motorists became stuck here and merely abandoned their vehicles in an attempt to flee the city. This tunnel must have served as one of their sole egresses from the diseased deathtrap the city was to become; you wonder if you, too, will be able to get out this way.

Suddenly the red lights change to green, illuminating the grim silence in a new light. The more vivid color of this light casts its fluorescence down the tunnel part of the way, revealing to your sight - if only for a few moments, a broad underground tunnel filled with more cars and a crashed truck choking the artery midway down the line. There looks to be enough room for your vehicle to weave its way between the wrecks of cars, but only if you go slowly.

Entering the tunnel should not be a problem for the PCs, even with a vehicle, but attempting to navigate its entire course will become impossible after only a short while. For the first few hundred yards after entering the tunnel, read the following:

With no little caution you enter the tunnel, and within moments are forced to turn on your headlights to maneuver. Weaving right and left you dodge car after car, the rusted hulks of civilian vehicles from the time of the Ancients. All of these are rusted and decayed, some still bearing the possessions of the countless citizens who fled the Metropolis in the Fall on their rooftops or spilling out of their rear doors. Windows - those that haven't been shattered - are universally caked in dust and there's no telling what lies inside each of these dormant machines.

The vehicles, having been left exposed for centuries, are little more than heaps of rust, their working components (including engine parts and fuel) scavenged by Barrier scavengers for generations. Similarly, any search of these wrecks will only uncover abandoned junk, since all were looted for anything useful long ago.

In any event, at roughly the midpoint of the underground tunnel the monotony of swerving from side to side finally comes to an end. Up ahead the PCs see the wreckage of a major accident, no doubt dating from the chaos that swept the city during the Fall. The wreckage appears to be blocking the tunnel almost completely (see the nearby map of the tunnel).

GM's Note: Unbeknownst to the PCs this seemingly deserted part of the tunnel leading through the dome itself is anything but. "Stavros C", automatically activated in its secret housing somewhere in the city on the death of Stavros B (in the battle for *Titan Tower*), sets out to try and stop the PCs and avenge the death of Mayor Morrison - this particular model's one and only program. Having inherited the memory of the earlier Stavros models (A and B), Stavros C has a good idea of what route the PCs will take to get out of the Metropolis (the

route through which The Fuzz and other Barrier scavengers make their forays into the Barrier; see *Into The Zones*), which also happens to be the only tunnel not collapsed. He has planned an ambush midway through the tunnel in hopes of killing the "assassins" of Mayor Morrison before they can get away.

Arriving here a short time before the PCs, Stavros C starts up the computer in the control room (see Area E below) but does not remain; he watches, from hiding, but will not show himself during the party's encounter with the tunnel's defense turret. Instead he hopes the PCs are killed without him ever showing himself; if not he will merely follow the PCs out once they escape, destroying the tunnel passage after he goes, sealing this way off forever (see the *A More Harrowing Escape* sidebar for more on this).

KEY TO THE TUNNEL (AREAS A-F)

The following gives a general idea of Stavros C's planned ambush, and the locations that are most likely to be of interest to the PCs.

A. VEHICLES

The map shows the location of various vehicles that were discarded by their occupants during the chaos of the city's original abandonment. The wrecks present a real obstacle to the passage of other vehicles (including the one the PCs are riding in), requiring a driver to weave in and out of the traffic jam, dodging the immobile hulks the deeper one goes down the tunnel.

The party arrives on the white outline shown on the map. Here the underground tunnel becomes cluttered enough that they can clearly see that simply maneuvering around the wrecks will be impossible. At this point they will have to plow through the wreckage, or get out of their vehicle and try to find some means of clearing it.

HUMANITY IN A BOTTLE: THE PRECIPICE...AND BEYOND

GM's Note: Each time the party's vehicle hits a wreck to try and plow through, roll 1d6. On a roll of 1 or 2 the wreckage does not budge and the party's vehicle comes to a stop. In addition, the party's vehicle suffers 1d4 points of damage (ignoring Hardness). On a roll of 3 or 4 the wreckage is smashed aside (consider the wreckage removed from the map), but the party's vehicle still suffers damage. On a roll of 5 or 6 the party's vehicle easily pushes the wreckage out of the way, suffering no damage in the process.

Note that the party's vehicle cannot cross the concrete dividers separating the two sides of the tunnel. The divider is only three feet tall (providing one-quarter cover), however, and might make ideal cover if a firefight broke out here.

Development: With the arrival of the party's vehicle Stavros C, who has been waiting in hiding, will know they are here by the sound of their vehicle's engine, the sight of flashlights, or by their efforts to smash wrecks from their path. He will thus be ready.

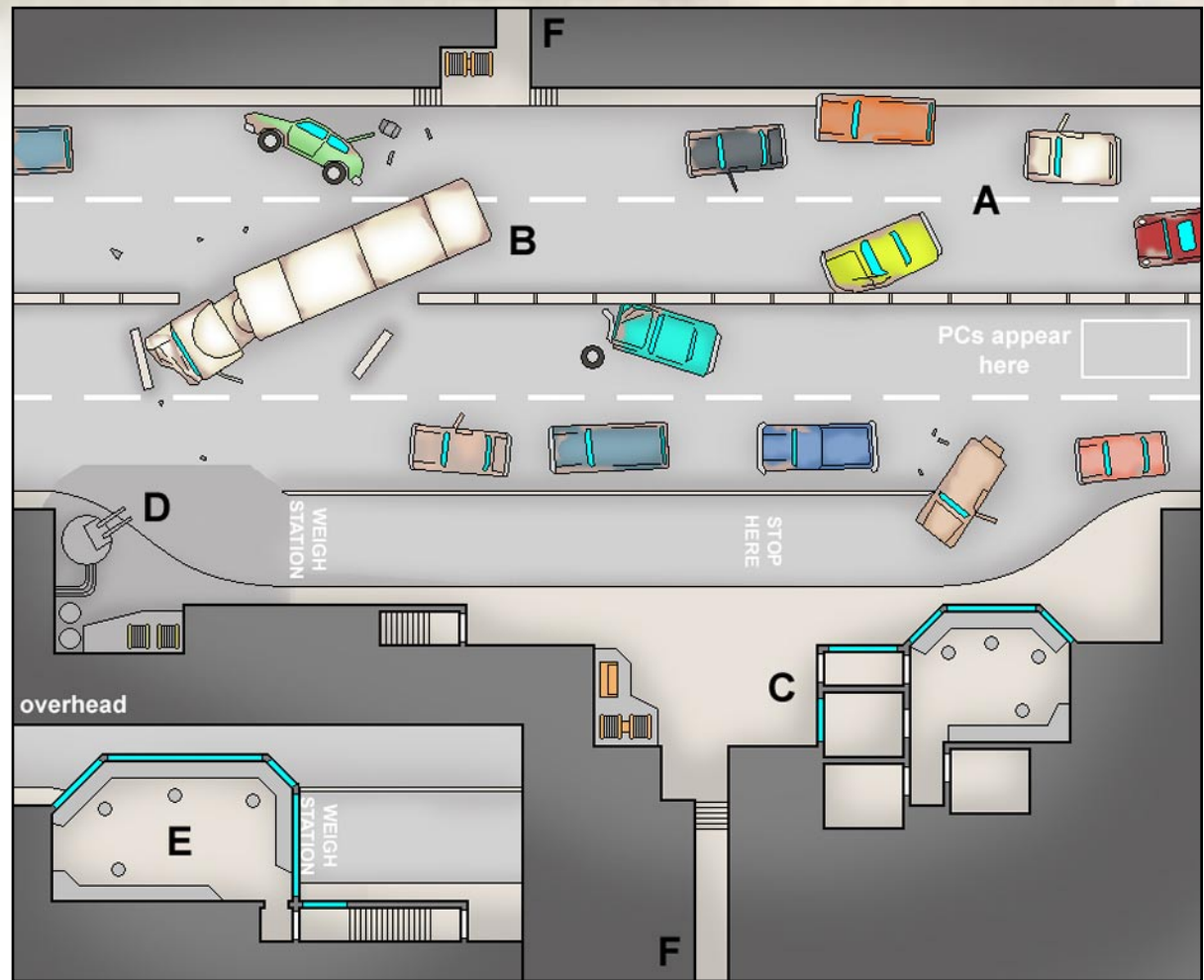
B. CRASHED SEMI

A large freight truck blocks the main tunnel, having careened out of control and crashed through the concrete barrier dividing the subterranean highway in two. It is too badly damaged (and far too heavy) to be moved, but there is just enough room between it and one other lane to allow a vehicle to pass by.

C. SECURITY OFFICES

This complex was built here as part of an Ancient-era weigh station (for measuring commercial truck traffic for interstate tax purposes) along this stretch of the tunnel leading into the city. The offices are now abandoned, of course.

The complex features a small watch station; break



room for the officers on duty, restroom, and office for the station chief. These rooms have been thoroughly ransacked by Barrier scavs since the time of the Fall, and some may show signs of temporary camps (discarded food, garbage, recent droppings, etc.) left by these migrant people over time.

Treasure: None of these rooms has anything of interest except the watch station; a Search check at DC 15 uncovers an old locked case that previous scavs have never been able to open; it bears the scars of numerous attempted break-ins. An Open Locks check at DC 25 will open it; inside is a fire

extinguisher, three flashlights (each with a full *power cell*), and four *light rods*.

D. DEFENSE TURRET (EL 4)

This aging, automated defense turret sits at one end of the tunnel, once a part of the security measures intended to deter smugglers, terrorists, and illegal immigrants who might think to enter the city illegally. The turret is armed with a pair of powerful microwave guns, intended to be lethal but still incapable of causing collateral damage to the tunnel itself.

Though dormant for years, Stavros C has reactivated this turret from *Area H*, programming it to fire at anything moving in the tunnel. If the party moves within sensor range (trace an invisible line from the bottom of the map through the STOP HERE sign on the roadway; any point west of that line is within its sensor range) the turret will immediately open fire.

☛ **Defense Turret (1):** CR 4; Hardness 12; hp 40; Init +4; *HPM rifle* +10/+5 for 5d10; treat as *weapon animatron*.

GM's Note: The turret will continue to fire at the party until either they get off the west side of the map (it cannot turn to track them past that point), get to its control computer and switch it off (see *Area H*), or destroy it.

E. CONTROL ROOM

A short flight of steps leads to this elevated control room overlooking the highway tunnel. Long ago technicians here were able to monitor the highway to regulate traffic going in and out, detect potential security threats, and oversee the operations of the weigh station.

Today the control room is largely abandoned, its walls covered in the graffiti of over 200 years.

A MORE HARROWING ESCAPE

If you want to stress the finality of the party's escape from the city, and ensure they never return to Metropolis Rho in the future, you can use the encounter in the Tunnel to accomplish this goal. For example, the destruction of the defense turret in the Tunnel could lead to an unexpected explosion (and ensuing fire) that causes severe damage to the subterranean highway. Once the PCs pass through, you can dramatically describe how the fire grows out of control, and as the PCs race out the tunnel collapses behind them, sealing this way off forever. Or possibly Stavros, following them from a safe distance, could use explosives - or even cause the defense turret (if still intact) to fire directly at the tunnel walls - to produce the same effect, a dramatic destruction of the party's only means of ever returning home.

Irreverent Barrier scavs have made this a temporary shelter in the years since the city was sealed-up, and the overall stench of urine and feces is undeniably potent.

Despite this the computers here still work. Stavros C, hoping to kill the PCs by activating the defense turret, will be here when they first arrive watching them through the broad windows. Since it is dark in here (save for a few now-activate computer monitors), they may not see him (he receives a +4 circumstance bonus to Hide checks while in this room).

GM's Note: Stavros has activated the computers here that bring the defense turret (see *Area D*) back online. He is hoping that the turret manages to kill the PCs (or at least disable their vehicle) before they can get away. Deactivating the defense turret from the computers here requires a Computer Use check at DC 30.

Development: When the PCs arrive Stavros watches how the party deals with the defense turret from here. His reactions will depend on what the PCs do:

If the PCs fight the turret and don't seem capable of winning, Stavros merely stays here, watching with silent satisfaction as the turret does its work

and kills them off. If the party disengages the turret and moves here to try and deactivate it, he slips out and into the tunnels at Area F, evading them completely. He watches from these side tunnels amid the shadows, only emerging later once the PCs move on towards the surface (see *The Spectre of Stavros*, later). He does not fight them here.

If the party does neither of these things and instead flees down the tunnel and out of the turret's firing arc, Stavros calmly deactivates the turret and merely follows them, at a slow but steady (read unrelenting) pace. Though they may have thwarted his last chance to stop them before they leave Metropolis Rho, he will follow them from a distance and hope to escape with them into the desert and exact his revenge far in the future if necessary (again, see *The Spectre of Stavros* at the end of this adventure for more on this possibility).

☛ **Stavros C (1):** HP 65.

F. TUNNEL PASSAGES

These passages are ancient maintenance tunnels that connect the underground highway with air conditioning and environment machine complexes elsewhere. Barrier scavs have long navigated these tunnels looking for alternative ways into and out of

HUMANITY IN A BOTTLE: THE PRECIPICE...AND BEYOND

the city; a few passages do lead back to Metropolis Rho (the southern tunnel is the way Stavros C came here), but no one knows whether any of these actually lead out of the dome.

OUTSIDE

Once the party either defeats Stavros for the last time (he will certainly fight to the death), or merely flees the deathtrap he has set for them in the tunnel, eventually they make it out of the dome:

The highway tunnel continues for another 1,000 feet or so before it begins to angle gently upwards, as if the roadway itself were emerging from the bowels of some deep abyss your people had been confined to for an eternity. Here the wrecked cars seem somewhat better preserved (they are closer to the outside air, which is as hot and dry as any old-world desert), but where rust claimed many in the moist atmosphere of the city, the first grains of sand seem to have taken over here.

In only a few moments, a murky light is seen at the end of the tunnel; it is a bright, glorious light, not the dim, gloomy half-light made unnaturally by the artificial lighting of the Metropolis. The Outside!

Finally you emerge from the great tunnel, and your hearts skip a beat at the sight laid out before you.

There, underneath a magnificent sky dominated by the withering sun, stretching from horizon to horizon is what appears to be the beginnings of a vast deadlands. The ruins of the outer city that sprung up around Rho during its heyday - and was quickly abandoned in the Fall - stretches as far as the eye can see. Virtually all of the remaining cityscape out here has been

destroyed, blasted by wind and eroded down to stony nubs by the ages. The beginnings of dunes can be seen rising between what may have been apartment buildings and shops; a few telephone poles are half-submerged in the sand.

Huge coils of barbed wire, fences, and makeshift signs stand in a line going in every direction. Beyond that, even more, and beyond those, more and more. The vast network of barriers, fences, barbed wire, and other obstacles make a maze of seemingly nonsensical passages as far as you can see.

Therese immediately gasps, her eyes widening in wonder. "It's so...beautiful..."

Though the PCs may assume she is referring to her first sight of the outside world in more than ten years, in reality Therese is referring to what she (and she alone) sees, thanks to her very "special" eyes - the aurora of radiation that rings the city in a "belt". Due to Therese's *Gamma-Ray Visual Sensitivity* mutation she can see the towering auras that overshadow the Barrier, the bizarre borealis-like energy that looms menacingly yet somehow hypnotically overhead, like a titanic last warning against all attempts to escape the Metropolis' diseased grasp.

If they haven't already taken one, Therese immediately passes out her *potassium iodide* tablets now.

USING THE BROAD-FREQUENCY TRANSMITTER

The defenses of the Barrier should prove formidable, even to characters of the party's level. Layers of minefields, potential traps for their vehicle, blasters and sentry turrets, as well as roving *robirds* present a daunting obstacle to say the least.

Luckily for the PCs there were opportunities to find out about and search for a BFT during the

adventure, the device hinted at by the Fuzz and by Mayor Morrison (at least in Stavros' memories) that could make crossing the Barrier possible. If the PCs managed to get their hands on one (or even two) BFT, the device should prove to make the going a lot less hazardous.

USING THE BFT

Each time the PCs confront a new defense (a robird tower, sentry turret, or pop-up blaster; but not passive defenses like minefields, anti-tank ditches, rubble, berms, etc.); the user of the BFT can attempt to make a single Computer Use check as a full-round action (by playing with its knobs, dials, and switches).

If the character defeats the DC of a given obstacle, that defense powers down and remains offline for a full ten minutes. If he fails, the defense is not deactivated. The character can attempt another roll to try and deactivate the defense once he has failed, but doing so requires a full minute (ten rounds) to re-tune the BFT for another attempt.

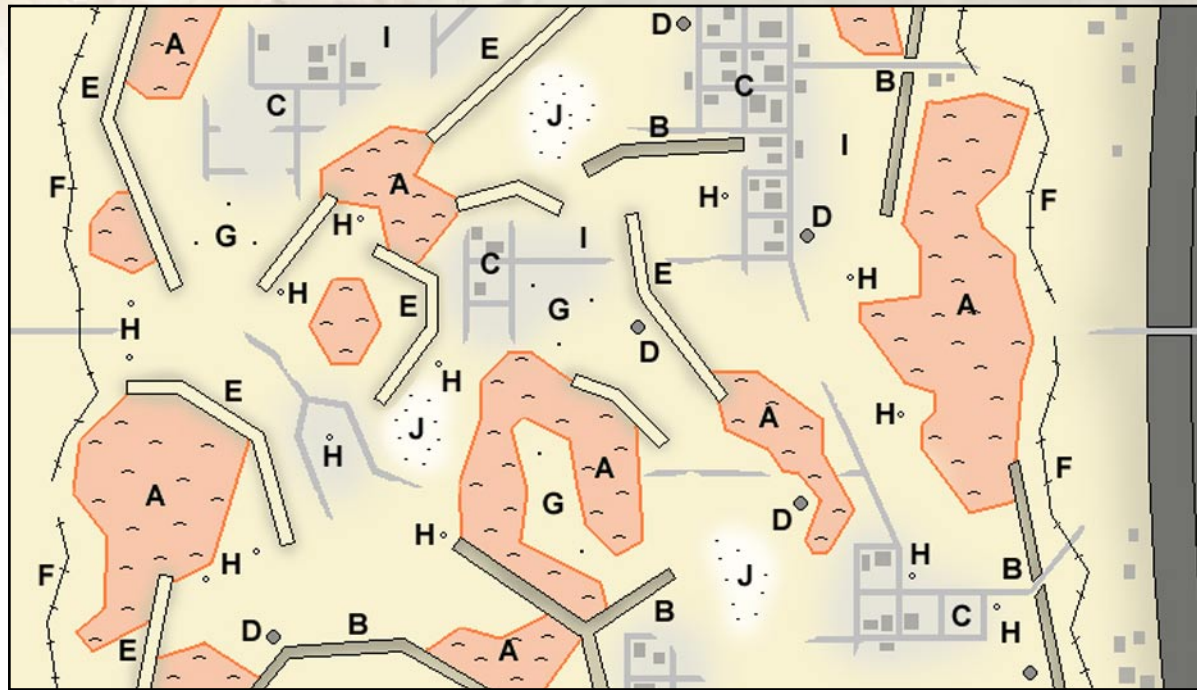
The range of the BFT is 120 ft. The DC for the various obstacles of the Barrier are as follows:

Defense	Computer Use DC
Pop-Up Blasters	15
Robirds	20
Sentry Turrets	15

Note that because the BFT owned by "The Fuzz" is malfunctioning, the DC to render any of the defenses above is randomly increased by +1d20 when using it. There is no modifier when using the Mayor's version of the device, however.

Once the PCs leave the city you can have the BFT remain functional (making future returns to the Metropolis an open possibility), or, if you want to stress the permanent nature of their fateful exodus, you can have the BFT cinematically "short out"

HUMANITY IN A BOTTLE: THE PRECIPICE... AND BEYOND



just as they escape the outer reaches of the Barrier. Without a replacement, the PCs will never be able to return to the city again.

MOVING THROUGH THE BARRIER

The player map of the Barrier shows a general view of the Barrier (minus specific defenses; the PCs will have to discover these on their own as they pass through), along with a scale showing the progress the PCs make depending on their mode of travel; on *Foot* (for both a base 30 feet and a base 20 ft), *Alley Speed*, *Street Speed*, and *Highway Speed*. Since the terrain here is relatively rough, *All-Out Speed* is unavailable.

The PCs can use these measurements to plot their progress through the Barrier, round by round.

KEY TO THE BARRIER (AREAS A-K)

The following lists various locations in the Barrier, which the PCs may encounter as they race through on their way to the Outside.

A. MINEFIELD (EL 3)

Areas marked with small “bumps” (and shaded) denote major minefields set in place hundreds of years ago by the ancestors of the current Metropolis dwellers. These minefields include a broad mix of anti-personnel and anti-tank mines, making passage impractical, if not suicidal. Luckily for the PCs, abundant signs warn against trespass with vivid skull and crossbones motifs.

The minefields here are treated differently than

those found in the Zones (see *Into The Zones*). For this encounter, if the PCs willingly enter a given area designated as a minefield, the chance that their vehicle strikes a mine depends on their speed:

Vehicle Speed	Detonation Chance
Alley Speed	1 in 6
Street Speed	2 in 6
Highway Speed	3 in 6

If a mine is triggered it is considered to do damage as an *anti-tank grenade*, with damage going only to the vehicle. Only roll once for a possible mine triggering per minefield crossed.

If the PCs lose their vehicle and are forced to go by foot, these fields still present a danger. The chance of detonating a mine is a flat 1 in 6, but damage will be as a *fragmentation grenade*.

☠ **Minefields (numerous):** CR 3; no attack roll necessary (8d6 or 4d6); Reflex save (DC 15) for half damage; Search DC 25*; Disable Device DC 20*.

* Note that if the PCs actually take the time to search for and clear the mines they will greatly increase the time of their exposure to the Barrier's radiation.

B. ANTI-TANK DITCHES

Each of these is a five-foot deep pit designed to cause vehicles to crash (or at least become immobilized) if they fall into them.

The party can attempt to “jump” an anti-tank ditch with their vehicle (if on foot they can climb down and up the other side with little difficulty). To do so the driver must make a Drive check, with the DC depending on the speed they are moving:

Vehicle Speed	Drive DC
Alley Speed	35
Street Speed	30
Highway Speed	28

A driver that fails this check crashes into the ditch, inflicting damage on his vehicle as if it had collided with a *Huge* stationary object. It also becomes immobilized in the ditch. A vehicle so immobilized will require a heavy crane to be removed; as such, for the adventure's sake, the PCs will have to abandon their vehicle.

C. BUILT-UP AREAS

These areas indicated parts of the old outer city that once surrounded Rho. Old streets, crumbling buildings, and light poles are all that remain. One out of every three blocks may have a building in which PCs on foot could conceivably take cover.

D. ROBIRD TOWERS (EL 7)

Seen from a distance these cylindrical metal "towers" - each more than three stories tall - are strangely foreboding, and seem oblivious to their own immense age. Rust patches can be seen on several, but they seem to defy the elements with some unknown purpose in mind.

In reality each of these towers contains a single *robird*, a robotic creation of the ancestors of the current Metropolis dwellers. Robirds are flying robots designed to do only one thing: detect, track, and destroy anything moving through the Barrier.

If and when the party comes within 250 ft. (use the Street Speed marker to determine the range of a robird's sensors) of a given robird tower they must make a Spot check at DC 25 to notice anything out of the ordinary. If unsuccessful, a second check (also at DC 25) still allows them to see it in the rearview mirror (or over their shoulders, if on foot) as they pass by.

If either of these checks is successful the PC in question notices the flat top of the tower "open" slightly, as armored bays retract in silence. Moments

later the silence is broken by a growing "whir" and engine-like "roar", and seconds later a robird leaps from within the depths of the tower, deploys its wings, and begins hunting the party!

GM's Note: Individual robird towers are activated by proximity (that is, by sensing motion within 250 ft); once deployed a robird will try to catch the party's vehicle - wherever it goes - and destroy it, before returning to destroy the occupants as they try to scatter. They are utterly relentless, but if the PCs manage to escape the Barrier robirds will not pursue them into the desert, instead returning to the particular towers that spawned them.

Development: If the party's vehicle is already badly damaged and they need help, you may want to impose penalties to the robirds' attack rolls when targeting their vehicle. Having a vehicle is essential to their getting away, and you should reward the party for trying to make a hasty escape. Note that a vehicle's speed already affects its Defense (see page 156 of *d20 Modern*); you may also want to add an additional modifier due to the clouds of dust created by the party's vehicle, equal to an additional +2 bonus to its Defense.

☛ **Robirds (6):** HP 106 each.

E. ANTI-TANK BARRIERS/BERMS

These are towering concrete structures (or in some cases, colossal reinforced sand berms) arranged in such a way as to channel vehicles down a given path. Usually these paths are littered with mines or ringed with anti-tank turrets, or else serve to force a vehicle down a chosen avenue.

Anti-tank barriers weigh several tons apiece, and any vehicle driving into one will automatically crash, suffering damage as if it had hit a *Gargantuan* stationary object. A ground vehicle cannot drive over or through these barriers in any event, but a character

on foot can climb over one with a Climb check (DC 12).

F. BARBED WIRE FENCES (EL 1)

Each of these areas marks an extended section of barbed wire fencing, originally intended to prevent humans (or other creatures) from crossing on foot. The fences here are each 15 feet high, and topped with coils of alternating barbed and razor wire.

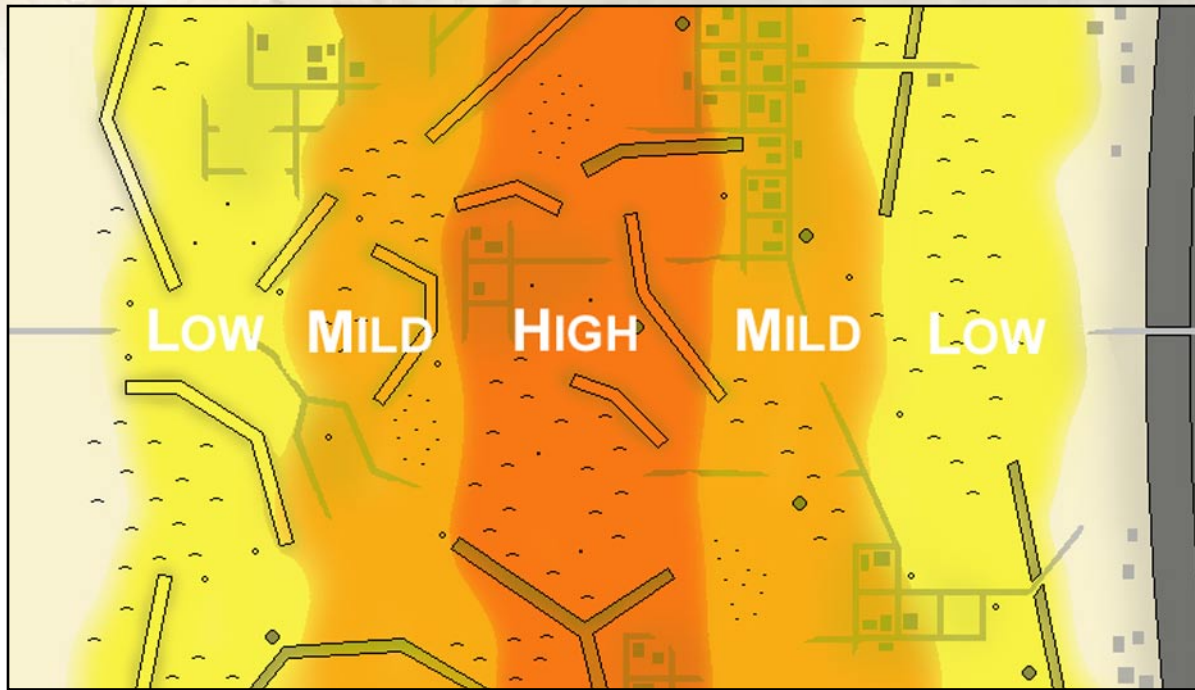
Crossing a barbed wire fence on foot requires two Climb checks at DC 15. Failure on the first check by more than 5 indicates the climber falls, suffering 1d6 points of damage from the drop. Failure on the second check by more than 5 means the climber becomes entangled in the barbed wire coils at the top of the fence; this inflicts 1d6 points of damage, and the character is entangled. The character cannot move, and attempting to do proves futile, inflicting an additional 1d6 points of damage. A trapped character can try to free herself, but this requires an Escape Artist check at DC 20 (whether successful or not the character suffers 2d6 points of damage in the process). A trapped character may be freed without risk of injury only by another companion who manages to climb the fence. Freeing an entangled character in this manner requires a full-round action.

A vehicle can plow through barbed wire fences with no trouble.

G. POP-UP BLASTERS (EL 4)

Each of these locations appears to be a wide-open area of shifting sand, usually 100 to 500 ft. in diameter. In reality these areas conceal *pop-up blasters*, robotic devices designed to fire on creatures and/or vehicles moving through the Barrier.

A pop-up blaster is a kind of miniature turret hidden just beneath the sand. Each blaster has a *motion detector* unit that senses vibration in the



RADIATION ZONE

Remember that the Barrier is *radiated* thanks to the poisoned nature of the Graveyard region in which the city is located (see *Darwin's World*). As soon as the party emerges from the tunnel into the Outside they become exposed to *radiation*.

The radiation level surrounding the Barrier is considered *Lightly* irradiated, but it increases to *Moderately* irradiated the deeper they go into the Barrier. It eventually peaks at *High*, before slipping back down to *Moderate*, then finally *Light* (shown on the map as “High”, “Mild”, and “Low”). Once the PCs pass through the Barrier completely, the radiation level drops off to nothing (see map).

You may want to allow the players to read the section on *potassium iodide tablets* (page 142 of the *Darwin's World* rulebook). They will quickly realize that they need to cross the Barrier as quickly as possible, to avoid suffering the consequences of prolonged exposure. While the tablets will help them avoid the more life-threatening effects of the radiation, they will no doubt want to get through as soon as they can.

How long does it take to cross the Barrier? That depends on the PCs, if they get sidetracked with fighting the various defenses instead of trying to simply get past them, or if their vehicle is immobilized and they have to hike the rest of the way on foot. As GM keep track of their progress, and determine the actual exposure time appropriately.

ground (out to 250'; again, use the Street Speed marker on the player map of the Barrier to judge its range). When the blaster detects movement it “pops” out of the sand and immediately begins firing the small laser built into its rotating turret mechanism.

A pop-up blaster acts like a *weapon animatron*, except for its higher Initiative. In addition, once a pop-up blaster fires a shot it quickly sinks back into the sand, receiving *total* cover until it emerges at the start of the next round (whether or not it acts, it always pops back up at the start of each round, before all other actions). Because a pop-up blaster is so small, even when exposed it is considered to have a Defense of 20.

☛ **Pop-Up Blaster (1):** CR 4, Hardness 5, HP 10, Init +12, *laser pistol* +10 for 2d12; treat as *weapon*

animatron.

GM's Note: If the PCs merely drive past it is likely the blaster will get only one shot off at them before they get away (assuming they are driving fast) - and then only if it wins the Initiative.

H. SENTRY TURRETS (EL 4)

Standing above the rubble in this area can be seen a small “tower” of metal, with an armored turret on top. When any motion is detected within 250 ft. the turret comes to life, narrowing its laser on the source of movement and opening fire.

Sentry turrets are simple robotic constructs (similar to weapon animatrons), and they will fire non-stop until the target is either killed or drives out of range.

☛ **Sentry Turret (1):** CR 4; Hardness 10; HP 30; Init +4; *pulse laser rifle* +10/+5 for 3d12; treat as *weapon animatron*.

GM's Note: As with the pop-up blasters, if the PCs merely drive past it is likely the turret will get only one or two shots off at them before the get away (assuming they are driving fast) - and then only if it wins the Initiative.

I. RUBBLE

These areas are littered with rubble from the time when the Barrier was first constructed; old rusted cars, hulks of abandoned trucks, even entire train cars were brought out here to serve as barriers.

A vehicle attempting to cross this type of terrain automatically drops speed by two steps (if below *Alley Speed*, the vehicle stops for an entire round). In addition the driver must make a Drive check (DC 20) to avoid losing control; any failure causes a *spin*, and failure by 10 or more results in a *roll*.

J. BONE FIELD

These sandy areas are littered with the bones of creatures killed by the automated defenses of the Barrier over the past 200 years. All manner of mutated creatures perished here, leaving heaps of bones where they dropped.

For the PCs passing through any of these grisly areas will be a haunting experience. They see the malformed remains of bizarre animals and strange creatures never before seen by their people - things such as mutants, RaveningH, Othydonts, B, Doom Harvesters, and even mighty Mutagons. All of these are now but bony

skeletons, though their weirdly-shaped bones (and obviously monstrous origins) should serve to remind the PCs that the world they are now leaving may not have been that bad after all...

Each area has bones from at least 100 or more creatures, most having wandered in from the radiated desert looking for shelter, only to be cut down by the city's defenses. Skeletons and skulls form a virtual *carpet* of bleached ivory as far as the eye can see.

A vehicle attempting to cross this type of terrain automatically drops speed by one step (if below *Alley Speed*, the vehicle stops for an entire round). There is no risk of losing control, however.

K. THE LURKING BEAST (EL 12)

This encounter is not shown on the map; instead it should simply be the last encounter the PCs have before leaving the Barrier altogether, regardless of where they are on the Barrier map.

The final area the PCs pass through resembles a typical *Bone Field* (see above), but living here, half-concealed by the sand and heaps of bones, is a *Mutagon* (this powerful mutant creature is detailed on page 300 of the *Darwin's World 2nd Edition* rules), also known as a "sand dragon" to the people of the wasteland.

This humongous mutant beast wandered into the city a few weeks ago and has been trying to



find a way through the Barrier. Mildly injured by a few laser blasts it has become annoyed, and will eventually (within a few days) give up and return to the wasteland. For now, however, it merely hides itself beneath the sand (and among the bones of past victims of the Barrier), gnawing on old strips of flesh and broken bones and waiting for fresh prey.

When the party reaches the edge of the Barrier (and thus the vicinity of the Mutagon), the creature will come to life and lunge out from beneath the sands, hoping to crush their vehicle between its massive jaws (or, if they are moving by foot, to merely snatch one of their number before they scatter and get away).

♣ **Mutagon (1):** HP 168.

GM's Note: This mighty beast should obviously be beyond the capabilities of the party, and they would be foolish not to race by to try and avoid it. If the PCs are in a vehicle the creature will try to snatch it as it drives by, but keep in mind that it will only get an attack if it wins Initiative (otherwise the party can simply race by). If it does, and it hits, it will do full damage (5d6+12) to their vehicle in an attempt to immobilize it. If successful, it will then breath a cone of fire on the vehicle hoping to "kill it" on the following round. Once this is done it will begin to literally devour their vehicle, metal and all.

The party can escape on foot while the creature does this (assuming they get out in time), as the Mutagon is easily distracted with eating their vehicle whole.

Development: If the party is moving by foot instead, the Mutagon will merely lunge at one of them (roll randomly to determine which poor character gets its attention), attempting to pick off one unfortunate PC and eat him, letting the others flee. If the party runs away it will not pursue, as it is

unwilling to exhaust any strength chasing down what it perceives to be "tiny morsels".

The PCs should only be rewarded the full EL 12 if they manage to kill the beast, not merely escape it.

THE END

If the PCs make it past the defenses of the Barrier, they have escaped the city for good. Read the following:

As you make it past the last defenses of the outer Barrier, you and your companions emerge from the radiated zone and out the other side. Here the ruin and rubble of the Barrier quickly diminishes into broad open desert, a sand-filled nothingness that stretches from horizon to horizon. The sun - something you have never seen in its full glory before - burns bright and hot in the sky, filling your hearts with newfound hope and a sense of great relief.

As you pass by, leaving the Barrier behind, you barely notice a stand of hand-made signs stuck into the earth on this side of the Barrier, adorned with skulls, bones, and strips of leather-like animal hide. These signs face outwards, towards the desert - not towards the city you came from.

As you go past, looking back you see a rudimentary language painted on each crude sign:

*STAE OWT
FORBIDN PLASE OF DETH
DIS BE YER LAS CHANZ!*

Whoever wrote the signs, a civilization that died out long ago or a savage group even now living among the sands just a few miles away, you cannot tell. But it is evidence, solid proof, that life survived the Fall.

All you have to do now is find them.

The first sign of life is not long in showing its face, just a few miles away. Over the next few dunes you see a break to the bleak monotony of the sands. There, in a slight depression - but within sight of the great Barrier and the dome standing over all - is a small nomadic camp, a single tent, and a young man squatting outside by a meager fire.

When you appear the man stumbles to his feet and notches an ornate wasteland musket under his arm, but soon his demeanor changes, and with a heave of his lanky frame he races across the dunes towards you. Dropping his musket, as he nears the man tears off his protective dust mask and reveals his face - with features strikingly similar to the girl Therese. A brother? Now, even through a veil of so many years, the nameless young man recognizes Therese's sisterly face, and runs towards her with arms outstretched, tears welling down his dusty cheeks.

Therese's eyes glimmer with a sudden remembrance, and she too begins to cry, the first of many smiles to come spreading over her face and bringing new light to it. As the boy slides down the last dune on clumsy feet, heaving with exhaustion, the two embrace as kin separated unfairly by a cruel and merciless twist of fate more than ten years before.

The young man is Therese's long-lost younger brother "Tark", a man who has dedicated his entire life to waiting within sight of the great domed city (despite the many perils of the Graveyard of Bone Cities) for the eventual return of his sister. Though ridiculed by many over the years for his single-minded devotion, the boy has never given up his belief that Therese (or as he knows her, "Taya") would some day return.

Tark is a member of the CrystalTime merchants of the Twisted Earth, just as his father and mother (and even Therese, before she vanished into the ruins so long ago) once were. With his experience living in the desert, and his connections with one of the Twisted Earth's more "benevolent" factions (the CrystalTime), Tark could prove to be a vital new member of the party, a "guide" to show them the Twisted Earth and educate them on the many dangers they will face in the years to come. A mutant, he would be as fascinated with the PCs (non-mutants) as they are of him, and every question they put to him will be answered by one of his own. This could prove to be the beginning of a great friendship, or even presenting a potential cohort for any PC who picked up the *Leadership* feat during the course of the campaign.

WHERE TO GO FROM HERE

The adventure laid out within these pages ends with the party escaping the Metropolis and discovering the world "Outside". Having escaped the last vengeful ambush of Stavros C, as well as having successfully navigated the almost certainly lethal Barrier, the PCs have emerged on the other side to a whole new world.

Where do you go from here? That's up to you. The party, Therese included, have a new world to discover, and there are countless possibilities over the next few dunes, the next few hundred miles between

here and the next wasteland settlement.

Now is a great time to launch a campaign in the Twisted Earth setting; with a fully developed backstory, mid- to high experience levels, and a stark backdrop to contrast their cultured characters against, the players may now look forward to enjoying the Twisted Earth and everything it has to offer. While the PCs may not have money per se (any *credits* they earned on the adventure will be worthless on the Outside; similarly Police Popularity Points won't have any sway on the chaotic and ruthless people of the wasteland), they will have some good gear to barter, an initial stockpile of survival supplies to get by on, and (hopefully) a vehicle to get them where they're going.

THE SPECTRE OF STAVROS

What about Stavros? Though the PCs did not kill Stavros C in the *Tunnel* there is always the possibility that he was killed trying to cross the Barrier himself. As an android, he is relentless in pursuing the party, as his last programming was to avenge Mayor Morrison's death; he will certainly try to catch them and finish the job. His unstoppable will, his inhuman dedication, could ultimately be his own undoing - and an appropriate death for so unrepentant a killer.

On the other hand, perhaps Stavros survives, and makes it through the Barrier as well. Perhaps a night or so later, as the PCs sleep among the dunes of their new world, the dreaded spectre of Metropolis Rho catches up to them in their sleep and, in true horror movie fashion, seems to defy death once more and makes one last attempt on their lives.

Alternatively, perhaps Stavros saves his revenge for later, for the future. Being on foot, he won't be able to keep up with the PCs if they travel by vehicle. But even faced with a broad open desert of endless unknowns, he is relentless, unwavering. He

will follow them, follow the tracks of their vehicle, and find them. He can be a recurring bad-guy, a villain who tracks them to the ends of the earth in the manner of Frankenstein's monster, only to finally catch up when they are weakest - or have the most to lose. He might find them after they have established themselves, for example, or even after they have settled down to start fledgling communities of their own far in the future. Imagine the irony of an old enemy such as Stavros appearing many years in the future, as young and vibrant as he is now (being an android, he's "immortal"), only to hunt the scattered members of the original Enforcer squad one by one now that they are old and grey? Or, alternatively, take his vengeance down on those communities the party's help or save on their adventures in the wasteland, always following in their footsteps and wiping out entire settlements to remind the PCs that they are forever hunted...

WHAT IF THE PCS STAYED

The ending assumes the PCs flee Metropolis Rho with Therese. But what if they don't? What if the party (or even just one or two PCs) chooses to stay behind and play a part in the city's future?

To be certain, in the aftermath of the revolution Fargo Dan and the East Side Boys take over Metropolis Rho despite the fierce opposition facing them. With the killing of the Mayor and the collapse of the West Side Gang, Fargo Dan is able to seize the title of Mayor and restore order in the city, but only after a week of fighting that leaves much of the already-fragile city in total ruins.

While he is far from a benevolent leader, in the coming weeks Fargo Dan appeases the demands of the revolution's survivors (including the other gangs that still contest his rule) just enough to secure his position, long enough to strong-arm the Council of

Gangs into legitimizing his claims and centralize his authority. But by this time even centralized authority is not enough to cure the ills of Rho's terminally diseased society.

Fargo Dan's solutions are stopgap at best, bordering on the naive. In the next few months food banks all over the city are broken open and rations handed out to the thousands of poor who line the streets for days - if only to appease them. Finances from the treasury of the West Side Gang are liquidated and given to the Enforcers in the form of a 100% raise in pay, securing their change of loyalty - for the time being. While this does irreparable damage to the city's fragile balance of resources, Fargo Dan is torn by too many demands at once to come up with an effective solution. What was once believed to be inevitable in the *future* proves to be a fact of *today*; eventually, despite all the drastic efforts Fargo Dan and even the mighty Council of Gangs can push through, Metropolis society collapses in on itself as the last reserves of food and fuel run out.

If the party stays, they will live through this time of turmoil, be a part of the city's "winding down". Future adventures can be set in this downward spiral, with the PCs organizing resistance against their former ally, Fargo Dan, once he begins cracking down hard on all dissenters, turning into a despot the likes of Morrison himself. As things get worse and worse the Enforcers eventually dissolve along with all other institutions of Metropolis society, and as the city faces an apocalyptic meltdown identical to the Fall, the PCs may find themselves either trying to convince their fellow citizens to abandon the city for the world Outside (of which they alone have "proof"), or simply take what their arms can hold and get off the proverbial "sinking ship" while they can.

But you don't have to reward the players' interest in the Metropolis setting with so devastating an end.

They can even play a big part in *preventing* this seemingly inevitable collapse. Instead of involving the collapse of society, future adventures set in Metropolis Rho could revolve around finding new sources of food and fuel, and prolonging Metropolis culture - in effect, "saving" the city from itself. The possibilities for adventures are potentially endless. In the chaos of an "impending collapse" the PCs could be called upon to protect the personnel of the Tech Union, for example, as they alone hold any hope of coming up with technologies to save the future. People with real technological solutions (like Malcolm of AIT) could be brought out of retirement, their ideas fielded in public and allowed to benefit society instead of being squelched; and Dr. Cole (if alive) and the mutants of Morton's Underground could be embraced by society, their researches used to better understand mutation and turn it into a force benefiting the people.

Through all of this the party will have to be instrumental in these things; they will be the diplomats and peace bringers of the new future, former slaves to the authoritarian state of a wicked dictator, turned into the saviors of an entire culture.

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.

OFFICER LANCE SANDERSON

During the adventure use the statistics for Officer Sanderson from *Handout #2* until he finally turns on the PCs in the optional *Bounty* episode. Then use the statistics below; these represent the experience he gained while working alongside the PCs during the

adventure (as well as new equipment he purchased with the bounty money he earned from betraying the mutants at the University), which he now uses against them.

Lance Sanderson, Strong Hero 3/Enforcer 3: CR 6; Medium-size humanoid; HD 3d8+3 plus 3d10+3; HP 36; Mas 13; Init +3; Spd 30 ft; Defense 21, touch 16, flatfooted 19 (+0 size, +2 Dex, +4 class, +5 equipment); BAB +6; Grap +8; Atk +9 melee (3d6+4, stun baton), or +8 ranged (2d12, Barrett Light Fifty) or +10 ranged (2d8, Wildey .44); Full Atk +9/+4 melee (3d6+4, stun baton), or +8/+3 ranged (2d12, Barrett Light Fifty) or +10/+5 ranged (2d8, Wildey .44); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Enforcers; SV Fort +5, Ref +5, Will +3; AP 3; Rep +0; Str 14, Dex 15, Con 13, Int 10, Wis 13, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Tactics]).

Skills: Climb +4, Drive +4, Gather Information +0, Hide +3, Intimidate +7, Knowledge (Streetwise) +2, Knowledge (Tactics) +8, Move Silently +3, Sense Motive +2.

Feats: Intimidating Strength, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Suppressive Fire, Weapon Focus (stun baton), Weapon Focus (Wildey .44).

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

Talents (Enforcer): Riot Formation, Uniformed Fighter, Danger Sense +1.

Possessions: Enforcer armor, Barrett Light Fifty, one box of .50 ammunition (11), Wildey .44 Magnum (with *laser sight*), *power cell*, two boxes of .44 magnum ammunition (16), can of *Tufn-Up*.

UNDERGROUND FIGHTERS

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

Though most of these people were previously unaffiliated, living on their own and thinking they were unique genetic aberrations (and, sadly, believing they were *monsters*), Morton has brought them together as a force to be reckoned with. Members of the Underground see Morton as not only a leader, but almost a “messiah”, as he has given them an identity, hope for a future, and taken away their shame and replaced it with a sense of belonging.

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

Occupation: Predator (Hide).

Background: Degenerate (Knowledge [Streetwise]).

Mutations and Defects: Varies.

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

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

Primitive Technology, Stealthy.

Talents (Fast Hero): Evasion.

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

ENFORCERS

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

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

Typical Enforcer, Strong Hero 3/Enforcer 1: CR 4; Medium-size humanoid; HD 3d8+3 plus 1d10+1; HP 23; Mas 13; Init +2; Spd 30 ft; Defense 20, touch 15, flatfooted 18 (+0 size, +2 Dex, +3 class, +5 equipment); BAB +4; Grap +6; Atk +7 melee (3d6+4,

stun baton), or +6 ranged (2d8, Wildey .44); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Enforcers; SV Fort +4, Ref +4, Will +2; AP 1; Rep +0; Str 15, Dex 15, Con 13, Int 10, Wis 12, Cha 8.

Occupation: Predator (Intimidate).

Background: Degenerate (Knowledge [Tactics]).

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

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

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

Talents (Enforcer): Riot Formation, Uniformed Fighter.

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

SECURITY GUARDS

Though trained in combat, the security guards of Titan Tower are by no means soldiers. With a daily regimen limited to checking ID badges and escorting visitors on tours of the ground floor *Media Gallery*, they have little morale when it comes to facing a full-on revolution.

Security Guard, Strong Hero 3/Guardian 1: CR 4; Medium-size humanoid; HD 3d8+3 plus 1d10+1; HP 24; Mas 13; Init +2; Spd 30 ft; Defense 16, touch 16, flatfooted 14 (+0 size, +2 Dex, +3 class, +1 equipment); BAB +4; Grap +6; Atk +6 melee (1d4+4, unarmed), or +6 ranged (1d6 plus *paralysis*, stun pistol); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL West Side Gang; SV Fort +4, Ref +4, Will +2; AP 2; Rep

+0; Str 14, Dex 15, Con 13, Int 8, Wis 13, Cha 10.

Occupation: Military (DW) (Intimidate).

Background: Degenerate (Computer Use).

Skills: Computer Use +1, Intimidate +2, Knowledge (Current Events) +0, Knowledge (Tactics) +2, Listen +2, Sense Motive +2, Spot +2.

Feats: Combat Martial Arts, High Ready, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Reactive Shooter.

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

Talents (Guardian): Defender +2.

Possessions: Sleek uniform, *stun pistol*, *power clip*, undercover vest.

CAPTAIN NELSON

The commander of the party's precinct, Captain Nelson only makes brief appearances in the adventure until the PCs finally move on Titan Tower to remove Mayor Morrison from power. Here they face off with Nelson and a large contingent of Enforcers for one of the largest battles in the campaign.

Captain Nelson, Dedicated Hero 4/Enforcer 4:

CR 8; Medium-size humanoid; HD 4d6 plus 4d10; HP 36; Mas 10; Init +3; Spd 30 ft; Defense 23, touch 18, flatfooted 21 (+0 size, +2 Dex, +5 class, +5 equipment, +1 deflection); BAB +7; Grap +6; Atk +6 melee (3d6-1, *stun baton*), or +11 ranged (2d8, *Wildey .44*); Full Atk +6/+1 melee (3d6-1, *stun baton*), or +11/+6 ranged (2d8, *Wildey .44*); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Enforcers; SV Fort +4, Ref +5, Will +4; AP 2; Rep +3; Str 8, Dex 14, Con 10, Int 15, Wis 13, Cha 14.

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

Background: Degenerate (Knowledge [Tactics]).

Skills: Bluff +5, Diplomacy +6, Disguise

+4, Intimidate +15, Investigate +6, Knowledge (Behavioral Sciences) +4, Knowledge (Civics) +6, Knowledge (Current Events) +8, Knowledge (Streetwise) +11, Knowledge (Tactics) +11, Listen +5, Sense Motive +6, Spot +5.

Feats: Confident, Deceptive, Double Tap, Personal Firearms Proficiency, Point Blank Shot, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (*Wildey .44*).

Talents (Dedicated Hero): Empathy, Intuition.

Talents (Enforcer): Riot Formation, Uniformed Fighter, Danger Sense +1, Armored Fighter.

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

ELITE BODYGUARDS

The elite guards of Titan Tower are the city's version of a "Praetorian guard", men drawn from the ranks of the Mayor's gang and charged with defending the Tower against all intrusion. Clad in intimidating plastic plate armor, and armed with futuristic assault rifles, these troopers are a common sight at the side of the Mayor whether at home or out and about in the city.

Elite Bodyguard, Strong Hero 3/Guardian 2:

CR 5; Medium-size humanoid; HD 3d8+6 plus 2d10+4; HP 35; Mas 14; Init +2; Spd 30 ft; Defense 18, touch 15, flatfooted 16 (+0 size, +2 Dex, +3 class, +3 equipment); BAB +5; Grap +6; Atk +6 melee (1d6+3, rifle butt), or +9 ranged (2d8, *Ruger Muzzelite*); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL Mayor Morrison; SV Fort +6, Ref +5, Will +2; AP 2; Rep +0; Str 13, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Occupation: Military (DW) (Intimidate).

Background: Degenerate (Computer Use).

Skills: Computer Use +2, Intimidate +4,

Knowledge (Current Events) +2, Knowledge (Tactics) +3, Listen +4, Search +1, Sense Motive +2, Spot +4.

Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Weapon Focus (*Ruger Muzzelite*).

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

Talents (Guardian): Defender +2, Weapon Focus (*Ruger Muzzelite*).

Possessions: *Ruger Muzzelite*, three boxes of .223 ammunition (30), Praetorian armor, one *ready syringe* (with one dose of *Stimshot A*).

STAVROS

Activated by Morrison long before his election to the position of mayor, the man known as "Stavros" is actually an android - or 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).

MAYOR RICHARD MORRISON

Richard Morrison, leader of the powerful West Side Gang and mayor elect of Metropolis Rho, is a ruthless man with a ruthless vision. Having grown tired of the ingrained institutions of the city that make his dreams of founding an imperial dynasty (with him as its ruler) impossible, he has taken it upon himself to not only challenge the status quo - but to utterly destroy it. With an ambition matched only by his lust for immortality, Mayor Morrison is perhaps the greatest threat Metropolis Rho has ever known.

Mayor Morrison, Charismatic Hero 3/Ganger

10: CR 13; Medium-size humanoid; HD 3d6 plus 10d8; HP 56; Mas 10; Init +2; Spd 30 ft; Defense 19, touch 18, flatfooted 17 (+0 size, +2 Dex, +6 class, +1 equipment); BAB +8; Grap +7; Atk +7 melee (1d3-1 nonlethal, unarmed), or +11 ranged (5d4, American 180); Full Atk +7/+2 melee (1d3-1 nonlethal, unarmed), or +11/+6 (6d4, American 180); FS 5 ft by 5 ft; Reach 5 ft; SQ none; AL West Side Gang; SV Fort +7, Ref +9, Will +5; AP 6; Rep +9; Str 8, Dex 14, Con 10, Int 16, Wis 13, Cha 14.

Occupation: Demagogue (Bluff, Sense Motive).

Background: Degenerate (Knowledge [Business]).

Skills: Bluff +18, Computer Use +4, Diplomacy +8, Drive +6, Forgery +11, Gamble +10, Intimidate +18, Knowledge (Business) +19, Knowledge (Civics) +9, Knowledge (Current Events) +19, Knowledge (History) +4, Knowledge (Popular Culture) +9, Knowledge (Streetwise) +19, Knowledge (Tactics) +4, Knowledge (Technology) +4, Knowledge (Theology and Philosophy) +5, Sense Motive +17.

Feats: Advanced Firearms Proficiency, Burst Fire,

Improved Autofire, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Renown, Super Charismatic, Weapon Focus (American 180).

Talents (Charismatic Hero): Charm, Favor.

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

Possessions: Fine clothes, American 180, one box of .22 ammunition (44), Derringer .45, two rounds of .45 ammunition, light undercover shirt, 1,500 credits in cash.

TARK

Tark is Therese's long-lost younger brother, a young man obsessed with waiting for the day when his sister will find her way home. Living within sight of the great dome of Metropolis Rho, he has spent years avoiding the dangers of the Graveyard region, braving the radiation and sand storms, with an unshakable faith that she will someday return.

Tark plays a very small role in the adventure, only being introduced to the party in the closing scene. Still, the party will need a guide now that they are faced with a whole new world to explore, and he is the ideal person to do it. His statistics are presented here for future adventures.

Tark, Post-Apocalyptic Hero 3/Trader 1/

Survivalist 2: CR 6; Medium-size humanoid; HD 3d8+6 plus 1d6+2 plus 2d10+4; HP 41; Mas 14; Init +2; Spd 30 ft; Defense 18, touch 16, flatfooted 16 (+0 size, +2 Dex, +4 class, +2 equipment); BAB +4; Grap +6; Atk +6 melee (1d6+2, rifle butt), or +6 ranged (2d8, black powder rifle); FS 5 ft by 5 ft; Reach 5 ft; SQ medical incompatibility; AL CrystalTime Merchants; SV Fort +6, Ref +7, Will +3; AP 3; Rep +1; Str 14, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Merchant (Gather Information).

Background: Visionary Reinventor (Diplomacy).

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

Skills: Climb +4, Diplomacy +5, Gather Information +6, Hide +4, Listen +3, Navigate +8, Profession +4, Spot +9, Survival +11, Treat Injury +2.

Feats: Armor Proficiency (light), Far Shot, Guide, Personal Firearms Proficiency, Post-Apocalyptic Technology, Primitive Technology, Track.

Talents (Post-Apocalyptic Hero): Wasteland Lore, Conserve.

Talents (Trader): Ear to the Ground.

Talents (Survivalist): Called Shot +1d6, Way of the Land.

Possessions: Leather armor, dust mask, black powder rifle, black powder pistol, 24 rounds of black powder shot, three *halazone tablets*, one *ready syringe* (with a dose of *rad-purge shot*), four *juju potions* (1d4+4), other survival items at the GM's discretion.

NEW ROBOTS

Since two new robots are introduced in *Humanity In A Bottle*, their statistics are included here.

ROBIRD

“Robirds” are advanced automatons designed by the ancient ancestors of the inhabitants of the Metropolis to protect the Barrier from intrusion. Specifically designed to be able to pursue trespassers into the Barrier, skirting obstacles and flying over the minefields and other defenses, robirds are flying robots. The technology behind their creation has long been lost.

Robirds typically remain dormant in tall armored towers until activated by hidden sensors located in their vicinity. Once activated a robird's internal power plant comes to life and it rises from a sliding door at the top of the tower, propelled by two vectored-thrust turbofans. Once it has cleared the tower the robird (normally only a few feet in length) transforms, as thin stiletto-like wings swing out from internal bays. So configured, the robird shoots off at surprising speed to pursue its prey. The sound of its whining engines is often the last noise an unsuspecting Barrier scav hears...

Robirds are typically armed with pulse lasers and an advanced sensor suite that allows it to track moving targets (such as speeding vehicles trying to cross the Barrier). Robirds are also equipped with electronic chips that transmit a special IFF signal that makes them effectively invisible to correctly functioning defense turrets in the Barrier.

ROBOT TRAITS

A Robird has the traits common to all *robotic constructs* (as described in *Metal Gods*), but it does not have a *command level* (they were created to be entirely independent of human operators).

Robird: CR 7; Huge Robotic Construct; HD 12d10+40; HP 106; Mas -; Init -2; Spd 20 ft; Defense 24, touch 6, flatfooted 24 (-2 size, -2 Dex, +18 natural); BAB +9; Grap +25; Atk +15 melee (1d8+8 slam), or +8 ranged (3d12, pulse laser rifle); Full Atk +15/+10 melee (1d8+8 slam), or +8/+3 ranged (3d12, pulse laser rifle); FS 10 ft by 10 ft; Reach 5 ft; SQ robotic construct, DR 5/-; AL none; SV Fort -, Ref +2, Will -3; AP 4; Rep +0; Str 26, Dex 7, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Firearms Proficiency, Advanced Technology, Far Shot, Flyby Attack, Weapon Focus (pulse laser rifle).

AREA PACIFICATION ROBOT

The APR-10 (or “Area Pacification Robot, Model 10”) was a flawed robot design created by the engineers as AIT. Designed to defend high-importance areas against intrusion with “extreme prejudice”, the APR mounted a turreted autocannon. To compensate for recoil the robot's weight was evenly distributed on four puncture-resistant tires.

Despite early trials that showed some promise, the APR suffered from a fatal flaw that all but put the final nail in the project's coffin. The APR's logic circuits were so badly designed that it could not distinguish between friend or foe. Though the project was cancelled, several prototypes installed in Titan Tower were somehow overlooked, and remain hidden in secret bays throughout the building, awaiting orders to come to life and pursue “intruders”.

A typical APR will carry 50 rounds of 25mm ammunition internally.

ROBOT TRAITS

The Area Pacification Robot has the following traits, as described in *Metal Gods*: *robotic construct*, *command level III C*, and *auto reloading*. In addition it also has a unique “flaw”, described below.

Flawed Logic Circuit: Any movement or sound made by anyone (or anything) other than the APR's current target has a chance of causing the robot to switch targets, pursuing the new “threat” instead of its current opponent - even to the point of abandoning a current battle to track the source of distraction down. The APR must make a Will save at DC 15 to avoid being forced to switch targets in this manner.

Area Pacification Robot (APR-10): CR 7; Huge Robotic Construct; HD 12d10+40; HP 106; Mas -; Init -2; Spd 20 ft; Defense 24, touch 6, flatfooted 24 (-2 size, -2 Dex, +18 natural); BAB +9; Grap +25; Atk +15 melee (1d8+8 slam), or +7 ranged (4d12, 25mm cannon); Full Atk +15/+10 melee (1d8+8 slam), or +7/+2 ranged (4d12, 25mm cannon); FS 10 ft by 10 ft; Reach 5 ft; SQ robotic construct, command level (IIC), DR 10/-, auto reloading, flawed logic circuit; AL none; SV Fort -, Ref +2, Will -3; AP 4; Rep +0; Str 26, Dex 7, Con -, Int -, Wis 1, Cha 1.

Skills: None.

Feats: Advanced Firearms Proficiency, Advanced Technology, Point Blank Shot, Power Attack, Room-Broom.

NEW WEAPONS

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

TABLE 4-1: NEW WEAPONS

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Wgt	Cost	Craft DC
American 180	6d4	20	Ballistic	50 ft.	A	44 box	Large	8 lb.	15,000 cp	27
DMP 500	2d10	20	Energy	100 ft.	S	Clip, belt, back	Small	1 lb.	14,000 cp	35

AMERICAN 180

A rather unusual submachinegun first produced in the 1960s, the American 180 never met with a great deal of success due to the .22 caliber round it was chambered for (considered too low-powered for military use). Featuring an unprecedented 176 round pan magazine mounted on the top of the weapon, the 180 was capable of putting out a stunning 1,800 rounds per minute (compare to the M16, which puts out 800 rpm); it was claimed that a 180 could reduce a cinder block to dust in a matter of seconds. In the United States sales of the 180 were generally restricted to law enforcements agencies, particularly federal and state penitentiaries, thus its appearance in the Mayor's collection of "antique" firearms.

Like the M214 Minigun, the statistics below are intended to reflect the impressive rate of fire of the American 180. Note that the magazine is reduced to reflect the high ammo usage as well (in game terms four rounds from the American 180 are used for every one from another weapon), but the cost should be four times normal.

DYNACO DMP 500

The Dynaco DMP 500 maser pistol was designed almost exclusively for the law enforcement market, and was widely employed as the sidearm of choice for various agencies in the nation's great Metropoli before the Fall. The primary attraction of the DMP 500 is its "variable energy use" feature, particularly attractive as government resources became scarcer and scarcer in the latter days of the Ancients.

On its standard setting the Dynaco does 2d10 damage per shot, but when set to "energy saver" it does only 1d10 damage. However, when fired on this second setting the weapon drains only half a charge from its power source.

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