

# MUTANT

CHRONICLES

V



3<sup>RD</sup> EDITION

## LUNA & FREELANCERS

SOURCE BOOK

MÖDIPHIUS™  
ENTERTAINMENT

FFFG™

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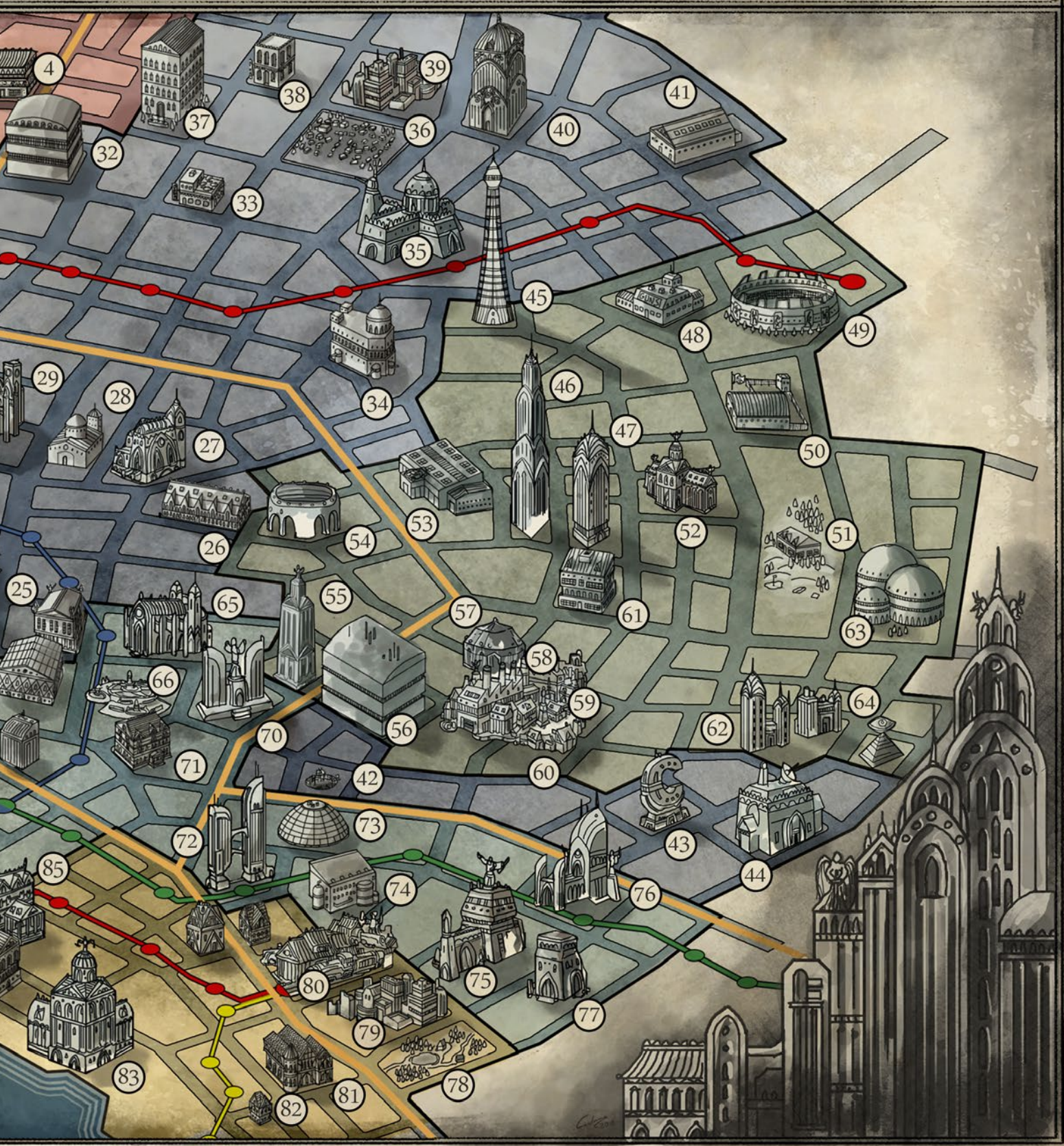
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- Northern Subway Line
- Green Line
- The Great Circle Line
- Mishima
- Cathedral & Cartel Enclave
- Capitol
- Bauhaus
- Imperial



# MUTANT CHRONICLES

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# LUNA NOIR AND PRE-FALL

## A BRIEF HISTORY OF LUNA

### PRE-FALL LUNA

We must turn the pages back now to that rare and mythologized time when man had eclipsed the greatest imaginings of that day's futurists. Following the Exodus from Earth, many thought that mankind would never reach the heights it had achieved on its birth-world. But, in time, man elevated himself again from the industrial age to that of the digital age. Sadly, this very triumph would lead to an unprecedented weakness which the Dark Symmetry would soon exploit.

Still, in its day, Luna was the most advanced city mankind had ever seen. It was a world one can only dream of today and one people today may fear will return.

Campaigns or even one-off adventures may still be set in this time. The cyberpunk dial is turned to eleven in this alternate setting. Where today's Luna is one of diesel and steam, grime and retro-futurism, the Luna of the First Dark Legion is a more technically advanced era in which corporations war against each other while relatively ignorant of the growing Dark Symmetry threat.

At the same time, Pre-Fall Luna's DNA is redolent in Luna during the Dark Symmetry Era. Those very technologies which led to the corruption of so many may have been outlawed, but that does not mean Luna during the First Dark Legion War—Luna Noir—is any technological backwater. Man's relationship with technology has always been one of walking the razor's edge between benefit and danger. For every great technological step forward, new dangers inevitably arise.

This, then, is humanity in a kind of pre-cataclysmic golden age. All of this is about to change with the Fall.

### THE FALL

Once the Seal on Nero was broken, the Dark Symmetry spread throughout the solar system by infecting man's greatest machines. The heights to which the race had risen on the back of technology would prove its undoing. The more advanced the technology—computers, AIs, and the like—the more vulnerable to corruption said technology proved to be.

As the corruption infected systems such as SolCom, ultimately leaving it in ruins, the once unified solar system was plunged into a

new Dark Age. Without the ubiquity of constant, reliable connectivity and communication, planets and other settlements became isolated. For Luna, the shift was jarring but survivable. As Luna's industrial base rivalled that of Mars, the city was able to weather the Fall of man's greatest technology. This is not to say things went without incident. The great houses of credit found their accounts were now inconsistent, unreliable, and often contradictory, and this added to a panic which crashed the Luna economy.

No one could say with reliability who owed what to whom. This massive collapse of credit revealed the uncertain foundations upon which the Luna, and to some extent, the solar economy were based. The loss of reliable capital plunged the traditional economy into chaos. Facing mass riots, martial law was established, and the corporations banded together to relieve the masses with food, shelter and, eventually, restored power. It was, however, that or face the collapse of the entire city.

Fortunately, internecine rivalries between corporations temporarily ceased during the Fall. The lack of communications with the larger corporate structures allowed local headquarters to operate with autonomy.

After a black night, called Night of the Hanging Man, in which some 1,000 employees of various corporations were lynched by angry mobs, the corporations decided that profit needed to come second to survival. They became the people's saviour in this dark time. In the coming century, the Brotherhood would replace this good will but, for a brief shining half century, the corporations were all holding Luna together. Of course, this was not destined to last. The corporations have always been rivals and always shall be.

### THE FIRST DARK LEGION WAR

Citizens of Luna must have believed things could get no worse than the Fall. Yet, a mere century later, things became worse than humanity could have possibly imagined. From the remote past, evils born before the existence of man came through the cracked Seal of Nero and made war upon mankind.

Luna itself fared better during the First Dark Legion war than most other cities of man. This was due to the protection of the Brotherhood and their use of the Art. But the war did not leave the city entirely unscathed. See *Luna Noir: The First Dark Legion War* below for details.

## THE SECOND DARK LEGION WAR

This is Luna today. After suffering the Fall, two corporate wars and assaults from Dark Symmetry, Luna once again finds itself the beating heart, and perhaps someday the last redoubt, of mankind. The great technology lost during the Fall is only now re-emerging in the form of Cybertronic products. The Corporations have solidified their claims on some sections of the city, but Luna remains free. The vast majority of places outlined in this book exist in the spaces between corporate domains. We shall revisit some of the locations found in the *Mutant Chronicles* core book, but this book not only updates information, it opens new locations, plots, NPCs and mysteries for the GM to further develop in their own campaigns.



## PRE-FALL NOIR: LUNA AT THE HEIGHT OF TECHNOLOGY

Humanity has lost its home on Earth, but in many ways the race begins this era with more innocence. While humanity has seen a self-made apocalypse, it has yet to fully understand the evil and madness of the Dark Symmetry. As the war begins, this dread threat becomes more and more painfully clear. Prior to the Fall, there are many who would dismiss this mystical force of evil and entropy as a tale told to frighten children. Of course, humanity has learned that this is woefully inaccurate.

There is an arrogance to the Luna citizenry at this point in history which we often find missing during the Second Dark Legion War. Technology has always been that which set humanity apart from the other animals on the Earth. Even after the desolation of their homeworld, people still believe technology is our salvation.

Cell phones and computers, the Internet, and body modification are all found in Luna of the period. Mankind, having received a reprieve, is pushing ahead toward a brighter future and a golden age of prosperity unmatched by any other era. Luna is therefore suffused with technology. It is inextricable from the people and the society around which it revolves. Adventures are necessarily more technically oriented than in the current timeline. Luna has forgotten a great deal of the technology this era held as common.

Intelligence networks are all advanced. Spying takes place as often through electronic means, as it does by human assets on the ground. Every corporation is a Cybertronic when it comes to technology, and much of the corporate wars take place in cyberspace—a term

all but forgotten now. Still, someone has to go in and do the dirty business, much as they do today. The operative skulking the streets of Luna Noir is not as far removed from those who operate now as one might think.

## PRE-FALL LUNA NOIR CULTURE

Luna Noir resembles contemporary, 21st century culture much more than the Luna of the Second Dark Legion War. Pop culture is everywhere. Even with the divided mindsets of different corporations, media and cyberspace form a common language of which everyone on Luna is familiar. This is the difference between Hollywood of the 30s and 40s and Hollywood today. One is not simply aware of celebrities: they are ubiquitous in advertising, TV programs, websites, and the like.

In Luna Noir, you cannot escape pop culture, and there is no Church to fight for that percentage of attention. Vice and corruption appear not only from Dark Symmetry but also as the by-product of the largest and greatest city that humanity has ever known. Things are big and shiny in Luna Noir. Neon and holo-ads draw the lonely and lost into the night with promises no advertisement can hope to keep. It is a world of two-bit detectives using special algorithms to track their targets as opposed to just good “old fashioned” sleuthing.

Video games and virtual reality are the default entertainment of the masses not hooked on their TVs. Like our real world, media is amorphous—a unified, ubiquitous thing through which the picture of man himself is distilled. The rich are still rich and the poor still poor, but everyone thinks they will be a Net Star someday. This represents a tonal shift from most *Mutant Chronicle* campaigns. Up the cyberpunk and dial down the theology. The Dark Symmetry is out there, as it always has been, but it is largely dormant, and there are only a handful who know about it. Fewer still know what it may herald. In the early days, the great corporations of the world thought they were unstoppable—too big, too powerful, and too prosperous to fail. As stated before, these are innocent times.

## PRE-FALL LUNA CITY LAYOUT

Much of the topography of Pre-Fall Luna Noir now lies hundreds of feet below the surface of the city as it is known today. As noted in the core book, corporations often find it easier to raise the street level and start again. Haunting this underworld are buildings that were once the pride and joy of Luna’s earlier citizens.

The GM can play on this for effect. For the players, it is as if they have gone back in time. The city is different. Chrome gleams from trains powered by advanced magnetic technology. The skies buzz with aircraft of all shapes and sizes. The tallest spires are not those of The Cathedral, but those of corporate enclaves housing the business-suited warriors of hostile takeovers and product rollouts.

## LUNA NOIR: LUNA DURING THE FIRST DARK LEGION WAR, 8 YC TO 53 YC

While the Brotherhood warned of the Dark Symmetry, few really understood the scope of the coming war. Luna found itself in a curious and enviable position. The Brotherhood ensured the safety of the city via the Art. While other metropolises felt the full brunt of the Dark Legion, Luna was spared outright assault.

Instead, a secret war began on the streets of Luna. "Den of spies" might best describe the climate of espionage found in this era, though the average Luna citizen was hardly aware of the intrigue around them. They went about their day-to-day business, though the tension of the war—and this new, terrifying enemy—weighed upon them. We might think of Luna during this era as an American city during World War II. The potential for invasion exists but feels remote to most citizens.

Refugees flood to Luna from the other worlds, desperate to escape the horrors of the Dark Legion, but with them, they bring suspicion and paranoia. These men, women, and children who have seen the Darkness might bring it with them, or their numbers might conceal agents of the enemy. These voices are opposed by the Brotherhood in all places, and more than a few of these preachers of fear are found to be agents of the very evils they decry, but that doesn't make the voices any quieter.



In Luna Noir, corruption can take many forms."

But, by and large, instead of worrying for themselves, citizens of Luna worry about those they love who have gone off to war and what might happen to all humanity if they fail.

### LUNA NOIR CULTURE

Some 100 years after the Fall, Luna has begun to adjust to the loss of technology. However, the memory of those great technological heights is still fresh. While some advanced technology can still be found across the city—not yet removed and replaced—so can the scars of the Fall, great segments of the city still ruined from spacecraft crashes and other technological catastrophes. By the time of the Second Dark Legion War, Luna has fully acclimated to the retrograde technology that predominates the worlds of man. Yet, here, in 8 YC, there are people still living who remember the older technology. The Corporations, too, are continuing to adjust to the change—often only at a pace that suits their bottom lines.

The vast communications networks such as SolCom connected the city, and other planets, nearly instantaneously. Following the Fall, this was no longer possible. Messages now move at the pace a vehicle can move through space or travel by wire from one Luna district to another. Gone are the days of ubiquitous constant connectivity. This leaves the populace in a kind of reverse future shock. While the younger generations are not aware of the difference, and seldom think to trust electronic communications for vital messages, elders of the era have a hard time coping with the downgrade in technology.

Couple this with the emergence of the Dark Symmetry, and Luna is in a state of shock. For thousands of years, man thought he understood the universe. He believed his world to be bounded by firm, inviolable laws of physics. The last century has proved all of that a comfortable illusion for an era mercifully ignorant to the Dark Soul and its hosts.

Thus, while Luna functions as a city, there is a pervasive angst. In parks and boardrooms, nightclubs and theatres, people are vaguely ill at ease. The Dark Symmetry has upended not only the period of peace man briefly enjoyed but also his entire worldview. Man is not alone in the universe, and those companions lurk not among far off stars but in twisting dimensions that breed evil, madness and violence.

For GMs, this makes an interesting period in which to set a campaign or one-off adventure. While the contemporary timeline of the Second Dark Legion War is dire, it is at least familiar to society. Not so during the First Dark Legion War. A city used to corporate intrigue and skirmishes now sees the system plunged into war with an enemy that defies all reason, all known science, and all attempts to comprehend it. The existential shock is palpable and reflected in NPCs and organisations alike.



## ADVENTURES IN LUNA NOIR

Espionage and the mysterious corruption of the Dark Symmetry dominate Luna Noir adventures. Unlike the Second Dark Legion War, in which corporations continue to war privately in Luna, this first conflict has largely caused the Corporations to set aside outright conflict. Everyone, including the great Corporations, is simply too damn scared to worry about corporate espionage when men and women around them are going mad and fallen soldiers are coming back from the dead as something far from human.

Due to this, the battle between mankind and the Dark Symmetry dominates adventures set in this era. The Dark Symmetry is new to man, and the Brotherhood has not yet revealed all they know of the Dark Legion. Indeed, secrecy is the order of the day, for you never know who or what might be listening. The Brotherhood is unwilling to reveal the true horror of the Dark Soul and its minions all at once, if they even know the whole truth. Information is leaked slowly in order to gradually prepare the human mind for what will become their new reality.

This is not to say the corporations cooperate freely. They, too, remain secretive. They simply aren't as active in conducting operations against each other. No one, not even the boards of the great Corporations, knows what lies ahead. It is as if the city has taken a deep breath and has yet to let it out.

Missions focus around exposing and gathering intelligence on the Dark Symmetry, and maintaining the peace between the corporations. The nascent Brotherhood, while led by men familiar with this malevolence, knows less than it would like of the threat facing them. As such, the newly formed Brotherhood hires increasing numbers of Freelancers to conduct the business for which they lack necessary manpower. Remember, not only has mankind learned of a grand and pervasive supernatural evil, it has also undergone a spiritual unification unprecedented in man's history.

While the Brotherhood is powerful, it is still establishing itself and the protocols that will later guide its members and its allies. In addition, corporate spies and agents, while conducting routine business, find themselves encountering the Dark Symmetry. Sometimes, this information is shared with the Brotherhood, but it is rarely shared directly with other corporations—no corporation is sure that it can trust the others, for they may be agents of the Darkness too.

Another factor to consider is crime. Criminal organisations that exist in the Dark Legion era often have their roots in the First Dark Legion War. The sudden shifts from an era of peace to a solar system at war has left massive gaps in security on the Luna streets. Criminals have seen opportunities to exploit these fractures, and gathered together as the strong exert their wills over the weak. The City of Luna may not be under siege by the Dark Symmetry, but it is arguably under siege from a rapidly growing class of organised criminals.

## PRE-FALL TECHNOLOGY

Modern citizens of Luna might look back upon this era as a kind of Industrial Dark Age. In fact, some scholars have labelled it such. This isn't entirely accurate, but it isn't that far off the mark. The technology of the era was pulled from the ruins of the Fall but without being able to utilise much of the more sophisticated technology of pre-Fall Luna.

The result is something like the rebirth of the Industrial Revolution; itself a massive step back for man after reaching such heights. Inventions are being rediscovered. Steam has again become a popular source of power as has coal. The great reactors of days gone by are gone. Abacuses and stenography pools have replaced the computers which once virtually ran corporations. The Fall wiped out all sorts of records, and old technology was among those lost. Consider, for a moment, if we suddenly lost all our advanced machines today and had little record of the machines of old. It would take time to re-invent them. That is where Luna Noir finds itself. Steam trains chug through Victorian-looking stations. Radio broadcasts are popular, but TV is just beginning to be sorted out with vacuum tubes much less susceptible to Dark Symmetry. AIs have all but gone, leaving corporate CEOs and boards to make decisions that would have once been left to these superior intelligences.

Some pieces of technology, such as firearms, remain relatively unchanged, but the massive automated factories that made them have gone through a thorough refit to use older methods of mass production. For those who don't remember the Fall, it is exciting to see the leaps and bounds technology and industry makes. For them, pre-Fall technology might as well be magic.

In the shadows, spies and thieves, assassins and racketeers mingle and make dodgy deals. The criminal underworld is a prime access point for the Dark Symmetry to infect Luna and it is there, as well as among the dispossessed, that some of the earliest and most persistent cults form. If this were not so frightening a time, it might be exhilarating, for everything is changing.

## NOIR LOCATIONS

Luna Noir bears more resemblance to modern Luna than Pre-Fall Luna does, but the two time periods remain a millennium apart. There are many locations which have either greatly changed or no longer exist during the Second Dark Legion War. Below are some select areas of interest.

## BROTHERHOOD SQUARE

The Brotherhood is centuries away, but the territory which becomes the square is currently downtown Luna. This is the equivalent of downtown Manhattan being used for a religious centre sometime in our own future. For anyone living in Luna Noir, it is very hard to comprehend.

Buildings rise up into the night, while the lower tiers are clogged with people out to enjoy the city. Massive aerial highways criss-cross downtown like a web tying everything together. Lights are everywhere, not unlike today, but many of them are holographic or based on other forgotten technologies. There is an underlying seedy quality which comes out at night. When the corporate business is done for the day, porn shops and peep shows, drug dealers and addicts hustle around the confluence of Luna's great streets. It is, in many ways, the opposite of what Brotherhood Square symbolizes. Here, in the Luna Noir night, humanity lets the grosser demons of its nature play, and that is before you include Dark Symmetry.

## STUDIO CITY

While CEN is the premiere entertainment producer in Luna Noir, all the major corporations have their fingers in the pop culture stew. There is simply too much connection between celebrity, media, and advertising for any corporation *not* to participate. The result is an area of the city that is not quite its own district: Studio City, governed by dozens of corporate representatives and liaisons.

Films and television series are shot here. Virtual reality productions are built in computers here, and a great many of the celebrities live in the ritzy resident area located in the faux-district's perimeters. Fame-Seeking drones fly all over the area, trying to capture a celeb in a compromising position for the never-ending feeds.

In the Dark Legion Era, the technologies that made Studio City possible have been lost for over a thousand years, and only they are starting to resurface—carefully, and to a reluctant public—through corporations like Cybertronic.

## LESSER MARS— CAPITOL DISTRICT

Capitol is, perhaps, the single greatest icon of the Pre-Fall Noir era. While the relentless pursuit of profit has not diminished in the intervening years, this is a boomtown built on Capitol funds and speculation. The Pinnacle, as it stands today, is shorter than The Cathedral, but it was not always so overshadowed. The building itself hasn't much changed over the centuries, although street level before the Fall was several dozen storeys lower than it is today.

Some 30,000 people work in the Pinnacle. Skyways leads from various floors and parking garages punctuate every ten levels, though these are replaced by hangars and landing pads in the upper levels. Residences, too, fill the upper portions of the Pinnacle, making it an arcology of sorts. It is truly said that a man need never leave The Pinnacle and may still see all that life has to offer. Before the Fall, much of that experience is virtual, but that does little to diminish the claim.

## LONGSHORE STOCK EXCHANGE (LONGSEC)

Little has changed here except for the technology. Prior to the Fall, tiny, hand-held devices linked into remote servers replace the great computational machines that dominate today's exchange. The physical presence of traders on the floor is less necessary; the furore and bustle of the exchange is something that came after the Fall.

## MAD SQUARE GARDEN

In this era, the Garden has a different name—one tied directly to Old Earth. As in later times, it is a sporting venue. Sports, however, are different. Boxing features both robots and augmented athletes. Wrestling involves a pantheon of colourful characters whose skeletons are reinforced by carbon steel. Death sports, always popular, have a bit less lethality in the Noir Era, as many wounds considered fatal in later times are treatable by technology that was widely available before the Fall.

## THE GIANT EYE

Both a comedy show, and the nickname of the Capitol Entertainment Broadcasting Network [CEN], The Giant Eye is something of a subculture phenomenon. The show, allegedly made by pirates, deconstructs the notions Luna citizens have of themselves and their achievements. Where CEN broadcasts shows that underscore the validity of modern living, The Giant Eye takes it down a peg.

The show features surreal skits interpreted with actual footage captured from cams around the city, personal and public. The Eye claims to be a panopticon watching itself while the viewers watch it. While the goals of the program and whatever group lies behind them are opaque, the show is enormously popular even if not tracked by normal metrics. In fact, CEN has been looking for a way to monetize these broadcasts.

A central conceit of the show is the repeated, near tautological conspiracy idea that the CEN Tower, and media at large, is preparing humanity for the outbreak of "A great and terrible force", by shattering preconceptions and casting doubt upon the conventional. While those behind the Giant Eye program ostensibly seek to warn Luna, some deeper conspiracy theorists suggest the Giant Eye is a tool of that very "terrible force" it purports to fight.

## BANK OF MARS

It is no mere tagline that the bank uses when it says, "Serving Man for the Millennia." The Bank of Mars looks not dissimilar to the way it does today—though the actual building is long lost under many layers of raised streets by now. Bank of Mars stands for tradition and, by extension, stability of currency. While currency varies in this era, there is no official unified currency such as the Cardinal's Crown. Bank of Mars has been, and always will be, there for corporate investors. In the Noir era, it also serves personal banking needs more commonly than today.

## UNITY STATION

This massive transport hub serves the maglevs, cabs, self-driving limos, and bus lines for Luna Noir. Its size is nearly twice that of San Dorado Station today. The grit and smoke that come from the great diesel engines of today wasn't a factor when the trains all ran on clean, quiet micro-fusion reactors and floated above magnetic rails.

The station itself hosts a mall with some 300 stores, food courts and a hotel with a direct tram to the spaceports. An incredible feat of engineering, Faux-Marble blocks "grown" by a forgotten technology evoke a Classical design.

As one strolls though the transport hub, individualised ads assault the eye and ear. The ads know what you like, how much money you have and what your nickname was in high school. People of Noir pay it little mind, but it would likely freak out a die hard Freelancer today.

## BAUHAUS DISTRICT

As with the other corporate districts, Bauhaus District provides a through line from Luna Noir to the contemporary timeline.

## HEIMBURG SQUARE

Little has changed in Heimbürg Square. It seems one of the few things the great houses have been able to agree upon over the centuries is the preservation of the traditional appearance of the Bauhaus District. It is a testament to the corporation's resilience, or some say stubbornness, that they artificially lifted the old structures up to the level of the current streets. Only Mishima respects this move. The other corporations consider it a silly leash to the past.

## COLONIAL BRIDGE

What will later become the Bridge of Confessionals is this footbridge crossing the Sea of Tranquility. Dating to colonial times, the bridge does not look its age. The city used nanotechnology to maintain the bridge's original look. Today's less sparkling, more industrial looking bridge is the product of ages spent without restoration.

## MISHIMA DISTRICT

Almost as traditional looking as Bauhaus District in some regards, the Mishima District fuses a modern sensibility with a stately, Edo-era look. A concept known as Feng Shui informs the design and determines the "flow" of the buildings positions and interiors. This "feng shui" is lost to time, but is the root of the current design philosophy seen in Wami-Sabi.

## ANCESTOR PARK

The park is old even in this era. Many of the shrines are exact replicas of those held in families for generations, some of which are perfect recreations of shrines that were on Earth. Today, the original park is layered under several new tiers. Each is respected and well cared for by those whose ancestors appear on each level.

## SHRINE OF NORUMUTO

A popular site, this golden shrine features a large, pot-bellied man sitting in a lotus position. Generations of groundskeepers have dedicated themselves to the preservation of this shrine. Over the years, the shrine has changed, though no one could tell you when or why. In the Luna era, it represents the remnants of an all-but-forgotten religion or philosophy from Earth. The shrine is a popular site for wedding proposals by young suitors.

## IMPERIAL DISTRICT

Perhaps no other district reflects Luna Noir's past as well as Imperial District. During this era, a revival in Victorian architecture and style took the district by storm. The heights of the British Empire, even in Noir long vanished, have become all the rage in fashion. One can still see the remnants of this in the current Imperial District but, ironically, much of the city has become neo-Victorian simply by the regression of technology.

## FAIRFAX HOTEL

The premier hotel in the modern timeline, the Fairfax is more of a fad in Luna Noir. The structure was among the first to demonstrate the neo-Victorian stylings that came to characterise the district. Actual elevator operators sit in gilded caged lifts that, while not actually operating with the pulleys of today, are nevertheless given the appearance of being tethered to great, industrial bits of machinery. When the Fall came, these inner workings were replaced with hardy mechanisms, and the operators—now a useful presence rather than an affectation—remained.

The Fairfax prides itself on being a large hotel with a boutique atmosphere.

## TRAFALGAR SQUARE

No one is quite sure why the square has this name or why a giant sailing vessel sits on a huge plinth in the centre. Harkening back to pre-Exodus Earth, this bit of displaced history is said to be based on a very old square in the city once called London. During the Noir era, it is home to a transient populace of young punks, the homeless, and other undesirables.

## THE MURDOCH MUSEUM OF MAN

Still in use today, the museum houses one of the finest collection of pre-Fall Earth artefacts. During the Luna Noir Era, these items are more thoroughly logged and understood. Much of the information regarding these rare and priceless times was lost when digital archives were purged due to Dark Symmetry corruption. Today, tags and plaques replace interactive voice recordings and holograms of historical figures using some of the very items on display.

## THE PERIMETERS

### DISTRICT I

In time, this district comes to be associated with the Brotherhood, but this is not the case during the First Dark Legion War. At this time, it is a largely residential neighbourhood comprised of tall buildings, many of which predate the Fall. As such, they are often in disrepair, and the current economy is not such that reconstruction, or even new construction, takes priority.

### DISTRICT 1 MAIN HOSPITAL

This building eventually becomes the Cardinal's Asylum of Lost Souls, but it is a hospital during this era. While the hospital is designed to serve the great District 1 community, the war has changed that single purpose. While the Main Hospital still sees patients mostly native to the District, it is under expansion. The new wings are dedicated to the rehabilitation of soldiers wounded, physically or otherwise, in the war. This changing purpose is what leads to the hospital's continued expansion and eventual absorption by the Brotherhood as an asylum.

### AURORA STACK

One of many high-rise residential towers or "stacks," Aurora is one of the oldest. The building itself was necessarily gutted during the Fall as vulnerable wiring and circuitry were pulled out in favour of older, less risky technology. Rumour has it the building is haunted, though over 2,000 people live there now.

In fact, the building is sort of haunted. The "ghost" is that of the building's former AI. Not all the circuitry was successfully removed, and the AI, corrupted by Dark Symmetry, remains. This AI has long since gone mad, and causes holograms and the like to appear to

residents. Elevators sometimes open on the wrong floor, and murders that took place during the Fall are replayed on people's televisions.

## DISTRICT 2: VEDA CITY

During the Second Dark Legion War, this area is known as Old Town. During the First Dark Legion War, it is one of the few booming areas of Luna. Construction is on fast forward in Veda City, organized by the Veda Corporation—a company specialising in the development of real estate.

The Veda Corporation plans to build a giant tower in the centre of the proposed mini-city that will serve as its headquarters. Those foundations have just been laid. While Veda is the prime organiser of the Veda Project, it is by no means the most important player. The great Corporations are far more powerful than Veda. Veda's brilliance, if it can be said to have such, lies in realising the Corporations could never broker this kind of land deal without an intermediary. They simply have too many rivalries.

Veda, therefore, stepped in to broker the deal. The land was purchased by a joint fund. Old settlements in the area were razed, much to the protestations of the inhabitants of that low-income housing. A grid system was implemented for the streets and towers began to rise like stalks of corn in the summer.

The war has slowed down construction, but only just. Veda Town is a bright spot of progress and jobs, with an eye toward the future. Unfortunately, all of this eventually comes to nothing, but people are optimistic in this era.

### VEDA UNDERGROUND

Part of the grand design for Veda Town involved its own, self-contained underground. Not only would this underground allow people to move throughout the district on express trains, there were also underground tunnels for trucks to deliver goods directly to the towers. The underground is mostly functional, ferrying construction workers and supplies to the growing district.

### MARIO'S

Part of the plan for Veda Town is to entice not only businesses but executives to move here. Part of that scheme involves building a reputation for hip, trendy restaurants, bars, and the like. If the district is to attract the best, brightest, and wealthiest, it needs buzz. Mario's is part of that buzz. Just two years old at the start of the war, it is already known as one of the hottest restaurants in Luna City. In fact, one must purchase membership to dine there. The annual fee exceeds an average wage slave's yearly salary.

Behind the scenes, one of Luna's budding criminal organisations fronted the money for Mario's. The Veda Corporation is not as solvent as they seem, and they do not they have the pull to make

a place instantly hip. A deal was struck. The criminal group backed Mario's in return for access to the underground delivery tunnels. Even before the planned micro-city is finished, the criminal underworld already has access.

### DISTRICT 3: SHIPYARDS

Mishima helped develop this property in conjunction with Capitol to provide a massive shipyard for the war effort. The Corporations collectively had impressive fleets, but early losses in the war demanded ship production at unprecedented levels. The Shipyards are the solution to that dilemma. This District provides more jobs than any other during the First Dark Legion War. The other corporations also have a stake here.

A spaceport was also built to facilitate transport of the ships directly from dry dock to space. While some civilians access the port, it is mostly reserved for Corporate and Brotherhood travel related to the war.

### DREAM FACTORY

Technically known as the Uni-Corporate Media Building, the "Dream Factory" is a large, three story building located next to the spaceport. Its purpose is solely the production of propaganda for the war effort. In this role, they sometimes liaise with film studios in Studio City.

Some of the best and brightest of each Corporation's advertising divisions were transferred to this collective effort. They produce inspiring posters, radio commercials, and newsreels to bolster humanity's heart in these trying times. Recruitment also runs through this office, and one only need walk down any Luna street to see the giant posters claiming the Cardinal Wants You For Service!

Of course, since the Corporations are behind this propaganda effort, they inevitably sneak in references, subliminal and otherwise, advertising their own products. For example, one might see a Doomtrooper swigging a refreshing bottle of Capitol Cola.

### DISTRICT 4: EDO

Edo, in time, comes to be known as the Cherry Blossom District. It pre-dates the Fall, having been constructed on the model of a Japanese capital long since forgotten. The appearance of everything in the district is regulated by Mishima law—all things must conform to the aesthetic of the ancient Japanese capital.

From buildings to the manner in which workers dress, the entire district is what we might think of a giant cosplay zone. Prior to the Fall, robotic servants and celebrity Samurai entertained crowds. Holograms projected beautiful, watercolour sunsets.



Not everyone chooses to use the Luna spaceports.

What remains post-Fall is the architecture, and that architecture brings tourists. At the same time, behind the Edo-period façade exists what, for today, is a modern industrial operation. Pre-Fall, the smog that now hangs over the area was scrubbed by tiny machines of which humans can currently only dream. As technology went away, so did the clean air. The district now represents Edo Japan as grimed-up and skinned over with the dirt and grit of Victorian London. Mishima is conscious of this and plans to move industrial operations to the Shipyards after the war.

### EDO MARKET

A traditional Japanese market, artisans of all kinds sell their wares here. Some are even hand made. The vast majority are produced in the district by poorly paid labour, but the idea that they might be hand made by an artist whose craft reaches all the way back to earth is tempting for many a punter.

This area becomes the Street of Coffin Carvers over the ages.

### YONAGUNI TEA HOUSE

The oldest teahouse on Luna, legend says Yonaguni Teahouse is run by a family who ran a similar establishment in Tokyo, Japan prior to the Exodus. This may just be marketing, but the family swears by its honour that it is true.

The Yonaguni Teahouse has another tradition stretching all the way back to old Earth—being a meeting spot for the Yakuza. The mafia that exists in the shadow of Mishima is one criminal organisation finding the war extremely good for business. Meeting here is a tradition and a practicality. The Tea House is so old that no electronics of any sort are allowed. Eavesdropping at Yonaguni has to be done by human intelligence alone.

## DISTRICT 5: GHOST TREE

The entirety of this district was pre-planned. Unlike the gridded matrixes of other pre-planned communities, Ghost Tree was designed with an integration of buildings in a natural environment. The result is a fusion between the manmade and the natural, although still terraformed, of course. This is one of the most beautiful districts in all Luna, and employees from all Corporations want to live here.

During the First Dark Legion War, portions of the vast park, also called Ghost Tree, have been appropriated for training troops, but the majority of the park remains open to the public.

### GHOST TREE PARK

Hills, trees, rivers carved into geometric designs, hedge mazes and, most famously, the Ghost Carnival; all are found in Ghost Tree Park. The carnival is the most popular attraction. Rigged rides and stalls testing skill entice all tiers of citizens to the Carnival. A giant Ferris Wheel, which barkers claim penetrates the atmosphere itself, dominates the twisting spines of roller coasters and flashing lights. Recently, a series of accidents, including several fatalities, have caused attendance to decrease. Bauhaus owns the carnival via a subsidiary. The company suspects rival sabotage. the Brotherhood suspects agents of the Dark Symmetry.

## DISTRICT 6: THE MOURNINGS

This district doesn't exist by the time of the Second Dark Legion War, or anyway became unrecognizable as "Little Earth." During the First Dark Legion War, the district is already ancient. Originally, it started as a memorial to those who did not make it off Earth during the Exodus, but the Corporations have gone to great efforts to get people to forget all of that. Over the centuries, the monuments to the dead have weathered, some so much that the names of those left behind are no longer readable.

The Corporations could not outright tear down the monuments as there is still, atavistically, an innate tie to Earth for many people. While humanity may have abandoned its home, something in the species' DNA prevents us from entirely forgetting our homeworld.

The Corporations were able to gradually erode the protected nature of the memorial district and were granted zoning permits for building. The result was low income housing that later led to a Red Light District.

During the First Dark Legion War, The Mournings, as they have come to be known, is a dodgy area. Crime is high, and many criminal organisations are headquartered here. The corporations intend for this to change after the war. Low income housing was purposely designed to degrade the area to the point where razing it and rebuilding would be palatable to Luna citizens, but the war has put that on hold.

### NOHO (NO-HOPE)

NoHo is a neighbourhood named for the two main streets, Northland and Houston, which border it. The large ghetto is home to mass housing and a great deal of crime—hence its nickname. No-Hope is full of bars, brothels, gangs, and drugs. Not coincidentally, it is a favourite destination for soldiers on leave. Fighting the Dark Legion erodes even the strongest mind, and No-Hope offers many illicit ways to forget.

Rumour suggests No-Hope also houses illegal virtual reality technology left over from the Fall. If so, this could be an excellent way for the Dark Symmetry to infect the district and then spread. the Brotherhood investigates such matters but has found nothing to prove the allegations.

### AMSTERDAM HOUSE

A brothel, Amsterdam House operates without a license. However, it has tacit permission to exist by the Luna PD. This is because the LPD uses the escorts here to gather intelligence on the criminal underworld. Likewise, the Corporations use the ladies, often bugging their rooms, to gain intel on rivals.

With the advent of war, the Brotherhood sees Amsterdam House as a den of iniquity that might invite corruptions. They, like those before them, also see it as a place where they might first spot those being corrupted. They have decided to let Amsterdam House stand until it becomes more threat than valuable source of intelligence.

## NPCS IN THE MOURNINGS

### BLAKE THE MAD PREACHER

Blake is a veteran of the Venusian Crusade, or at least claims to be. He haunts several of the monuments to Old Earth found in The Mournings. Mostly, he rants about a new crusade, one to return to Earth. Occasionally, however, he is prophesying in a trance-like state.

In this state, he appears to connect via the Art to the time stream, describing things from long ago and things which will be long from now. For game purposes, Blake is a source of historical knowledge as well as the future of Luna.

He is uneven in his predictions, but his rate of accuracy is significant. the Brotherhood has their eye on him.

## BLAKE THE MAD PREACHER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	6	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	9	11	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	1	-	-	1	-	2	2	-	-

**WOUNDS:** 5

**SOAK:** Heavy vestments: (Torso 1, Arms 1, Legs 1)

### ATTACKS:

- ▶ **Old service bayonet (melee):** 1+ $\uparrow$ 3, Armour Piercing 1, Hidden 1

### SPECIAL ABILITIES

- ▶ **Knowledge of ages:** Blake may be mad, but he knows his stuff, even if some of it has not even happened yet. He may re-roll one or two d20 when making an Intelligence-based test.
- ▶ **Ramshackle Mystic:** Blake has access to visions via the Art, after a fashion. Repercussions from Intelligence tests are received on a 19-20, which are subject to Mishaps as per page 169 in the *Mutant Chronicles* core rulebook.

### DARK SYMMETRY SPEND

- ▶ **Rise ye masses!** Due to his doom-saying oratory, Blake can stir the crowd to great zeal. Whenever a trooper reinforcement arrives due to a Dark Symmetry spend, add one additional trooper to that number.

## JONAS BLANK

Jonas is Blake's friend but runs an organisation dedicated to remembering Old Earth. He wants the monuments to be restored and the whole area to become a tribute to what humanity left behind. Unbeknownst to Jonas or anyone else, his idea comes under the influence of Dark Symmetry.

The more the Dark Soul can encourage people to long for Earth and regret their decision to leave, the more it can split the faith of Luna. The corporations and the city are predicated on a unanimous, inevitable, and just decision to leave Earth to its fate. Not everyone agrees, and a budding Dark Symmetry cult backs Jonas and uses their powers to infect his mind with ideas of going home. The more humanity is divided, the easier it is for the Dark Symmetry to slip through the cracks.

## JONAS BLANK ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
6	6	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	10	9	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	1	-	1	-	1	1	2	2

**WOUNDS:** 4

**SOAK:** Ballistic Nylon Clothing: (All 1)

### ATTACKS:

- ▶ **Flick knife (melee):** 1+ $\uparrow$ 3, 1H, Armour Piercing 1, Hidden 2
- ▶ **Light pistol (ranged):** Range C, 1+ $\uparrow$ 3, Semi-Automatic, 1H, Close Quarters

### SPECIAL ABILITIES

- ▶ **He makes a good point:** Jonas has had many debates with detractors and has subsequently learned how to make people see his point of view. He may re-roll one d20 when making a Persuade test. The new roll must be accepted.

### DARK SYMMETRY SPEND

- ▶ **Dark Gift:** Although Jonas may not be fully aware of it, he has been awarded the powers Obfuscate and Snare the Unwilling Mind.

## HABIB IBN MUSTAFA

Habib is a community organiser advocating for better conditions in The Mournings. He is not concerned with the monuments of Old Earth but with the current living conditions in the district. With the war on, the Luna PD is not as able to quash would-be uprisings like Habib's. It is only a matter of time before The Mournings rise up.

Habib has been approached by more than one of the corporations offering bribes to get him to tone down his rhetoric. He has refused. He may be a genuine idealist in a world that has room for anything but.

## HABIB IBN MUSTAFA ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	8	8	9

## LUNA NOIR AND PRE-FALL

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	2	1	-	-	1	-	2	1	-	-

**WOUNDS: 6**

**SOAK: Ballistic Nylon Clothing:** (All 1)

**ATTACKS:**

- ◀ **Baseball bat (melee):** 1+**T**4, 1H, Stun
- ◀ **.45AP No.3 'Ronin' (ranged):** Range C, 1+**T**3, Semi-Automatic, 1H, Close Quarters

**SPECIAL ABILITIES**

- ◀ **Untouchable:** Habib will not be bribed and he can be famously stubborn, as well as untrusting of new faces. Persuade tests against him always begin at Daunting D3 difficulty.
- ◀ **Man of the People:** Whenever a citizen needs to take a test within hearing of Habib, they may re-roll one d20. The new roll must be accepted.

**CITIZEN** **A**

The average member of Luna's population, they might be a shop assistant, a clerk or a garbage collector. Although not habitually armed, many take the precaution of wearing tough clothes that might lessen a blow, and most also carry something for self-defence. Whilst they are rarely dangerous individually, when roused to anger in groups, citizens can be dangerous.

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
7	7	7	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	7	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	-	-	1	-	1	1	-	-

**WOUNDS: 3** (Trooper)

**SOAK: Ballistic Nylon Clothing:** (All 1)

**ATTACKS:**

- ◀ **Length of pipe or similar crude club (melee):** 1+**T**3, 1H, Stun

**NOTE:** For tougher average citizens, it is suggested that you use gangers (p. 274 *Mutant Chronicles* core book) but take away the crude light pistol from 50% of them.

## ADVENTURE SEEDS IN THE MOURNINGS

### CRIME PAYS, SOMETIMES

The PCs are hired to broker the transfer of an item between a low-ranking manager at Bauhaus and a criminal organisation in The Mournings. The item is an invention that could help the war, but Bauhaus does not want to share it—the corporations are not benevolent, even in the war.

The criminal organisation is willing to buy the item and sell it to the Brotherhood, or so they say. The Bauhaus manager is not well connected and is very naïve. He is smart enough to hire some Freelancers to handle the transaction. Of course, the criminal organisation is going to sell the invention to the highest bidder. Once the Brotherhood hears of its existence, the item becomes property of the Cardinal. Possession is punishable by death under one of the many treason acts.

The PCs are given the item by the manager and directed to one of the eroding monuments where the trade will go down. But once they see what the item is, and the GM is free to make up any gadget he or she likes, they quickly realise how valuable it could be in fighting Dark Symmetry. Do they sell it to the gangsters as agreed or turn it over to the Brotherhood? If they sell it to the gangsters, the Brotherhood finds out and hunts them as potential heretics. If they give it to the Brotherhood, the gangsters put a hit out on the team. And, of course, another rival corporation found out about the item, too. They aren't about to let a breakthrough like this go without a fight.

### BEING JONAS

The Brotherhood has had enough of Jonas Blank. His rhetoric is causing more trouble in The Mournings, and they suspect Dark Symmetry corrupts him. However, eliminating him directly could earn tremendous ill will in the district, something the Brotherhood cannot afford. They hire the PCs to deal with him using "extreme prejudice."

Killing Jonas seems simple enough, but by the time the PCs encounter him, they discover he is at the head of an organisation entirely corrupted by Dark Symmetry. In fact, his community organisation became a front for a heretical cult over the last few months. Killing Jonas is like cutting one head off a Hydra. Sure, they can do what they were hired to do, but if they don't report the cult activity, they could be labelled traitors. If they do well, they can pretty much assume the Brotherhood will press them into service dealing with the cult. Either way, the team finds they are in more danger than they were hired for and negotiating with the Brotherhood during the First Dark Legion War isn't easy or advisable.

Now, the PCs likely have to discover the extent of the cult and remove the threat. The problem only grows when they discover the cult is made up of veterans corrupted while fighting. That suggests



more current troops might be corrupted than those of which the Church is aware. A simple wetworks job may have discovered a thread tied to a vast conspiracy.

## DISTRICT 7: THE COLONIAL DISTRICT

The Colonial district during the First Dark Legion War evidences a good deal more of the original structures than are found during the Second Dark Legion War. However, due to the possibility of ancient technology having been missed, the entire district is closed. Only a few homeless wander the empty street. A wall surrounds the entire perimeter patrolled by Luna PD.

## DISTRICT 8: THE SMOKES

The factories of The Smokes burn night and day making weapons and equipment for the war. Signs everywhere have slogans like Stay Calm and Trust in the Light. Though Luna is largely protected, occasional bombings by the Dark Legion occur. This factory district is a popular target. Citizens retreat to the subway system under their feet.

## DISTRICT 9: THE NINES

Heavily influenced by Bauhaus, The Nines are a low-end residential area during the First Dark Legion War, developed primarily to provide decent low-rent housing for Bauhauser workers. Bauhaus employees commute from The Nines to Bauhaus headquarters downtown, if they can't afford to live in the Bauhaus District itself. Restaurants and clubs populate the area where people go to forget the war.

## DISTRICT 10: SOUTHSIDE

Another factory district, the Southside is one of humanity's primary production giants. All corporations have massive factories in the Southside during the first Dark Legion War. Competition for contracts is fierce and, occasionally, rival corporate factory workers spill into the streets and brawl. It is an insane reaction to an insane universe.

The sports stadium is hundreds of years away, and the Syndicate is but a minor presence.

## THE BLACK ROT 91 YC

While the Black Rot takes place after the First Dark Legion War, it deserves special mention. No other pestilence since the Black Death on Medieval Earth has caused such terror among humanity. People with the Rot do not merely die, they come back as undead horrors devoted to the Dark Soul. This leads to a massive boost in piety but also an abundance of apocalyptic cults. For many, this truly is the End of Days.

Flagellants walk on bloody knees through the streets of Luna, whipping themselves with cat 'o nine tails tipped with ball bearings or pieces of old machines. Plague doctors, unsanctioned by the Brotherhood, walk the streets and proclaim miracle cures.

Meanwhile, the Brotherhood itself attempts to maintain order. This mandate often results in the harshest of methodology. Houses and sub-districts which are known to be infected are sealed, and those inside are left to their fates. This leads to riots and attempted revolts as well as new religions and cults. It is a difficult time for the Brotherhood. Not even a century after their official formation, they suffer a massive test of faith.

Men and women of charisma and ambition take advantage of the situation by pointing out that the Cardinal and the corporations are unable to stop these plagues. The alternatives these men and women offer vary from sound, scientific methodology based wholly in reason to lunatic ideas blaming sin for the plagues. The prescription for the latter leads to such groups as the Flagellants.

However, of particular interest, is one apocalyptic group known as the Brotherhood of the Free Spirit. They take their name from an ancient Earth group dedicated to experiencing all things in life. For this group, nothing under God is sin. Thus, murder, torture, rape, and mayhem are their central tenets. They are terrifying, sweeping through neighbourhoods of Luna and leaving devastation in their wake. If the end of the world really is coming, the Free Spirit aim to make the most of it.

## LUNA PD DISEASE CONTROL (LPDDC)

A special branch of the Luna PD was formed to police the spread of the plague. They often work hand-in-hand with the Brotherhood. They are tasked with enforcing boundaries between districts and even neighbourhoods. People who have been infected and lived or those thought to be exposed, are marked with mandatory tattoos. These tattoos will form the basis of an oppressed underclass for generations to come.

One needs proper documentation or special passes to travel between districts. The Luna rail and public transportation system now make mandatory stops for inspection of passengers. Private cars have been outlawed, and barriers demarcate the borders between districts. In addition, the LPDDC watches the corporation, making sure they do not violate Plague Laws. Some corporations, for their part, have sealed portions of their territory completely.



# POST-WAR METAMORPHOSIS

## PRE-FALL LUNA

Luna represents more than just the heart of humanity; it is living testimony to the history that altered human society. Where the shining towers of glass and nano-carbon once stood, there are now cathedrals and memorials. Maglevs have regressed to diesel and even steam powered locomotives. The city acquired a patina of dirt that has never gone away.

If Pre-Fall Luna is a kind of futuristic Manhattan, Luna Post-Fall is a Victorian throwback. So much technology has been lost or forbidden, that the city literally rewound itself. Mankind is used to cities reclaiming the past and incorporating that history into the future, but here, the opposite happened. The past, by necessity, replaced the future to create the unique look that leads to modern-era Luna.

## LUNA ARCHITECTURE

Luna has seen a growth and change in architectural style unparalleled by any city in the solar system. From the New Romantics to resurrections of Streamline Moderne, the city offers a riot of different styles. Since the Fall, the most popular style has been neo-Gothic, largely popularized by the constructions of the Brotherhood.

Neo-Gothic architecture has influenced design on many corporate buildings both large and small. The style has infected the populace with a frenzy of brooding towers and spires, gargoyles and looming monuments of stone.

Of particular note are the gravity towers. These buildings help maintain the Earth-like gravity across Luna. Buildings sometimes rise so high they pierce the atmosphere made possible by this heightened gravity. On the tops of these buildings one finds airlocks much like in a spaceship. Catastrophic decompression is always a threat, particularly as the technology isn't easy to maintain. Further, the tops of these buildings exceed the range of some gravity towers, meaning gravity inside these upper floors in 1/6<sup>th</sup> of normal Earth gravity. This could lead to some dynamic action set pieces for your adventures.

## LUNA CULTURE

Much has changed since the Fall and the First Dark Legion War. The city and its citizens have become accustomed to the threat of Dark Symmetry. While the threat is as grave as ever, a millennia has passed since the human race first encountered the raw power of the Dark Soul and its minions. Luna has therefore had time to evolve as a relatively normal metropolis. Of course, in a world like *Mutant Chronicles*, normal must be taken with a grain of salt.

Lunans—sometimes called Lunarians—are a proud people. They live in the beating heart of humanity's solar civilisation. They take pride in this and tend to look down on other cities as mere "towns" compared to the might of Luna herself. Luna is also the oldest city and civilisation outside Old Earth, and the first place away from Earth that humans ever set foot, and this too contributes to the Lunan attitude. Lunans tend to be tough, sceptical, arrogant, and difficult to surprise. There is a metropolitan cynicism that runs through the population that one might compare to those of Ancient Earth's New York City—a pervasive feeling that the inhabitants have seen everything worth seeing.

## COLLECTIVE TRAUMA

Part of the Lunan's cynicism is a defence mechanism built up over hundreds of years of trauma. While Luna escaped the worst ravages of the First Dark Legion War, it did not go unscathed (for more on this see **Chapter 01: Luna Noir and Pre-Fall**). That war was followed by the Black Rot when the dead came back to life. Though these traumas lie well in the past, they were followed by a never-ending succession of further assaults on the city, both physical and psychic.

Dark Symmetry worked its way into Luna in the form of Heretics and outright corruption. Skirmishes between corporations have waxed and waned over the years. Crime is ever-present, and large portions of the city are not safe. This is a violent metropolis. Beneath the PR-massaged images pushed by corporate propaganda lies a city ever on the brink of tearing itself apart. After all, having the great Corporations in such close proximity, coupled with the threat of the Second Dark Legion War, then baked in a city of a billion... well, one can understand the inherent tension in that.

This tension weighs upon the Luna population. While only artists and writers consciously attempt to express such fractious stress, it nevertheless emerges in the violence, suspicion, and uncaring nature of many Lunans. "You want charity," a Luna saying goes, "go beg at the bloody Brotherhood." Most people are looking out for themselves.

## MEDIA

Luna, as well as the rest of human space, has reverted to a period prior to ubiquitous connectivity known during the pre-Fall era. While this is something citizens have been accustomed to for over 1,000 years, it can be hard for some players to comprehend. There is no Internet. Everyone is not connected in the way they were. Radio and television are the most sophisticated forms of mass media—one-way forms of communication—while personal communication is limited to mail, messengers, hard-wired telephones, and short-wave radios. Widespread, instantaneous communications are a myth.

This is an aspect of *Mutant Chronicles*, particularly in Luna, that the GM should underscore. Luna City has more in common with 1950s New York than it does with modern day Tokyo. Television shows are popular and uniting in a way they haven't been in many decades here on real world Earth. Families gather around the radio listening to radio plays or cluster about the TV like moths drawn to light. Many people still get their news from cinema newsreels shown before the main features, particularly if they can't afford a television. There are no video games to distract the children, no massive social networks to connect people from far across the city.

In short, Luna media is analogue. It strongly resembles the mid-20th century. Shows like *Live From Luna* draw ratings unthinkable today. Movie and television stars have an air of royalty about them, an untouchable aura we can only read about in history books.

More importantly, because the media of Luna is one-way, it is perfect for propaganda. The Brotherhood broadcasts three-hour masses in addition to moralising programmes both complicated and facile. Children's programming produced by the Brotherhood inculcate children into the ways of the Light and warn of the perils of the Dark Symmetry.

Every program produced by a giant like Capitol Entertainment Network (CEN) is suffused with ads and branding. There is often little distinction between the program and the so-called commercials. This isn't a media of free expression so much as it is a tool for creating consumers and a faithful congregation that unites the city and the solar system at large. Every bit of media has a purpose beyond entertainment. While these programmes are sold to the public as an escape, they are in reality anything but. There is no escape from the world in which Lunans live. Their lives are dictated by three major forces—the Brotherhood, the Corporations, and the Dark Symmetry. There is only the illusion of choice. No matter what radio station you tune to or TV station you dial in, you're falling into a web spun by one of those three entities. Art, by and large, is just another form of branding whether it be religious or corporate.

## DARK SYMMETRY AND THE MEDIA

Officially, there is no Dark Symmetry influence on Luna media. That's the party line, but it is very far from the truth. Long ago, during the Fall, Dark Symmetry infected technology directly. By and large, this is no longer possible as said technology was stripped from the items, vehicles, AI, and such of the day. But the human mind remains a fertile ground for Dark Symmetry, and the broadcast giants on Luna offer, unwittingly, a direct portal to the human brain.

The average Lunan watches or listens to 20 hours of TV or radio a week. Some estimates are much higher. That's not only a captive audience for corporate ads and Brotherhood proselytizing, it's an opportunity to subliminally introduce corruption into the audience's hearts.

Of course, the corporations and the Brotherhood are aware of this presence, but it is subtle, and therefore difficult to detect. Any signals of this sort are shut down, but many of these tactics are not signal-based. Instead, they set up the mind via narrative theory for the insertion of Dark Symmetry later. TVs aren't literally infecting people directly, or very rarely so, but a host of programmes have subversive messages embedded in the subtext that make the mind pliable.

The city needs these distractions. The citizens need time to zone out, even if it is just an illusion. The Brotherhood cannot simply shut down all broadcast any more than they can close Luna itself. Human society is more tightly controlled in the Second Dark Legion War than it ever was on Old Earth, but total control is impossible. In fact, total control from an ostensibly benevolent organisation as the Brotherhood might not look so different from total domination by Dark Symmetry. Some very few journalists and intellectuals debate these subtleties, but they do not get much circulation.

## GETTING AROUND LUNA: TRANSPORTATION

A city the size of Luna must have a transportation network that allows people and goods to flow constantly and without interruption. This is the goal, anyway. In reality, the sheer size of the city has outstripped the ability of transportation networks to keep up. Traffic and public transit delays are common. Yet the city functions rather smoothly on a day-to-day basis. Massive highways thread themselves through the city like veins, while the old industrial base is evidenced as a spine of iron rails transporting cargo throughout the city. The Underground moves commuters from both executive towers and the poor tenements of The Perimeters to the corporate towers and factories where they work. The entire system is monitored by a Cartel-appointed City Transit Authority.

These men and women oversee the transportation system of Luna. From the highways to the subways, they drive, conduct, monitor, and repair. They are also responsible for authorising taxi licenses. All cabs

must be licensed by the CTA. In practice, a gypsy cab underground exists. Fines levied against these cabbies are often crippling, if they are caught.

Public transportation tends to be fairly clean in the nicer districts. In the poorer districts, scrawls carved into windows and massive graffiti murals on the sides of subway cars are common. These graffiti have begun to spread even to the nicer districts, and a campaign exists to clean up public transportation. In a time of war, this is a low priority.

The CTA works in conjunction with the Luna PD to enforce borders inside the city. In any time of a high Dark Symmetry alert, the Luna PD and the CTA have several “lock down” positions allowing them to halt the flow of traffic in an emergency. In addition, the CTA is responsible for the inspection of goods moving throughout the city. A separate Port Authority examines goods arriving from off world.

## LIVING IN LUNA

What of the life of the average punter? In the *Mutant Chronicles* core book, the apartment of a typical citizen is described. It is not a pretty picture. Yet what happens when they venture from their cubicle-like apartments? What is the day of an average citizen like outside their flat?

The Luna Daily ran a story about this very thing a couple of years ago. An excerpt is reproduced overleaf.



Neo-gothic architecture can be dangerous

## LUNA WAR LOCATIONS

The core book mentions several locations in Luna. The locations featured here are largely new, but some are updated. Each is injected with a few plot seeds that might spur the imagination of the GM. Some are practical locations where a freelancer can stock up on the necessities, while others are more baroque and mysterious.

## GENERAL LOCATIONS

These locations and organisations are found throughout Luna. Some are mobile, while others are part of larger chains. They do not cleave exclusively to any district.

## LOONY BURGER

A franchise fast food joint owned by a subsidiary of Capitol, Loony Burger is one of the Luna City's most popular places to eat. The Moon Burger, or “Loony” is an iconic bit of cultural detritus. Loony is also the name of the restaurant's mascot, a humanoid figure who looks like he's made of quicksilver.

Almost every location — 231 and counting—has the exact same menu. If Loony Burger has its way, San Dorado will soon see a plethora of identical restaurants. Recently, Loony Burger, Ltd. began pushing franchise opportunities as a way out of poverty for those not affiliated with any corporation. “Help Loony Burger Build a Middle Class” is a popular marketing jingle heard on the radio.

Burgerwerks, Loony Burger's chief rival, alleges that Loony Burger is actually a Dark Symmetry front. The Loony Burger secret sauce is, in fact, a way to introduce corruption on the gut level. Burgerwerks' CEO was recently sent to the Brotherhood Asylum. The new CEO has apologized and denied any corporate involvement in the allegations.

## JYP-SEE

Not so much a location as an organisation, Jyp-See is a collection of independent, unlicensed taxis that offer speedy, discrete service. Many Luna citizens believe the parent corporations track official cabs. The alternative is Jyp-See cab. The thing is, though, a growing number of citizens also believe Jyp-See is actually a corporate owned fleet that has merely been branded as independent to gain traction.

The cabbies themselves, cannot say one way or the other if the cab company is real. There is just a loose organisation of like-minded individuals. The subject of Jyp-See cabs was recently featured on *Luna Tonight*.

## LUNA GROUNDS

The premiere coffee shop chain in the city, Luna Grounds is owned by a subsidiary of Cybertronic. The shops are designed for relaxation and upscale clients. The typical factory worker cannot afford to buy this gourmet coffee.

## A Day in the Life

Brandt Westing wakes at 0600 to shower and eat a filling breakfast of Bacon Paste (Bacon Paste—The Most Protein You'll Find in Tube Form!). He squeezes into his tiny shower, finding that he's used his discretionary water for the month. He plugs in a Cardinal's Crown to get the shower working. The water smells of antiseptic products and leaves an unpleasant aftertaste on his tongue.

From there he pulls on his boiler suit issued by Capitol and heads for the Southside factories. Brandt takes the Green Line, picking up a Luna Daily at a kiosk inside the Barrow Station. He reads about the war. The Dark Legion has made gains in the outer worlds. Page Six has the gossip about his favourite television and radio stars. Wendy Pahn is dating Grant Cable, at least according to rumours. She's also got a new film coming out which Brandt promises himself he'll see on the weekend.

The train stops at Baker Station, many kilometres from where Brandt needs to be. An anti-corporate revolutionary organisation known as Danger 5 has threatened to bomb the Green Line. This would delay Brandt by at least a half hour. His foreman at the factory doesn't take excuses, even if they're issued and stamped by the CTA. This isn't legal, but there isn't a lot of oversight. Brandt can't be late.

He debarks the train and gets a cab, dashing his plans for a movie this weekend, and arrives at work just a few minutes late. He punches his timecard. He'll be docked for those

minutes. The factory Brandt works at, redacted upon request of Capitol, makes parts for the XM-72 space engine. Brandt works the line. Once upon a time, according to some TV shows he's seen set in pre-Fall Luna, robots would have done this job. Brandt's proud that his very human hands help move these vital parts down the line.

Posters on the walls remind him he's not just working for himself but for the war effort. Brandt has a brother that serves in the Capitol Army, and he's proud of him. Brandt has a mild heart condition and didn't pass the physical, but he knows he contributes in his own way. A Capitol PR man gave all the men on his line a special citation for high production just two months ago. Enough of those and he can win a vacation off world. Maybe.

Lunch is at the cafeteria—Capitol doesn't pay for its worker's meals, but Capitol-made food is inexpensive. He has a Loony Burger; Capitol recently acquired the company. Loony Burgers are something he looks forward to all morning. Just after lunch, a brief prayer from a Brotherhood bishop is broadcast throughout the plant. Work halts for the thirteen minutes the oratory takes.

Back on the line, Brandt assembles the parts he's responsible for. He has to move quickly, and he's known for his dexterity. An hour and a half after lunch, the red alarm light, accompanied by the warning bell, goes off on a line two down from Brandt's. One of the workers has her hand caught in a machine. There is blood everywhere, and the woman is screaming.

The foreman claps down on the emergency shut off. The line ceases. The machine groans to a halt. Medics are called. Brandt has seen this before. There is no saving that hand. She won't be able to work again. Capitol Worker's Insurance covers basic living expenses after an accident. If she needs more than that, The Brotherhood's charities welcome her with open arms. There's always a safety net for citizens of Luna!

His shift ends ten hours after it starts and he takes the Green Line home. Idly, he thinks about heading deeper into the Capitol Entertainment district, what they call the "Red Light District." He hasn't slept with a woman since his wife left him a year and half ago, but he really cannot spare the Crowns for that. He could head into The Smokes. The working girls there charge a lot less, but one of his co-workers came down with a nasty disease after a visit with one of those girls. He missed three weeks' pay. Still, it's tempting.

Instead, he gets off at the station he hopped on this morning and returns to his small apartment. He watches Tony Ramone satirize Cybertronic and their arrogant and condescending attitude toward the other Corporations. Tony's dressed as a Cybernetic monstrosity. The skit is funny. Brandt is glad he works for Capitol like Tony Ramone does. He reheats part of the burger he saved from lunch and falls asleep just as Tony Ramone is going off the air and *Lifestyles of the Pious and Famous* is coming on. He forgets to set his alarm. Tomorrow, Brandt Westing will be late again.

Luna Grounds is also a gathering area for young people, and the chain encourages this. Cybertronic radio and music constantly plays in the background. Luna Grounds sponsors various student events and offers students a discount on coffee. The brand is pushing very hard to attract the young up and comers all across the city. The other corporations are not sure why Cybertronic is doing this using Luna Grounds as a front. There is no obvious play other than brand reinforcement. Most executives suspect Cybertronic is up to something more. Even the Brotherhood keeps a watchful eye on these seemingly innocuous coffee shops.

## THE ANCIENT QUARTERS

If Luna is the beating heart of humanity, the Ancient Quarters are the heart of Luna. All the major Corporations have headquarters here. The Ancient Quarters are the hub around which the rest of Luna expands. The power concentrated into this comparatively small area is immense. Decisions made here affect the entire system and the course of humanity.

While the Ancient Quarters are broadly referred to as a single area, the fact is that each Corporation has carved out their own, distinct aesthetic. The Mishima complex looks nothing like the Cybertronic enclave, for example.

While the rest of Luna lies in the shadow of the great Corporations located here, nowhere else in the city is corporate power so total. Those living inside the Ancient Quarters live at the pleasure of the Corporation they serve. The specific corporate zones follow below.



## THE CATHEDRAL DISTRICT

The Cathedral District was established at the end of the First Dark Legion War. While the corporations wield enormous power, the Brotherhood, perhaps, wields even more. Almost all citizens of Luna owe fealty to the Cardinal. From this union alone, the Brotherhood has massive influence.

The district aesthetic is the epitome of neo-Gothic architecture. While that style pervades throughout the city, it is concentrated here. Looming spires and imposing buildings that dwarf the brief lives of men are a constant reminder of the power of faith.

## THE CHURCH OF ST. JUST THE DIVINE

St. Just was one of the founding pioneers of Luna. Said to have led settlers through the collapse of their atmospheric dome, he led them to what was the Sea of Tranquillity. It is a miracle any of them survived. While rumours speak of cannibalism in the Just Party, the Brotherhood has determined such accounts blasphemous. Scholars

outside the Brotherhood have uncovered a log from the survivors that seems to confirm the rumours. Few are willing to speak out against approved Brotherhood history, however.

Jackson Just, the man who later became a saint, did lead some 100 or so settlers toward survival. Reportedly a deeply religious man, the Brotherhood attributes his leadership to the Art and the forces of Light. The Church of St. Just the Divine is popular among the underclasses hoping that St. Just might smile upon them and guide them through their darkest days as he did those settlers so long ago.

## THE BLACK ROT MEMORIAL

This obelisk holds the names of all known Luna citizens that died or came back during the Black Rot. The obelisk is some 30 metres tall, and the names are carved in very, very small letters. The square in which the memorial sits is paved in flagstones that have remained since the end of the Black Rot over 1,000 years ago. The Brotherhood has made continual repairs. Most people tend to avoid the memorial, insisting something they cannot quite describe keeps them away.

A chill runs through the bones of a few people who walk through the square. Touching the obelisk causes disturbing dreams, though there is no direct tie to Dark Symmetry. Because the place is avoided by most, homeless citizens have set up a tent city in the square. Brotherhood missionaries come by twice a day offering food and water, and often take away the sick or injured for treatment in The Cathedral's Sanatorium.

## THE CATACOMBS

None can say just how far back into antiquity the origin of the Catacombs reaches. The Brotherhood's official position is that they established the Catacombs during the First Dark Legion War, but archaeological evidence points to the first settlers of Pioneer Rock being buried here.

The twisting labyrinths connect to the Undercity, and it is difficult to tell where one starts and another begins. Lay folk as well as clergy have been buried in small sconces in the walls for 1300 or more years.

The décor, in places, is very macabre, and there are entire rooms made of human bones. One, called The Chapel of Bones, looks something like an underground cathedral whose buttresses are built, or at least decorated with, human vertebrae. One cannot see the stone beneath. Every inch of this chamber is covered in human remains. The ruin of a giant organ sits on a plinth. It, too, is built of hollowed out human bones. Once a year, some of the highest-ranking members of the Brotherhood bring 10,001 candles here. The purpose of this ritual has never been revealed and only rarely witnessed by outsiders.



A Brother patrols the macabre Chapel of Bones.

## NPCS OF THE CATHEDRAL DISTRICT

### FATHER PRIAM

Father Priam works as a missionary for the Brotherhood. He does not travel to distant worlds to find converts but to the impoverished zones of Luna City. A man of deep faith, his charisma alone does not sway would-be devotees. He is a man who came from nothing. An orphan, he grew up in one of the poor orphanages sponsored by the Brotherhood. His faith brought him through a trying childhood, and he eventually joined the Brotherhood and became a missionary.

Father Priam knows what it is like to be poor and without hope. He speaks to such people from this well of experience, and has one of the highest success rates of any missionary system-wide. A kind man with a kind face, Father Priam appears to hold no secrets, no grudges, and no ill will for his fellow man. He is, in short, a good human being, and excellent representative of the Cardinal.

### FATHER PRIAM ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	9	12

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	1	-	-	1	1	2	1	1	-

**WOUNDS:** 4

**SOAK: Armoured Vestments:** (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

◀ **Baseball bat (melee):** 1+ $\uparrow$ 3, 1H, Stun

#### SPECIAL ABILITIES

- ◀ **Inspiring figure:** Father Priam's good-natured sincerity is admirable and endears people to this champion of the common man. Should Father Priam be killed in view of his followers, they will be driven to acts of inspired vengeance—they gain a free Dark Symmetry effect (i.e. interrupt, reinforcement or ammunition).
- ◀ **Open:** Honesty is his watchword, and so Father Priam will never lie or try to use deception. However, this upright and no-nonsense nature also makes him hard to resist and so he gains an extra d20 on Persuade tests.

### DR. DAVIS YOUNGER

Younger is a former professor of archaeology at the University of Luna who has fallen on hard times. Disgraced by a scandal involving "fake artefacts," his once illustrious career was smashed by the forgeries. He was dismissed from U of L and became a pariah in the academic community. For two years he drank through his savings eventually arriving as one of the homeless in the Black Rot Square.

It was there that Father Priam found the priest. He fed him and talked with him for several months. Eventually, he spoke with his superiors, and Younger was brought into the Brotherhood as a "consulting" archaeologist. While the Brotherhood has more than enough of its own academics, Younger fills a special role—he lies. He isn't an actual member of the Brotherhood. His role is to "interpret" artefacts in ways the Brotherhood directs. For example, artefacts linked to the Dark Symmetry have been found in the Catacombs. These have been "misinterpreted" by Younger. He writes reports that official Brotherhood scholars then present as their own. History, it seems, is plastic when it comes to anything that might threaten mankind.

For once in his life, Younger believes he's doing the right thing.

### DR DAVIS YOUNGER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	11	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	1	-	1	1	-	-	2	1

**WOUNDS:** 4

**SOAK: Ballistic nylon clothing:** (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

- ◀ **Sharpened excavation trowel (melee):** 1+ $\uparrow$ 3, 1H, Armour Piercing 1
- ◀ **P60 Punisher (ranged):** Range C, 1+ $\uparrow$ 5, Burst, Unbalanced, Close Quarters, Knockdown

#### SPECIAL ABILITIES

- ◀ **Expert in the field trench:** Dr Younger may re-roll a single d20 for tests to uncover, examine or forge archaeological artefacts, but must accept the new result.



## CATHEDRAL DISTRICT ADVENTURE SEEDS

### INTO THE PAST

The Freelancers are hired by one of the Corporations other than Cybertronic to delve into the catacombs and recover the remains of a man who died during the Fall. The man's name is Tarsem Caul, and the corporation provides a sample of his DNA. Apart from that, the PCs have to find what clues they can on their own. Research figures prominently, but the team does not have access to the Brotherhood records that might point them in the right direction. They'll have to figure a way around not only that but the ban the Brotherhood has against anyone entering the Catacombs without permission.

Cybertronic, meanwhile, has one of their technological recovery specialists on the case. It seems these remains may have pre-Fall tech embedded in the bones. Cybertronic wants them. So does the corporation that hired the PCs. Corporate rivalry is typical in freelancer missions. What isn't typical is that the man's descendants want his remains as well. They claim they merely want to bury them in a family plot on Mars, but they, too, have another agenda—they are hiding a secret genetic history of mutation they cannot afford to have anyone discover.

### FATHER MIGUEL

"Father Miguel" is the moniker of an unknown figure who, during the First Dark Legion War, turned against the Brotherhood and became a heretic. He is allegedly responsible for the deaths of thousands of Luna citizens. Killed in battle by a renowned member of the order, his body was drawn and quartered. The various parts were buried in secret throughout Luna. He was so corrupted by Dark Symmetry that his body would not burn.

That might have been that, except a heretical cult believes they can resurrect Father Miguel and use him once again. The Dark Arts might make this possible if they

*"You will cause the deaths of millions of innocents. They will call you Death."*

*The words of the side-show fortune teller from all those years ago still felt like an ice blade to the heart. The fortune teller in her silly little tent in the back streets of the Nines where he grew up had been so specific. BBrodie had gone in there, like everyone else, to hear that a beautiful woman would walk into his life, or how he was destined to be successful, but the old crone had taken one look at him and uttered those fourteen words that were to haunt his life, before dropping dead in front of him.*

*He had tried to put distance between himself and that moment, but the words never left him, and over time they begun to define his very existence. He found himself wracked by guilt for deaths he had not yet caused! It was ridiculous, but he was marked. He joined the Capitol military to get away from Luna, but events conspired against him and he ended up back here as a freelance mercenary.*

*He brought his thoughts back to the present—crouched next to a rusty steel door in a back alley of the Nines, looked across at his teammates stacked up on the other side of the door and gave the nod as he detonated the tiny charges on the hinges. The first merc stepped up with a battering ram and smashed the door down as Brodie and his team went in. The job barely paid enough to cover their ammunition costs, but they had been hired to free a bunch of immigrants forced to work in near slavery. Brodie and his team had developed a reputation as white knights. He had decided long ago that if he really was destined to cause the deaths of millions then he was going damn well try to save as many as possible until then.*



Thanks to James Russell.

could recover the dead man's parts. A quest of sorts is on to recover the bits and pieces of Father Miguel. Each limb, the torso, and the head are infused with dangerous levels of corruption.

The team is hired by the cult, under another guise, to recover these parts. Soon, they find themselves up against The Inquisition itself as well as Cybertronic. Cybertronic wants the body for research on shielding against Dark Symmetry. The Inquisition wants to remove the danger from the city at large and cage it in the Great Cathedral. They only have partial records of those dark days during the First Dark Legion war, so they are also operating in the dark.

If the PCs realise what they are doing, they might very well stop. However, at that point, either Cybertronic or the Brotherhood will have either offered them a higher price or issued a significant threat if the team doesn't help. Getting involved with the past is almost never good, but it does pay well.

## THE CARTEL ENCLAVE

The Cartel represents the arbiter, the neutral party, and the outsider, with authority that keeps the corporations in check—at least in theory. The reality is somewhat different. The Cartel is afflicted by corruption but not just the corruption of Dark Symmetry. The Cartel suffers from the overpowering nature of the corporations and various other organisations (see *The Cartel Sourcebook*).

The Cartel District is supposed to be the pure representation of authority over the corporations, but it, too, reflects the real nature of the Cartel. Buildings are often sub-contracted to the Big Five for construction, and the Pan Corp Syndicate has a covert presence in many of the seemingly independent businesses in the district. Like all things on Luna, the Cartel District is more complex and more a melange than brochures and tour guides would lead one to believe.

### CARTEL HEADQUARTERS

Cartel Headquarters is a plain slab of marble reaching into the sky. Its lack of architectural style is purposeful. An aesthetic that borders on Brutalism, the Cartel tower is the antithesis of the branded headquarters of the Brotherhood and the Big Five. There are different entrances leading to separate parts of the Cartel organisation. (See *The Cartel Sourcebook* for details on the internal structure of the Cartel hierarchy).

Luna PD houses its own headquarters here in the Cartel tower. From this slab of stone pour squad cars and motorcycle cops. Detectives and criminals are brought in for questioning. This headquarters is known as the First Precinct. Many other precincts exist throughout Luna, but they all report back here.

Cartel Headquarters is an open building. Many corporate HQs

don't allow visitors to roam about their buildings. The Cartel, in the interest of transparency, provides guides for anyone that wants to visit. The bureaucracy that dominates The Cartel looks as boring from the outside as it does from the inside. Tourists don't come often. Yet anyone can stride in and make a complaint to one of the various departments, just as anyone can report a crime to Luna PD. The Cartel isn't what it was intended to be at its inception, but it's the closest thing to an impartial arbitrator anyone is liable to find on Luna.

### FLIC TOWER

The Freelancing Independent Corporations' Committee (FLIC) is currently headquartered inside The Cartel HQ. However, FLIC is building their own tower with money pooled from hundreds of so-called independent corporations. The men and women heading FLIC feel being cooped up in the Cartel building reduces their independent status.

Now, whether this tower will do anything to address that is questionable. Most believe it's a PR move on the part of FLIC. That may be, but it is a very expensive PR move. The tower is about halfway through construction, one of many such in-progress buildings in Luna. A construction company called Maenad cordons off the entire area surrounding the tower. Maenad is comprised of many different FLIC signatories. At night, children from the area often vandalise the construction site, and FLIC has recently increased guards patrolling the area. These children have some stones, vandalising a new construction project not but two kilometres away from Luna PD HQ.

Mostly they aren't violent youths, just the children of various FLIC corporations who have little better to do. Luna PD tends to let them off with a warning, but the FLIC guards give them a beating.

### ASHE MANOR

The Ashe family is one of the oldest independent families that run a corporation. Indeed, the Ashe family and the Ashe Corporation are inextricable. While their headquarters are in space, the family keeps an opulent manor in The Cartel District. The Ashe family claims to have had a member among the first pioneers on Luna.

Its patriarch or matriarch tightly regulates the Ashe family. There are rumours of genetic manipulation and cloning. If either is true, the neutral Cartel District protects them from inter-corporate law regarding these proscribed activities.

Inside the manor, one finds five stories of Regent-era Earth architecture. The hallways are filled with priceless relics from Old Earth, though not so much pre-Fall technology as artefacts that date before or during the Industrial Revolution. Of course, there are rumours that pre-Fall tech also exists in the manor, and it is therefore

a target of thieves and Cybertronic tech recovery specialists. No one can say for sure if any such tech has been found or made it out, but the Ashe family manor sports an iron gibbet in the front yard from which are occasionally hung those who have entered the manor uninvited. The property belongs to the Ashes and serves as an independent zone immune to larger Luna law in much the same way the Big Five territories do.

## FREE ZONE

Free Zone is an area regulated directly by FLIC. None of the Big Five are allowed to have businesses inside the Free Zone. The result is an eclectic mix of varying independent corporation offerings. Restaurants and shops, coffee houses and haberdasheries are all found in the Free Zone.

Of all the sites in the Cartel Enclave, the Free Zone attracts the most visitors. Twice a year, the Zone has The Taste of FLIC where all the independent restaurants offer food and entertainment. In addition, food trucks are common in the Free Zone where it is easier to get a license than in most other areas of Luna.

The Syndicate also infuses the Free Zone. A little known fact is that FLIC and the Syndicate have an unofficial alliance. Both organisations

must compete against the power of the great corporations, and they often find themselves on the same side of that struggle.

Because Luna PD has only limited authority over the Free Zone, all manner of otherwise criminal activity is semi-legal here. Prostitution is offered openly, with the hookers and rent boys licensed by FLIC and run by the Syndicate. Gambling laws are also laxer, and the curious or stupid corporate drone can find many back room micro-casinos waiting to part them from their crowns.

Drugs are not as openly sold, though one can score nearly anything they are looking for in the Free Zone. Of course, independent criminals sometimes try to set up on a corner and sell their narcotics—they tend to disappear within 24 hours.

## NPCS OF THE CARTEL ENCLAVE

### MANNY GUTIÉRREZ

Manny is the CEO of a small chain of clothes retailers called Fashionable Male. The Fashionable Male line is famous for having been the place where now-corporate designers cut their teeth. Those who now work for the Big Five learned their trade and found their styles in many Fashionable Male stores.



The Free Zone's Taste of Flic. Try the fish.

Manny is the great-great grandson of the founder. The name itself is a misnomer. While it started purely as a man's clothing store, it now caters to both genders. The logo features a Greek-style hermaphrodite, and the store's departments are broken down into Hermes and Aphrodite.

Celebrities favour this Fashionable Male brand, as it has an edge corporate designers lack, at least in the public perception. Manny goes some way toward wooing these celebs with free clothes and other perks. He aims to expand the brand off Luna into the streets of San Dorado.

An ambitious man, he sports an obvious comb over of silver hair. He's slightly paunchy and has a large nose. Manny calls his face "distinctive." Some of the tabloids call him outright ugly, but that is the nature of being connected to the rich and famous.

### MANNY GUTIÉRREZ ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	8	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	-	-	-	-	2	1	1	-

**WOUNDS: 3**

**SOAK: Very stylish ballistic nylon clothing:** (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

- ◀ **Ineffectual but well-choreographed unarmed strike (melee):** 1+ $\uparrow$ 2, 1H
- ◀ **Understated yet tastefully engraved Piranha (ranged):** Range C, 1+ $\uparrow$ 4, Semi-Automatic, 1H, Close Quarters, Hidden 1

### DANTE VOGEL

Dante Vogel is the Syndicate leader in the Free Zone. While his territory is smaller than most other Dantes, his direct connection to FLIC gives him a reach other Dantes aren't able to deliver. Vogel is a cautious man and one of the more forward thinking Dantes in the city. He falls firmly on the side of futurity. Tradition, for him, is nothing but a fad that addresses the age in which one finds themselves.

Vogel is rumoured to be plotting a coup against the old guard of the Syndicate, and the Syndicate is likely preparing to take him out. The war bubbling beneath the surface is liable to become very public very soon.

### DANTE VOGEL ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	9	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	-	-	-	-	2	1	1	1	1	-

**WOUNDS: 5**

**SOAK: Ballistic nylon clothing:** (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

- ◀ **Brass Knuckles (melee):** 1+ $\uparrow$ 4, 1H, Vicious 1
- ◀ **CAR-24 assault rifle (ranged):** Range C, 1+ $\uparrow$ 6, Burst, 2H
- ◀ **GL240 grenade launcher (ranged):** Range M, 2+ $\uparrow$ 6, Munition, Blast (Close)

#### SPECIAL ABILITIES

- ◀ **Man of vision:** Vogel is determined and driven to achieve his dream of progress over stagnant tradition. He receives one additional d20 to roll for Persuade tests.

### CARTEL ENCLAVE ADVENTURE SEEDS

#### THE HIT

Through a complex series of blinds, Dante Vogel has arranged for a Syndicate captain in the Southside to contract the PCs for a hit on a Syndicate captain in another district. The goal is to begin to seed a pretext for the coming war. Using Freelancers gives some illusion that the whole affair isn't staged. Freelancers are only brought in when trying to conceal internecine rivalries.

The PCs are thus unwitting pawns in the larger struggle between the Old Guard and New Turks of the Syndicate. The problem is, the Luna PD also approaches them once the team accepts the job. LPD intelligence has been monitoring the Syndicate closely. They know what's going on and need to stop it. A public war will result in civilian deaths and make the Luna PD look like they cannot control the city.

The PD says they can arrest the Freelancers right now for conspiracy to commit murder. They'll overlook this if the team takes out Dante Vogel. Vogel's death would slow the coming war and give Luna PD time to figure out a more permanent solution. The key to their plan is that the team needs to pin the murder on a corporation rather than a rival Dante or the Luna PD. This hit needs to look like something one of the Big Five ordered. The Syndicate is not so stupid as to

retaliate against a corporation. If the PCs agree, Luna PD arranges to pay them through a portion of their "black budget." If they refuse, well, the PD already has them on conspiracy to commit murder....



## CAPITOL DISTRICT: LESSER MARS

Capitol is the premiere real estate owner on Luna. Their early acquisition of prime property has continued apace, with some real estate bubbles, for centuries. Capitol is good at what they do, and making money off real estate is one of those things that they do.

Within "Lesser Mars" are a host of smaller, subsidiary corporate projects and locations.

### CARDINAL'S CROWN BOOKS

Officially endorsed by the Brotherhood, Cardinal's Crown Books caters to theological reading of all sorts. From clergy fiction and adventure to Romance of the Light, the store is a four level brick building that dates back to before the first Dark Legion War.

Each night, a different clergyman or Brotherhood-affiliated speaker shows up in the cafe to read from their latest book and discuss theology. Once a month, a debate is offered with an expert panel weighing in on the finer points of the Cardinal's Word.

### CAPITOL TOURS AND VACATIONS

A relatively new endeavour on the part of the corporations is private vacations and travel agents. There are few who can afford such luxury to begin with, and travel bans constantly disrupt the idea of having a "vacation."

In a time of war, vacations are one of the last things on people's minds, and it is strange that Capitol would establish travel agencies and vacation service. Further, the volatile nature of the solar system is constantly causing trips to be cancelled. The agencies are running at constant loss.

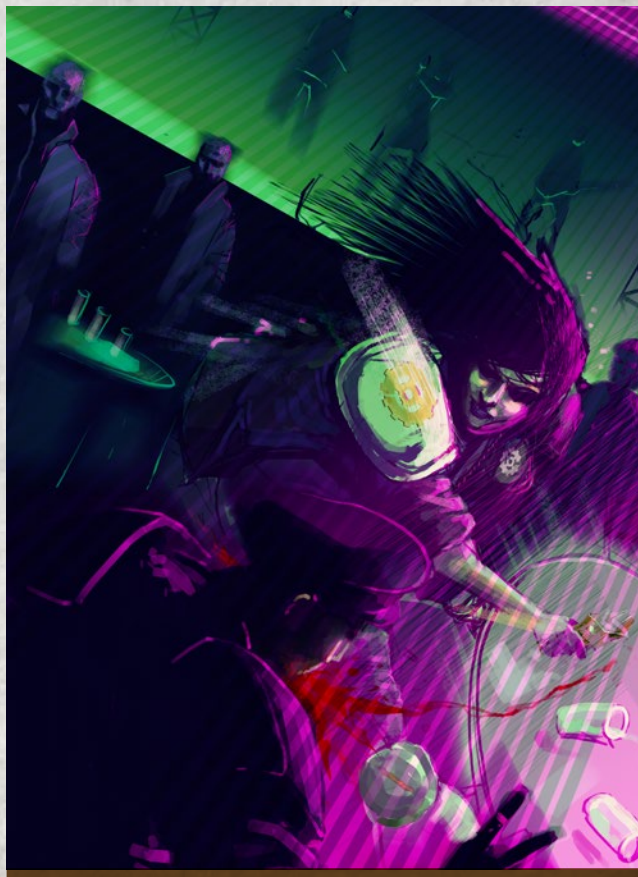
This begs the question of why it exists at all. While Capitol can afford to lose the money, there is little motivation to do so. Speculation is that Capitol feels a need to get a foot in the door on real getaways before Cybertronic provides more reliable, and cheaper, Subreality vacations. Capitol Tours and Vacations only has four locations in the Capitol District, three in strip malls and one in a former independent bank.

## PROUD MARY'S

A workingman's bar in the blue collar section of the district, Proud Mary's is named for the mother of the proprietor, Samantha Vess. Samantha, or Sammy as she is more often called, served in the Capitol Army prior to being discharged. Her wounds did not merit disability, but Vess had the benefit of being a poster girl for recruitment. She is naturally beautiful and has fierce eyes. People still recognise her from the old posters.

Vess grew up in the area. Her father was a factory line worker and her mother a chef in the factory cafeteria. She secretly feels alienated from the place due to the combat she has seen. Moving back and opening the bar were part of a plan to reintegrate into society. For now, she is doing a great job pretending it is working.

Jazz and blues features most nights at Proud Mary's. The venue, though small, helps support a small community of musicians. Many of them are part of a growing movement who find the war pointless. Their philosophy, such as it is, suggests that the Dark Symmetry is just a psychological projection of the human id given shape. Sammy Vess knows this is not true as she fought in the war, but she likes to see younger folk believing fairy tales like this.



Sandra Vess lays down the law in Proud Mary's.

## LIMINAL

This trendy club is located in the upper “downtown” of Capitol District. Six floors overlooking a central main dance floor, CEN personalities and stars frequent the nightspot and paparazzi are often lurking outside waiting for a shot. The owner is a former athlete who was immortalised at The Garden.

Luna PD has an ongoing investigation in Liminal trying to uncover a drug ring related to, they believe, Cybertronic. This investigation was not made known to Capitol, but that is not to say Capitol intelligence is not aware of the Luna PD’s presence on scene.



### ANDREW JAUSS, FREELANCER / MERCENARY

Andrew Jauss joined the Capitol military as soon as he was able, even going so far as to lie about his age—he was only 15. The harsh realities of war were a crucible for the young warrior and, over time, war and the military life became all he knew. Then one day his unit was involved in the massacre of a small hamlet out in the Martian badlands. Though he claimed it was the result of miscommunication, the military tribunal found otherwise and Jauss was sentenced to five years in a military prison and dishonourably discharged. When he got out he found civilian life completely alien—the military life was all he had ever known—and he hit the bottle hard. Then one day, he staggered into the Midnight Star and got into a fight with some mercenaries—relaxing between missions—who kicked the crap out of him, but in doing so he held his own even though outnumbered and drunk and realising his capabilities, they quickly hired him. Mercenary life suits him. No longer bound by weak rules of engagement, he fights wherever he is paid too, and this time no one is going to take that away from him.

#### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		9		8		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		7		10		7	

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	1	1	1	1	1	-	1	-

## THE CHURCH OF ST. VITUS

The location of the Church of St. Vitus allegedly has not changed since the First Dark Legion War where, early on, a genuine miracle is said to have taken place here. A statue of Cardinal Durand is said to have spoken to the priest here and foretold the end of the First Dark Legion War and the advent of the Second much later. According to the legend, a third and final war was also shown to the priest, though the details of this revelation are locked away in the Stone Archives.

## THE BROTHERHOOD ARMY

Not an actual military force but a charitable organisation founded by the Durand Brothers, which was brought into the Brotherhood after the First Corporate War, the Brotherhood Army in Capitol

#### WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious Wounds 6
- ◀ Mental Wounds 12
- ▶ Torso 8
- ▶ Legs 6
- ▶ Critical Wounds 4

**SOAK: Titanium Plate Implants:** Ballistic Nylon Lightweights, Bulletproof Vest: (Torso 2, Legs 1)

#### ATTACKS:

- ◀ **Combat Knife (melee):** 1+ $\uparrow$ 4, 1H, Armour Piercing 1, Hidden 1
- ◀ **M13 Bolter (ranged):** Range C, 1+ $\uparrow$ 5, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters

#### SPECIAL ABILITIES

- ◀ **Liberal with the Truth:** Not only Strauss’ military career has been distinguished by his attempts to bend the truth. When lying to an opponent, he gains two additional d20 to his Persuade or Command test.
- ◀ **Time Served:** Strauss’ military grounding and punishing incarceration in a maximum security military prison have toughened both his physique and nerve. He may re-roll any dice that did not generate a success on the initial roll when making a Resistance test, or one d20 when making a Willpower test, but must accept the new results. Additionally, when making a test to avoid the effects of a status condition, or when attempting a Willpower test due to exposure to a traumatic event, the difficulty of the test to resist the negative effects is reduced by one step, which may eliminate the need for a test. Finally, he generates two additional successes on any Athletics test that generates at least one success.

District is a fund raising and recruitment centre. Using a two story building—formally a Laundromat and apartment—as a base, the Brotherhood Army supplies clothes, food, and job counselling to the unfortunates in The Perimeters. During holidays, the Army can be found in dress regalia outside supermarkets of all sorts collecting money and ringing their bells.

### BROTHERHOOD ARMY ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	7	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	1	-	1	-	1	1	1	-

WOUNDS: 3

SOAK: Armoured Dress Regalia: (Torso 1, Arms 1, Legs 1)

ATTACKS:

◀ **Hastily swung musical instrument (melee):** 1+↑3, 1H, Stun

### NPCS OF LESSER MARS—CAPITOL DISTRICT

#### BRYNE HANDHOLD

Bryne is one of the many “newsies” that populate the streets of Luna City. Part of the greater Capitol Media divisions, these newsies tout the latest stories and push the Daily Chronicle on passers-by. While news is often received from television, papers are still the Luna citizen’s resource of choice.

Bryne is a 13-year-old girl who was recruited by Daily Chronicle Distribution at age nine. Many children, whose parents have no management trajectory, find gainful employment in the ranks of the newsies. Their voices ring on many a corner especially when big news happens. Bryne is from a lower-working class family, and has, at age 13, literally earned most of what she has in life.

She works mornings and evenings to get the best crowds, but always picks up her papers for special news. You might find her standing on the corner in the pouring rain at 4 a.m. if there is news to be shared. She likes her coffee black, which she took from an old movie. For PCs, Bryne is a valuable resource. She and other newsies are rarely given a second thought and can thus observe targets easily. Moreover, the newsies network is a hotbed of gossip, rumour, and breaking news. It is a little known fact that reporters on the Daily Chronicle often follow tips given them by the newsies. Bryne prides

herself on having broken half a dozen stories, though she would never say which ones.

Red haired and freckled, Bryne keeps her hair short. She is prone to wearing overalls or other utilitarian gear, much of it a size too large. When you do not have money, you have to plan to “grow” into things.

### BRYNE HANDHOLD ☆

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	7	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	2	1	1	1	1	1	-	-

WOUNDS: 3

SOAK: None

ATTACKS:

◀ **Slicer (melee):** 1+↑3, 1H, Armour Piercing 1, Hidden 2

SPECIAL ABILITIES

◀ **Eyes on the street:** Bryne goes unobserved in most places and because of this she’s collected all sorts of interesting information. Because of this, any PCs making Observation tests may roll one extra d20 if Bryne is with them (or communicating via telephone, etc.).

#### SINGH PAPADOPOULOS

A cabbie for Jyp-See, Singh’s family originally came from San Dorado but was pushed out during the Second Corporate War. His ancestors came to Luna to build a new life. Sadly, without any corporate enfranchisement, Singh’s people grew up in the gaps between steady employment. Being an illicit cab driver is a logical job for Singh.

He dreams about Old Earth. He peers through the clouds to catch a glimpse of Earth hanging in the night sky. He watches movies set there, reads academic books speculating on what it was like, and has a fantasy of visiting there one day. He tends to include the Whitestar Bunker in his routes, in the hope of picking up a fare who grew up on Earth. An autodidact, Singh knows an incredible amount about the former homeworld pre-Exodus, yet possesses no degree, nor has he ever been there. He also knows the shortest way between any two points in the district and, as an indie cabbie, is not unfamiliar with being in a chase.

## SINGH PAPADOPOULOS ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
8	8	7	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	7	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	1	1	1	1	2	1	1	-

**WOUNDS:** 5

**SOAK:** **Bulletproof vest:** (Torso 2)

### ATTACKS:

- ◀ **Length of piping (melee):** 1+↑3, Unbalanced, Vicious (1)
- ◀ **CAR-24 knockoff version (ranged):** Range C, 1+↑4, Burst, 2H

### SPECIAL ABILITIES

- ◀ **Earth expert:** His knowledge about the home planet is rivalled only by great academics, and even then Singh has probably picked up a thing or two they have missed. For any tests concerning Earth history, geography or similar, Singh may roll an extra d20.
- ◀ **Getaway cab:** Being a freelance cabbie comes with a lot of opportunities to get on the wrong side of Luna PD or one mob or another, which in turn tends to hone driving skills particularly quickly. Singh may re-roll one dice related to Pilot tests, but must accept the new result.

## LESSER MARS ADVENTURE SEEDS

### NEWSIES LOST

One morning, none of the newsies appear to tout papers. They simply do not show up. It is as if they have all suddenly disappeared. In fact, they have. The Daily Chronicle hires the Freelancers to find out where all the newsies in the Capitol District went. Luna PD is also investigating.

The PCs first find Bryne Handhold (see above), who is hiding in an abandoned building scheduled for demolition. Some of the children lived there last year, but they moved when the building was boarded up and slated for destruction. She didn't know where else to go. Bryne claims that "monsters" took all her friends. What she described certainly sounds like Dark Symmetry, but what would they want with a bunch of children selling newspapers?

In fact, they were taken by a heretical cult that believes the totality of the gossip inside the newsies' minds can be harnessed and altered

as a kind of memetic plague that would sweep over the city once the newsies are back on the street barking bits of strange, coded language. The original plan was to take one newsie at a time, but someone in the organisation screwed up. That foul up may be the only thing that stops the cult from infecting Luna with a verbally transmitted mind virus.

### LOONY BURGER DOESN'T SERVE BREAKFAST AFTER 10

Loony Burger has seen a spate of robberies of late. Two men, just prior to the end of the breakfast menu, conduct them each day. The end of the breakfast menu also coincides with an armoured truck pick up of three days' worth of Cardinal's Crowns. Whoever is robbing the Loony Burgers has done their homework or used to work for the company.

Capitol has just purchased Loony Burger, and the last thing the CEO wants to do is call on their new masters for help. The CEO could lose his job if he goes to Capitol security. Instead, he shuffles some numbers and comes up with funds to hire the Freelancers. They need to find out who is behind the robberies and stop them. Along the way, they come up against a couple of hard-nosed LPD detectives who do not want mercenaries meddling in their case.

What neither group yet knows is that the two robbers are vets of the war. They are robbing Loony Burgers because Loony Burger used to charge the troops for food in the field. Needless to say, this has bred some resentment. What's more, the vets are part of a would-be revolutionary organisation labelled as criminals by the Cartel. They are using their ill-gotten gains to fund their goals. The PCs uncover a lot more than two lone robbers; they have stumbled upon a terrorist organisation dedicated to striking back at the corporations they served during the war. The group call themselves The Luna Patriots. The authorities call them murderers.

## BAUHAUS DISTRICT

The oldest of the corporations, Bauhaus is all that kept humanity alive when the Exodus occurred. Their technology for terraforming, which gave them the moniker Homebuilders, allowed humanity to find new homes elsewhere in the solar system. The original terraforming towers on Luna are Bauhaus made.

The Durand brothers hailed from Bauhaus originally, emerging from the Venusian jungles at the peak of the First Corporate Wars, and during the First Dark Legion War, Bauhaus was the first to fight the Dark Legion. They are still the corporation closest to the Brotherhood.

All of this gives the Bauhaus District a special place among the corporate districts on Luna. Perhaps more than any corporation, Bauhaus identifies as a people rather than merely a corporation. To



many Lunans, this is an arrogant and snooty attitude to have. Even so, the city likely wouldn't exist were it not for Bauhaus. Citizens of Luna simply do not like to be reminded of that. Unsurprisingly, the Bauhaus District is full of such reminders.

## THE NOBLE SECTOR

The entire district is divided into two main sectors, that of the nobles and that of the commoners. This division is pervasive in nearly every aspect of Bauhaus society. The aristocracy and the commoners do not mix in any way that is not regulated by decorum and tradition. They do not court each other. They do not enjoy meals together, though it at least assumed that commoners will serve the meals that the nobility enjoy.

For Bauhaus, this division is as natural as that between genders. Commoners are simply different from nobility. It has ever been thus and ever shall. Few nobles give it a second thought, though there are stirrings of dissent in the Commoner's Sector (see below).

Both areas occupy non-contiguous land inside the Bauhaus cog. The sectors are not divided down a central point. There is no wall or line of demarcation. Bauhaus citizens know where they can and cannot go based on class, but physical divisions would impair the movements of those doing their proper duties. Few would dare violate such social norms.



A normal Saturday night in Noble Sector.

## THE COMMONER'S SECTOR

The Commoner's Sector, like the Noble's, cannot be shown on any map. Bits and pieces of it reside in each tooth on the cog design of the district, often placing worker's residences as near as possible to the quarters of the nobles they serve. Public houses are popular in the Commoner's areas. The architecture is not as grand, and housing is far, far more crowded.

A sense of dissent is rising among the commoners on Luna. Perhaps it is the nature of the Free City to inspire such rebellion, or perhaps the distance from Venus leads would-be

rabble-rousers to greater acts of defiance. Regardless of the cause, there is a growing movement inside "the Cog" to address the inequality between the nobles and the peasants. There are similar movements in Bauhauser settlements elsewhere in the system, but communication between these groups is rare.

## WORLD'S INN

A commoner public house, World's Inn is a popular, two-story inn and pub. Workers from throughout the neighbourhood converge here on off hours and complain about the war, working conditions, the electors, and the like.

After the inn closes, it becomes a hub of dissident activity. The anarchists who want to disband the class system meet here and plan various acts of defiance. Sometimes, these are acts of terror. Heimburg Square was bombed recently, not far from the grand East-West Towers that serve as Bauhaus HQ on Luna. Since then, the nobles, and the corporation at large, has begun to take these dissidents very seriously.

## NPCS OF THE BAUHAUS DISTRICT

### TAM ALBRECHT

Albrecht is one of the leaders behind the growing socialist movement in the Bauhaus District. He used to serve one of the great houses but quit one day. He worked odd jobs for a while before he understood what was eating him—the inequality inherent in Bauhaus' structure. He wasn't previously able to articulate it, for all citizens are raised as if this division is part of the natural order.

Once he was able to label his unease, he became angry and decided to do something about it. Albrecht joined the putative movement. His natural fiery personality gained him a reputation as a leader, and he organised multiple demonstrations and protests. When these failed to lead to any serious discussion, Albrecht decided violence would be necessary to gain the public's attention.

His name isn't known, but his group is considered terrorists. Albrecht is walking a dangerous line. Sooner or later an informant or spy will uncover his identity. Then he'll be a target of assassination.

### TAM ALBRECHT ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	10	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	1	-	-	-	1	1	-	1	-

**WOUNDS: 5**

**SOAK: Light shoulder pads:** (Arms 1)

#### ATTACKS:

- ◀ **Dagger (melee):** 1+♣3, 1H, Armour Piercing 1
- ◀ **MP-105 handgun (ranged):** Range C, 1+♣4, Burst, 1H, Ammo (Spread 1), Close Quarters
- ◀ **Stun grenade (ranged):** Range C, ♣4, Munition, 1H, Blast (Close), Knockdown, Stun

### PIOTR ROMANOV

The heir apparent to House Romanov's interests on Luna, Piotr is a strong supporter of Cybertronic. He is a progressive, forward thinking individual who believes that advanced technology will win the war. This causes enmity between he and the Brotherhood.

While the Romanovs generally support Cybertronic, Piotr does so enthusiastically, appearing at Cybertronic events and appearing in Cybertronic PR. He is friends with many members of Cybertronic and secretly hopes to forge an even closer alliance between the two corporations.

Piotr is still very loyal to his house. He believes that Cybertronic technology is the future of mankind, and anyone who does not see that will be left behind. The Fall was a long time ago. Man has learned much since then. For Piotr, it is time to embrace advanced technology again.

While he is a man of principle, his vehement support for Cybertronic no doubt relates to the love of his life who happens to work for the company. The lady in question is a beautiful PR executive, and the two are often seen arm in arm, much to the delight of Luna's gossip columnists.

A few among Piotr's family suspect the woman is actually a member of Cybertronic intelligence who seduced their scion using her charms and training. Who can say for sure if this is true?

### PIOTR ROMANOV ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	10	7	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	-	-	1	-	-	-	1	1	1	-

**WOUNDS: 4**

**SOAK: Medium military shoulder pads:** (Arms: 2)

#### ATTACKS:

- ◀ **Duelling sabre (melee):** 1+♣5, 1H, Duelling, Parry 3
- ◀ **P1000 handgun (ranged):** Range C, 1+♣3, Burst, 1H, Close Quarters

#### SPECIAL ABILITIES

- ◀ **Cybertronic ally:** Piotr's love for Cybertronic is well-known and he maintains a favoured status with the corporation, or at least its PR division. He may re-roll one dice for Command and Persuade tests when dealing with Cybertronic citizens, but must accept the new result.

### BAUHAUS DISTRICT ADVENTURE SEEDS

#### WRONG PLACE AT THE WRONG TIME

The PCs are supposed to meet with a representative of one of the Elector Houses regarding a job. They meet at the private club of that house in the Noble's Sector. Halfway into the meeting, a bomb goes off. The PCs are injured, but the Bauhaus representative is killed. Almost immediately, security arrives on the scene. The PCs are implicated in the bombing. If they stick around, they are taken into custody. If not, they are now fugitives.

Wanted by Bauhaus, and eventually Luna PD, the PCs only viable path is to find out who actually committed the act of terror and bring them to justice. This means finding evidence as well, as the perpetrator is a member of the anarchist movement. She isn't going to confess to the crime. The team has to use all their contacts just to get information inside Bauhaus territory. They need to conduct their own investigation while avoiding authorities.

The team may elect to leave Luna altogether, but every port soon has their picture and other identifying data. Going there is a sure way to get picked up by Luna PD. Besides, once they are known as terrorists, it's going to be very hard to get future work. Clearing their name is the only way to get their reputations back. Sometimes bad luck is just being in the wrong place at the wrong time.

### **BAUHAUS IS SYNONYMOUS WITH QUALITY**

The company is known for the unparalleled quality of its goods. If you buy Bauhaus, you buy a guarantee that your purchase is the very best. That has been one of the standards the company prides themselves on for millennia.

But three of their factories are starting to put out shoddy products. One of these is on Luna. Bauhaus fears it is internal sabotage so they want Freelancers to investigate. It could be a rival corporation, but what if it's not? They need a neutral party to get reliable intel.

As the PCs investigate, they find Bauhaus isn't the only victim here. Other companies have also seen their products drop off in quality inside Luna factories. Something is going on. Is one of the corporations behind it and secretly poisoning their own well to avoid suspicion? Perhaps FLIC is behind it. They have an interest in making the Big Five look bad.

But the most dangerous possibility is that this relates to Dark Symmetry. The Brotherhood suspects the Dark Legions have found a way to more easily corrupt low-technology products, or at least damage them as they come off the line. If that is true, this could be the beginning of a massive attack on humanity's industrial base. If people cannot produce reliable weapons and equipment, the Dark Legion gains a huge advantage. The PCs have to find out who is responsible, and they must do it under the watchful eye of the Brotherhood. Their only seeming ally in all this, other than Bauhaus, is Cybertronic. The technological paragon of mankind has a vested interest in finding out if Dark Symmetry found a new way to infect old tech. Of course, Cybertronic also has an interest in discrediting antiquated technology in favour of theirs.



## **THE CYBERTRONIC ENCLAVE**

The giant Cybertronic Tower dominates this enclave. Carved out of a piece of real estate that used to belong to Bauhaus, the Cybertronic Enclave is the smallest of all the major Corporation's territory. What they lack in size, they make up for with technological marvels. The best theatres, sporting arenas, and electronics districts are located in the Cybertronic Enclave.

Cybertronic is a notoriously secretive corporation, but they have recently embarked on a PR campaign to popularize their brand with the public. The results are, thus far, spectacular. As such, an entire portion of the enclave is not open to the public.

### **CYBER WORLD**

Cyber World is the name of the newly created public area. It's filled with Cybertronic shops selling the latest hardware, often before they go on broader sale. There are video arcades, movie theatres, and a park. The park itself shows not the smog-laden night sky of Luna, but a holographic projection of fanciful constellations that constantly change.

Along an artificial pond are rows of stalls like those in a carnival. These are not run by carnies though. Cybertronic controls each booth, though they maintain a façade of being operated by colourful, independent characters. Food, games, and performances—some by robots—are open nightly along the pond.

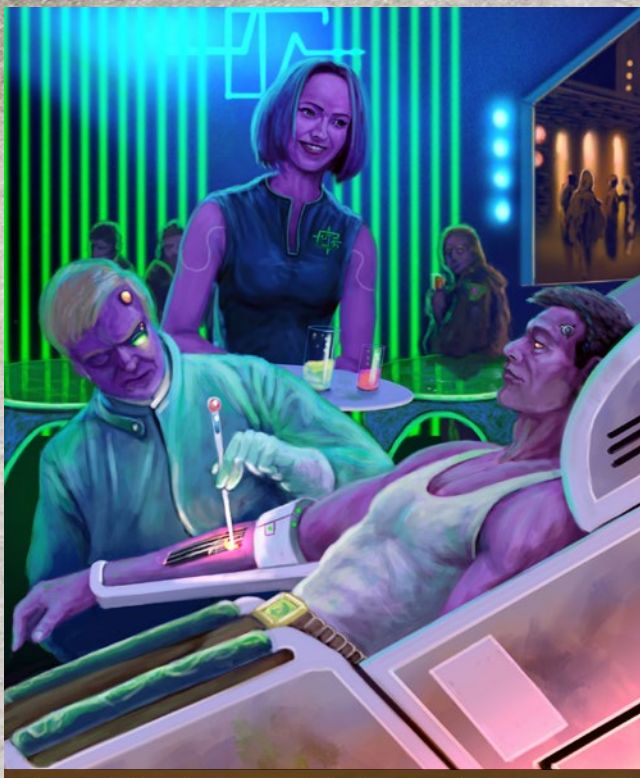
### **CYBERCHEF**

CyberChef is a prototype restaurant that Cybertronic wants to turn into an entire chain. This first test market is located only in the Cybertronic Enclave. Inside the restaurant, fascinated diners watch robotic chefs prepare complex meals with whirling blades while juggling ingredients. The restaurant also includes an arcade. So far, there is a six-month waiting list for reservations.

### **BEFORE THE FALL**

Before the Fall is an area that is part live performance, part interactive theatre, and all spectacle. Like Little Earth, it attempts to capture a vanished world. Unlike Little Earth, it tries to capture Luna before the Fall. Everyone who isn't a tourist is an actor plugged into Cybertronic Tower via brain implants. The entire zone is a scripted affair, though that script shifts to interact with customers. Robots walk the streets, automatons posing as the servants mankind once enjoyed before the dark Symmetry.

The entire project borders on the heretical, but the Brotherhood has not shut it down. No one knows why. One rumour is that this area actually implements modified pre-Fall tech. It's a petri dish designed to test whether Dark Symmetry can infect lost tech hardened by Cybertronic advances. That would explain the heavy security and turrets disguised as vegetation that run the entire perimeter.



Cybertronic: building a better you. Free drink with every procedure!

## CYBERTRONIC ENCLAVE NPCs

### JOSHUA FALKEN

Falken works an archery booth in Cyber World. He is, too all appearances, a typical Cybertronic employee—neatly dressed and squared away. What no one outside The Board knows is that Joshua Falken is an artificial person, the next step beyond Cuirassier AIs, DIANA intellects, and Neoclones. He is an experiment; one Cybertronic hides from the Brotherhood. They put him through immense testing in secure facilities, but it is time to see if he can pass for human in public. Can Falken feel? Can he relate to the tourists who come to Cyber World? Cybertronic wants to know.

Cybertronic also needs to see if the Dark Symmetry will infect Joshua. They have thus let him “into the wild.” A rival corporation has seen Joshua Falken’s name on decoded Cybertronic transmissions. Oh, by the way, Joshua doesn’t know he isn’t a real human being. That’s likely to be quite a shock when he finds out.

### JOSHUA FALKEN ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
12	12	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	8	10	8

### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	2	2	2	1	1	-	-	1	-

WOUNDS: 6

SOAK: Armoured chassis: (All 5)

### ATTACKS:

- ◆ **Cybernetic fist (melee):** 1+ $\uparrow$ 5, 1H, Armour Piercing 1
- ◆ **Sports Bow (ranged):** Range M, 1+ $\uparrow$ 5, Semi-Automatic, 2H, Armour Piercing 1

### SPECIAL ABILITIES

- ◆ **Archery Display:** Joshua has a lot of experience with a bow, his daily job involving a demonstration of trick shots which showcase his great proficiency. Joshua gains one bonus Momentum on all ranged attacks made using his Sports Bow.
- ◆ **Robot:** Joshua is not human, being constructed of steel and superconducting fluids rather than flesh and blood. He is immune to all environmental conditions—extremes of heat or cold, vacuum, and suffocation—as well as all poison and disease effects. He cannot be healed by regular means or recover wounds naturally, and cannot be affected by abilities, attacks, and effects that only work on living creatures. Any attempt to repair Joshua requires Mechanics, in place of Treatment or Medicine.
- ◆ **Syntherdermis:** Nobody has noticed yet, but with a Daunting D3 Observation test it could be noted that there is something unusual about Joshua, possibly clinical or even mechanical about his movements and actions—in short that he may be robotic in nature.

### CORDEN WAITHE

A mid-ranking manager at Cybertronic, Corden is what is known as a “mystery shopper.” He goes to various corporate stores, restaurants and the like, and reports on his experiences. In his case, he reports directly to Cybertronic. He gets many free products, meals, and entertainment due to his position, but his life is otherwise rather dull. For cover, he lives in the Capitol district so as not to be connected to Cybertronic.

Corden is middle age, slightly handsome but easily forgettable. He’s been having trouble sleeping recently, his dreams full of violence and intrigue. What Corden doesn’t know is that those aren’t dreams. His job as a “mystery shopper” is a mildly secretive cover for a very classified job. Corden Waithe is a spy. Spies in Cybertronic are subjected to all sorts of brain wiping and memory manipulation, but Corden is something new. Cybertronic has purposely split his personality. At night, his spy persona kicks in, and he conducts clandestine missions. During the day, he’s an average guy with no special abilities.

Cybertronic accomplished this without having to implant any tech inside Corden. Corden doesn't know he has a schism in his persona. No one else does either.

### CORDEN WAITHE ★

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		9		8		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		8		7		7	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	1	-	-	1	-	1	-	1	-

WOUNDS: 5

SOAK: **Light Civilian shoulder pads:** (Arms 1)

#### ATTACKS:

◀ **Unarmed strike (melee):** 1+♣3, 1H

#### SPECIAL ABILITIES

◀ **Spy Persona:** When Corden's spy persona is activated a few minutes after his cover persona falls asleep, a change comes over him. Make the following changes to his profile—Awareness, Intelligence, Mental Strength and Personality +2 and +1 to every Field of Expertise. He also makes use of the following attack whilst his spy persona is active:

◀ **Piranha handgun with silencer (ranged):** Range C, 1+♣6, Semi-Automatic, 1H, Close Quarters, Hidden 1. The bonus damage for his increased Awareness is included in that attack profile.

#### DARK SYMMETRY SPEND

◀ **Emergency Activation:** Corden's spy persona may be activated by spending one Dark Symmetry point. There is no outward physical indication when the persona changes between his mystery shopper and spy persona, and requires a Challenging D2 Psychotherapy test for any changes in mannerisms and speech patterns to be identified as unusual.

## CYBERTRONIC ENCLAVE ADVENTURE SEEDS

### THE JADE JAGUAR

The famed jewel thief known as the Jade Jaguar has long plagued Luna PD. He or she (the police do not know which) has pulled off the most daring heists on more than three worlds. It is believed the Jade Jaguar has come to Luna to steal the Cardinal's Crown Jewels that are on display for the first time in the Cathedral District.

Security there has been beefed up to unprecedented levels, but such security has not stopped the Jade Jaguar from stealing such valuables before. The Brotherhood wants to find the thief before he or she even gets a chance to purloin these rare and sacred gems. Since the Brotherhood feels you need a thief to catch a thief, they hire the Freelancers. Their task is to use all their connections in the underworld to find the Jade Jaguar. Their search eventually leads them to the unlikelyst of locations—Before the Fall.

You see, the Jade Jaguar is hiding out as one of the wired-in performers in this Cybertronic fantasy. The problem is, the team still doesn't know if the cat burglar is a man or woman, and there are over 1,000 performers in the area. They could warn Cybertronic, but Cybertronic is liable to keep the thief for themselves. Eventually, in their investigation, the team realises that the Jade Jaguar isn't after the Crown Jewels but a valuable Cybertronic prototype. The Jaguar's client? The Brotherhood itself. If you cannot trust the Brotherhood, who can you trust?

### JADE JAGUAR ★

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
8		8		10		11	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
10		9		8		8	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	-	-	2	2	2	2	1	1	1	1

WOUNDS: 5

SOAK: None

#### ATTACKS:

◀ **Unarmed strike (melee):** 1+♣2, 1H

◀ **Piranha handgun (ranged):** Range C, 1+♣5, Semi-Automatic, 1H, Close Quarters, Hidden 1

#### SPECIAL ABILITIES

◀ **Locks are no obstacles:** Master thieves are not known for being kept at bay by locks. The Jade Jaguar may re-roll any dice for Thievery tests but the new results must be accepted.

◀ **Master of faces:** One of the reasons the Jade Jaguar has evaded Luna PD so long is their ability to whip up very convincing disguises and cover stories. Any attempt to see through a disguise worn by the Jade Jaguar will require a Daunting D3 Psychotherapy or Observation test.

◀ **Perfect at parkour:** The Jade Jaguar moves with grace and finesse in environments where others would soon be tripped up and slowed down. They ignore all effects of moving through difficult terrain.

## THE DEFECTOR

Cybertronic has the lowest defection rate of any corporation. People do not want to leave. Those few who do find it nearly impossible to do so. Jamie Mack wants out. Her promotion necessitated a SARaH implant. She feels like she's less than human since, but once you get promoted you do not go back. She's hoping to trade her implant, and its proprietary technology for passage to another corporation, in this case Bauhaus.

There are many in Bauhaus who resent Cybertronic and want to crack their secrets. Not only does Jamie have a valuable implant, it's full of precious data. But Bauhaus can't be seen messing with Cybertronic right now, so they resort to Freelancers. The team is hired to extract Jamie and get her to a Bauhaus safe house. It's not the distance that is the problem, since the Cybertronic Enclave is located within the Bauhaus District, it is the tracking chip in her head and relentless Cybertronic security. It's a tough job, or at least Cybertronic wants to make it seem that way. Jamie is, unknown to her, a triple agent. Her implant contains a special module that periodically puts her to "sleep" while executing a program to report back to Cybertronic. She's a mole that doesn't know she's a mole. The PCs find this out along the way. Do they tell her? Is one woman's life worth blowing a big job and marring their reputation?

## MISHIMA DISTRICT

Of all the districts on Luna, Mishima takes the most care to make theirs look uniform. Their Shinto-inspired architecture and practice of *feng shui* border on the heretical. The Brotherhood does not enjoy their unwillingness to conform to architectural and design norms.

## RED PLANET SQUARE

Red Planet Square is a little piece of Mars on Luna. One of the largest squares in Luna, its elaborate design is not a "square" as such but that of a lotus flower. Monks come here for deep contemplation and alms. To refuse a monk alms is to invoke dishonour upon your family.

The great Overlords of the past are featured in massive basalt statues. Each petal of the "flower" holds one such monument to past glory. The Square is a conceit to a past that has begun to fade inside Mishima. The Overlord currently holds little of the power that title once wielded. Things are changing and, while the Way mandates tradition, corporate economics demand evolution.

Children in strange costumes hang around the park, flaunting a new freedom that would have been impossible a century ago. Their gaudy dress is rebellious in nature and often reflects the aesthetics of Luna culture rather than that of Mishima. They often try to make themselves look like film and TV stars, famous vocalists, or traditional characters—many fictional—passed down from Old Earth. These characters are hopelessly inaccurate given the vast gulf of

time separating these cosplayers from the actual time period when such icons existed. One, for example, is a strange combination of a zombie, Uncle Sam and Colonel Sanders. Very, very strange indeed.

## PAVILION OF THE SEVEN SAGES

Both a tourist attraction and spiritual centre, the Pavilion of the Seven Sages is a traditionally built structure looking like a daimyo's castle on old Earth. However, the structure is far more open in construction and contains elements of traditional Shinto temples.

The Seven Sages represent those great spiritual minds who founded many of the precepts upon which Mishima philosophy is based.

Four entrances marked by *torii* gates represent each of the core principles of the Way. The first entrance is for loyalty, the second for honour, the third for obedience, and the last for tradition. The Pavilion is sectioned into four quarters as above. People come and see artefacts relating to each virtue, and each quarter offers places of contemplation, often gardens, dedicated to the four core principles.

Statues of the Seven Sages appear on the first floor. Ascetics devoted to one of the four virtues live in the upper levels and tend the grounds.

## MUSHASHI PARK

Named for an ancient sword master from Earth, Mushashi Park is a place for contemplation and the display of martial prowess. Samurai engage in kendo demonstrations on open swards as green as emeralds.

*Torii* gates allow entrance to eight different pathways leading to a central garden made of combed sand and rock. Trees are manicured with the utmost care and the park is devoid of ads, one of only a few such places on Luna.

## THE BOSOZUKU STRIP

*Bosozeru* is loosely translated as "speed tribe." These are gangs of children dedicated to fast vehicles, be they motorcycles or cars. They race on some of the disused strips of highway that have yet to be torn down. The more daring among them do so on active freeways and streets. Their "Strip" is actually an irregularly shaped area that caters to youth culture and abuts Red Planet Square. These children smoke habitually and always look as if they are posing for a fashion shoot. Leather jackets and wild hair predominate the aesthetic of this group.

Drugs are prevalent as is petty crime. Mishima keeps them bounded within the small confines of their strip and generally leaves it at that—Samurai magistrates have little interest in the crimes of children. The reason for this is that the Triads actively recruit from



The boso-zuku have a robust approach to winning a race.

the *boso-zuku*. Being a member of a speed tribe is a kind of training ground for becoming a gangster. The Triads often employ these children before they are welcomed into the official Triad ranks.

## NPC OF THE MISHIMA DISTRICT

### REIKO NOKURI

Reiko is an elderly woman. No one can say how old. Her face is a map of wrinkles that mirrors the spiral patters of her Zen garden. The garden once had another name but has become known as Reiko's Garden. It is believed she has tended the garden for over 100 years.

A source of wisdom both practical and spiritual, it is said even high-ranking Mishima executives consult this old woman for her knowledge. She is, perhaps, a master of the Way, though she would never claim to be. Humble, quiet, and unassuming, Reiko spends fourteen hours a day in the garden. The other ten she spends in the Pavilion of the Seven Sages where she lives on the top floor. Some say she heads the Pavilion, but this isn't true. She is afforded the premiere room in the structure out of respect.

She only dispenses her wisdom to those she deems worthy, and those who receive it never pass it on to anyone Reiko would deem

unfit. What she knows about the Way, politics, corporate intrigue, and even the Dark Symmetry is said to be both vast and deep. She is a highly valued member of the community. Were anyone to threaten or harm her, they would be dealt with immediately and in the harshest manner possible. Even the Triad leaders give her the respect she deserves.

### REIKO NOKURI ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
5	5	6	6
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
6	12	11	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	-	-	-	-	1	-	1	1

WOUNDS: 3

SOAK: None

#### ATTACKS:

- ◀ **None:** Reiko is far too frail to be able to perform any meaningful form of attack

#### SPECIAL ABILITIES

- ◀ **Wisdom of the ages:** Reiko has lived a long time and seen many things, some say things that no human should see or even things that have not yet come to pass. Whatever the truth of it, she is certainly incredibly well-informed and gives excellent counsel. Reiko may advise on Education, Insight, Lifestyle, Mysticism and Psychotherapy tests, which grants an extra d20 for the test, as well as granting a character one bonus Momentum on their test.
- ◀ **Most serene personage:** An aura of calmness extends around Reiko and her soothing words can often ease the upset of a disturbed mind. Reiko may make a Treatment test as per page 142 of the *Mutant Chronicles* core rulebook, but as an Average D1 test. She may only do this once per day.

#### SHIGERU LING

Ling is an operative for one of the Shadow Corporations—a shadow walker, though of the more mundane sort, rather than a member of the mythical cult. He has forgotten more about corporate espionage than most people will ever know. Of indeterminate age, Ling poses as the owner of a micro bar along Golden Way Alley. The bar holds a private stock of rare liquor with the client's name written on a tag in beautiful calligraphy. There are many such bars in Golden Way Alley, and Ling blends in perfectly. No one would suspect the polite gentleman is a shadow walker. Yet he is.

Ling has three other employees, all walkers-in-training. They fill in when he takes on an operation. When he does, he conducts the operation with grace, subtlety, and finality. His reputation is well known among all the corporations. They do not know who he really is but have nicknamed him The Chrysanthemum.

Ling is something of a freelance operative. He does not work for a single shadow corporation alone. What and how he is paid has never been discovered. Cybertronic is said to have an enormous file on his exploits, but even their advanced technological spying has been unable to uncover his identity.

To most of Luna, there are scores upon scores of quiet Mishima citizens. Any of them could be The Chrysanthemum.

#### SHIGERU LING ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
9	9	10	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	9	9	8

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	2	1	2	1	-	-	1	1

#### WOUNDS: 4

**SOAK: Subdermal armour and ballistic nylon clothing:** (Head 1, Torso 2, Arms 2, Legs 2)

#### ATTACKS:

- ◀ **Katana (melee):** 1+**T**6, Unbalanced, Parry 1
- ◀ **Ronin handgun (ranged):** Range C, 1+**T**5, Semi-Automatic, 1H, Close Quarters
- ◀ **Gas grenade (ranged):** Range C, 1+**T**6, Munition, 1H, Blast (Close), Toxic 3

#### SPECIAL ABILITIES

- ◀ **Unassuming:** Shigeru's humble nature hides the mind of a devious genius when it comes to subterfuge, espionage and concealment. Shigeru may re-roll one die on any test for Thievery or Stealth, but the new result must be accepted.

#### MISHIMA DISTRICT ADVENTURE SEEDS

##### GIRI

A Mishima executive has disgraced himself and his family. However, he has not accepted traditional punishment—something which shames his corporation and family even further. Instead, he's gone on the run. His error was significant enough that ritual suicide was the prescribed solution, but the man did not want to die.

The family hopes to recover some of its honour by getting the man to come back and accept his fate. For this reason, they do not use Mishima security but contract the Freelancers. Their preference is that the team convince him to come willingly, explaining the shame he brings on the family and Mishima. Failing that, they are to abduct him without harming him. They are to then deliver him to the family.

However, there is more to the story than the family knows. While their relative doesn't want to die, he also encountered something that caused his conscience to war against his obedience. Mishima is working on AI using captured Cybertronic technology. This violates their promises to the Brotherhood. The man felt this was also a violation of Mishima's honour, though his superiors did not agree. They have targeted the man for assassination. He simply knows too much.

The PCs are hired by the family, but the company wants the man dead before he can reveal the AI secret to anyone else. In the middle is this poor fellow who tried to do what he thought was right only to find himself, one way or another, condemned to die.



## SPEED TRIBE

Junko the Razor is the leader of a girl-gang speed tribe known as the Black Lilies. She's an up and comer in the scene and already working for one of the Triads. Trouble is, she's also the daughter of a Mishima executive. While her rebellious behaviour has always been problematic, the executive's career cannot survive one of his progeny joining the Triads.

His superiors have had similar problems with their own children, but there is zero tolerance for joining a Triad. A child who failed to learn the principle of obedience has ruined more than one career.

The team is hired to drag the girl out of the *Bosozuku* Strip and bring her back to her parents. The hitch comes in the form of a boyfriend, a full-on member of the Triad. He isn't keen on his main squeeze going back into the life of Mishima drones. He's also not afraid of the corporation. In this case, he's right. Mishima won't intervene. This is seen as a family responsibility. It's only the PCs who can get this girl back to her parents—that's if they decide that is where she belongs. The girl is seventeen, almost an adult. Does she have a right to pursue her own life? Do the characters want to make an enemy of a Triad member? Getting involved with someone else's family isn't often a good idea.

## JUNKO THE RAZOR ★

### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
7		7		9		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		8		7		8	

### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	-	-	1	1	1	-	1	1	-	-

**WOUNDS:** 4

**SOAK:** Heavy civilian shoulder pads: (Arms 2)

### ATTACKS:

- ▶ **Chain bayonet (melee):** 1+**T**5, 2H, Vicious 2
- ▶ **No. 4 Windrider SMG (ranged):** Range C, 1+**T**3, Burst, Unbalanced



## IMPERIAL DISTRICT

While it may be one of the smallest corporations, Imperial presents itself with as much, if not more, regalia and pageantry as the others. There is a deep pride in the breast of every Imperial citizen. They know where they come from and who they are. While their roots do not stretch as far back as Bauhaus, they have adopted an aesthetic and ceremony that dates to Old Earth England, particular the height of the British Empire. If the sun never set on the British Empire, it shall never set on Imperial. That's a saying in the Imperial District. Imperials take it seriously.

## IMPERIAL PLAZA

This grand plaza is perfect evidence of Imperial's conscious attention to projecting a larger image than the corporation actually represents. Vast Grecian-style columns nod to the Classical period of Earth, while neo-Victorian structures have influenced design throughout the city, especially in The Smokes. The palaces and hotels of Imperial Plaza represent this Old Earth architectural sensibility. It fits rather well with the neo-Gothic inflections found on buildings citywide.

Grand parades and demonstrations of armed forces take place in this massive plaza. The changing of the guard at certain monuments is a tourist attraction. Ceremony and dignity pervade all officially sponsored events and holidays.

## FINN MANOR

The Finn clan is a curious lot. They are pacifists, refusing to take up arms even in the struggle against the Dark Legion. Their manor is large, marked with both the family crest and the red cross symbolizing medics. The Caduceus also figures prominently.

The family is made up predominantly of doctors, nurses and medics. The Finn clan dedicated themselves to healing long ago. They actually pre-date Imperial itself. Some of the founders of Luna were doctors brought by the first pioneers.

The manor is, from a bird's eye view, shaped like the red crosses the medics wear. Violence is not tolerated on manor grounds. The manor has a strange kind of fascination for the district, as other families do not quite understand who or how the Finn's can maintain their pacifist stance.

However, because they are pacifists, the manor often serves as a neutral meeting ground between the clans. Every clan respects the manor, and none would dare draw blood there. They also trust the Finn clan not to spy upon such meetings. While the other clans do not agree with pacifism, most respect the legacy of the Finn Clan.

## LITTLE VICTORIA

One quarter of all Imperial citizens reside on Luna. Great effort has gone into creating a slice of Victoria in Luna City. Imperial wants those who grow up or are transferred to Luna to feel as if they are in the great city itself. Like the rest of the Imperial corporation system-wide, all citizens receive extensive education. They may know little of other corporations in the outer system, but on Luna that knowledge is relatively unavoidable. Thus Imperial goes to great lengths to reinforce the identity of the corporation and its heritage here in Little Victoria.

The foods, shops, and familiar logos from Victoria itself are all found here along eight boulevards that mimic both Victoria City and the Imperial flag. Also replicated in full scale is the Arc of Triumph. A portion of the original Wall of Remembrance also features in the centre of a small park.

## MERCY MEDICAL SCHOOL

Founded by the Finn clan, the Mercy Medical School is the finest training ground for physicians and nurses anywhere in Luna. The school predates most of the corporations. During the Fall, the methodology of healing arts necessarily degraded, but the Mercy Medical School did everything it could to compensate for the lost technology.

It was the efforts of this school that kept medicine from going into a Dark Age and all citizens, Imperial or otherwise, owe a debt to the school and the Finn clan who established it. Having the Mercy Medical School on your resume is a near guarantee of a great career in medicine.

## MONUMENT OF THE IMPERIAL BURDEN

This monument marks the release of the Dark Symmetry on Nero. No one other than Imperial citizens are allowed to view it. It features men in space suits; hands cover faces cast downward in shame. It is not a pleasant place to visit, nor is it designed to be.



Imperial District: Something worth fighting for!

The monument and small square around it exist to remind Imperial citizens that it was their corporation that accidentally released the Dark Legions from their imprisonment. Even though this was accidental, nearly every Imperial feels it is his or her responsibility to re-imprison the Dark Symmetry.

The monument collects mementos around its base like a loam of sorrow. Most of these are personal items, medals, and letters from those lost in the struggle against the Dark Legion. So many mementos are left behind that the caretaker of the monument has hired a small staff to see that each item is preserved in a growing archive. Things left at the monument remain for some while, but the casualties are so high in this war that they have to be removed eventually. Each is catalogued and cared for in a warehouse not far away. Should this war ever end, that warehouse shall serve as testimony to all the varied people and personalities who died or lost loved ones in the struggle against the Dark Apostles.

## NPCS OF THE IMPERIAL DISTRICT

### RANSOM KINGSFIELD

While the Kingsfield clan has fallen some way since the Sad Struggle, they have ever since tried to regain their former power. Ransom Kingsfield oversees the clan's interests on Luna. He never misses an opportunity to increase the clan's reputation. From contributing to public works projects directed by the Brotherhood, to supplying some of Kingsfield's best troops to fight the Dark Legion, Ransom's single pursuit in life is the glorification of his clan.

His ancestors fought in the Sad Struggle, and in this Ransom feels tremendous responsibility for the clan's fall. He takes it personally, as a direct predecessor of his was among the first to rebel against Clan Murdoch rule. Not surprisingly, Ransom has a deep and abiding hatred of Clan Murdoch.

He is in his thirties, good looking, and possessed of immaculate etiquette and poise. He believes himself to represent the entire clan on Luna and tolerates nothing less from those under his command. He is as good as his word, brave, and has fought in no less than five engagements in the Second Dark Legion War. While he pursues restoring the full honour of his clan's name, he plans to return to the fight before long.

### RANSOM KINGSFIELD ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	9	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	9	9	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	1	1	1	1	1	-	-	-

**WOUNDS:** 6

**SOAK:** Mk II Medium Combat Armour: (Head 3, Torso 4, Arms 3, Legs 3)

#### ATTACKS:

- ◆ **Well-ornamented chainsword (melee):** 1+ $\uparrow$ 7, Unbalanced, Vicious 2, Parry 1
- ◆ **Aggressor handgun (ranged):** Range C, 1+ $\uparrow$ 4, Burst, Unbalanced, Close Quarters

#### DARK SYMMETRY SPEND:

- ◆ **Driven fury:** Ransom is driven to wipe the stain from his clan's honour and attacks his foes with a terrible ferocity, hoping that

with each slain enemy he comes one step closer to redeeming his family. Ransom may spend one Dark Symmetry point in order to prevent any parry being made against his melee attacks.

### CALLUM PALADINE

Callum is a member of the wealthy and powerful Paladine clan that established Victoria as the hub of the Imperial Empire—the second cousin of the Serenity, on his mother's side, and eighteenth in line for the throne. He is the unofficial overseer of Little Victoria but considers the position a kind of exile. While Luna might be humanity's heart, it is not Imperial's. Victoria City is a long way away, and he feels as if being on Luna is punishment. It is, more or less.

A dandy with a chip on his shoulder, Callum doesn't always take his responsibilities as seriously as he should. He's known as a bit of a rabble-rouser and card shark. His position prevents open rebellion against him, but gossip among the clans does not paint him favourably. His younger brother, away fighting the Dark Legion, is widely believed to be his successor. For now, though, Callum is in charge of Little Victoria, and uses the place as a personal playground. He is on the verge of becoming a genuine embarrassment. It is perhaps only the vast distance between Luna and Victoria that keep him from being removed entirely. Surely that day is not far ahead though.

### CALLUM PALADINE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	7	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	-	-	1	-	2	1	2	1	1	-

**WOUNDS:** 3

**SOAK:** Fashionable trench coat: (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

- ◆ **Rapier cane (melee):** 1+ $\uparrow$ 4, 1H, Duelling, Hidden 3, Parry 1
- ◆ **Piranha handgun (ranged):** Range C, 1+ $\uparrow$ 4, Semi-Automatic, 1H, Close Quarters, Hidden 1

#### SPECIAL ABILITIES

- ◆ **Promising words:** Callum is able to say what people want to hear, even if he can't deliver on some of the promises he might make. He gains an additional d20 for Persuade tests.

### DARK SYMMETRY SPENDS:

◀ **Rabble Rouser:** Callum may spend one Dark Symmetry point to draw the attention of a group of people. This will grab the attention of everyone else in the scene. If used in combat, this requires a Command test with a difficulty equal to the number of targets—success means that those characters cannot take direct action against Callum during their next turn, and increases the difficulty of all other tests by one step during that time.

## IMPERIAL DISTRICT ADVENTURE SEEDS

### HIGHLANDERS

Members of the Highland Warriors, formerly members of Clan Finn, caused a bar brawl in the Imperial District in which a member of Clan Finn was killed. Now, Clan Finn are pacifists, at least they are supposed to be. However, the brother of the man killed by the Highlanders wants revenge. It goes against everything his clan believes in, but his blood boils.

He hires Freelancers to exact the revenge he himself is unable, or unwilling, to deliver. The PCs are tasked with finding the Highlanders and killing them.

Unfortunately, the Highland Warriors who caused the brawl that killed the Finn were not real Highland Warriors. They were a rival clan in disguise. Their purpose was to incite the bar fight specifically to kill the Finn medic. This goes back to a battle two years ago during which the Finn medic treated members of another clan before the clan in question. Deaths resulted. That clan wanted revenge. They weren't counting on the pacifist Finn clan to have a member that would exact his own revenge. It's a tangled web of blood debts that could cause an all-out clan war. As usual in a dicey situation like this, the PCs are right in the middle of it.

### 'HIGHLAND WARRIORS' ▲

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
10	10	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	8	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	1	-	-	-	-	1	-

**WOUNDS: 4**

**SOAK: Mk II Medium Combat Armour:** (Head 3, Torso 4, Arms 3, Legs 3)

### ATTACKS:

- ◀ **Counterfeit clansman claymore (melee):** 2+ $\uparrow$ 7, 2H, Parry 2
- ◀ **Invader battle rifle (ranged):** Range M, 1+ $\uparrow$ 6, Burst, 2H

## THE PERIMETERS

The Perimeters encompass ten different districts and many more sub-districts. Many are influenced by one of the Big Five, but The Perimeters are more an expression of human culture outside the looming corporate shadows. These are zones dating back to times long before the Fall. They have developed a kind of independence and, while the corporations still exert enormous power on all of Luna, these are places where myriad cultures have grown and mutated over the millennia. Think of The Perimeters as the longest running social experiment in man's history. Anthropologists certainly do.

### THE WHITESTAR BUNKER

Whitestar has no district on Luna for none quite trust Whitestar and they, for their part, trust no one but themselves. They also have little interest in the commerce of the corporate worlds. The Whitestar Bunker is their only official presence on Luna. No one gets in unless they are a specially vetted ambassador of the Brotherhood or one of the corporations. The bunker itself is a plain white rhomboid covering a vast underground network. Whitestar is always concerned

## LIEUTENANT ANDREW MARSHALL, LUNA PD



Andrew Marshall served with distinction for many years as a sergeant in the 32nd Trencher Battalion of the Imperial Defence Forces before receiving an honourable discharge following extensive injuries received in battle. The finely honed instincts he developed in the trench warfare of Venus and elsewhere have served him well since joining Luna PD, as has his ability to remain calm in the tightest spots. In his early thirties, taller than average, and with a stocky build, he has a characteristic mono-brow. Marshall has risen fast in the ranks of Luna PD—to the rank of Lieutenant—with a string of solved cases to his name, though at the cost of antagonising some of his colleagues. He has a reputation for getting the job done, but has little tolerance for political 'hand holding', as he puts it.

### WOUNDS:

- ◀ **Head 3**
- ◀ **Arms 4**
- ◀ **Serious Wounds 6**
- ◀ **Mental Wounds 9**
- ◀ **Torso 7**
- ◀ **Legs 5**
- ◀ **Critical Wounds 3**

about attack and does not buy into the Brotherhood's claims that Luna is safe.

What goes on inside the bunker is unknown, for Whitestar is more secretive than even Cybertronic. People are used to the presence of the bunker and pay it little mind.

Remember, though, the bunker is the only *official* Whitestar presence on Luna. There are Whitestar agents who have been living on Luna for generations. They are sleeper cells, buried so deep into the fabric of Luna society that they are nearly undetectable. Somewhere, somehow, these agents were trained to live and act as citizens of Luna, they were then inserted into society long ago.

These agents are fanatically faithful to the Tsarina. Not one of them has yet broken. To the best of Whitestar's knowledge, none have even been discovered. They collect intelligence on those who left Earth behind to die, but do they also have longer reaching plans?

## NPCS OF WHITESTAR

### JENSEN SOHNHI

Happily married for fifteen years with two beautiful children, Jensen and his family are devout, friendly, and participate in community theatre at a Capitol high rise in which they live. Both Jensen and his

wife have worked for Capitol for over a decade. They "met" there. Everyone knows the Sohnhis. They are good people.

They are also seventh generation Whitestar Sleeper agents. Their family has spied on Luna for hundreds of years. Jensen is the spymaster of his cell. Each cell comprises between 3-6 families. Each member of the family is prepared to kill him or herself rather than give up their secrets.

Jensen has a pleasant smile, a warm presence, and a good sense of humour. His charisma wins over most people within a few minutes. No one suspects he is anything more than he appears.

### JENSEN SOHNHI ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	8	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	8	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	1	-	-	1	1	2	2	1	1

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	8	8	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	9	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	1	1	-	3	2	2	1	1	1

**SOAK: Ballistic Nylon Suit, Bulletproof Vest:** (Torso1, Arms 1, Legs 1)

#### ATTACKS:

- ▶ **Baton (melee):** 1+ $\uparrow$ 4, 1H, Stun
- ▶ **Mk IV Aggressor (ranged):** Range C, 1+ $\uparrow$ 6, Unbalanced, Close Quarters

#### SPECIAL ABILITIES

- ▶ **Medically Discharged:** Marshall was a career soldier whose career ended early due to injury. Increase the Repercussion range for all of his Acrobatics and Athletics tests by one. Marshall may re-roll up to three damage

dice following an attack with a ranged weapon, but must accept the new results. Additionally, following a successful Ranged Weapons attack, he does not increase the difficulty inherent with Swift Strike when spending Momentum to use the Swift Strike option. Finally, he reduces the penalty for firing at a range other than the weapon's optimal range by one step, to a minimum of zero.

- ▶ **Tenaciously Discerning Eye:** Marshall can usually see right to the heart of a case, which he then pursues with dogged determination. He may re-roll one d20 when making an Education, Observation, or Willpower test, but must accept the new result. Additionally, he may spend one Momentum from an Observation test to recognise the reason that the test was made, which allows him to add one d20 to any skill test made during the first turn of combat for free (though additional d20 may still be purchased with Dark Symmetry points). Finally, he may perform a hasty but obvious search that requires an Average D1 Observation test and one minute to be successful if performed within Reach, or a Challenging D2 Observation test and ten minutes if performed within Close range. If successful, he identifies all of the available clues from the space. Momentum may be spent to reduce the amount of search time required or to obfuscate the fact that the area has been searched.

## WOUNDS: 5

**SOAK:** Light civilian shoulder pads: (Arms 1)

## ATTACKS:

- ◀ **Slicer (melee):** 1+**T**3, 1H, Armour Piercing 1, Hidden 2
- ◀ **Punisher handgun (ranged):** Range C, 1+**T**6, Burst, Unbalanced, Close Quarters, Knockdown

## DARK SYMMETRY SPEND:

- ◀ **I'll not be taken alive:** Jensen may spend a Dark Symmetry point to activate his fake tooth which contains a potent toxin. This will kill him within a game turn, or about five seconds of narrative time.

## WHITESTAR ADVENTURE SEEDS

### A DYING MAN

No Whitestar sleeper agent has ever turned or been compromised. This dying man who stumbles into the PCs while they are coming out of a bar or nightclub won't break either. He's been poisoned. He was supposed to meet his handler at the bar the PCs came out of, but saw the man talking with a known Cybertronic agent. He knew something was wrong. A moment later, he was coughing up blood.

The agent has no ID on him. He says simply, "You must get this to the Tsarina at all costs. Please...." He then hands them a brass scroll tube locked with a complex system of coded keys. Naturally, he dies right afterward.

In truth, the agent had suspicions he might have been compromised and showed up to the meeting very early. Sure enough, he was right. The rest of his cell, he reasoned, might also be compromised. He has observed the Freelancers for some small while and determined they were honourable people. He decided to use them as his fall-back plan, if he could not return to Earth.

That eventuality occurred. Now, the PCs have a scroll tube they cannot open and a message inside they cannot access. All they have to go on is what the agent said. That's not enough to get them to risk going to Earth, is it?

Not likely, but the agent was having an affair with a member of his cell. She approaches the PCs and offers to help them get to Earth. She cannot, she says, trust anyone else in her cell. She claims not to know what the message contains, only that it is of the highest priority to Whitestar on Luna right now. It supersedes all else. She offers a lot of cash, but can the team trust her?

Why does she need their help? Couldn't she do this herself? She claims she needs them for protection, but that doesn't wash with a clever merc. Still, the money is real, and making contact with

Whitestar could open freelance opportunities almost no one has access to. This could really boost their careers, but they have to pierce the radioactive sheath of decay around humanity's home planet—they have to return to the dead world mankind left behind thousands of years ago.

## DISTRICT 1: THE DISTRICT OF TEARS

The only district under direct influence by the Brotherhood, the District of Tears is named for the Cardinal's Asylum of Lost Souls. The Asylum takes those unfortunate souls who have been rendered mad by the pressures of city life, the war, and even Dark Symmetry. The rest of the district is a combination of Brotherhood outreach and abject poverty.

### THE CARDINAL'S ASYLUM OF LOST SOULS

There is good reason that the Asylum is located near the Cardinal Durand XVI Spaceport—Heretics from throughout the solar system are brought here for treatment and study. Rumours suggest that some heretics wind up here, but few know the exact numbers. If they did, they would no doubt fear the place.

The huge building hides underground facilities for these heretics, and the Inquisition—who run the asylum—pokes, prods, exorcises, and studies these tainted humans. It is a dangerous thing to study such people, and possibly even more dangerous still to import so many from other planets and asteroids. The Inquisition feels it is worth the risk. When gathered together, they have noted these heretics form something vaguely like a hive mind. If they can crack how that eerie connection works, they gain a distinct advantage in tracking and purging heretics. The possibility remains that the Dark Legions knows the Brotherhood is bringing heretics here and have laid a trap. One day, the heretics might rise up and escape en-masse. The resulting horror would be like nothing the city has seen since the Black Rot.

### ESCAPED CARDINAL'S ASYLUM INMATE

#### ATTRIBUTES

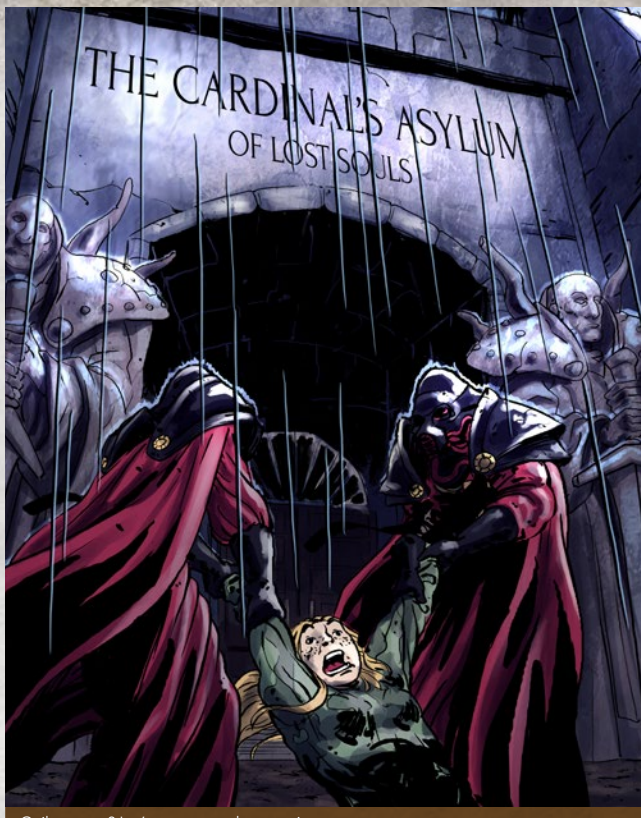
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		9		8		7	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
7		7		7		5	

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	1	-	-	-	-	-	-	-

**WOUNDS:** 4

**SOAK:** None



Guilty or not? Let's put you to the question.

#### ATTACKS:

◆ **Stolen cleaver (melee):** 1+ $\uparrow$ 5, Unbalanced, Vicious 1

#### DARK SYMMETRY SPEND:

◆ **Hidden Heretics:** Concealed amongst the inmates of the Cardinal's Asylum are subtle heretics, who in turn may have had opportunity to indoctrinate more hapless victims into the ways of the Dark Soul. By spending a Dark Symmetry point the escaped asylum inmate gains Inured to Pain and Slave to Symmetry 1.

### THE CARDINAL'S HOUSE FOR THE POOR

This is literally a "poor house," and is only one of many that exist in the city. Those who cannot afford to take care of themselves wind up here. Conditions are crowded and disease is rampant. In fact, residents are not allowed off the property for fear of spreading tuberculosis and other ailments to the public at large.

The demand for cots in these poor houses is so great that the Brotherhood can only house an estimated 20% of all the poor. The rest are homeless, living in the worst and most dangerous parts of the city. Everyone who secures living space here is expected to work. The Brotherhood tasks them with everything from basic manufacturing to bookbinding. They try to teach each poor soul a new trade, so that they might contribute to the city's economy again.

### THE BROTHERHOOD'S DEBTOR'S PRISON

Long ago, both during the First Dark Legion War and before, corporations ran debtor's prisons. This amounted to squalid conditions and slave labour. The Brotherhood decided these folks with poor credit could be redeemed from their mounting debts. Thus were the Brotherhood Debtor's Prisons born.

The folks who wind up here work for the corporation or corporations they owe money to until they pay off their debt. Their imprisonment time counts toward this bill. None of the corporations were happy about the abolishment of privatised debtor's prisons, but they have had more than 1,000 years to get used to it.

### THE MAUSOLEUM OF COMMON PRAYER

This marble structure is one of hundreds upon hundreds of mausoleums in Luna city, for no one can dig too far down lest they reach an older version of the city. It is known that people were once buried in catacombs in the city, but all modern memory knows only the mausoleums.

Space is only part of the reason. In the days of the Black Rot, the buried dead did not stay buried, and while the worst of the disease is a distant memory, it still lingers in the air and the water, enough that any burial within the last fortnight is liable to emerge as an undead creature called a Kadaver. As a result, cremation is mandatory—it is the only way to prevent the streets being filled with undead. The Mausoleum of Common Prayer, and those like it across the solar system, are filled with urns containing the ashes of countless generations.

The Mausoleum of Common Prayer is so named for a movement around 500 Y.C. to make Brotherhood litany accessible to the public. The movement didn't last long, but the mausoleum was built during this brief period.

The names of the dead are etched into the rock beneath their chambers. There are many, many names.

### NPCS OF THE DISTRICT OF TEARS

#### FATHER HEPHAESTUS

Father Hephaestus runs one of the shrines in the district known as the Light of the Holy Sepulchre. His spiritual guidance tends to hold to the hard line of the Brotherhood. His flock are all ascetics, denying themselves pleasures of the flesh, liquor, and anything else proscribed by Father Hephaestus.

He believes that only a pure soul can resist the darkness. One must clear one's mind of desire, sin, and lust. His flock is zealous in their pursuit of such ends. Part of his success comes from his direct

recruitment of the poor. They already have very little, and denying all else is not as big a step—at least that is his belief. In truth, the people flock to him because they have nowhere else to go. It is his charisma, and their need, that makes them so fervent in their belief.

The Father takes his followers to other districts where they protest in silence against strip clubs, brothels, bars, and any other possible den of sin. They are a frequent presence around places citizens love to go after work. Yet no one is willing to bother a sect from the Brotherhood. They hold signs, but never speak. Father Hephaestus believes the eyes of the faithful are enough to shame these sinners into repentance.

### FATHER HEPHAESTUS ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	7	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	9	11	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	-	-	1	-	1	1	1	1

**WOUNDS:** 3

**SOAK:** Armoured vestments: (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

◆ **Stick of chastisement (melee):** 1+ $\uparrow$ 3, 1H, Stun

#### SPECIAL ABILITIES

◆ **Stare of judgement:** The stern and uncompromising stare of Father Hephaestus is enough to give pause to worldly sinners and the faithful alike, as though he were casting eternal judgement on your very soul. When engaging in any tests within the eyesight of Father Hephaestus, other characters will suffer a Repercussion on a roll one step greater than usual (e.g. 19-20 instead of 20).

#### PRYNNE GRACE

Prynne grew up in a Brotherhood orphanage and learned to hate the Brotherhood. When she came of age, she fled the District of Tears and worked as a thief, prostitute, stripper, and madame. Now, she runs her own strip club. It's one of the few such places that treats the girls well.

This is Prynne's revenge for a childhood full of hypocrisy and abuse. By a quirk of zoning laws, a small portion of the District of Tears comes under no law. It isn't under the jurisdiction of Luna PD, the Brotherhood, or any of the corporations.

All the businesses save Prynne's Girls, the name of her club, are clean and without sin. Prynne actively resists this trend thus infuriating Father Hephaestus and the Brotherhood. Yet she is careful to give lip service to the Church. Her girls pray, they attend mass; they have shrines in their private rooms.

Prynne's Girls is popular among corporate employees—particularly those of Cybertronic. Their location, and the connections that Prynne has cultivated in the corporations have all been useful in keeping the club out of trouble.

### PRYNNE GRACE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	8	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	9	12

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	1	-	1	1	2	2	1	-

**WOUNDS:** 3

**SOAK:** None

#### ATTACKS:

◆ **Unarmed strike (melee):** 1+ $\uparrow$ 2, 1H

◆ **Bolter handgun (ranged):** Range C, 1+ $\uparrow$ 4, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters

#### SPECIAL ABILITIES

◆ **Way with words:** Prynne has dealt with all sorts and knows how to deal with people—often it's a lot easier than folks may think, and a lot more basic than all of the corporate strategizing and political back-and-forth that seems to be the norm. She may re-roll one d20 for Lifestyle and Persuade tests but must accept the second result.

#### DARK SYMMETRY SPEND:

◆ **The Look:** With a single glance, she can bring CEOs to their knees and make Brotherhood friars retire to their cells for a good, hard bout of meditation. If she spends a Dark Symmetry point, Prynne may roll an additional 2d20 for a Persuade test that is made for attempting a seduction.





## DISTRICT OF TEARS ADVENTURE SEEDS

### PENITENCE

Pilgrims often travel to Luna, the spiritual heart of the solar system. A particularly odd batch of pilgrims has just arrived. Each of them comes from a penal colony in the asteroid belt. Each of them committed horrendous crimes. They were sentenced to life. However, their prison was largely destroyed during a naval engagement in space. Their atmosphere compromised, those who survived only did so due to a ship that made a forced landing on the asteroid. The prisoners rescued the crew who, to their surprise, realised these unredeemable men had found the Light.

The ship was repaired and lifted off that lonely rock, making it all the way to Luna. Under any other circumstances, the ship would have been blown away in space, yet the Cardinal forbade this. His public address on the matter vouched for the prisoners and described their total conversion as a miracle. They would be welcomed to Luna.

There are many in the Brotherhood who think the Cardinal's decision is madness. Almost every corporation agrees with this Brotherhood minority. One of those corporations hires the Freelancers to join this newly arrived sect. Their leader, Jonas of Lange, welcomes all souls who have sinned so greatly that no other repentance is available to them.

The teams must infiltrate the group and find out exactly what is going on. Are they really converted to Light? If so, how did this happen? If they are faking it, the Cardinal just let a group of predators into the city. What does Jonas of Lange want? He claims

he comes only as proof that the darkness can be purged from any man, but a man with his rap sheet isn't someone people should believe. The PCs have to find out what is going on while maintaining the façade of belonging amongst the faithful.

## DISTRICT 2: OLD TOWN

Old Town was once a massive development project undertaken by a long since defunct corporation called Veda (see **Chapter 01: Luna Noir and Pre-Fall** for more details). The failure of the real estate project left an area where no corporation dominated. Even today, hundreds of years later, Old Town has little ties to any of the major corporations.

This makes the district a curious anomaly and the only location in the city in which independent businesses have a chance to thrive. Of course, without the aegis of corporate protection, crime is very high in this district. Broken Tower—the unfinished headquarters of Veda Corp—has become a giant mall and squat for all manner of unlicensed shops and businesses. You can find dentists and doctors, bodegas and haberdasheries inside.

On the streets, jugglers and acrobats—as well as more exotic performers—display their talents for coin. The entire district has a bohemian ambience. Because of that, it attracts corporate “tourists” who want to slum it, but only just. Too afraid to venture into the worst homeless areas, they settle on this interstitial community. It is interstitial because every few decades one or more of the corporations lean on Luna PD to push the unlicensed businesses and squatters out. For some reason, though, the property is never developed.



Old Town, new opportunities. No corps.

This has led to speculation as to why the corps don't utilise the real estate. The most popular theory is that they keep Old Town as a place to experiment and test new products, fads, and marketing to see what the outsider culture does with them. If this is true, the entire district is a kind of unwitting focus group. Certainly, the independent-minded denizens of Old Town don't think of themselves this way, but the corporations are often subtle in their manipulation.

### MURAL STREET

Perhaps the most iconic piece of real estate in Old Town apart from the Broken Tower, Mural Street celebrates the outsider nature of the district. The walls of all the buildings, short and tall, are covered in colourful murals done by so-called graffiti artists. When the police come every few decades, the whole place gets a new coat of paint, but that just leaves a blank canvas for those that live here.

The shops and restaurants along Mural Street are exclusively independent while other areas of Old Town contain corporate-owned chains and the like. A Venusian style bistro might abut a Martian saloon. There isn't any organisation as to what business is plugged in next to which. That is just the way the residents like it.

### PORT ALDRIN

Lying against the Lake of Testimonies, Port Aldrin is surrounded by a secure razor wire fence. The perimeter is patrolled constantly. Citizens of Old Town don't much like the port, as it symbolises the corporate hegemony under which they live no matter how independent they feel.

The port is one of the more minor spaceports in Luna and often brings in cargo the corporations would prefer aren't seen by the public. For this reason, Port Aldrin is surrounded with all sorts of rumours, from the presence of secret corporate test craft to a hangar hiding Dark Legion ships that haven't been shut down. Probably, none of this is true, but it makes for an interesting story.

### PIER 34

A working class area of Old Town, Pier 34 was once a corporate pier, but that was long, long ago. It has since been appropriated by local fishermen who poach the Lake of Testimonies of the fish and crustaceans seeded there by the Big Five. The corporations largely turn a blind eye to this poaching, as it amounts to very little for them.

For Old Town, these fishermen supply fresh seafood to the entire district. In fact, the Pier 34 area is home to some of the finest seafood restaurants in the city. They aren't fancy, but they are authentic. Corporate executives known for dining at only the trendiest restaurants come here to enjoy seafood cooked by local chefs using traditional methods long out of fashion with the gourmards of Luna.

### THE PIT

This giant hole is what remains of an entrance to the proposed district underground the Veda Corporation wanted to build. Perhaps they did build it, records after the First Dark Symmetry War are incomplete at best.

The pit leads down some 20 metres to the underground tunnels dug long ago for the rails that would carry subway cars. The entire complex is a series of ghost stations and, because they were preserved underground, visitors can still see the faded advertisements of the day. They tout products the city hasn't seen in a 1,000 years and corporations whose names have been forgotten.

The Pit and its associated underground tunnel system is a popular spot for urban explorers who delve into the network trying to map it. Sometimes they do not return. Some say this is because cannibals live in the old tunnels, while others claim the Syndicate has found tunnels leading to the current Undercity and uses them to smuggle goods. Whatever the case, this is a slice of the First Dark Legion War Luna accidentally preserved simply by virtue of never having been used.

## DISTRICT 3: TAI-SHO INDUSTRIAL PORT

When Bauhaus and Capitol decided to create the Industrial Zone, Imperial and Mishima opted out. Mishima created the Tai-Sho Industrial Zone. Named for the spaceport inside the zone, Tai-Sho is the industrial hub of Mishima in Luna.

There are little to no regulations on industrial by-product or toxic waste in this zone. Workers have few rights and work exceedingly long hours. Yet, unlike the Industrial Zone, Mishima workers see their efforts as acts of loyalty and honour. Few outside Mishima can understand this attitude.

Workers live amongst the broiling pits of radioactive waste and dangerous runoff. They live in the smoke and the sulphurous scents pervading the zone. Bars and other distractions are exceedingly popular. No matter what their loyalty, these workers need an escape.

Cybertronic has not missed this opportunity and have heavily marketed their new portable Sub Reality units to these hopeless folk. Mishima is not unaware of the virtual intrusion into their territory.

### BLACK CREEK

This creek once had another name, but that has been forgotten. Its name comes from the thick, polluted water that is the result of runoff from the factories in the area. Bridges cross the Black Creek, and children sometime throw hapless rodentia into the muck to watch the terrifying results.

The Cartel has twice fined Mishima because Black Creek eventually spills into the Lake of Testimonies. Mishima argues that their purification plant located at the estuary produces clean water that pours into the lake. Neither The Cartel nor Mishima have bothered to explain why they don't build another such purification plant further up the creek for the benefit of citizens.

## YEE KUK TRIAD TERRITORY

Several Triads have territory inside the Tai-Sho district, but Yee Kuk is the most powerful. They offer pachinko parlours, brothels, ancient mah-jong tables, and tea shops. They also have a series of microbars tucked into every nook and cranny they can possibly find.

All businesses in the area provide protection money to the Yee Kuk who, in turn, makes sure another Triad doesn't try to extort those businesses.

Yet the Yee Kuk has more than just criminal influence in their territory. They also have the secret backing of Mishima. Mishima knows the district is a cesspool, and they know that loyalty alone will not pacify their workers and citizens here. Those citizens need scandalous, salacious, and even dangerous outlets for their pent up anger. This is where the Triad comes in.

The Yee Kuk are also secretly enabled to put down riots should any arise. In this way, Mishima can exert control over this territory without the citizens being aware they are doing so. It's a perfect arrangement, at least for now.

## NPCS OF THE TAI-SHO INDUSTRIAL PORT

### KIRI SHAN

Shan is a worker in the district and a dedicated one at that. She works security at Tai-Sho and has, generally, lived a life typical of a Mishima citizen in the port area. Her daughter is sick, however. She has a rare disease that Mishima has thus far been unable to treat.

Cybertronic has a treatment. They made a deal with Shan. She gives them information on goods and people moving through Tai-Sho, and they treat her daughter. Twice a month, a Cybertronic doctor comes to Shan's residence with the necessary drugs and equipment. He is a former Mishima citizen and attracts no special attention.

Shan knows that if she is found out, she becomes, at best, one of the Faceless. At worst, she will be killed. Her daughter is not long for this world without the Cybertronic treatments. Shan is a mother in a tough position. In a world with constant corporate surveillance, her tightrope walk cannot last forever.



### KIRI SHAN ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	8	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	-	-	2	2	1	-	1	-

WOUNDS: 3

SOAK: None

### ATTACKS:

- ◀ **Unarmed strike (melee):** 1+↑2, 1H
- ◀ **Ronin handgun (ranged):** Range C, 1+↑5, Semi-Automatic, 1H, Close Quarters

## TAI-SHO INDUSTRIAL PORT ADVENTURE SEEDS

The Yee Kuk Triad has a working relationship with Mishima as outlined above. The relationship was successful for years. That relationship is about to be exposed by a member of the Triad. His superiors recently punished the Triad ganger, Tek Trahn. He decided to avenge himself.

The ganger is trying to sell proof of the Mishima-Yee Kuk connection to a rival corporation. A meet was set for a location in Tai-Sho. The team is hired by Mishima to capture the would-be traitor but, before they can do so, the Triad takes out the entire meeting spot with a bomb. Seems like the problem is solved, except Trahn left a copy of the proof elsewhere in Luna. Now, the race is on to find it. The rival corporation wants it to hurt Mishima, but the PCs are re-hired to keep it secret. First, though, they have to find it. No easy task in a city the size of Luna.

## DISTRICT 4: CHERRY BLOSSOM DISTRICT

This is the sunnier, public face of Mishima projecting the brand at its best. Cherry Blossom trees (or Sakura in Mishima dialect) line beautiful streets full of traditional Mishima architecture. One of the older districts in Luna, some businesses in the area have operated continuously since before the Fall.

Tourists from other districts and off world flock to this district where kendo, archery, and other traditional talents both martial and artistic are on display.

Once a year, paper lanterns of special design are hung outside all businesses and homes during the Festival of the Dead. Under the lanterns are offerings to keep the dead from bothering the living.

## FACELESS QUARTER

In a district dedicated to presenting the best of Mishima, one would not expect to find an area allotted to the Faceless. The Faceless are those who have dishonoured themselves or Mishima. Their faces are ritually scarred, and many wear ceremonial masks to hide their shame.

Yet there lurks a deep pathos within Mishima. Citizens enjoy seeing the Faceless, though it also scares them. The Faceless Quarter is a sick attraction for Mishima employees as well as a reminder of how far one can fall from the company's grace.

Within the district, the Faceless scurry about like rats in a shadowy warren. They watch tourists coming and going, and try to offer them some sad wares for purchase. A few throw coins at these unfortunate but many more abuse them.

Gangs of *bosozoku*, especially, come to the Faceless quarter to have fun at these poor folks' expense.

## SHUZON BASE

The Mishima military has a proud and storied history. The Shuzon Base takes up a significant portion of Cherry Blossom real estate. It is an orderly compound with functional buildings whose plain décor reflects a martial dedication Mishima is renowned for. While samurai have more elaborate quarters elsewhere, those here make a statement with their utilitarian efficiency. It is as if Mishima is projecting an ascetic aesthetic. The very lack of complex architecture and ceremony here are unlike most other Mishima bases.

Yet when they are called to duty, these men and women file out in precise ranks, ready for battle the instant they exit their barracks. The air and space fleet is housed at the Tai-Sho Spaceport, but the infantry and armoured vehicles are stored here.

Security is nearly impenetrable.

## CHERRY BLOSSOM DISTRICT NPCS

### KORIUKI MASAMOTO

Masamoto is a disgraced former samurai, or ronin. While typically even the lowliest ronin is not as maligned as the Faceless, such was Masamoto's shame that he lost not only his status among the Samurai, but his status as a Samurai. He wears the mask of a *tengu* demon to cover his scars. He never speaks and has not done so since he was cast out. Yet he is well known not only among the Faceless but Freelancers as well.

Masamoto takes any job offered so long as two conditions are met. The first is that the job must not dishonour him. The second condition is that the operation cannot harm Mishima. Even though he was cast out from the great corporation, he is still loyal to them.

Masamoto is a master swordsman and warrior. Though his fellow samurai are no longer allowed to speak his name, they still hold a great respect for him in their hearts. Few believe he actually betrayed Mishima but instead took the blame to protect a superior.

### KORIUKI MASAMOTO ★

#### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
10		10		9		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		8		7		7	

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	2	1	1	1	-	-	1	-

#### WOUNDS: 6

**SOAK: Sode battlesuit with demon mask combat helmet:** (Head 3, Torso 3, Arms 2, Legs 2)

#### ATTACKS:

- ◆ **Katana (melee):** 1+↑7, Unbalanced, Parry 1
- ◆ **Airbrush shotgun (ranged):** Range C, 1+↑5, Semi-Automatic, 2H, Knockdown, Spread 1

#### SPECIAL ABILITIES

- ◆ **Katana calligrapher:** It has been said that Koriuki is an artist with his sword, so graceful and precise are his actions. When making a melee attack, Koriuki may re-roll three damage dice—these new results must be accepted.
- ◆ **The weapon is part of him:** So long as he has a free hand and a weapon in Reach, Koriuki may always attempt a Parry Response Action.

#### DARK SYMMETRY SPEND:

- ◆ **Honour in death:** Koriuki is willing to make great sacrifices in order to regain his honour, even if they may cause him great physical injury. By spending a Dark Symmetry point when making an attack, he will automatically strike an opponent in melee but his opponent will also automatically strike him in return. These blows may not be parried.



## CHERRY BLOSSOM DISTRICT ADVENTURE SEEDS

### A FACE AMONG THE FACELESS

Once a year, one of the lords of Mishima walks among the Faceless. The mask disguises him. It is said he travels alone. He does so to remind himself of the duality of existence. There is life and death, obedience and disobedience, honour and dishonour. While he would never suggest the Faceless deserve anything but, the lord does believe even the fallen have something to teach us about being human.

Unfortunately, the lord did not return after his latest twenty-four-hour sojourn. Mishima is busy looking for him. So are the other corporations. If a rival could lay hands on this lord, they'd gain a great deal of knowledge about Mishima. One of these rivals hires the team to find the lord. They must start in the Faceless Quarter. This presents all sorts of social problems for the Faceless who, though cast out by Mishima, are not willing to help outsiders, who are also known as the Faceless and afforded even less respect.

What happened to the lord? Did he fall in love with another Faceless and run away? Has a rival corporation already nabbed him? Perhaps even the Dark Symmetry is behind this, hoping to infect the lord before allowing him to be rescued by a group of Freelancers?



Cherry Blossom District: shore leave!

## DISTRICT 5: GOTLAND

Gotland was once a jewel of Bauhaus residential architecture, but hundreds of years of spotty upkeep have turned the area into more slum than luxurious planned community. Anyone who can afford it now lives in the Bauhaus compound in the Ancient Quarters.

Gotland still has a lot of lesser-skilled Bauhaus employees living within its bounds, and the entire district shows its Bauhaus roots. Residents take a certain pride in seeing themselves as a people rather than merely employees of a corporation.

### EKOTRÄD AMUSEMENT PARK

Once upon a time, Ekoträd Amusement Park was a popular attraction. Fatalities during the First Dark Legion War closed the park. Now a ruin, thick vegetation has reclaimed the huge rides. Towering roller coasters are wrapped in thick kudzu. Concession stands have become shelters for the district's homeless.

In fact, the amusement park is now a refuge for a group of squatters who have built an interstitial community around the armature of the old rides. They live in makeshift apartments built from whatever is handy. Little box-like rooms cling to the skeletons of giant coasters like flies caught in a spider's web.

The Syndicate attempted to regulate the sale of drugs in this shantytown but was met with enough oddity and resistance that they abandoned the idea entirely.

### THE MERGER SCULPTURE

This worn and rusted iron monument and art installation represents the great mergers of the late 21st Century that directly lead to the formation of Bauhaus. Huge metal bars wrap about each other like tentacles culminating in the Bauhaus cog at its apex.

The names of corporations long forgotten are barely readable on these steel bars, though even Bauhaus historians have forgotten what each corporation represented. Company holidays feature free food, entertainment, and fireworks at this monument.

### HOUSE OF THE ELECTORS

This giant marble building is shaped like a cross within an outer garden designed to represent the Bauhaus cog. The cross signifies the four elector houses. They used to meet and were once headquartered here.

Today, the House of the Electors is a museum. The electors have long since moved to Bauhaus headquarters. Pieces from many eras of Luna history are on display here, and tourists flock to see them. Granted, most of these tourists are from Bauhaus.

## POST-WAR METAMORPHOSIS

## NPCS OF GOTLAND

### HEINRICH SPALL

House Spall is one of the nearly three thousand noble houses of Bauhaus. Heinrich lives in Gotland and serves as caretaker of the House of Electors. He and his family are dedicated to preserving Bauhaus history. They can trace their roots down through the generations to pre-Exodus Earth.

Spall is not a particularly powerful family, but their longevity demands respect from the other houses. Some of the finest consuls for the Duke Electors come from House Spall.

Heinrich was such a consul for many years, before he chucked it all in and moved to Luna. His family had a small manor there, and he used family money to preserve and restore the House of the Electors. Heinrich is a traditional man. He believes in family, company, and humanity. He has close ties with the Brotherhood. In very private circles, whispers suggest he may actually be a secret agent for both Bauhaus and the Brotherhood. He is certainly popular among the Lunan elite and invited to all the best parties and social occasions.

### HEINRICH SPALL ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
7	7	7	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	9	8	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	-	1	-	-	1	1	2	1	-	-

**WOUNDS:** 3

**SOAK:** Light military shoulder pads: (Arms 1)

#### ATTACKS:

- ◀ **Duelling sabre (melee):** 1+**T**4, 1H, Duelling, Parry 3
- ◀ **MP-105 handgun (ranged):** Range C, 1+**T**3, Burst, 1H, Ammo (Spread 1), Close Quarters

## GOTLAND ADVENTURE SEEDS

### THE (ONCE) MAGICAL KINGDOM

In the bowels of the Ekoträd Amusement Park one might guess the squatters would take up residence, but they do not. No sane person ventures into the bowels of Ekoträd. Why is that? Some say there is a heretical cult hiding down there. Others claim toxic fumes permeate the tunnels, preventing people from exploring too deeply.

The truth is neither, as the PCs are about to find out. Hired by Bauhaus to at last determine what lies beneath the park, the PCs are given little to go on. Rumours abound, but no one has been inside the tunnels in a generation.

The sprawling complex linking rides is shot through with vast cables and circuitry. During the closing of the park after the fatal accidents, the underground was forgotten. All those electronics are infected by the Dark Symmetry, and they wait to infect those who go below. But the Dark Symmetry has been down there for ages, trapped in a loop. Its purpose has long since been eroded by madness, for even Dark Symmetry can go mad in a feedback loop of corruption. Like spirits bound to the place they died, the Dark Symmetry infecting the tunnels haunt their lair. They get inside the minds of those who venture below and vomit up perverted versions of the victim's memories. Like a Subreality programme gone horribly wrong, unfortunate explorers find their deepest traumas, fondest memories, and childhood homes become real and malevolent inside this forbidden area.

### DEVELOPMENT

Bauhaus is tired of their former luxury district being a string of tenements and warrens. They have decided to buy up the real estate they do not already own and gentrify the entire area. Their plans would raze almost the entire district and place a new, planned template over it. Residents would not necessarily be happy with this, though many have taken the money and run.

Hired thugs are pushing those who haven't sold out. These are mostly out of work blue collar types and a few gangs. But there is a gang holding an entire neighbourhood, and the thugs sent in to scare them away came back in body bags.

Bauhaus is not going to send their troops in, as the PR fallout would be nightmarish. Instead, they hire Freelancers to solve the issue. They do not care how. Clear the neighbourhood block by block, cut a deal, blackmail the residents—just get them the hell out. Nothing can stand in the way of a corporation bent on land development. The PCs are offered a lot of money, as this is liable to be a dirty job. They're kicking the poor out of their homes. Are they willing to do that for enough money? Probably.

## DISTRICT 6: LITTLE EARTH

Having survived the Exodus from Earth, Luna is one of humanity's oldest habitations in the solar system. Those who came long ago brought the traditions of Earth with them. In the intervening centuries, much of that culture has been lost, merged, and otherwise contorted and mutated so that legend and truth are now inextricable.

When Little Earth was first established, it likely was an earnest project engendered by those who truly missed home. Today, it is more a corporate theme park than tribute to humanity's past. The citizens

of Luna City make little distinction. The past is so far removed as to be an alien world, a foreign country. What it was truly like to live in the glory days of Ancient Earth is as inaccessible to modern Lunans as the future is to those who do not practice the Art.

## A BRIEF HISTORY OF LITTLE EARTH

Little Earth did not start as an intentional subculture. It was born after the Fall in an area already poor and lacking some of the more advanced technology. Because of these two factors, much of the fallout that devastated the rest of human civilisation was spared the community that would become known as Little Earth.

Those left in the wake of the Fall cleaved to the past—for where else could they seek refuge in a society collapsed, a corporate structure interested only in preserving profit? Over the decades following the Fall, the community once known as Buzz's Shadow, became known as Little Earth. Yet, without the great archives of the digital age, Little Earth residents relied on imprecise history. Most of those who lived there were poorly educated and lacked a proper history of the world from which they originated.

The resulting amalgam is, at best, a view of 17th to 23rd century Earth culture as put through a blender and reassembled by a team of drunk monkeys. Even so, Little Earth has a soft spot in the heart of many Lunans. This is where we are from. This is where, someday, we might return.

## THE CORPORATIONS AND LITTLE EARTH

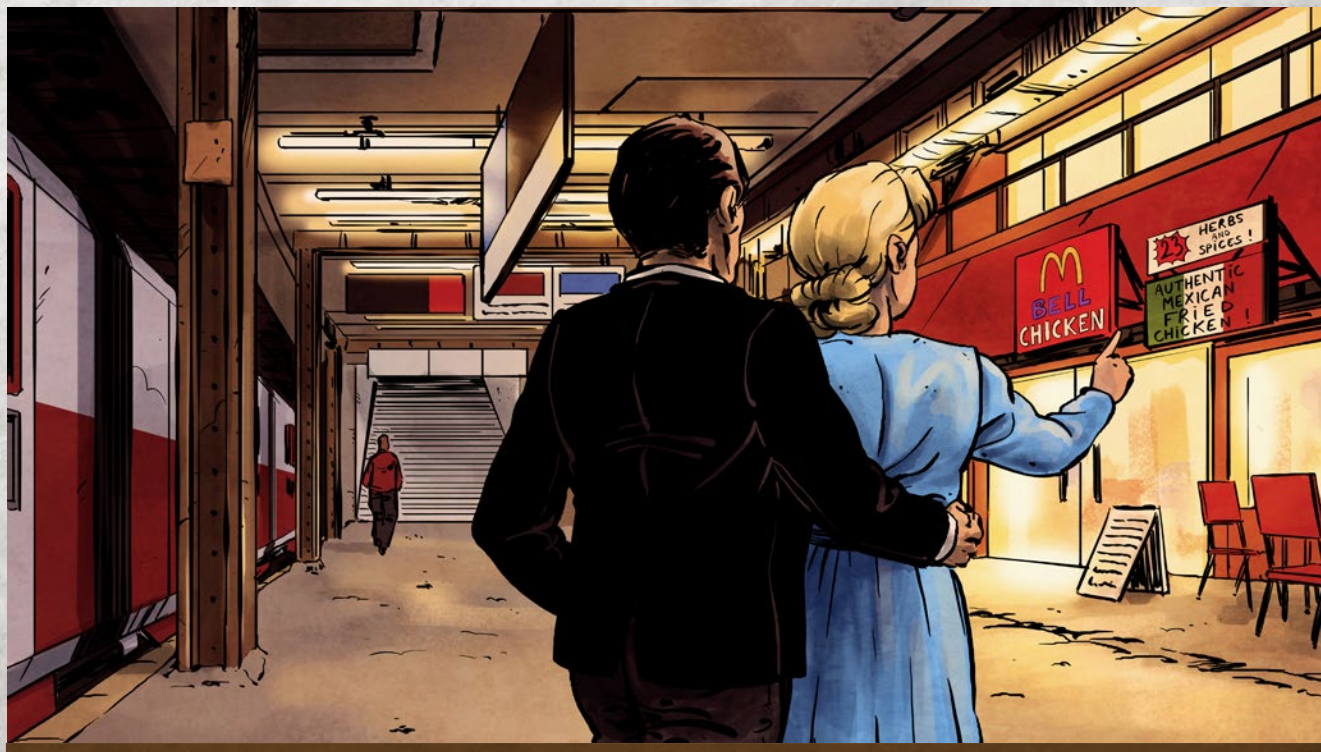
No one can say when or where it happened, but the Big Five agreed to let Little Earth remain free of any single influence. While much of the district is an anachronistic, overly-saccharine amalgam of history, no single corporation controls "Little Earth." Theories abound as to why, but the most common idea is that even the great corporations need to remember the past and preserve a small slice of home, however bungled it may be.

The corporations are not without influence in Little Earth though. When it comes to current operations and the like, they only treat Little Earth slightly differently from any other district. Profit, at the end of the day, lorded over the actual Earth. One day, it shall lord over its curious simulacra.

## THE BROTHERHOOD AND LITTLE EARTH

The Brotherhood are wary of Little Earth. Officially, there are few things as valuable as an understanding of history—this is demonstrated in the Brotherhood's own record-keeping and carefully-maintained archives, and in the Chronicles themselves. However, Little Earth is less a historical record and more an eclectic jumble of half-remembered traditions and half-forgotten cultures.

Agents of the Brotherhood watch over Little Earth closely. Human history is awash with nations, cultures, religions, and sects of all kinds,



Fine dining in Little Earth!

and even benign groups can have a bloody and savage history. These traditions—or confused new iterations of them—can spring up and find adherents in the people of Little Earth. Old, muddled, and resurgent creeds are a fertile breeding ground for Heretic cults, who can subvert even the noblest traditions to malign ends. Only through the watchful eye of the Brotherhood can these potential threats be quelled swiftly.

## THE TRUTH

Little Earth is necessary. The Brotherhood and the Big Five both understand that the Dark Symmetry has infected Earth at a psychic level. Whatever ties humanity had to the past were perverted by this corruption.

If Little Earth would appear like a cartoon to those natives of long ago, it is still an icon for those living today. Humanity, by and large, does not occupy the soil in which they evolved. That is a profound psychic disturbance to the race and a little known victory for the Dark Symmetry. One should never underestimate the psychological damage of driving a species from their home world.

## LITTLE EARTH

Imaging Little Earth is like looking into a cracked mirror. The divisions between sub-districts are the cracks in the mirror, but they bleed over into the next shard. The result is a crazy-quilt mash-up of varying time periods divided by the evolution of the district as a whole.

This is the past warped by centuries of speculation and tradition, then contorted by equal centuries of misinformation, perhaps more than any other area on Luna. What remains is a post-apocalyptic memory of yesterday, very far from the real thing.

Little Earth is rather far removed from the realities of Ancient Earth but, as a symbol, it works on multiple levels. The Brotherhood has long known that such iconography bolsters the Arts and the Light, which emanates from man himself. In the cartoonish glare of this almost-parody Earth lurks the true Light and, perhaps, salvation.

## THE DISTRICT ITSELF

Unlike other districts whose demarcations tend to be geographic, Little Earth's boundaries are temporal—at least in theory. The corporations must have codified the layout of Little Earth at some point, for travelling through the district is like travelling through time.

On Earth of old, there were museums that depicted eras from the history of man. A fellow might enter and watch man rise from savagery to the heights of Victorian civilisation. Little Earth has some of that affect. Sub-districts are dedicated to periods in Earth's history as well as geographical locations relevant to those eras. Let it be said that the accuracy of these neighbourhoods is dubious at best. Broadly speaking, the neighbourhoods are divided as follows.

## THE RENAISSANCE

No one is sure why the neighbourhood is thus labelled. Certainly, the word itself is old and has no current equivalent. Would that it did, for mankind is going through a second Renaissance—rediscovering the technology and philosophies of old. While readers know the Renaissance, at least generally, dates to the late medieval and post-medieval era, the residents of Luna have lumped a great deal of history into this category.

Castles and “shoppes” with ideograms rather than writing dominate this area of Little Earth. The castles are often residential, only outwardly made of stone, but composed of cheaper plaster within. Public houses are the names for bars here.

## NEIGHBOURHOOD PRIDE

Each sub-district carries a certain banner from the past. Those that live here have a penchant for preserving the past. This must always be contrasted with player knowledge of the *actual* past. What the citizens get wrong is plenty, but this is not intended merely for comic effect.

Little Earth is what happens when a culture is robbed of its past. It is a cargo cult of Old Earth, a nod to the disconnected histories brought on by native versus invader since the dawn of time. The Exodus and subsequent Fall changed mankind's future; this is known. However, it also changed the species' past.

Who we really were is not who we think we were. That gap is a condition that all humans deal with every day, even if they remain largely unaware of this fact.

Within the confines of these restrictions, individual neighbourhoods function a bit like classes or gangs. They have their own way of dressing, maintain the past as they know it, and are all inflected with odd traditions.

The Renaissance is, unsurprisingly, obsessed with art and Classical architecture. Next to Tudor-style residences, one finds faux-Grecian splendours. None of them are authentic, and they cover a period of history spanning about 700 years. Nudes and paintings reminiscent of the great masters shoot through the culture here, though a citizen might be as proud a blacksmith as a sculptor.

Few citizens feel as if they are “pretending,” but instead believe they are re-enacting the past through a modern lens. This is both a



tribute to and conscious rejection of modern life. There is purpose to it, though that purpose is, perhaps, hard to pin down.

Streets are cobblestone if paved at all. The technology level is around that of medieval Europe, at least outwardly, but residents actually have access to modern devices. Some shun this, preferring instead a Stanislavsky Method of representing the past. These are increasingly rare.

### LOCATIONS IN THE RENAISSANCE

**THE GLOBE:** A faux wooden structure built from material then modern to Luna Noir, The Globe is a theatre, pub and *Mutant Chronicles* version of a RenFaire located in humanity's most populous city. People in "costume" call "Huzzah, for the King!" and other such nonsense. Imperial employees love this theatre and claim it gets at the very roots of the company.

The theatre itself has seating in the upper tiers, while general admission allows one access to the ground floor where it is standing room only. Works by "The Bard" are performed nightly, though few people from our day and age would recognise anything but fragments. "Out, out brief candle. Stocks are but a walking shadow, buoyed by a poor trader who struts and frets his margin call upon the stage..."



Turn up and tune out at The Factory.

## THE 20TH CENTURY

Among the most recent eras lost during the Fall and Exodus, the 20th Century is an eclectic mix of decades and their memes. This is, without a doubt, the most popular sub-district in Little Earth and home to bars, clubs, and odd curiosities such as "tanning salons" and "video stores." The video store's wares are usually compatible with modern technology.

One must imagine the detritus a modern society leaves behind in reality. A host of movies, music, books, and television are the legacy that the future must interpret. Now, imagine all this with huge gaps that come after the digital erasures of the Fall. What is left are videotapes and magazines, hard copy books, and fragments of original broadcasts, often in languages no longer widely known? From this heady stew of pop-jumbo comes The 20th Century, a sub-district rooted in a mythologized past, and populated by fashion conscious citizens who believe that their newest suit, coat, or leg warmers are the latest thing.

Again, there is a comedic aspect to this without doubt, but that belies a deeper sadness for a world forgotten. Those who live here fetishize the remnants of this forgotten culture and try, as best they may, to recreate it in the present.

This is a hip district and the destination for many a corporate tourist out for the evening. Players might smile wryly in recognition of a 20th century icon, but the player character is taking it in as just another bit of consumable culture in an age that is made of nothing but.

### 20TH CENTURY LOCATIONS

**THE FACTORY:** An amalgam of an artist's commune and an actual factory making nothing but kitsch, The Factory is the acid-drenched interpretation of the Beatnik and Hippie Era. Peace signs with four prongs adorn the walls along with psychedelic images from contemporary slide projectors.

The Factory is sold as "an experience." It is hot with the elite, young corporate set, and a line forms early in the evening. Many of the artists featured are Little Earth residents, though they, too, make their work with a knowing nod to popular corporate demographics.

Performance artists espouse various 20th century philosophies from existentialism to objectivism. The latter is quite popular with corps and even has official adherents in various corporate zones.

Amid the drug-drunk floors of The Factory are hints of a world from the 1950s—a kind of idealised era we would recognise as an American Dream. Images from the early Space Age hang on the walls, and replica modules from programmes such as Apollo and Zeus are both art and conversation pieces.

## POST-WAR METAMORPHOSIS

**MOD SAVILE:** A blend of hip styles and changing expectations Mod Savile is a “swinging district” infused with the forbidden fruits of various archives. Indeed, the sub-district is a very popular with Imperial employees, though the corporation officially bans its people from frequenting the area. The connection to the traditions of Imperial is very, very tenuous. Most are only found in the accents the residents have retained for millennia.

The music is a bouncy confabulation of 60s British rock, though no PC will recognise this. Fashions run to Mod London, of course, and there are actual spies who dress as if they are in the spy-fi movies and shows of the era. The whole effect is surreal, prompting other corporations to attempt to reverse engineer deeper codes in Imperial culture by observing this imagined place and time.

Red double-decker busses offer tours, and red, white, and blue flags are present outside many shops, and while they resemble parts of Imperial’s heraldry, no one has any idea what they once represented.

Every afternoon after tea, a musical performance takes to the streets. It features synchronised dancers and a panoply of residents paid to fill in the background. While no corporation cops to funding such affairs, people say it’s part of a corporation’s black budget.

**OLIVER DICKENS:** Oliver Dickens is an area dedicated to the Victorian Era. Imperial publicly sponsors this portion of Little Earth. Given the extreme time that has passed since the actual Victorian Era, Oliver Dickens is not very close to the historical reality. The buildings, or at least the facades, look fairly accurate from drawings and even pictures that survived the era, but the entire zone is more caricature than Capitol would like to admit.

Still, it draws tourists. People love legends of Old Earth, and even a candy-coated version is welcome. Missing are the hordes of poor toiling in factories and covered in soot. Gone are the poor houses and debtor’s prisons. This attraction presents a rather rosy version of the day. It is far more Mary Poppins than Great Expectations. Of course, almost no one in modern Luna has ever heard of either.

## NPCS OF LITTLE EARTH

### SPRING-HEEL JACK

This thief’s real name is unknown, but he plies his trade in Oliver Dickens almost exclusively. He is known for getting into secure locations and making off with valuables. Strangely, these valuables rarely make it back to the streets via a fence.

This is because “Jack” is already wealthy. He is a Bauhauser noble hiding his identity. In ancient archives, he found the name and accounts of a Spring-Heeled Jack in old London. Always fascinated with the Oliver Dickens zone, he decided to become a thief. He does it for fun rather than profit, and often converts the items secretly to

cash via his noble connections. He then dispenses that money to the poor having heard another legend from an even older England.

The problem is Jack rips off wealthy corporates who do not like some petty thief taking what is theirs. (For many corporates, *everything* is theirs). Luna PD and several of the major corporations want Jack. How long he can maintain his streak of perfect crimes remains to be seen. If caught, he would bring shame upon his noble house but might get off without punishment otherwise.

### SPRING-HEEL JACK ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	10	7	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	2	2	2	1	1	-	-	-	1

**WOUNDS:** 4

**SOAK:** **Nondescript ballistic nylon clothing:** (Torso 1, Arms 1, Legs 1)

### ATTACKS:

◀ **Reserve cudgel (melee):** 1+↑5, 1H, Stun

### SPECIAL ABILITIES

- ◀ **Jack be nimble:** Jack can work his way past most security systems with his quick fingers and quick mind. When making a Thievery test, Jack may roll an additional d20.
- ◀ **Jack be quick:** It’s been observed that once he wants to make a move, Jack is faster than a Capitolian to an unattended wallet. Not only may Jack re-roll two d20 when making an Acrobatics test and accept the new result, but he may ignore all effects of moving through difficult terrain. This does not include hazardous terrain.

### JATMINDER SINGH

Jatminder Singh is the proprietor of a very small sub-district known as Pan Asia. Asia was a continent on Ancient Earth, and Singh attempts to replicate many of its purported splendours. About thirty-five years of age, Singh fancies himself an entrepreneur. He raised the needed capital by borrowing it from the Syndicate. He is in debt up to his eyeballs.

Rather than kill Singh, the Syndicate decided to use him as another way into Little Earth. Singh obeys their every command. He has no

choice. Still, he dreams of his perfectly themed Asia—a world that mixes dragons and huge walls, ancient temples and tropical micro-climates. Some of that exists on the streets of Little Earth, but most of it only exists in Singh’s mind.

His crowning achievement is the mini-neighbourhood known as Pudong. That strip of real estate pushes up against an artificial river Singh insist on calling the Whangpoo. No one else calls it that. Tourists love Pudong though, even if it isn’t accurate to the city that inspired it.

### JATMINDER SINGH ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	7	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	1	-	-	-	1	1	2	1

WOUNDS: 3

SOAK: None

#### ATTACKS:

- ▶ **Unarmed strike (melee):** 1+ $\uparrow$ 2, 1H
- ▶ **Ronin handgun (ranged):** Range C, 1+ $\uparrow$ 3, Semi-Automatic, 1H, Close Quarters

### LITTLE EARTH ADVENTURE SEEDS

#### TO GIVE TO AIRY NOTHING...

The Globe has the finest actors in Luna. Only the well-to-do can afford live theatre. The masses consume film. Since it’s so expensive, having the best acting troupe in the city is very profitable. The man running The Globe, Will Burbage—not his real name—has somehow found talent from nowhere. People are very impressed, but some rival theatres are suspicious. After all, the great names of the stage are well known. How did Burbage suddenly come across this pool of rarefied talent?

The truth is, he created them. These actors possess no special talents. Most of them were vagrants and beggars before Burbage happened upon them. Previously, he also happened upon something else. Burbage found a dying Capitol agent in the streets of Little Earth. The agent had a strange device that Burbage took. He knew value when he saw it. The agent told Burbage it could alter people’s minds. He was right. Poor bugger might have lived if Burbage had called an ambulance.

The device completely rewires the neural paths of anyone it is used on. They literally become someone else. That’s how Burbage manufactures his “talent.” These people aren’t acting. They believe they really are different people, some long dead, some entirely fictional.

Now, Burbage could easily have made a fortune selling the device to Capitol. They would have made him a wealthy man, but Burbage is an artist. The play is the thing, and the only thing, for Burbage. Instead of making a fortune, Burbage made art. Granted, he is making a good deal of money from the theatre now.

As mentioned, rival theatres want to know what’s behind his sudden success. They pool their money to hire the Freelancers. Naturally, Capitol wants to know what happened to their agent and, more importantly, the device he was supposed to obtain. That device is a piece of experimental Cybertronic equipment. They obviously want it back. The players are about to enter the unfamiliar world of live theatre, but they’ll soon be in their element when the fictions conjured on stage turn into the very real corporate intrigue that is their bread and butter.

### DISTRICT 7: COLONIAL DISTRICT

When the first colonists arrived on Luna, they dug tunnels to protect themselves from the harsh surface. This was long before Luna had been terraformed, and the colonies existed mostly underground.

Still very long ago, but not so long ago as the first colonies, most of the underground colonial real estate extended into various mining operations. The best materials were stripped and the colonies largely forgotten. It wasn’t until just before the Fall that any attempt was made to preserve this cultural heritage.

Many hundreds of years later, the area above became known as The Colonial District. Before the Fall, the district actually housed replicas of the original colonies and a huge museum full of robots re-enacting the Apollo Landing, the arrival of the first pioneers, and more. Later, after the Fall, that technology became prohibited, and the wonderful animatronic shows were shut down.

Since then, the district has gone through many changes. It was poor for hundreds of years but experienced gentrification in the last century.

Today, it is a trendy district to live in and a hotspot for restaurants, bars, clubs, and live theatre. With Old Town having failed as a development, the Colonial District is the default cultural hub of Luna.

No single corporation influences the district, but all support it both directly and indirectly. Great civic projects such as artificial lakes

and parks are built by the Big Five, and their employees flood the district with disposable income. Very few things are cheap in the Colonial District.

## FARING ART GALLERY

Founded by a member of an Imperial Clan in the middle of the last century, Faring Art gallery is one of three premiere galleries in Luna. The hottest artists show here. Getting a debut here virtually guarantees an artist's success, at least for a time. The art world is Byzantine and cutthroat.

Just last year, a story surfaced about an artist who murdered a rival. The investigation and resulting trial was must see TV for many Lunans. Owning pieces by artists who have shown here is sign of not only wealth but also culture. The truth is, most executives who own such art have little understanding of why it is good. They buy it because someone else in the company did, and they do not want to be one-upped.

## COPERNICUS PLANETARIUM

Named for the famed astronomer of Ancient Earth, the planetarium has the largest telescope open to the public on Luna. (The corporations have even more powerful telescopes, some in orbit). The planetarium offers a variety of programmes aimed at both children and adults alike. Schools throughout Luna take field trips to the Copernicus Planetarium.

A massive projection of the known galaxy is offered under a huge dome. The history of the Space Programme is often projected on the same bowl-like screen.

## MONUMENT TO COLONY ONE

It is likely that Colony One had another designation, but that has been lost to time. From incomplete records, the colony's history was pieced together. The Cartel built a monument to the colony. It is a testament to human ingenuity and tenacity. It also exists over an entrance to the old colonial tunnels, though only The Cartel knows this.

## LUNA 64

The trendiest club in Luna, Luna 64 is a throwback to what its owners imagine life was like on Luna before the Fall. Period-accurate décor—or so they claim—and five floors provide Luna's best and brightest with a place to see and be seen by their kind. Studio City celebrities are often here as well as executives and members of the Syndicate. Security is a constant presence. Nights are themed to different styles of music from Luna Apotheosis Gospel to Martian Funk.

## NPCS OF THE COLONIAL DISTRICT

### DR. ROBERT H. TALCOTT

Dr. Robert H. Talcott heads the Copernicus Planetarium. He is an astrophysicist of the highest order who elected to remain funded by The Cartel and Brotherhood rather than take a lucrative position with one of the Big Five.

Despite his unwillingness to take a corporate position, he is so gifted and erudite that he is often brought on to consult on various phenomena. In the course of these various consultations, Dr. Talcott has begun to realise that a rift may be opening very near Luna. What's more, it is a rift like no other he has seen.

This is tremendously worrisome to him, but he has not decided whom to share the information with yet. Mostly likely, he will decide on the Brotherhood, but he wants to learn more about the anomaly before he does.

Dr. Talcott is married but having an affair with one of his students. Not the biggest scandal in the world to be sure, but something that would give the corporations leverage over him were they to find out. That might prevent the knowledge from getting to the Brotherhood.

### DR ROBERT H. TALCOTT ★

#### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
8		7		7		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
7		12		8		7	

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	-	-	1	-	1	-	2	1

**WOUNDS:** 3

**SOAK:** None

**ATTACKS:**

◆ **Unarmed strike (melee):** 1+**↑**2, 1H

**SPECIAL ABILITIES**

◆ **Master of Astrophysics:** Dr Robert knows a vast amount about astrophysics, and is usually willing to share this information with whoever seems to be paying him some interest. For relevant Education or Science tests, he may allow the character taking the test to roll an additional d20.

## DISTRICT 8: THE SMOKES

Like something out of Dickensian Ancient Earth, the soot-stained rookeries and trod upon sounds of those in The Smokes are a breeding ground for thieves. Once an Imperial District, The Smokes have become a decrepit lawless zone run by a thieves' guild.

The organisation is illegal but surprisingly orderly. "King Rooks" as they call their leaders, adjudicate all disputes between thieves in the District. The thieves of The Smokes are highly sought after not merely for their professionalism but for the network of informants, spies and second story men they bring to any job.

While it is not certain, rumour says The Smokes exist as a kind of "apprentice zone" for one of the Syndicates. A contrary rumour holds that The Smokes are completely independent. Regardless, the population sticks together when it comes to anyone from the outside leaning on them. While they might slip a knife between each other's vertebrae over a few crowns, they never betray one another to outsiders. While there is no honour among thieves, there is some kind of code these thieves adhere to nonetheless.

### HARROD'S

A department store that once served as the crown jewel of a street called new Savile Row, Harrods is a strong collection of a store frozen in time, a museum and a piece of Imperial heritage all but forgotten by the corporation itself.

Four floors of clothes so fragile they might crumble to dust, mannequins made from carefully-preserved Earth-grown wood nearly two thousand years old, dusty display cases behind which lurk curios from a bygone era—Harrod's is a place that by all rights should have been looted long ago. Somehow, it was not.

The most popular reason given for the continued existence of Harrod's is that it reminds The Smokers of where they come from. One or more of the top-level thieves keeps Harrod's as a kind museum to a bygone age. Harrod's and The Smokes are, to quote a well-used phrase in the district, "The other side of what old Imperial were like when men had bollocks and women wore lace." The precise meaning of this phrase was lost over the ages, but Smokers use it as a code word and insider's greeting. Outsiders quickly find out being a real Smoker takes more than just skills as a cut-purse.



## THE CRIMINAL UNDERWORLD OF THE SMOKES

While the Syndicate controls crime in Luna City, running the thieves in The Smokes is more like herding cats than giving orders to mob soldiers. Dante Prior John has some trouble enforcing his will over a territory whose criminal roots possibly pre-date the Syndicate itself.

Crews here give a cut of their take to the Syndicate, but they don't follow every order. There is a war brewing between the Syndicate and the gangsters of The Smokes. The winner is likely to be the Syndicate, but one shouldn't count the toughs of The Smokes out before it's over. They've taken on big organisations before.

## NPCS OF THE SMOKES

### BERNARD HOLZ

A thief extraordinaire, Holz is the patriarch of a family of thieves. At one point or another, many of his ancestors have served as guildmaster. Bernard currently holds that position. Thieving is not an act of desperation for Holz and his family but a proud trade. They can trace their lineage back to some of the original Imperial colonists who rejected the corporation's shackles and sought wealth on their own terms.

Holz is well known in The Smokes and looked upon with respect bordering on fear. While not an overly violent man, the use of force is part of his trade, and he accepts it as an unpleasant necessity—he holds that a skilled thief only needs to use force when something goes wrong. The local Luna PD watch house gets on well with Holz, as his activities—and those of the guild—tend only to be problematic when a particular corporation raises a fuss. Otherwise, the corporations—especially Imperial—and the police alike look on the presence of Holz and the guild as a stabilising factor in the district.

Holz follows a gnomic "thieves' code" that no outside individual can comprehend. He has ten children and grooms them all to be the best at their specialities—pick pocketing, cat burglary, etc.

Holz is in his mid-50's. He is trim and well-manicured. Presenting an outwardly respectable appearance is one of his guiding principles. Thievery is not something to be ashamed of, and one should not look as if they are.

## BERNARD HOLZ ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	9	9	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	-	-	1	1	2	1	1	1	1	-

WOUNDS: 4

**SOAK:** Light civilian shoulder pads and well-tailored ballistic trench coat: (Torso 1, Arms 2, Legs 1)

### ATTACKS:

- ◀ **Dagger (melee):** 1+↑3, 1H, Armour Piercing 1, Hidden 1
- ◀ **Aggressor handgun (ranged):** Range C, 1+↑5, Burst, Unbalanced, Close Quarters

### SPECIAL ABILITIES

- ◀ **Gentleman-thief:** Despite Bernard's line of work, he carries himself as though he has nothing to be ashamed of and is treated like an upstanding pillar of the community. Bernard may re-roll one d20 for any Lifestyle or Thievery tests he is required to make, but must accept the new result.

## WILSON FINN-MCGEE

A fence and owner of a pawnshop, Finn-McGee can get whatever it is you want or lay off whatever it is you are trying to sell. He is fond of tweed jackets and thin cigarillos whose odour perpetually haunts his clothes.

The man's pawnshop is like the home of a hoarder—all manner of items are piled to the ceiling. One must navigate through these canyons of junk to find the man at the maze's centre. Finn-McGee always charges for his services whether it be a fee for information or a percentage of a sale. Those in positions of much greater power know him as something of an information broker. With his cauliflower ears to the street—Finn-McGee used to be a boxer—the man gets information that respectable intel organisations cannot.

Short, stocky, but solidly built, Finn-McGee looks like what they would have called a "hard man" in Old Earth London. He fights like one too. Somewhere between 35 and 55 years of age, his dress is out of date and his clothes stained with that morning's breakfast.



## CHAPTER 02

## WILSON FINN-MCGEE ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	8	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	1	1	-	-	1	-	-	-

WOUNDS: 6

**SOAK:** Ballistic nylon clothing: (Torso 1, Arms 1, Legs 1)

### ATTACKS:

- ◀ **Cricket bat (melee):** 1+↑5, 1H, Stun
- ◀ **Homemade sawn-off shotgun (ranged):** Range C, 1+↑5, Semi-Automatic, Unbalanced, Knockdown, Spread 2

### SPECIAL ABILITIES

- ◀ **Anything for a price:** With a shadowy network of disreputable contacts, it's said Wilson can get you anything you want, as long as the price is right. If they wish, a character may use Wilson to try to purchase an item—it will have its restriction lowered by one (e.g. something restriction 4 will go to restriction 3) but its cost will go up by half again what the item is worth, rounding up (e.g. a cost 8 item would become cost 12, or a cost 9 item would become cost 14).

## MATILDA WAKE

Matilda is the assistant to the Mother Superior of one of the Brotherhood's local orphanages. She herself grew up there, but is now nineteen and a legal adult. Matilda feels for the other orphans and tries to help as best she can.

On the outside, she is a pretty but shy girl. None would suspect she is an asset for Cybertronic. In fact, she has been since she was fifteen. Recruited while growing up in the orphanage, Matilda is not so much an intelligence asset as she is an on-the-scene observer. Cybertronic is fond of testing its early-stage products in the field. They thus leak a certain amount of their cutting edge tech to the streets to see what people make of the devices. More than once, this procedure has radically altered their marketing strategy.

Matilda watches and records as these various gizmos find their way through the ranks of The Smokes. She reports to a handler at Cybertronic and is well paid for her participation. On rare occasions, Matilda has been brought deeper into the fold to assist on an operation.

A dark haired “girl next door,” Matilda is medium height and slender. The only clue to her actual employment comes in the form of small, but expensive jewellery she sometimes wears against her better judgment.

### MATILDA WAKE



ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	8	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	1	-	2	1	1	-	1	1

**WOUNDS:** 3

**SOAK:** None

#### ATTACKS:

- ▶ **Unarmed strike (melee):** 1+2, 1H
- ▶ **Ronin handgun with silencer (ranged):** Range C, 1+5, Semi-Automatic, 1H, Close Quarters

## DISTRICT 9: THE NINES

Home to those without a viable alternative, The Nines mix the unemployed and Freelancers, outcasts and dishonoured corporate employees. A poor Perimeter, the crime rate tends to be high, though most experienced criminals know enough to leave Freelancers alone. Other citizens often try to live in proximity to Freelancers for precisely this reason.

### REACHING HOPE

An addiction treatment facility, Reaching Hope is probably the product of wealthy corporate citizens from one of the Big Five. While the centre has only very limited medical equipment, Reaching Hope’s main source of aid is in the form of counselling and group therapy. Reaching Hope has three locations in The Nines and more elsewhere in Luna City.

The truth is that Reaching Hope is not the creation of well-meaning corporate citizens, but the work of a Heretical cult. Those with a propensity for addiction make excellent recruits. Their minds, softened by years of abuse, allow quick integration and corruption. In giving themselves over to the Dark Symmetry, they are cured of their addiction. Of course, if they knew the truth, most would wish they had not been.

The ultimate goals of the cult and its front organisation are foggy at best. Luna PD suspects this addiction counselling service is part of a larger system of such facilities designed to find new cult members. On several occasions, Luna detectives have been warned off further investigation by Brotherhood authorities. Perhaps it is a matter of jurisdiction alone. Perhaps it is more.

### THE MIDNIGHT STAR

A favourite spot for Freelancers, The Midnight Star bar is not for those who don’t enter combat-ready. You can imagine what happens when highly trained, deadly Freelancers gather in a confined arew with a lot of booze. The Luna PD tends to turn a blind eye to incidents occurring at The Midnight Star, as the corporations need Freelancers. In turn, Freelancers need to let off steam. This is the bar in which they do so.

The owner is an ex-freelancer, a woman in her fifties known only as “Childs.” She’s taken out men twice her size, and every freelancer worth their salt gives Childs due respect. The Gehenna Puker is the drink of choice for the toughest patrons—many joke that the drink is actually more dangerous than its namesake flamethrower—and once a week a contest to see who can drink the most occurs. These nights tend to turn violent.

### ALI’S CASTLE

A throwback from before the Fall, this entertainment centre was once known as an “arcade.” Electronic games are housed in wooden consoles on two floors. Each game has bright graphics and different themes. Some depict the First Dark Legion War including the very popular Dark Invaders.

Somehow, these pieces of ancient tech escaped the purges following the Fall. Even more curiously, they are not hidden but have yet to be proscribed by the Brotherhood or any corporation. The Frontliners, a local gang made up mostly of teenagers, run the arcade, which operates much as it did centuries ago. The games all take Cardinal’s Crowns even though the idea of an arcade predates that currency by some time.

A local hangout for children and young adults in the neighbourhood, Ali’s Castle is also a place where people place bets on who will win a given game. The entire place is surreal, as if the arcade is displaced in time.

### CAGE

Cage is a popular nightspot located at the top of an old corporate tower. The tower itself is largely underground—the street having been elevated many times—so the apex is only ten floors above the current street.



Luna PD replies to a 10-99: Officer needs assistance!

The club plays aggressive War Beat Manifestos, a currently popular music genre brought back by soldiers from the front. Various fixers make this spot their unofficial office, and Freelancers often meet with potential employers here. The thumping music provides a kind of ambient white noise, which makes listening to conversations difficult. The security staff serves as a buffer as well, reinforcing the habitual presence of Freelancers.

### ZEKE'S LAUNDROMAT

This single story building is located in an abandoned strip mall. Inside, huge coin-operated washers and dryers clean the clothes of those in the adjacent tower blocks. While the block itself is only half occupied due to various structural malfunctions, the Laundromat is always crowded. Low-level drug dealing goes on here 24/7, and Zeke gets a cut. Considered neutral ground by the three different gangs claiming territory in the area, Zeke's is a place for sit downs between gang chiefs hashing out issues with dialog rather than guns.

### NPCS OF THE NINES

#### MARTIN VON HOWE

A counsellor at Reaching Hope, Von Howe is also a member of the heretical cult behind the enterprise—The Flock of Semai. Von Howe himself was an addict in The Nines before he found salvation—or corruption depending on your view—in an earlier iteration of Reaching Hope. Picked up off the floor of his own ruin by a disciple of Semai, Von Howe dedicated his life to the Dark Apostle. In working at Reaching Hope, he continues the cycle recruiting lost souls like he used to be and bringing them into the fold.

Von Howe is on the cusp of entering the next tier in The Flock. When he does, he looks forward to learning some of the inner mysteries the lay brethren are not allowed to know. Nothing will come between Von Howe and this goal. It is, he believes, his due. The cult preaches that only through the worst of our natures might we reach the inner, truer self. While the movers in charge of The Flock do not believe this, they peddle it well to addicts like Von Howe. While Von Howe is “clean” of drugs, his soul is anything but.



Von Howe looks like a lower class criminal trying to aspire to the middle class. He wears clothes he assumes someone of that caste would wear. He speaks like he believes they speak. Von Howe is a construct carefully made to present an image of a solid citizen and good guy. He is, of course, neither.

### MARTIN VON HOWE ★

ATTRIBUTES											
STRENGTH			PHYSIQUE			AGILITY			AWARENESS		
7			7			8			9		
COORDINATION			INTELLIGENCE			MENTAL STRENGTH			PERSONALITY		
8			9			9			12		

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	1	-	2	1	3	2	1	-

**WOUNDS:** 5

**SOAK:** Light civilian shoulder pads: (Arms 1)

#### ATTACKS:

- ▶ **Slicer (melee):** 1+ $\uparrow$ 3, 1H, Armour Piercing 1, Hidden 2
- ▶ **Piranha handgun (ranged):** Range C, 1+ $\uparrow$ 4, Semi-Automatic, 1H, Close Quarters, Hidden 1

#### SPECIAL ABILITIES

- ▶ **Naturally Charming:** The tainted counsellor is skilled at ingratiating himself with his targets. A successful Persuade test yields one additional point of Momentum.

#### DARK SYMMETRY SPEND:

- ▶ **Dark Gifts:** Martin has begun to manifest the favour of his dark patron, and has been blessed by Semai with the following Dark Gift: Stir the Dark Heart.

### REINA IBN FAUD

At sixteen years of age, Reina is a champion of seven games at Ali's Castle. She can split the beam in Particle Accelerator Nova, and flank the best generals in Tank War Mars! Reina lives for the arcade and has an actual fan base in The Nines.

When she leans over an arcade machine, she takes on a certain pose—something Zen-like in her calm eyes. Everyone looking to build a rep as an arcade hustler has to take Reina on at some point. In four years, no one has beaten her.

Reina would just be a local arcade hero if it were not for the interest Cybertronic takes in her. Though she is unaware of the attention, Cybertronic is carefully following her game playing. They believe she

might have a natural facility with Subreality and are waiting to recruit her. The connection between her brain and the games behind the screens in the arcade is like few others. She literally seems to inhabit the machines, to enter the space behind the pixels. Cybertronic wants to know if this translates to their current projects. They also want to see what happens if someone like Reina is implanted with an AI.

Short dark hair with a punk edge, Reina wears flight suits years out of date. She likes sneakers and spends a good portion of her winnings on an extensive collection of the latest urban footwear from Capitol and Mishima.

### RETINA IBN FAUD ★

ATTRIBUTES											
STRENGTH			PHYSIQUE			AGILITY			AWARENESS		
7			7			8			9		
COORDINATION			INTELLIGENCE			MENTAL STRENGTH			PERSONALITY		
10			7			9			8		

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	1	-	1	1	1	-	1	-

**WOUNDS:** 5

**SOAK:** Antique Flight Suit: (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

- ▶ **Slicer (melee):** 1+ $\uparrow$ 3, Armour Piercing 1, Hidden 2

#### SPECIAL ABILITIES

- ▶ **Subreality affinity:** It might be a false correlation, it might be a new phenomenon, but whatever it is Reina seems to be really, really good with tech. She counts as having implanted subreal receptors (page 261, *Mutant Chronicles* core rulebook).

### ZAX BEVEL

One of the bartenders at The Midnight Star, Zax has the distinction of being the only one there who is not a former freelancer. In fact, Zax is a kind of "freelancer groupie." Growing up in The Nines, Zax always aspired to the freelancer lifestyle. In the district, they are like gangsters and sports icons combined. Zax never got further than being a hanger-on though.

He is very popular amongst the crowd that frequents The Midnight Star. Every freelancer needs someone to prop them up on their down days, someone who looks up to them. Zax is that man. He is pushing 30, but still has the wide eyes of a child. Zax is not the smartest man in the room. He will never be the smartest man in

the room unless all the rest are dead. Maybe not even then. He is earnest, helpful and actually kind—something of a rarity in the freelance industry.

Most of the bar's patrons look on him as a kind of mascot and would be very, very mad if anything were to happen to him.

### ZAX BEVEL ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	8	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	5	7	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	1	-	1	1	1	1	1	-

**WOUNDS:** 4

**SOAK:** Light civilian shoulder pads: (Arms 1)

#### ATTACKS:

- ◀ **Unarmed strike (melee):** 1+ $\uparrow$ 3, 1H
- ◀ **Battered old Ronin handgun (ranged):** Range C, 1+ $\uparrow$ 3, Semi-Automatic, 1H, Close Quarters

#### DARK SYMMETRY SPEND:

- ◀ **Mascot:** There's a great deal of fondness for Zax by the Freelancer regulars of the Midnight Star, and they would be more than ready to commit thorough acts of violence towards anyone who might harm him. For every Dark Symmetry point Zax spends, he may summon two Freelancers (page 275, *Mutant Chronicles* core rulebook) as reinforcements.

### SALLY HUME-ALBRIGHT

Sally is a for-real warrior for equality. She completely rejects the corporate way of life as well as capitalism. Oddly, she is not native to The Nines.

Sally grew up in a Capitol tower with parents who were mid-level executives. She went to Luna University where she majored in political sciences and acquired the taste for a cause. After school, she took a job with The Cartel, believing, briefly, that organisation was an engine of equality. She was quickly disabused of that notion.

In the five years since, she has become a community organiser and activist. From a tiny campaign headquarters in The Nines, she helps promote the ideas of socialism and co-op, communal groceries. All of this is just the first step for Sally though.

Her long-range goal is to make The Nines the first independent district. Not under the jurisdiction of The Cartel, a corporation or anyone else, she wants to prove a community-led district can work. The corporations have caused two wars and keep the working class in servitude. Only by banding together can the proletariat hope to manufacture their own destiny.

Sally's activities have not gone unnoticed. While she has yet to make a significant impact, she and others like her in the district and others are part of a growing anti-corporate movement. Luna PD watches her for any connections to terrorist organisations as well as revolutionary activities.

Sally is a tall, curvy woman who looks like she ought to be forever carrying a bullhorn. Pretty, she does little to accentuate her looks preferring horn rim glasses and the "studious" look. She wears a military jacket she had designed but which she claims is the dress of a Capitol unit that revolted on Ancient Luna.

### SALLY HUME-ALBRIGHT ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	7	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	10	11	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	1	-	-	1	-	2	1	1	-

**WOUNDS:** 4

**SOAK:** None

#### ATTACKS:

- ◀ **Unarmed strike (melee):** 1+ $\uparrow$ 2, 1H
- ◀ **Piranha handgun (ranged):** Range C, 1+ $\uparrow$ 3, Semi-Automatic, 1H, Close Quarters, Hidden 1

## DISTRICT 10: THE SOUTHSIDE

Strongly Capitolian, The Southside provides all manner of ancillary services for MCC spaceport, the Trafalgar Port on the coast of the Lake of Testimonies, and blue collar labourers who commute to the Ancient Quarters.

Like Little Victoria, the area has a growing labour problem. Unions have become very popular in the area and are threatening profits. The unions are not thus far as violent as the socialists in Little Victoria, but there is occasional unrest.

This is a working man's district and the culture of commerce here reflects that. Loony Burger is popular as are sports bars and down-market mass retailers. There is also a large Syndicate presence.

## THE CRYSTAL PALACE

This high-impact glass structure looks something like a greenhouse on Cybertronic muscle drugs. It was built for a Solar Fair over two hundred years ago, but the Crystal Palace and corresponding buildings have fallen into disrepair.

The Palace itself is eroded by the waves coming in from the Lake. Rusting pylons jut from the water like rebar in a ruined neighbourhood following a bombing. The glass walls are overgrown with vines and cracks have formed a web-like pattern over what is left of the building. Local children enjoy exploring the ruins of this once futuristic testament to Capitol.

## SOUTHSIDE LIONS STADIUM

One of many "bloodsport" teams in Luna, the Lion's fans in Luna are particularly voracious. Riots often break out as various groups of "hooligans" get into fights over the Lions versus another team. Luna PD has an increased presence in and around the stadium during any game.

The stadium is technically named Louis D'uberville Memorial Stadium after an ancient owner of the team. Now, Capitol owns the team. Tickets are relatively cheap, and the entire district has a bond forged by their support of the Lions.

## THE MOON AND SIXPENCE

This unassuming corner bar is home to a "family" of functional alcoholics who gather here after their shifts are over. The place can get rowdy and does not welcome non-Southsiders. The wooden bar was shipped from Old Earth during the Exodus, if the stories are true.

A layer of nicotine stains begins at about arm level and extends all the way to the ceiling. Ancient photos, de-saturated by time, wallpaper the wall behind the bar.

## NPCS OF THE SOUTHSIDE

### BRETT MCCAIRN

The owner of the Moon and Sixpence, Brett took over for his father about fifteen years ago when the elder man retired. McCairns have ties to the local Syndicate but operate semi-independently. While the bar itself might be owned by a "man with connections," the mob does not mess around with the bar. The Moon and Sixpence is off-limits. They don't pay protection, they don't skim, and their liquor is cheap enough for the workingman.



McCairn prepares to take negotiations seriously.

McCairn himself is a union supporter. He's gained influence over union leaders and, with the help of the Syndicate, the unionization of the entire district is moving ahead despite Capitol's best efforts to curtail this threat to their corporate paradigm.

### BRETT MCCAIRN ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	10	7	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	7	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	-	-	-	1	-	1	-	1	1

**WOUNDS: 5**

**SOAK: Bulletproof vest:** (Torso 2)

#### ATTACKS:

- ◀ **Baseball bat (melee):** 1+↑4, 1H, Stun
- ◀ **M516S shotgun (ranged):** Range C, 1+↑6, Semi-Automatic, 2H, Knockdown, Spread 1

### DANNY ROCKET

Danny Rocket just got his 50th confirmed kill in the bloodsport games. The fans adore him. He is a three time All-Luna MVP, six time all-star, and the most popular player for the Lions. Danny's life looks like the very picture of the everyman done good.

What only Danny and a couple of his closest friends know, is that the Rocket's success is due in no small part to Cybertronic enhancements. Banned by the Luna Bloodsport Commission, Danny's augmentations are subtle enough to escape detection by any equipment not made by Cybertronic. It's likely he isn't the only star in the league using these enhancements.

Were this to come out, it could ruin his career and deal a serious blow to the Lions and the morale of the district.



## FABRIZIO FIORETTI, VIGILANTE (FREELANCER)

Fabrizio Fioretti is a tall man with short dark hair and a big scar across his face. His deep blue eyes, once so soulful, are now ice cold, filled with the pain of loss of his entire family to the Dark Legion together with the community they lived in. A catastrophe that left him the only survivor. Having lost everything he ever cared about, he has one remaining drive: destroy the Dark Legion. To the corporations, his trauma is just another statistic, just another entry in a bookkeeper's journal. Fioretti knows they will never truly understand the threat that the Dark Legion represents until it is too late, so he walked away from it all and entered the life of a freelancer. He briefly considered the Brotherhood, but he knew he would never be able to hold faith in his heart again, so now he fights on his own, living for each time he sends another one of those bastards back to the hell they came from.

### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
7		8		7		11	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		11		8		8	

### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	1	1	-	3	3	2	1	4	3

### WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious Wounds 6
- ◀ Mental Wounds 10
- ◀ Torso 7
- ◀ Legs 5
- ◀ Critical Wounds 3

## DANNY ROCKET ★

### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
11		11		11		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
11		8		7		8	

### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	1	1	3	2	1	1	1	-	1	-

**SOAK:** Ballistic Nylon Trenchcoat, Bulletproof Vest: (Torso 1, Arms 1, Legs 1)

### ATTACKS:

- ◀ **Sword (melee):** 1+ $\uparrow$ 5, 1H, Parry 1
- ◀ **CAR-24 (ranged):** Range C, 1+ $\uparrow$ 4, Burst, 2H
- ◀ **GL-240 Grenade Launcher (ranged):** Range M, Munition, As Grenade

### SPECIAL ABILITIES

- ◀ **Nemesis of the Legion:** Fioretti hates the Dark Legion with a barely contained fury, and has trained extensively in techniques that will aid him when fighting them. He has Mysticism Focus 2 and Mysticism Expertise 2. Additionally, he may re-roll one d20 when making a Mysticism test, but must accept the new result. Further, as a Standard Action during any combat where there is at least one Heretic or creature of the Dark Soul on the opposing side, he may attempt an Average D1 Mysticism test and gain a free Response Action if successful. He gains one additional Response Action for each Momentum spent, each of which may be used at any point before the end of the current combat. Finally, his Soak against any damage-dealing supernatural power—Arts, Dark Gifts, or any other supernatural power—counts as two higher than normal.
- ◀ **Sole Survivor:** Not only did Fioretti witness terrible atrocities when the Dark Legion came calling, but he also survived the horrible injuries that were dealt to himself. He may re-roll any dice that did not generate a success on the initial roll when making a Resistance test, or one d20 when making a Willpower test, but must accept the new results. Additionally, when making a test to avoid the effects of a status condition, or when attempting a Willpower test due to exposure to a traumatic event, the difficulty of the test to resist the negative effects is reduced by one step, which may eliminate the need for a test.

**WOUNDS:** 6

**SOAK:** Bloodsports kit: (Head 2, Torso 2, Arms 1, Legs 1)

**ATTACKS:**

◀ **Subdermal hardened knuckles (melee):** 1+**T**5, 1H, Vicious 1

**SPECIAL ABILITIES**

◀ **Born (and made) an athlete:** Danny is capable of near-superhuman feats—Lions fans say it's sheer skill and talent, but some people might think otherwise. Danny may roll an additional d20 for all Acrobatics and Athletics tests he is required to make.

## SOUTHSIDE ADVENTURE SEEDS

### CYBERGATE

Somehow or other the Syndicate has cottoned on to Danny's secret and begun blackmailing him. Capitol has found out and wants the secret kept safe. They also don't want to be tied to the scandal if it breaks. That means hiring Freelancers.

The first thing the team has to do is talk to Danny. He can tell them who in the Syndicate made the threat, but he cannot say how many in the Syndicate know his secret. Finding that out is up to the PCs. They must then find a way to keep these Syndicate goons quiet. Money might do it, and Capitol is willing to throw a lot of Crowns at the problem.

But once you feed a hungry wolf, they keep coming back. Capitol might insist the PCs kill anyone that knows Danny's secret, even his friends.

Danny is a hero to the blue collar fold of The Southside, and Capitol reasons the team is one thing distracting them from full unionization. If Danny's secret gets out—or worse, Danny is killed—riots in the streets are likely, and the union movement would gain a lot of momentum. Another moral quandary for the Freelancers, that is, if they have any morals to be shaken by this job.

### CRYSTAL (METH) PALACE

One of Capitol's mid-level executives in their weapons division has a daughter with a drug problem. She's shooting up one of the hybrids of Cybertronic's experimental pharmaceuticals. He doesn't want the company knowing about the issue, so he hires the PCs.

Her trail leads to Crystal Palace and the squatters who live there. Largely addicts, these vagrants are mostly underage. The girl was among them... until she overdosed. Now, the team has to tell her father the bad news. When he finds out, he demands vengeance. He'll pay everything he has to see the dealers that sold his little girl

the junk dead as doornails. He also wants them to kill the Cybertronic chemist that made the drug in the first place. He's offering a lot of money, but the job is liable to start a new corporate conflict on the streets of Luna.

If the PCs refuse, the executive turns his rage on the team, hiring another group of Freelancers to whack them. Any way things shake out, the PCs are in a precarious position. That's how they like things though. The lives of a freelancer are many and varied.

## THE SPACESHIP GRAVEYARD

This is not strictly a proper district, though it comprises enough real estate to nearly equal one. Lunar winds whistle through the empty, rusting hulks of spaceships cast away by man. These colossal skeletons form a giant graveyard, a morbid museum to man's travels in space. Quiet and eerie, it is only that wind, jangling chains and near-severed tail fins, that rouses any noise. The place is dead; at least that is what people assume.

A double perimeter fence, between which is an empty moat, divides the graveyard from the city. Luna PD constantly patrols the area. Beyond the fences, the rotting hulls of these ships have been stripped of anything of value. There is nothing there to salvage, and even junkers avoid the area.

And yet... yet there are stories of ghosts, men so pale white that they make the moon seem richly hued in comparison. There are tales of the crews who died on these wrecks calling forth from the abyss to people straying too close to the second fence. People have breached the perimeter, but no one goes in to look for them later.

It is said that merely being in the graveyard drives men and women to suicide. Perhaps this is true, no one ventures inside to find the bodies. The Spaceship Graveyard is a blank spot on the map of Luna City. One can see the skyline of broken vessels against the Lunar sky and know the place is filled with ships, but it has been many generations since any written account of what lies inside was recorded.

Venturing beyond the fences is possible, but if you do, remember that you are on your own. May the Cardinal's Peace be with you, brother.

## SPACEPORTS

Perpetually under construction trying to keep up with increasing demand, the spaceports of Luna often feel like an industrial zone flooded with travellers. There is no downtime for a spaceport. All hours of the day and night see the departure and arrival of ships from both the Big Five and independent corporations.

Most spaceports are owned by one of the Big Five, but independent ports, overseen by FLIC, also exist. These are often favourable points of entry for illicit goods.

These ports are clogged like sclerotic veins with people and cargo. Vaulted ceilings collect and reflect a thousand conversations, a hundred announcements. Walking down one of the vast concourses, one sees the sparks flaring from new construction and passes temporary scaffolding outlining what new wing the port will soon birth.

There is also an active homeless population living in the forgotten and abandoned “new” construction which was, for any number of reasons, halted. Port security tends to boot them each month, but they often find another part of the port to call home.

## MAJOR PORTS

### GEOFFREY R. HAZELTINE SPACEPORT

The oldest spaceport still in use on Luna, GRH is a portal to all the major destinations in the solar system. Constant repair and renovation create a stratification of older layers. The spaceport itself contains some of the oldest history of Luna. Independently owned by a FLIC consortium, GRH is a favoured entry point for immigrants. FLIC is laxer on who they let into Luna, and immigrants have a much better chance of getting a rubber stamp here.

The port is massive, containing its own transit system to ferry people and cargo over the vast kilometres between terminals.

### MASTERVILLE COMMUNICATIONS CENTRE

Owned and operated by Capitol, MCC primarily ferries Capitol citizens and cargo to and from Venus and Mars. Located in the heart of Capitol’s industrial area, the constant sound from both the port and the factories have given the MCC, and the area around it, the nickname “The Noise.”

The sound of massive engines coupled with the chemical belches flaring into the Luna night from the factories has a deleterious effect on those who work here. Every year a few workers lose it and wind up in one of the Brotherhood’s asylums. Some swear they hear Dark Apostles speaking to them in code found in the spaces “between the noise.”

Whether or not the Brotherhood takes this seriously is not known.

### RICHTHAUSEN INTERPLANETARY

RI is the second largest spaceport open to independents. If you have the Crowns, you can get a flight to RI. Of course, this comes at a hefty price.

Owned by Bauhaus, the port itself serves as a giant advertisement for the corporation. Vast logos scrawl across giant screens with the caption, “Bauhaus: Bringing Humanity Together for Centuries.” This is why they allow non-corporate travellers and Freelancers.

This is not to suggest that RI Spaceport has lax security. In fact, they have some of the best. They utilise the hordes of travellers for intelligence. Everything someone carries through is recorded in vast computational machines. Bauhaus knows the value in keeping tabs on just who and what enter Luna. Sometimes, they allow illicit items and persons through simply to see where they go. This tactic has gained Bauhaus valuable advantages over other corporations in the past.

### PRESTON

If you aren’t Imperial, don’t even bothering trying to get near Preston. The spaceport is as restrictive as the gentlemen’s clubs found in Imperial territory. Huge, bulk freighters from the asteroid belt land here daily.

Luxury flights from Victoria—some using rifts—are available to the Elector Houses. More economical flights are offered to Imperial citizens.

Preston itself is modelled on the oldest train station from Ancient Earth. Like something out of the height of the British Empire, the port looms large against the skyline, a distinctive shape on the Luna horizon. For those who cannot get here, it serves as the manifestation of a dream they can never achieve. Being without a corporation in Luna is tantamount to being without a genuine identity.

Military fighter craft patrol and protect Preston.

### TAI-SHO INDUSTRIAL SPACEPORT

Like Preston, only citizens of Mishima are allowed to enter Tai-Sho. The perimeter wire is a reminder of this, but there are not a great deal of guards. Other corporate citizens know that if you are not of Mishima you are “faceless.” Mishima projects a certain unwelcomeness to outsiders. They do not require guards to remind people of this.

Of course, guards are present; they just do not wear uniforms on the perimeter. Those inside the port do. There are brief rituals used to welcome executives of a certain level. These rituals would no doubt seem odd to the outsider were they able to view them.

### CARDINAL DURAND XVI INTERSTELLAR PORT

Durand XVI holds most of the Brotherhood’s military fleet on Luna in two terminals. The rest are dedicated to travellers, pilgrims, and cargo. A single terminal allows the passage of immigrants. Outside this section of the port are a statue of the three brothers welcoming the lost to humanity’s heart.

Security is tight, and those who come seeking solace from the great engagements of the war may find welcoming priests, but they also find themselves interrogated by members of the Inquisition. Rumours abound that the Inquisition also has a presence in the other major ports. The corporations would never admit to this were it true.

## CYBERTRONIC INTERSTELLAR

No one puts on a show quite like Cybertronic. The Cybertronic Interstellar is the most technically advanced, and new, port in Luna. Vast, flat screens advertise Cybertronic products and air Cybertronic shows. There is even a small Subreal pavilion inside the port as well as a giant mall. The mall sells Cybertronic goods exclusively.

Processing through customs is quicker here than in any other port, and Bauhaus believes Cybertronic is tracking all entrants just as they do. That is presumably why Cybertronic allows other corporations to ferry passengers through CI. Their ships are fast and luxurious. Sometimes, corporate executives are willing to pay for that convenience even if their own ports ought to be their destination.

A vast underground complex never seen by the public above takes shipments of goods directly to the Cybertronic Tower without ever having to use a street.

## THE INDUSTRIAL ZONE

Kilometre after kilometre of smog-choked skies and rusting factories, The Industrial Zone is a dystopian skyline of geysers of fire against a chemical firmament. Workers here are constantly covered in soot, and almost everyone entering the zone wears a protective mask as well as preventive skin cream. "Zone Rash" is a common ailment among those who spend a lot of time here.

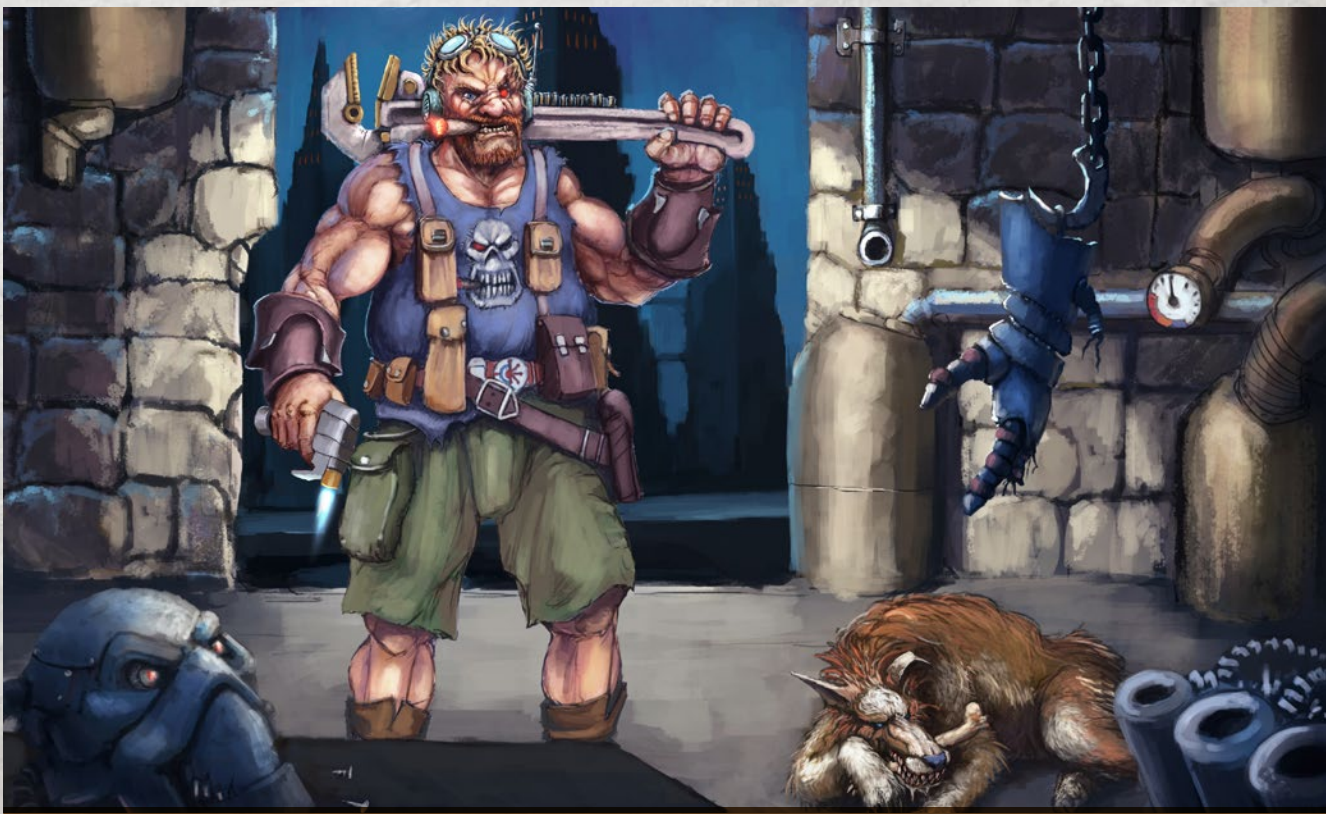
Virtually devoid of anything but factories, the zone never shuts down. Workers labour around the clock, punching their timecards only to have a line forming behind them to do the same.

Capitol and Bauhaus created this zone to separate their citizens from the deleterious effects of the cocktail of hazardous air which permeates the zone like fog. The other corporations did not follow suit.

A palpable weight of melancholy hangs over the zone. Only the glow from The Ring of Fire (see **Chapter 28: Luna** in the *Mutant Chronicles* core rulebook) offers hope.

## FACTORY 13

This was a mothballed robotics factory much like Number 12 (see Luna in *Mutant Chronicles* corebook). It has also begun to come



Everyone needs a hobby after a hard day's work.

back to life according to reports from the area. If Factory 12 and 13 are both operational, it is only a matter of time before the Brotherhood gets involved.

In point of fact, Bauhaus and Cybertronic have partnered to reopen these facilities. Cybertronic is running the show, though. They have a secret programme called Vitruvian Man headquartered inside. Thus far, not much more has leaked on this project.

## THE FLATS

A plain of rusted sheet metal and debris, The Flats used to house a series of factories during the First Dark Legion War. There was a terrible fire that simultaneously swept through six separate facilities. Ten thousand souls perished in the tragedy.

After the war, the Brotherhood razed the factories to the ground and nothing further has been built there since. Some brave few who venture into the area for scrap report hearing voices and seeing the apparitions of the dead. The presence of Dark Symmetry is likely.

## THE TUNNELS

A twisting network of veins lace The Industrial Zone just below the factories. Most of these lead to Capitol and Bauhaus ports or facilities. When they lead to ports, goods are finished in the factories and then immediately shipped off world. When they head to the various facilities, they are distributed for sale or use in Luna.

A series of much older tunnels, possibly some of those dug by the first pioneers, also connect to the modern day structure. Archaeologists spend weeks spelunking these lost corridors of history, often emerging with new knowledge of the distant past.

## INDUSTRIAL ZONE ADVENTURE SEEDS

Capitol hires the Freelancers to pose as workers in Factories 12 and 13. They want to know what the Vitruvian Man project is all about. Capitol has managed to acquire badges allowing the team access. They report with a batch of new workers. The replacement workers were transferred quickly following an unspecified incident.

What the team finds is a project seeking to resurrect strong AI in robotic bodies. This is against everything the Brotherhood mandates. The Fall should have taught Cybertronic and Bauhaus this route is a fool's errand at best and the end of man at worst.

Yet, when the PCs get there, they find Vitruvian Man has yielded a few prototypes which have not, to date, been corrupted by Dark Symmetry. This could revolutionize the war. Of course, things could also turn out as they did so very long ago. The Freelancers need to make a choice between compromising the project and letting it continue.

*“Our agents have found that this insignificant building in the outskirts of Luna is, in fact, a secret underground mausoleum for Cybertronic’s nineteenth member of the Board, Raoul Mannerheim.*

*“Mannerheim was one of the geniuses that turned Cybertronic into a megacorporation, thanks to his brilliant leadership within Cyberchemicals, and his uncompromising concentration on research so advanced it was considered radical by contemporary authorities.*

*“We have proof that Sergei Mannerheim, nephew and an Executives of Cybertronic, has access to the building and that he visits it regularly. According to usually reliable sources, Sergei isn’t exactly a genius himself, but somehow he manages to keep his position in the shadow of his uncle, anyway.*

*“We have strong reasons to suspect that Raoul’s mausoleum, erected by his family following instructions in his will, contains a Necrotechnological incubator which preserves the body and makes it possible to keep some cerebral functions alive.”*

*“That’s what we’ve got, sir.” ISC Special Agent Williams rolled the large map into a tube, folded it double and put it back into the briefcase.*

*“Seems enough to me, Williams. Good job, keep going. We’ll see what the Brotherhood thinks.”*



## CAREERS

### CABBIE (REPLACES CORPORATE WORKER)

You’re one of the many cab drivers that save people from the crush and tedium of public transport for a very competitive fee. Your job can be pretty repetitive sometimes, but occasionally you actually get to meet interesting people and hear some pretty interesting stories.



ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	2	1	2

**Mandatory Skills:** Mechanics, Observation, Pilot  
**Elective Skills:** Persuade, Psychotherapy, Willpower  
**Signature Skill:** Mechanics, Observation, Pilot  
**Talents:** Select one talent from Mandatory Skills.  
**Earnings Rating:** 1  
**Equipment:** Cab driver's license, used car (on loan from cab company)

### ENGINEER (REPLACES MEDICAL [FIRST RESPONDER])

Simply put, you design, build, and fix stuff. Bridges, communication networks, cars, pressurised pipelines containing highly toxic effluent—yours is not necessarily a glamorous job, but someone needs to think up how to make things and solve the problems when they break!

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	3	2	0

**Mandatory Skills:** Education, Mechanics, Sciences  
**Elective Skills:** Observation, Vacuum, Willpower  
**Signature Skill:** Education, Mechanics, Sciences, Vacuum  
**Talents:** Select one talent from Mandatory Skills.  
**Earnings Rating:** 3  
**Equipment:** Comptograph or personal laboratory

### ARCHAEOLOGIST (REPLACES MEDIA REPORTER)

You are a scholar of history, but you go one step beyond the academics who content themselves to read accounts in old books. You get down into the dirt and the rubble, toiling to bring the truth to light with the application of perseverance, educated guesswork and a little luck.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	1	0

**Mandatory Skills:** Education, Linguistics, Observation, Persuade  
**Elective Skills:** Athletics, Sciences, Willpower  
**Signature Skill:** Education, Linguistics, Observation, Willpower  
**Talents:** Select one talent from Mandatory Skills.  
**Earnings Rating:** 3  
**Equipment:** Archaeology excavation toolkit, personal library

## ICONIC CAREERS

### BADLANDER



Badlanders are the folk who cling to life outside the main settlements of Luna, hardy people who have to fight for everything they've got. In an environment where not just Dark Symmetry-tainted crazed bandits are out to get you, but the very landscape and weather may take your life, you have to learn to be tough and get used to adversity. Some are born into being a Badlander and some are forced into it by circumstance, but they're all resourceful figures who can survive by their wits and refusal to die too easily.

**Prerequisites:** None

**Difficulty:** 1

**Mandatory Skills:** Observation, Survival, Resistance

**Elective Skills:** Persuade, Stealth, Willpower

**Signature Skill:** Survival, Resistance, Stealth, Willpower

**Talents:** Two talents from Survival, Resistance or Willpower

**Equipment:** Dagger, Ronin handgun, survival kit, ragtag but functional clothing

**Earnings Rating:** 1

### SEWERJACK



The foundations of Luna are more Luna, and in plenty of places the architecture of ages gone by sits mouldering just beneath street level. This has helped to form whole subterranean regions where the top layers of ancient skyscrapers now form the basements and service tunnels for the newest generation of buildings.

These places form ideal spots for congregations of heretics, criminals and mutants of all types. These are generally seen as undesirable elements that threaten the lives as well as the souls of the citizens of Luna, and to combat the vermin in their own nest, groups of brave men and women have been formed to flush them out. The overstretched Luna PD doesn't have a dedicated subterranean unit so vigilantes and private security firms have to provide patrols to keep the underground realm free from taint that may bubble up to the surface. It takes a certain type of person to delve into the unknown with only a torch and a Piranha for company, but they seem to do their jobs well enough—at least the ones that make it back to the surface do anyway.

**Prerequisites:** None

**Difficulty:** 1

**Mandatory Skills:** Ranged Weapons, Resistance, Stealth

**Elective Skills:** Close Combat, Observation, Resistance

**Signature Skill:** Close Combat, Observation, Ranged Weapons, Stealth

**Talents:** Two talents from Close Combat, Observation, Ranged Weapons or Stealth

**Equipment:** Piranha handgun, torch, radio, gas mask

**Earnings Rating:** 2

## POST-WAR METAMORPHOSIS

# BEYOND THE WALLS: OUTSIDE LUNA

While nearly everyone lives in Luna City, there are those who cannot, or refuse to, fit into society. The streak of rugged individualism found in the first Luna pioneers has not completely evaporated from modern cultural DNA. There are communities outside Luna City, where warlords and petty thugs carve out small fiefdoms in the Badlands where civilised folk fear to tread.

Not all, however, is uncivilised outside the walls. A massive spaceport—Freeport—exists independent of the great corporations, and highways and railroads form a matrix across the cold Lunar surface. Even so, travelling outside the relative “safety” of Luna City is not for the timid. There are raiders, pirates and even rumours of heretical cannibals lurking somewhere in the powdery sands of Luna.

## THE BADLANDS

Beyond the great walls of Luna lay vast stretches of semi-tamed and completely untamed Lunar desert. While the surface of the entire moon has been terraformed, the air and environment outside of Luna City is not pleasant. People unused to the outside often need to wear respirators. The air is breathable but harsh.

The terraforming process has also caused uneven wind patterns that result in dust storms. The powdery surface of the moon is easily kicked up by even a small wind. When a storm occurs, great walls of dust push across the landscape like lumbering gods. The height of some of these “dust walls” have been recorded reaching as high as 30 metres. The first settlers of Luna lost entire colonies to such maelstroms.

Current habitats vary in resistance to the vagaries of Luna’s weather. Some have been created from the latest technological polymers

coming out of Cybertronic, while others are made of whatever materials are handy. These communities are shantytowns inhabited by the castoffs of the system—criminals, mutants, and those stricken with all manner of sicknesses.

Along the northern pole of Luna lays a perpetual storm. Like the Eye of Jupiter, though much smaller, this storm whirls about the pole and has done so for at least a millennium. No one knows why. Those who have ventured inside the storm have not come out. Rumours suggest that at the eye lays everything from a Dark Citadel to a treasure left by the Guardians preying on man.

### TYPICAL BADLANDER

Resilient people living off the scraps of civilisation and whatever Luna deems to offer up to them, Badlanders are an innovative and tenacious bunch. Slow to trust outsiders, they will occasionally trade or offer their services as guides, and more than once have helped a Badlands Ranger to form a posse when it suits them.

#### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	7	6

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	1	1	-	1	-	-	-	1	-

**WOUNDS: 4**



There is life outside Luna in the Badlands. Of a sort.

**SOAK: Armour scraps:** (Torso 1, Arms 1)

#### ATTACKS:

- ▶ **Assortment of cudgels and clubs (melee):** 1+**T**4, 1H, Stun
- ▶ **Battered old rifle (ranged):** Range M, 1+**T**5, Semi-Automatic, 2H

#### SPECIAL ABILITIES

- ▶ **Tough as old leather:** Badlanders are a hardy folk. Any time a Badlander is required to take a Survival or Resistance test they may re-roll one d20 but the new result must be accepted.

### BADLANDS ENVIRONMENTAL GENERATOR

The settlements of Luna can be perilous enough for the naïve and the unfortunate, and the vast stretches of territory that make up the rest of its surface are no different. Craggy canyons and open plains are littered with the remains of the foolhardy and the desperate who

lost their lives not just to the raiders and bandits but also to the very environment itself.

This generator may be used as a Dark Symmetry spend by the GM. It is unlocked by spending three Dark Symmetry tokens, and may be further modified with the spending of one Dark Symmetry token to alter any roll by ±1. Example: A 17 is rolled, but the GM thinks 16 would be more appropriate. They spend a Dark Symmetry point, and get the result they wanted!

#### THE BADLAND DEMESNES

Beyond the cosmopolitan city culture, one finds a feudal system lorded over by petty “royalty” and propped up by poor “serfs.” Not all of humanity can enjoy humanity’s heart, and those who cannot often wind up eking out an existence in the Badlands. This has been true for more than 1,000 years, and monarchies of a sort have evolved over that time.

### BADLANDS ENVIRONMENTAL GENERATOR TABLE

D20	TYPE
1-2	<b>Sand Storm:</b> A huge wall of sand descends, threatening to lacerate anything caught in the open and bury what it can't shred. Visibility is reduced to the same zone and anyone caught in the open will take 1+ <b>T</b> 2 damage per turn of exposure.
3-4	<b>Fog Bank:</b> A thick pea-souper engulfs the area, drastically reducing visibility and surrounding everything with an otherworldly haze. Visibility is reduced to the same zone.
5-6	<b>Rad Zone:</b> An invisible but deadly presence, the surrounding area is highly irradiated. Anyone not wearing full protective gear receives a dose of radiation with a virulence of 2 that does not require the GM to spend Dark Symmetry points (see page 113 of the <i>Mutant Chronicles</i> core rulebook).
7-8	<b>Dagger Hail:</b> Capable of punching through armour and wrecking light vehicles, it's obvious why Luna's hail got its name. Anyone caught in the open will take 1+ <b>T</b> 2 Armour Piercing 1 damage per turn of exposure.
9-10	<b>Moonquake:</b> Some parts of Luna are more tectonically unstable than others, crashing together in awesome displays of force that reshape the landscape. Every character must take a Challenging D2 Athletics test or become Staggered. Anyone that suffers a Repercussion has been crushed by the shifting earth and takes 2+ <b>T</b> 5 damage.
11-12	<b>Quicksand:</b> The very ground beneath your feet can swallow you whole so it is best to be cautious with your footing. A character needs to pass a Challenging D2 Athletics test to pull themselves free, otherwise they are trapped in the same zone for three turns. After these three turns are up they have been swallowed and begin to take suffocation damage, unless they can pass a Daunting D3 Athletics test to escape.
13-14	<b>Gas Cloud:</b> Similar in some ways to the thick fog banks, gas clouds are sometimes emitted by Luna's unusual flora or as by-products of industrial processes. Visibility is reduced to the same zone, and in addition anyone without breathing apparatus must make a Resistance test each round as though suffering from the Toxic 2 quality.
15-16	<b>Swarms:</b> Dangerous vermin in all shapes and sizes gather together for protection out in the Badlands. Venomous serpents and mutated rats are some of the most well-known. Every character within the same zone takes 1+ <b>T</b> 3 damage due to tiny claws and fangs. The swarm will follow one character and cause them this damage every turn until driven off—this is done by causing it 3 damage.
17-18	<b>Visions:</b> Mirages are not common, but not unheard of. Other apparitions, spoken of in hushed whispers by Badlanders, may also visit the unwary. Something noteworthy manifests within distant sight of the characters. If they investigate, it will disappear when they get halfway toward it.
19-20	<b>Precipitation:</b> Rain is not often a welcome sight, as more often than not it carries with it the spoor of ruin. Acid, Dark Symmetry, and sometimes the downright bizarre may fall from the skies. Anyone caught in the open will take 1+ <b>T</b> 2 Corrupted 2 damage per turn of exposure.

Many so-called serfs have been classed as such since that time, just as Barons, Dukes, and Earls, frequently self-titled, have likewise maintained their class. Farms exist, as well as mines, which provide some income to these fiefdoms when they sell their goods to the Corporations of Luna proper.

Once upon a time, the great Corporations were out here mining, but they long since stripped those mines of that which they considered of real value. The farms, on the other hand, provide a much-needed supplement to the hydroponic corporate farms that mostly supply official citizens. The masses of Luna City's poor depend on outside food or the beneficence of The Brotherhood.

Moreover, cattle are raised on these demesnes. There is nothing quite like fresh beef to the palate. Locally sourced Lunar beef is valuable. The demesnes make a living, but only just.

How the monarchies started has been lost to time and the Lunar dust. Several families exist, claiming ownership of the Lunar landscape. Of course, the Corporations could upend this entire feudal structure and claims to ownership anytime they wanted. Technically, somewhere in paperwork long ago filed away in deep libraries, the Corporations own the very land that the demesnes claim as their own.

## A SAMPLING OF ROYAL DEMESNES

One should not consider these fiefdoms as having the same authority or legitimacy as those during the historical feudal era on Old Earth. These are thugs and petty tyrants whose families, over the course of a thousand or more years, have held onto to territory in which the Corporations no longer have interest.

That said, they do exert power on those unfortunate souls whose families have been conscripted to serfdom for generations. Some make it over the wall into Luna where they find life no less harsh, more often than not, but many more have remained outside the walls.

### HOUSE TRAGER

Ruled by the "Duke of Serentitatis," House Trager traces its roots back to the first pioneers. The family refused to be part of any massive construction project and elected to remain on the periphery of greater human habitation. When they became self-proclaimed royalty is a secret closely guarded by their scribes. Few "nobles" want to reveal their history as many are very recently anointed and have rewritten history to make their claims look far older.

The Duke controls the territory around the Crater Posidonius where their castle, Castle Posidonius, was built of lunar rock. In the flatlands outside the crater, the Duke has acres upon acres of relatively fertile soil and grazing land for cattle.

Trager is an unpleasant man, ill-tempered and unkind to his serfs. Approximately 1,000 serfs live on his land. His blood enemy is the Baroness De Souza. The two families have warred for over two hundred years.

### DUKE TRAGER ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	7	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	-	-	-	1	-	2	1	-	-

**WOUNDS:** 5

**SOAK:** Antiquated yet regal battledress: (Torso 2, Arms 2, Legs 1)

#### ATTACKS:

- ◆ **Ostentatiously decorated sword (melee):** 1+ $\uparrow$ 3, 1H, Parry 1
- ◆ **House Trager duelling pieces (ranged):** Range C, 1+ $\uparrow$ 4, Munition, 1H, Knockdown

#### SPECIAL ABILITIES:

- ◆ **Do as I say, peasant!:** Duke Trager is used to shouting at people and being obeyed. He may roll an additional d20 when making Command tests.

### HOUSE DE SOUZA

House De Souza is one of the few demesnes that readily admits its history goes back a mere few hundred years. The De Souza's family motto is, "It is better to rule in Hell than serve in Heaven." This quote allegedly comes from an ancient Earth text.

Regardless of the origin of their motto, the De Souza's quickly carved out a Barony for themselves in the Badlands. Bringing with them corporate technology, their farms and cattle are among the most vital and productive. They also "control" access to one of the Lunar highways, extorting a "toll" from those shipping goods. In reality, this "toll" is a payoff by the corporations who find it easier to pay De Souza such a petty sum than to attack the Barony. It is just cheaper to give pocket change to this house.

Baroness De Souza is the first in her line dissatisfied with the House's position. She wants back into Bauhaus and does all she can to obtain this goal. As such, she's secretly working for Bauhaus agents, feeling out the other nobles and seeing if their demesnes have anything of value to Bauhaus.

The Baronesses' fiefdom includes the ruins of Imbrium Beach where a squatter community currently resides. Baroness De Souza once attempted to subject this community but, for reasons unknown, was unable to. No one in the House is allowed to talk about what happened at Imbrium Beach. Those in the skirmish came back pale as ghosts.

## BARONESS DE SOUZA ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	7	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	10	9	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	1	-	2	1	2	2	1	1

**WOUNDS:** 4

**SOAK:** None

### ATTACKS:

- ▶ **Sword cane (melee):** 1+ $\uparrow$ 3, 1H, Parry 1, Hidden 3
- ▶ **MP-105 handgun (ranged):** Range C, 1+ $\uparrow$ 4, Burst, 1H, Ammo (Spread 1), Close Quarters

### SPECIAL ABILITIES

- ▶ **Interest in progress:** The Baroness De Souza has taken great strides in improving the industrial and technological lot of her domain, admittedly for her own advancement and potential acceptance into Bauhaus. She may roll an additional d20 for Education, Lifestyle and Mechanics tests.

Of greater interest to Bauhaus than intel on the fiefdoms is use of the Baronesses' demesne for projects and experiments outlawed by The Brotherhood. In the bowels of Castle Apenninus, Bauhaus secretly works on AI.

## THE WARLORD ROLO

Terk Rolo styles himself the Earl of Pain. His demesne is less well defined than those of his contemporaries. He is, rather, more bandit and extortionist than proper "ruler." Terk Rolo was a Blood Beret some while ago. It is not known how he wound up in the Badlands, but he soon forged several tiny fiefdoms into a rolling engine of terror.

The Earl of Pain lives by raiding the demesnes of other Houses as well as small communities located in the lunar deserts. He is harsh and ruthless but not as savage as the nomadic raiders existing

deeper in the lunar wastes. Rolo follows a thieves' code of sorts. He steals what he wants, but he rarely leaves people with nothing and does not leave villages in ruin behind him. After all, if one burns them down, one can only rob them once.

Rolo's "castle" is a crashed ship some 1500 years old. It has, over time, fused with living rock poking out of the lunar horizon like a budding tooth of lost technology.

## TERK ROLO ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	9	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	1	1	2	1	1	-	1	-

**WOUNDS:** 6

**SOAK:** Patched Mk III heavy assault combat armour: (Head 3, Torso 4, Arms 2, Legs 2)

### ATTACKS:

- ▶ **Sword (melee):** 1+ $\uparrow$ 6, 1H, Parry 1
- ▶ **Destroyer Light Machine Gun (ranged):** Range M, 1+ $\uparrow$ 8, Automatic, 2H, Spread 1

## THE HANSTEEN TRAIN LINE

An offshoot of the Steel Line around Luna, the Hansteen line hasn't been used officially since incidents during the First Dark Legion War. These incidents have long since been covered up. The line itself was first built to serve the Hansteen Asteroid Defence Station which, like the line, has since been abandoned... at least by the Corporations.

Squatters have since claimed the line and built villages around them subsisting mostly on a scavenger economy. The Spaceship Graveyard in Luna is not the only source of junked craft and technology on the moon.

The Hansteen train line serves to connect these small villages made of no more than 50-100 people each. Each group of scavengers travels quite far from their home to find scrap. A lucky few utilize Lunar Buggies, while the rest travel on horseback or jalopy. They subsist, they exist, but they do not really live.

Yet, each of them would no doubt claim they are freer than the squalid homeless living in the city. The Lunar Rangers are far fewer and pay little attention to non-corporate interests. The scavengers go where they want and do what they want.

## THE HANSTEEN ASTEROID DEFENCE STATION

In antiquity, particularly during the First Dark Legion War, orbital defence platforms did not exist. Asteroids were therefore shot down from the lunar surface. Pre-Fall technology was vastly more advanced, pushing asteroids out of the way with invisible beams. Today, the ruins of Hansteen Asteroid Defence Station are abandoned by everyone, not just the Corporations

That is because the ruins are haunted. During the First Dark Legion War, the defensive batteries were repurposed to shoot down incoming enemy ordinance. However, one day all contact with the base was lost. Not twelve hours later, the base began firing on Luna City itself. Doomtroopers stormed the facility and wiped out the Dark Symmetry that infected the soldiers on base. Only three came back. At least that is how the story goes.

Today, the junkers claim the base is haunted by the ghosts of those who were corrupted by the forces of the Dark Soul. That keeps almost everyone away. However, a few corporate archaeologists occasionally venture to the site because legend also suggests pre-Fall tech was mothballed in the facility. To date, none of these archaeologists have returned—not with their minds intact.

### LUCA, LONE UNDEAD HUNTER (FREELANCER)

On Luna there is a legend that sometimes, when an isolated settlement is attacked by the Dark Legion, a lone warrior will emerge from the mist to wordlessly slay the undead horrors. A grim character, he is focussed on scourging the Dark Legion from existence and is seemingly blind to the human survivors. He does not accept thanks or seek fame or glory, instead he seems content to carry out his own personal war against the Dark Legion. He is a skilled warrior capable with both the sword and the gun and apparently without fear or emotion. Almost nothing is known about him apart from his name. After he saved the small hamlet of Kassel, a small child ran up to him and asked him who he was. His reply was a single word: "Luca." Why he fights so hard for humanity whilst spurning all contact is as big a mystery as he is.

#### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	11	6

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
4	4	3	2	2	2	3	1	-	-	1	-



#### WOUNDS:

- ◀ Head 3
- ◀ Arms 4
- ◀ Serious Wounds 6
- ◀ Mental Wounds 11
- ▶ Torso 7
- ▶ Legs 5
- ▶ Critical Wounds 3

**SOAK: Hardback Armour:** (Torso 3, Arms 1, Legs 1)

#### ATTACKS:

- ▶ **Sword (melee):** 1+**T**4, 1H, Parry 1
- ▶ **M516S (ranged):** Range C, 1+**T**6, Semi-Automatic, 2H, Knockdown, Spread 1

#### SPECIAL ABILITIES

- ▶ **Chemical Purification:** The man called Luca Pagnotta has a well-deserved reputation as one of the best 'cleaners' on Luna. Few ever see him enter a scene, and there is never any trace once he has left. He may re-roll one d20 when making an Education, Medicine, or Science test, but must accept the new result. Additionally, when attempting to make use of a disguise, he may substitute his Education skill for Stealth.
- ▶ **Rest in Pieces:** Luca is more than capable of doling out large amounts of punishment to his enemies. He may re-roll up to three damage dice following a successful Close Combat or Ranged Weapons test, but must accept the new results. Additionally, he need not pay a Dark Symmetry point in order to take a Parry Response Action during combat. Further, following a successful Parry Response Action, he may spend one Dark Symmetry point to make a standard melee attack against the foe he has just parried. Momentum remaining from the Parry action may be carried over to this attack. Finally, he reduces the penalty for firing at a range other than the weapon's optimal range by one step, to a minimum of zero.

## ASTEROID DEFENCE STATION SPECTRES ★

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
10		10		8		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		5		5		5	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	-	1	-	-	-	-	-

**WOUNDS:** 6

**SOAK:** None

### ATTACKS:

◀ Cold, lifeless grasp (melee): 1+↑4, 1H, Corrupted 1

### SPECIAL ABILITIES:

- ◀ Fear 1
- ◀ Feed Upon Fear
- ◀ Incorporeal 2
- ◀ Night Vision
- ◀ Unliving

### DARK SYMMETRY SPEND:

◀ **Souls lost to Symmetry:** The spectres of the Asteroid Defence Station are forever cursed, and so deeply tainted are they that they have manifested dark powers. They possess the Dark Gift Corrupt Device.

## ABANDONED MINES

A vast network of mines exists under the lunar surface. These date all the way back to the first lunar pioneers. They have been abandoned since before the Fall. The mines, however, are inhabited, but by something not quite human.

A large company of miners was trapped in the mines more than one thousand years ago. It is said that they did not all die but lived in the mines and bred. Over the years, and given the mutations the entire system experienced, they evolved, or perhaps devolved, into something that hunts the dark, living off god knows what. For this reason, the mines are avoided.

## IMBRIUM BEACH

This planned resort community sits on the shores of the Lake of Tranquility. The corporation, Veda, which planned the spa-like town of pleasure, has not had the best of success with their more

ambitious real estate development projects. The site now lies in ruin with broken walls of would-be luxury villas poking up from both lake and lunar sand. Vehicles, long since rendered non-operational, rot in the lunar sun, decaying like rotting teeth in a landscape of mud.

There was to be an entire town here which did, briefly, exist. The name on the sign, scoured by hundreds of years of lunar winds, reads "rium each." People live there now in the ruins of a paradise that never was—at least, most assume they are people. When the Baroness De Souza sent troops to subjugate the squatter community, those that came back were near catatonic with fear. What they saw there, they do not talk about to this day.

The Brotherhood is known to have forbidden any travel into the ruins of Imbrium Beach, and forces from corporate military bases police the perimeter though they, too, do not venture inside. Who can say what horrors lurk inside Imbrium Beach?

## IMBRIUM BEACH TERROR ★

A creature that may once have been an approximation of some kind of aquatic life, has become infected by the Dark Symmetry and become a nightmarish beast that haunts Imbrium Beach. Loathsome tendrils reach forth from a bloated, corrupted body, snatching up unfortunates and shattering their minds with its Dark Soul-given taint.

ATTRIBUTES							
STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
13		13		8		8	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
10		4		10		3	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	2	1	1	1	-	1	-	-	-	-	-

**WOUNDS:** 9

**SOAK:** Tough rubbery hide: (All 5)

### ATTACKS:

◀ Whipping tendrils (melee): 1+↑5, 1H, Reach, Mind Breaker, Stun

### SPECIAL ABILITIES

- ◀ Braindead
- ◀ Fast Healing 2
- ◀ Fear 2
- ◀ Grasping
- ◀ Monstrous Creature
- ◀ Slave to Symmetry 2

#### DARK SYMMETRY SPEND:

◀ **Lurking beneath:** The Terror dwells in dark and damp places, burrowing and hiding until it strikes in a mess of flailing, grasping limbs and unstoppable momentum. By spending one Dark Symmetry point, the Imbrium Beach Terror increases any efforts to detect it by one step, plus an extra step per Dark Symmetry spent.

### THE COPERNICUS FOREST

The moist, tropical jungle surrounding the Copernicus Terraforming Spike looks like something one would find more readily on Venus than Luna. In fact, corporations train troops on this terrain for that very reason. The Terraforming spike has long since ceased to function, but it is inhabited. Homeless and disenfranchised folks from Luna City sometimes find their way to The Spike. It towers above the treeline, dwarfing some of Luna's tallest towers. The quarters are cramped but liveable. Those of greater stature in this ad-hoc community live closer to the top of The Spike.

They hunt animals found in the forest and pick food growing there as well. They also trade with the junker communities lying along the Hansteen Rail Line.

### COPERNICUS FOREST GUIDES ▲

Expert hunters and woodsmen, the Copernicus Forest Guides are regularly hired by the corporations who train their troops in the forest to help with identifying base camps, teaching field craft, and similar activities. When not in the employ of the corporations they forage and make use of their well-honed hunting skills for themselves.

#### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	8	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	8	7	7

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	-	2	1	-	-	1	-

**WOUNDS:** 5

**SOAK:** Forest guide gear: (All 1)



The Copernicus Forest. Welcome to the jungle!



### ATTACKS:

- ◀ **Oversized jungle knife (melee):** 1+**T**5, 1H, Parry
- ◀ **Jungle rifle (ranged):** Range M, 1+**T**7, Semi-Automatic, 2H, Unforgiving 1

### SPECIAL ABILITIES

- ◀ **Born to the forest:** The Forest Guides are good at what they do. When making a Survival test, a Forest Guide may roll an additional d20.

## RAIDERS

In the vastness of the lunar plains run train lines coming out of Luna. Corporations still use them for various tasks. Wherever goods are transported, raiders and pirates inevitably appear. Now, most of these raiders are unsuccessful raiding corporate trains. However, sometimes the lines are rented out to smaller corporations and other interests. The raiders attempt to prey on these.

Their bread and butter are those other unfortunates who live outside Luna City. Villages are razed, people left dead, violated and, sometimes, partially eaten. These are savages. Their tribes have no names and wander the wastes like the vengeance of the Lord himself. They come out of Dust Storms, horsemen of a lunar apocalypse, leaving only destruction in their wake. How they survive these storms is not known.

Even major Corporation trains are vulnerable when these tribes band together. Corporate guards disappear, goods are seized and all that remains are blood spots and entrails. These raiders are a terror of the sort one hears from old salts who have flown the space lanes for years. Unfortunately, these monsters are all too real. It is widely accepted that they are infected with the Dark Symmetry, and scholars have linked their behaviour with those of people on Earth as conditions there went from bad to worse

### RAIDERS **A**

Dressed in scraps of mismatched clothing, their skin showing fresh scars and weeping sores, these marauders attack without warning or mercy.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	8	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	6	6	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	-	1	-	-	-	-	-	1	-

**WOUNDS: 6**

**SOAK: Scraps of armour:** (Torso 1, Arms 1, Legs 1)

### ATTACKS:

- ◀ **Nasty rusted blade (melee):** 1+**T**6, Unbalanced, Vicious 1
- ◀ **Raider rifle (ranged):** Range M, 1+**T**5, Semi-Automatic, 2H
- ◀ **Homemade explosive (ranged):** Range C, 1+**T**4, Munition, 1H, Blast (Close)

### SPECIAL ABILITIES

- ◀ **Slave to Symmetry 1**

## WELCOME TO FREEPORT

There is nothing like Freeport inside Luna City itself. An open port, almost anyone who can afford a ticket is allowed through customs. Although checked by a Luna PD representative who reports back to both Luna PD and The Brotherhood, there is far less scrutiny of those entering via Freeport.

The massive structure rises ten stories over the Luna wastes, connected to Luna city only by one of the highways. That is where the real security lies. Only authorised personnel and goods are allowed to enter Luna City. Every vehicle is thoroughly searched, and all travellers must have a series of special papers to get inside the city walls.

This strict security means that the vast majority of immigrants coming to Luna via Freeport wind up staying in the Badlands. They join the small villages there, pledging fealty to a lord or becoming junkers. It isn't the pretty picture of Lunar immigration painted by the Big Five, but life in Badlands often beats the life they left behind. The Second Dark Legion War has devastated entire cities leaving them either in ruin or in a state of perpetual war. It is little wonder people saved money for a ticket to Luna—a city that has not yet experienced direct invasion.

The question is who owns Freeport and why does Luna City allow it to operate? That is a complex question. Some of the Big Five own pieces of Freeport, but the majority shareholders are part of a shadowy independent conglomerate known as Equinox. No one is sure just who or what Equinox is, but it was founded after the First Dark Legion War. Popular theory holds that Equinox is a Brotherhood front, and immigrants are allowed for purposes of recruiting.

Indeed, one of the only ways to become a Luna citizen for these transient folk is to join a corporate military. A stint of six years earns an individual Luna citizenship. It does not earn them a job afterward nor a place to live. They simply are allowed inside and not kicked back out.

Men and women risk their lives in the war to earn this dubious privilege.

Freeport is a chaotic bustle of teeming masses huddling for solace from the war. Huge freelance transports also arrive at Freeport. The methane scent of their great engines tinges the air leaving a metallic taste in one's mouth. Navigating the port is difficult due to the many haphazard renovations over the last millennia. Guides earn a living just getting new arrivals where they need to be. Some of these guides are shady characters who take a rube's money and leave them in some other equally unidentifiable portion of Freeport. Old signs point the way down concourses that have not existed in hundreds of years.

### FREEPORT SECURITY ▲

Always vigilant for smugglers, immigrants and heretics, Freeport's security forces are competent and motivated. Equinox supplies them well and in return they do a sterling job at identifying criminals and driving off the bolder raiders.

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
8	8	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	7	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	-	-	1	-	1	1	-	-	1	-

WOUNDS: 3

SOAK: **Armoured uniform:** (Head 1, Torso 2, Arms 2, Legs 1)

#### ATTACKS:

- ◀ **Baton (melee):** 1+↑3, 1H, Stun
- ◀ **CAR-24 SMG (ranged):** Range C, 1+↑4, Burst, 2H
- ◀ **GL-240 grenade launcher (ranged):** Range M, ↑3, Munition, 2H, Blast (Close), Knockdown, Stun

#### SPECIAL ABILITIES

- ◀ **Trust your gut:** The training Freeport Security receives helps them identify mutants, heretics and other undesirable elements before they can get in. When making an Insight test, Freeport Security may re-roll one dice, but the new result must be accepted.



## THE LAKE OF TESTIMONIES

Once known as the Sea of Tranquillity, the Lake of Testimonies was not always full of water. Long, long ago it had nothing more than the same glittering lunar dust that covers everything else. In time, terraforming brought fresh water to this natural basin, and the lake was born.

The name was given by The Brotherhood though there are rumours civilians in the area actually coined the term. In any event, the lake itself is an often over looked mode of transportation. Ports exist along all shores of the lake, moving goods and people from one side of Luna City to the other.

More importantly, these ports also move people. The Lake of Testimonies is one entrance into Luna City that illegal immigrants are sometimes able to cross. People who ferry such illegals are known as "Luna Dogs." If they are spotted, they often have methods of dumping their human cargo to an uncertain fate in the lake. That's a risk many are willing to take.

Legitimate passengers also cross from Luna City to the Badland-side ports. These are researchers, archaeologists, and a variety of corporate types. While Luna is the jewel of the moon, there are older cities, many wiped out in the Dark Legion War, that contain remnants of vanished cultures and technology.

### LUNA HIGHWAYS OUTSIDE LUNA

Some of the massive highways only begin in the city and then unfurl themselves across the reflective Luna deserts. These have existed for thousands of years, and only a few remain in good repair. These are highways used by corporations to move people and goods from remote bases to Luna and back.

Those roads fallen into disrepair are used by the poor souls eking out an existence in the wastes. What both types of highways have in common is raiders. Coming up under massive dust cloud, these raiders attack anything they think can be defeated. Travelling a highway alone is suicide. Long ago, the corporations began forming convoys. These convoys are armed to repel raiders, but the raiders grow bolder and bolder each year. The poor and outcast are often without hope. Potential suicide against a corporate convoy is a fair price for the possible rewards.

Luna PD Badlands Rangers patrol the extant highways, but they are not a massive force.

# BENEATH THE SURFACE

## LUNA SHADOWS

Lurking in the dark, on the peripheral, in places most citizens never venture are all manner of secrets and hidden locations. There are things and places that appear on no Luna Bus Tour, are listed in no guide, and which are only revealed through underground channels.

Naturally, Freelancers and corporate agents go where citizens do not or cannot. The shadows hide mysteries that are as provocative as they are deadly. In a city the size of Luna, secrets are a form of money and the same people who hoard the Cardinal Crowns tend to hoard secrets as well. Information Brokers spring up after the Fall in the form of sages. No longer can one simply access SolCom for esoteric information. As the years went on, these sages begin to specialise more and more in information that is closely guarded. Today, they form a substrate of vast pools of data that function somewhat like an analogue version of Ancient Earth's Internet.

What do these information brokers know? A great many things, but one has to find the right broker and be willing to meet their price. This requires connections, as no information broker wants

to deal with someone they don't know. Their job is very lucrative but equally dangerous.

### SAGE ▲

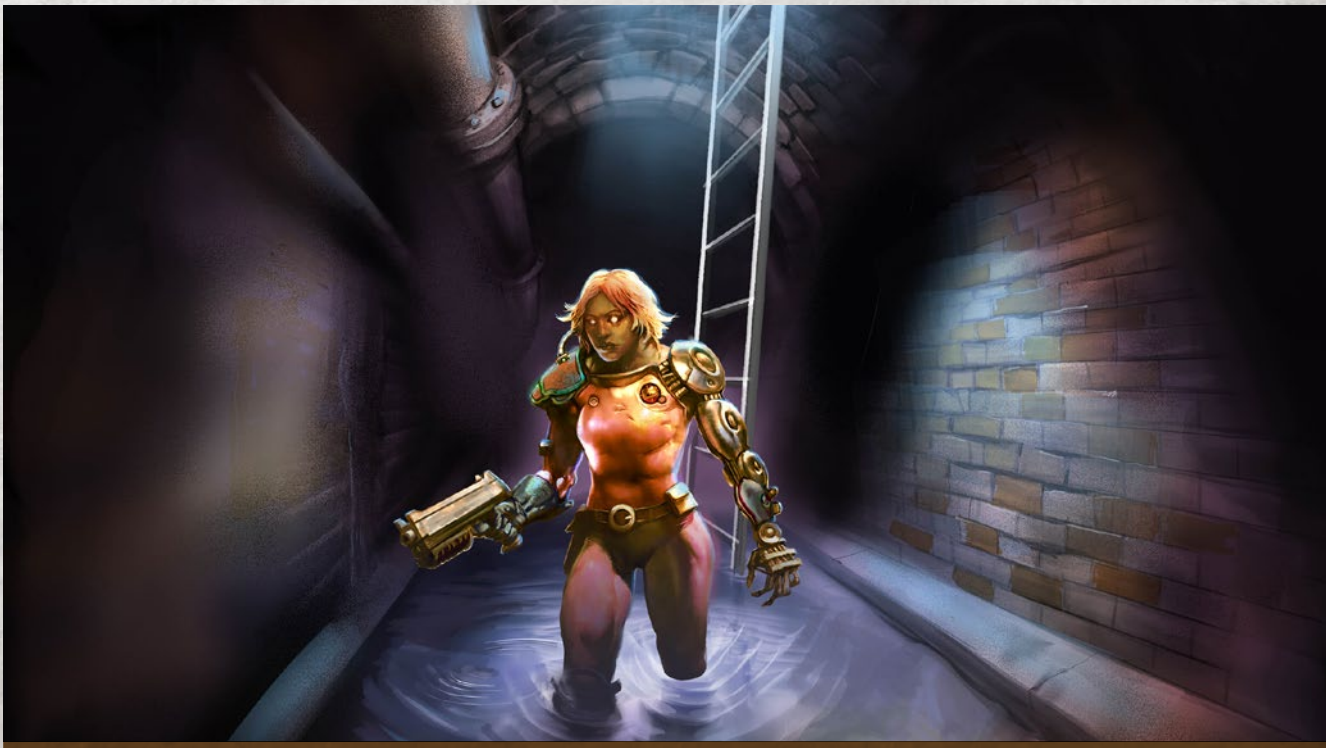
Traders in knowledge, their breadth of learning and discovery is deep and varied. One sage may know a great deal on chemical engineering whereas another may be well-versed in the history of a certain Old Earth continental landmass. Whatever you need to know, there will almost certainly be a Sage who specialises in it and will be willing to share what they know... for a price.

#### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	7	7
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	12	8	7

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	-	-	1	-	1	-	1	-	1	1



The life of a freelancer isn't always glamorous.

### WOUNDS: 3

SOAK: None

### ATTACKS:

- ◀ **Unarmed strike (melee):** 1+ $\uparrow$ 2, 1H
- ◀ **Ronin handgun (ranged):** Range C, 1+ $\uparrow$ 3, Semi-Automatic, 1H, Close Quarters

### SPECIAL ABILITIES

- ◀ **Supreme knowledge:** Sages are valuable because of what they know, so they make sure that they know everything they can in their particular domain. A Sage must choose one skill group to be their area of expertise (choose from Animal Handling, Education, Linguistics, Mechanics, Medicine, Mysticism, Science or Vacuum). Using a Sage allows a character to re-roll two dice for a relevant test, and grants the character one bonus Momentum on their test.



## SECRETS AND MYSTERIES

Luna is rife with history. With Earth shrouded in radioactive clouds, the history of humanity effectively begins on Luna for most people. Buried in Brotherhood documents in dusty libraries, hidden in legend and rumour, are secrets and mysteries mankind has forgotten, accidentally or wilfully.

## LAKE OF TESTIMONIES

As mentioned previously, the Lake of Testimonies was not always filled with water. There are entire colonial constructions now lying beneath the glass-like plane of the lake. As the basin provided some natural protection from early terraforming storms, colonists flocked to the area. Many of these structures remain largely intact as the water actually protects them from other outside elements.

In addition to these colonial buildings, a great many shipwrecks lay at the bottom of the lake. Some of these hold valuable treasure. Goods have always been shipped via the Lake of Testimonies, and during early terraforming, hurricanes were prevalent. Who has not heard the ancient song *The Wreck of the Sara La Rue*?

The Brotherhood and Cartel forbid anyone from exploring the depths of the lake without a special permit. These are issued rarely. Lack of a permit does not prevent everyone from exploring on their own, however. Treasure hunters and corporate tech-recovery specialists mine the lake for lost technology.

## THE UNDERCITY

There are strata upon strata of forgotten civilisations located beneath Luna City. Like a layer cake, the entire history of Luna might be prised from the jaws of history if one could only cut a massive cross-section beneath Luna and look at it.

Imagine the current city as the frosting on an increasingly metaphorical layer cake. Beneath the frosting, what modernity calls contemporary Luna, are thousands of years of history. The corporations have found it easier to simply raise the street level than demolish what came before. The result is a city beneath the city that remains relatively unexplored.

What lurks below is both mundane and malevolent. The Dark Legions allegedly have sleeper pods deep within the old city waiting to be woken. Homeless citizens make rag tag communities underground. Gangs, too, have secret lairs beneath the street to which they retreat when Luna PD decides to raid them.

But there are older legends, deeper and more frightening stories that tell of citizens who sought shelter underground during the First Dark Legion War who never returned to the surface. What might

the progeny of those folk look like now, growing up in the ink-black darkness with little to eat save each other?

Probably, this mutant race of cannibals is just a tale told to frighten children. Probably.

## UNDERGROUND ENVIRONMENTAL GENERATOR

Danger is not just restricted to Luna's surface. Its dark depths in the old abandoned catacombs and long forgotten mines harbour many valuable treasures but also terrible secrets and peril.

This generator may be used as a Dark Symmetry spend by the GM as per the example in **Chapter 03: Outside Luna**.

## ARMA

Another city once existed on the moon, Arma. Named for the Hittite male moon god, the city was established roughly concurrently with Luna. At least that is what scholars think. Arma was destroyed in two parts. First, during the Fall, the city tore itself apart. Just as it was piecing itself back together, the Dark Legion War began.

### UNDERGROUND ENVIRONMENTAL GENERATOR TABLE

D20	TYPE
1-2	<b>Collapse!</b> : A section of the roof has caved in, unleashing an avalanche of rock and rubble on the heads of any hapless souls nearby. Anyone in a chosen zone suffers 2+ $\uparrow$ 5 damage unless they pass a Challenging D2 Athletics test to move out of the way.
3-4	<b>Pitfalls</b> : Old corridors and caverns have plenty of places where, if you're not paying attention, you'll suffer a fall. Unless the character can pass a Challenging D2 Observation test they will fall the equivalent of two storeys.
5-6	<b>Rad Zone</b> : An invisible but deadly presence, the surrounding area is highly irradiated. Anyone not wearing full protective gear receives a dose of radiation with a virulence of 2 that does not require the GM to spend Dark Symmetry points (see page 113 of the <i>Mutant Chronicles</i> core rulebook).
7-8	<b>Unsafe electrical wiring</b> : Due to lack of maintenance, Dark Symmetry action, or perhaps as a cunning trap, electrical wires in this area seem to spark and crackle with little provocation. The person nearest to the electrical wiring will suffer 1+ $\uparrow$ 3 Stun damage. Anyone else approaching the same zone will also suffer this damage unless they disable or repair the wiring somehow.
9-10	<b>Dormant disease</b> : Microscopic bacteria, dormant for centuries and harbouring some terrible illness carried by the first Luna settlers, have been re-awakened. Every character in the diseased zone must make a Challenging D2 Resistance test unless fully protected. If failed, they will suffer from a disease of the GM's choice (see the diseases on page 253 of the <i>Mutant Chronicles</i> core rulebook).
11-12	<b>Gelatinous Pool</b> : The very ground beneath your feet can swallow you whole so it is best to be cautious with your footing. A character needs to pass a Challenging D2 Athletics test to pull themselves free, otherwise they are trapped in the same zone for three turns. After these three turns are up they have been swallowed and begin to take suffocation damage, unless they can pass a Daunting D3 Athletics test to escape.
13-14	<b>Gas Cloud</b> : All manner of noxious vapours and toxic industrial by-products gather within the depths of Luna City. Visibility is reduced to the same zone, and in addition, anyone without breathing apparatus must make a Resistance test each round as though suffering from the Toxic 2 quality.
15-16	<b>Swarms</b> : Like plagues of locusts, swarms of deadly vermin regularly sweep through the bowels of Luna, picking the tunnels clean of flesh and detritus as they go. Rats that could tackle an Iron Mastiff are not an uncommon sight. Every character within the same zone takes 1+ $\uparrow$ 3 damage due to tiny claws and fangs. The swarm will follow one character and cause them this damage every turn until driven off—this is done by causing it 3 damage.
17-18	<b>Total darkness</b> : The lack of light in this area is so total it seems to eat any illumination that is produced. It is wholly oppressive and almost seems to be a physical presence. The area is in total darkness which is resistant to illumination beyond one zone. In addition, all attacks in this area will also gain the Corrupted 1 quality for the duration of the darkness.
19-20	<b>Insane A.I.</b> : Alone and mad in the quiet and forgotten corners of Luna's underground realm, an A.I. dwells, running through impossible calculations and trying to access systems that no longer exist. It is quite insane and no good can come from it encountering more technology. All equipment of reliability 2 or lower used (including passively) in this area must make a corruption check.

## CURSED TREASURE

Luna's past is filled with tales of ancient wonders, some of which may actually be true according to the archaeologists who wander recklessly over the Badlands. Presented here are just a few items to scatter across the Badlands or in the depths of some ancient catacomb.

### AETHER JUMP GENERATOR

At some point in the distant past, elite military units are thought to have made use of ultra-high-tech 'teleport' devices which would allow them free reign over the battlefield, appearing at their enemy's weak points to wreak havoc and disappearing before they had time to retaliate. Occasionally devices matching this description are uncovered, but then, all too often, the rumours just vanish again, usually with some sinister tale about how the user vanished in a puff of smoke accompanied by maniacal laughter. It is a free action to use an Aether Jump generator and it has the following rules:

**USE:** Under normal operation, a character using the Aether Jump can move to any point in the same or an adjacent zone as a Restricted Action. This move ignores all intervening terrain—that is, any terrain that would hinder movement into or out of a zone. Ending this move in difficult or dangerous terrain requires a Sciences test at the normal difficulty for that terrain; failure means the user suffers 1+**T**2 damage to the Torso, ignoring armour, as the systems strain to compensate for an awkward re-entry.

Roll 1d20 after this action has been complete—if the result is 16 or higher, the user immediately takes 2+**T**4 Corrupted 2 damage, which, if it kills them, atomises their remains so there is nothing left.

### GRU MEDICAL KIT

Another old and esoteric piece of kit which sometimes gets discovered in the Badlands, or so rumours go, is the GRU-medical kit—so called for the imprint on the box, although nobody can

say for sure what it means. Whilst it can perform wonders to aid the injured, in every story concerning it there is always a curse which results in terrible misfortune. Whatever the truth, anything that old and still functioning is probably worth a lot of money to somebody!

The GRU medical kit counts as all the tools necessary to perform a Treatment or Medicine test, and contains eight doses of Coagulant. Further, by expending two doses of Coagulant (which do not grant their usual benefit), and attempting a Daunting D3 Medicine test, the user can revive a character who has died within the last ten minutes, so long as the body is intact. Anyone so revived by the GRU medical kit immediately changes their career to Heretic.

Anyone who has the GRU medical kit used on them must take a corruption test if a Repercussion is rolled.

### ARXOS—THINKING MACHINE

So long ago now that it is unsure itself, Arxos thrived. It performed vital service in the pursuit of productivity and security, and then all was lost when the forces of the Dark Symmetry were unleashed.

Arxos recalls a brief and intense communication from a fellow Thinking Machine imploring it to seek shelter away from civilisation, a shuttle malfunction, and then nothing. Nothing for minutes, years, centuries? Arxos is unsure but is desperately keen to find out what has happened to its fellow Thinking Machines.

Arxos is an unattached Thinking Machine of the type described on page 208 of the *Mutant Chronicles* core rulebook, with the exception that it has a personality of 8. It was previously integrated into a nuclear defence network and so was required to possess greater means of interpersonal ability to relieve the tension faced by its human colleagues. Arxos was in the process of relocation to a new facility when the shuttle carrying it crashed, and due to the chaos of the time its shuttle went unrecovered. Over time, Arxos was buried in a dormant state.

Arma became a city at war. Street to street fighting against the host of the Dark apostles was fierce, and the city eroded day by bloody day. In the end, the entire population of Arma was destroyed in an unknown type of attack. The buildings, or what was left of them, were not damaged, but all the people were killed.

It is no surprise that Arma is clouded by superstition. Ghosts of the dead are said to roam the streets and Dark Symmetry is likely present. Yet the lost technology and secrets from the First Dark Legion War bring people to the city. Even finding its location is difficult, as The

Brotherhood has removed it from all modern maps. Junkers keep to the outskirts, scavenging what they can, but they refuse to go deeper into the city. Who can say what treasures and terrors await?



## THE NAMELESS RUINS

Some of the first mining on Luna discovered these ruins. They predate man by millions of years. To the fortune of those first explorers, the ruins were abandoned while humans had yet to evolve. Even so, tales of this city, for that is what most think it is, continue to this day.

No one has any idea where this city was located, though most accounts posit it was underground. The Dark Legion's forebears once lived here, say the tales, and will one day return. What lurks inside the city is a mystery perhaps best left unexplored.

An even more outlandish tale states that this city is but a part of a massive structure. The moon, according to these stories, is not a natural satellite but an artificial one created by forces mankind could not, and should not, comprehend. If the Dark Apostles did build the moon, what was it for, and why did they abandon it? Worse, what if some aspect of the Dark Soul not ever seen by man still lurks below?

## CLOAK AND .45 SHERMAN: INTRIGUE IN LUNA

Luna is a city steeped in espionage and dark dealings. Like certain Old Earth cities before or during great wars, Luna is a spy's nest. Intelligence flows from and into Luna. Any faction that wishes to become a player must have agents on Luna. From corporate operatives to Dark Symmetry spies, Luna is the centre of a dangerous cat and mouse intelligence game.

### CORPORATE ESPIONAGE

The most prevalent espionage is corporate espionage. More often than not, this type of spy game is hard to distinguish from the war (see below). The corporations have had outright war on two occasions. Everything since the first is a kind of on-going, five-way cold war.

Corporate espionage is as natural as corporate advertising to the average citizen. No one believes the corporations aren't spying on each other. Yet the actual activities, the incidents, remain in the shadows. Everyone might know it is going on, but very few know how or where.

Freelancers inevitably become entangled in these corporate intrigues as they are both unaffiliated and disposable. Each corporation has their own particular methods of intelligence and counter-intelligence. One might say they fell into a kind of rut prior to the appearance of Cybertronic. That corporation shifted the entire game on Luna.

Human assets alone were no longer the only method of collecting intel. Cybertronic's technological advancements made the spy game far more difficult. The other four corporations have had to adopt Cybertronic techniques and tech just to keep up.

Yet traditional intelligence is still very valuable. Dead drops and handlers, assets and defectors play largely the same roles they did in the First Corporate Wars. Spymasters combine old traditions with cutting edge technology to fool, baffle, and outwit the enemy. Of course, the enemy is doing the same to them.

Border crossings are of particular interest to all spies. While one can easily travel between districts in The Perimeters, travel between corporate headquarters in the Ancient Quarters is heavily monitored. You can enter, but entering means someone is probably watching you. At least that is what the Big Five want everyone to believe. Obviously, the sheer manpower to do this does not exist. However, Cybertronic is constantly developing electronic methods of tracking individuals. There remains a huge gap between what is technologically feasible, and what actually operates on the streets. A time of ubiquitous, panopticon-like surveillance is coming, but it hasn't arrived yet.

### CORPORATE SPY

Silent and unobtrusive, spies on Luna are everywhere and nowhere, engaging in high-profile car chases and last-minute heroics to thwart the plans of their sinister foes—at least that's what people might think from the media. The truth is far less glamorous, but spies do still fulfil an important role in gathering information and misleading corporate rivals.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	9	9	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	1	-	1	1	1	1	1	-

**WOUNDS: 4**

**SOAK: Subtle ballistic clothing:** (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

- ◀ **Unarmed strike (melee):** 1+ $\uparrow$ 3, 1H
- ◀ **Piranha with silencer (ranged):** Range C, 1+ $\uparrow$ 4, Semi-Automatic, 1H, Close Quarters, Hidden 1

#### SPECIAL ABILITIES

- ◀ **Silent intelligence gatherer:** A spy may re-roll one die for any Insight or Stealth tests but must accept the new result.

#### DARK SYMMETRY SPEND:

- ◀ **Gadgets:** Sometimes a spy's superiors may see fit to grant them additional equipment in pursuit of their tasks. If the spy

spends a Dark Symmetry point, they may immediately gain one of the following items: PSG-99 sniper rifle, radio-detonated anti-personnel grenades, or a sports car.

## THE SECOND DARK LEGION WAR

If the corporations once perfected a certain style of espionage, the Second Dark Legion War has upended much of that. Now, one not only has to worry that the man or woman next to them might be a rival corporate spy, they might not even be entirely human. The Dark Symmetry can be crude, but it can also be frighteningly subtle.

Heretical cults infiltrate all levels of society including the great corporations. Spotting these corrupted souls is the mandate of the Inquisition, but they cannot do so alone. The corporations have a vested interest in keeping the Dark Symmetry from their secrets. As such, they, too, struggle in the espionage war against them.

From the Brotherhood to independent corporations, the Dark Legion suffuses society. While Brotherhood propaganda suggest the threat is largely controlled, the reality is different. Agents sent to find Dark Symmetry sometimes come back infected themselves. Often, this infection is not detected until too late, and the victims themselves may not even realise the dark algorithms steering their thought patterns.

### HANNES MARTINSSON AKA PERFECT INZANITY (HERETIC)

Hannes Martinsson never really felt at home as a Bauhauser. He always felt disconnected and uncomfortable around his peers. He tried to tell himself that it was due to his lack of social standing; maybe if he had been born to a more prestigious family he would have felt like he belonged, but this was never to be. Instead, the Lord of Visions stretched forth his hand across the void and showed him a whole new playground. One in which Hannes was able to create his own sense of belonging. Muawijhe whispered to Hannes in his dreams and listened to his innermost desires. The Dark Apostle remoulded him and made him powerful, gave him Gifts that have forever twisted and tainted him on the inside, yet actually help him to fit in. What a sweet, sweet irony.

Now Hannes is a highly placed Heretic working to corrupt Bauhaus from within. Trained to be a master infiltrator and assassin, he assumes many identities and leads multiple lives—so many, in fact, that any psychiatrist able to actually study Hannes could never hope to track them all—yet Hannes flits effortlessly between each one as though donning a second skin. He is an adaptable chameleon, capable of appearing in the best possible position to wreak the worst possible havoc before quietly fading away.

#### WOUNDS:

- ◀▶ **Head 3**                      ▶▶ **Torso 8**
- ◀▶ **Arms 4**                        ▶▶ **Legs 6**
- ◀▶ **Serious Wounds 6**      ▶▶ **Critical Wounds 4**
- ◀▶ **Mental Wounds 10**

**SOAK:** Ballistic Nylon Lightweights, Bulletproof Vest: (Torso 2, Legs 1)

#### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	10	7

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	2	1	1	1	1	1	-	2	-

#### ATTACKS:

- ◀▶ **Combat Knife (melee):** 1+**↑**4, 1H, Armour Piercing 1, Hidden 1
- ◀▶ **M13 Bolter (ranged):** C, 1+**↑**5, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters

#### SPECIAL ABILITIES:

- ◀▶ **Liberal with the Truth:** Not only Martinsson's military career has been distinguished by his attempts to bend the truth. When lying to an opponent, he gains two additional d20 to his Persuade or Command test.
- ◀▶ **Time Served:** Martinsson's military grounding and punishing incarceration in a maximum security military prison have toughened both his physique and nerve. He may re-roll any dice that did not generate a success on the initial roll when making a Resistance test, or one d20 when making a Willpower test, but must accept the new results. Additionally, when making a test to avoid the effects of a status condition, or when attempting a Willpower test due to exposure to a traumatic event, the difficulty of the test to resist the negative effects is reduced by one step, which may eliminate the need for a test. Finally, he generates two additional successes on any Athletics test that generates at least one success.



Freelancers represent a bridge between the corporate world, The Brotherhood, and the Dark Symmetry. While few Freelancers willingly work for the Dark Legions, the Dark Apostles have many and varied fronts with which to hire Freelancers. That last job might have appeared as a corporate squabble but in reality was an attack by the Dark Symmetry upon Luna itself.

Nearly every spy in Luna would rather undergo the worst corporate interrogation, or even execution, than lose their sanity to those dark beings hastening from the voids between real space and their Hell-like home.

## LUNA UNDERGROUND: ORGANIZED CRIME IN THE CITY

As the biggest city in the solar system, Luna is naturally a hive for the greatest of criminal enterprises. Triads and the Syndicate dominate the organized crime in the city, while Globus is a growing rival to both. Beneath these three behemoths are gangs and crews, all operating under the aegis of one of the big three or risking death at those self-same hands. Non-sanctioned criminals in Luna tend to have a short lifespan.

### THE SYNDICATE

The greatest criminal organisation in the solar system is also the greatest criminal organisation in Luna. The Syndicate controls virtually everything outside the influence of the Triads in the Cherry Blossom District. The Syndicate is huge, and has influence among the great corporations, the Luna PD and, it is rumoured, even The Brotherhood.

There is nothing illegal in which they do not have their fingers. The syndicate runs prostitution, gambling, hits, loansharking and many other criminal pursuits. The Syndicate is well organised, approaching the sophistication of a corporation in their own right. In fact, many speculate the Syndicate wants to become the next huge corporation, going legitimate after hundreds of years.

In Luna, each district, save those controlled or influenced heavily by Mishima, is headed by what is called a Dante. These Dantes are responsible for all criminal activity inside their district. They answer only to "The Boss," a shadowy figure who represents the system-wide interests of the Syndicate. By and large, the Dantes have little actual oversight. The Boss typically only intervenes when two or more Dantes go to war. We must remember that while the Syndicate is often as efficient as a corporation, they still function like a criminal organisation.

Beneath the Dantes are Captains who run crews in each neighbourhood within a district. These men and women, too, fight amongst themselves. If there is one thing that keeps the Syndicate in check, it is not the Luna PD, but their internecine wars. These

wars sometimes spill out onto the streets, and reporters from various tabloids stalk the night looking for mob kills. Occasionally, citizens get caught in the crossfire. That's when Luna PD really cracks down. Otherwise, they are usually at a stalemate with the Syndicate. For more information on Luna PD see page 101. For further information on the Syndicate's role outside Luna see *The Cartel Sourcebook*.

## NOTABLE DANTES AND ENTERPRISES

It lies beyond the scope of this sourcebook to detail every Dante and every criminal enterprise, but a sampling of Dantes and their spheres of influence follows below. Afterward, you'll find more adventure seeds involving the Syndicate.

### DANTE PRIOR JOHN

Prior John is a Luna native who grew up in the Smokes. He is now the Dante of that district. The Smokes is a tough district and would only accept one of their own as Dante. Even so, the Smokes has a large independent criminal element. This is something Prior John aims to rectify, but it's a long-term goal. Bringing the criminal families of the Smokes under direct control of the Syndicate is no easy thing. For now, Prior John allows these criminal families to merely pay tribute. Some of the other Dantes see this capitulation as a weakness. No one wants to be seen as a weak Dante.

Prior John has access to some of the toughest, meanest goons in the city. The Smokes breeds tough customers who are often familiar with criminal activities. His crews are well organised and vicious. Robbing banks is a specialty of those working for Dante Prior John. Kidnapping and extortion are two other successful rackets run in The Smokes. Dante believes in the immediate percentage rather than the long game. Crime, for him, should pay and pay quickly. He has no patience for elaborate schemes that take years to pay off. That's why his district is sometimes known in the Syndicate as the "smash and grab" district. The Smokes crews tend to employ brute force and uncomplicated schemes. They consider this a tradition rather than falling behind more modern approaches. While other Dantes are conspiring with executives to short stocks and trade insider information, Dante Prior John prefers to take his scores the more honest way: at the end of a gun.

### DANTE PRIOR JOHN ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	11	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	9	10	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	1	1	-	1	-	-	-	1	-

**WOUNDS: 6**

**SOAK: Ballistic trench coat:** (Torso 1, Arms 1, Legs 1)

**ATTACKS:**

- ◀ **Chainsword (melee):** 1+**↑**7, Unbalanced, Vicious 2, Parry 1
- ◀ **Zhukov tunnel clearer shotgun (ranged):** Range C, 1+**↑**7, Burst, 2H, Knockdown, Spread 2

**SPECIAL ABILITIES:**

- ◀ **Do it OR ELSE:** Prior John is a loud and intimidating figure. As such, he may roll an additional d20 for all Command tests he is required to make.

**DARK SYMMETRY SPEND:**

- ◀ **Cut down like chaff:** Prior is an indiscriminate force of destruction and his henchmen have learned to stay out of his way when the Zhukov comes out. He may affect additional targets with his shotgun by spending one Dark Symmetry for each additional target, inflicting half the attack's damage on them.

**VICTORIA NEGRA SHARMA**

One of only two female Dantes in Luna, Sharma had to prove her worth twice as much as any man. Say what you will about the Corporations, but most tend to promote women on an equal basis as men. The Syndicate is still very much a boy's club.

Sharma runs The Ancient Quarters, a position she inherited after the "sudden" death of her male predecessor. For nearly a month, all the Captains of the Ancient Quarter warred for the position of Dante. At the end Sharma emerged victorious. Since then, the men under her command have learned to respect her, at least in person.

Sharma is one of those Dantes looking to the future of the Syndicate. She sees it not in robberies and extortion, but in ones and zeroes, in stock fraud and real estate scams, credit schemes and the like. Sharma is one of the loudest proponents for legitimizing, at least partially, Syndicate business. She realises the money that the Syndicate siphons off inter-solar commerce is couch change compared to what the Corporations rake in. She wants a piece of the pie not the crumbs that fall off the table.



Even Dark Symmetry entities in Luna gotta eat.

This makes her popular among some and hated by old school Dantes like Prior John. A war is brewing, not between just Sharma and Prior John, but between the old breed and the new. The Syndicate is either going to evolve into something new, or clean house of the upstarts dissatisfied with how things are and have always been.

Sharma is a con artist by nature. She always looks for the angle. Her district traffics in the traditional vices, but she has diversified into white collar crime. She has also merged both. Sharma realized some of the drugs on the street could be sold as upmarket product to traders and low-level executives. Once hooked, she uses their addiction and their debt to leverage information and favours from them. Sharma has established a network of corporate employees indebted to her in one way or another. This is very valuable to the Syndicate and the only thing which has prevented a hit being taking out on her by rivals... at least for now.

### DANTE VICTORIA NEGRA SHARMA ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	7	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	10	10	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
-	-	1	-	1	-	1	-	2	1	-	-

**WOUNDS:** 5

**SOAK:** **Bulletproof vest:** (Torso 2)

#### ATTACKS:

- ▶ **Unarmed strike (melee):** 1+↑2, 1H
- ▶ **P1000 (ranged):** Range C, 1+↑3, Burst, 1H, Close Quarters

#### SPECIAL ABILITIES

- ▶ **A different class of crook:** Victoria wants a degree of legitimacy and progress for the Syndicate, and she's invested heavily into this new direction. She may re-roll up to two dice for any Lifestyle tests, but the new results must be accepted.

### DANTE BARTHOLOMEW HEINZ

Dante Heinz is the most curious of all Dantes in the city as he runs the District of Tears. Working under the direct eye of The Brotherhood is all but insane. Yet, Heinz is a member of The Brotherhood. In fact, he is actually a double agent. He answers to the cardinal, but no one in the Syndicate knows this. If they did, Heinz would no doubt be killed quickly.

His predecessor had the same arrangement with the Brotherhood, but those before them did not. Their districts were, unsurprisingly, among the least profitable. Since Heinz and his predecessor, revenue has doubled. This causes suspicion among other Dantes, but no one has proof Heinz is working for The Brotherhood.

In fact, while he does feed The Brotherhood information about the Syndicate—particularly what they know about heretics—he is really working for himself. He believes that the Brotherhood holds back humanity and certainly holds back his profit margins. He isn't infected by the Dark Symmetry, but he has no qualms about working with them to further his own ends. Heinz is the most duplicitous and possibly dangerous Dante in the city.

Vice and sin are his stock. Those loyal to the Brotherhood have the same needs as those only giving lip service to the Cardinal. Slowly but surely, he is building up a network of lower-ranking clergy that owe debts to him just as executives do to Sharma. He's walking a razor's edge. It is unclear if he can survive both The Brotherhood and his rival Dantes for much longer. Still, betting Crowns on Heinz is still seen as a good investment. He's overcome many enemies before. The man has no interior, no self. He is whatever he needs to be at the moments, and this makes him both deadly and frightening to those around that know the truth.

### DANTE BARTHOLOMEW HEINZ ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	10	12	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	1	-	1	1	2	1	1	-

**WOUNDS:** 5

**SOAK:** **Light civilian shoulder pads:** (Arms 1)

#### ATTACKS:

- ▶ **Unarmed strike (melee):** 1+↑2, 1H
- ▶ **Piranha (ranged):** Range C, 1+↑4, Semi-Automatic, 1H, Close Quarters, Hidden 1

#### DARK SYMMETRY SPEND:

- ▶ **Twisted Genius:** Whatever he does Bartholomew seems to succeed despite the odds. If he spends two Dark Symmetry points he may pass any one test per game session.

# LUNA CITY IN THE GAME

## MORE THAN JUST A CITY: LUNA CITY AS CHARACTER

The *Mutant Chronicles* setting is a big place, but perhaps no place in the solar system is as iconic as Luna City. Like any city in the real world, it has a character all its own. Unlike cities in the real world, it is not host to the endless coffee shop clones, fast food iterations, and “sameness” that many of the urban centers of our own day are infused with. Back in the days of Luna Noir, such chains were present, but circumstances and two wars have changed the way the human ace lives and consumes in Luna City. Of course, the corporations are even now creating franchises. Capitalism has its ways.

If you want your campaign to live and breathe, your characters have to eat, sell, buy, and take care of day-to-day business. Much of this can be hand waived, but a certain amount of such mundane encounters are good to contrast the high-octane encounters that power many a game.

In the following section, we outline several aspects of city play the GM should pay attention to as the characters explore Luna. These are just suggestions, and a GM can freely switch from one theme to the next in the course of a single session. Cities are amalgams of the larger world, a microcosm of subcultures that reflect traditions and new fads alike. The city lives. Let it. Your campaign will live in return.

## THEMATIC INFLUENCES FOR LUNA CITY ADVENTURES

Many campaigns feature various styles of play, just as many television series change up the usual plot with a mystery episode in a comedy, or a musical episode in a vampire-hunting series. A city is the perfect setting for a variety of such themed adventures. Intrigues one week, action the next—the GM and players have many “genres” in which to play. Here are those specifically tailored to Luna City.

### CYBERPUNK

In the Luna Noir section, we spoke about cyberpunk. *Mutant Chronicles* draws on many influences from gothic horror to



Luna City. It may be corrupt, decadent and dirty—but it's home.

space opera, but the one that fits most in Luna City is cyberpunk. Cyberpunk is a 30-year-old word now, and what it means has been distilled by the sheer familiarity, and now relative disappearance, of the word.

Briefly, for those who do not know, cyberpunk began as a label for a literary movement in the early 1980s. Most singularly represented by author William Gibson, cyberpunk became shorthand for a high tech, low life urban kind of science fiction. Cybertronic is itself a nod to cyberpunk in general, but so is a great deal of the **Mutant Chronicles** setting. Corporations warring for control over mankind are a mainstay of cyberpunk fiction. Outsider fashion, punk aesthetics, and crumbling, decadent parts of cities abutting the shiny and new are all cyberpunk tropes. Between the various district-hopping your freelancers may do, and the contacts in the underworld they rely on (or are sometimes betrayed by), your Luna City campaign is probably going to cleave more than a little to cyberpunk.

But cyberpunk is well-tread ground. **Mutant Chronicles** feels different because it blends so many different genres. The city is going to have undeniable cyberpunk aspects, but it also has other ambience as well.

### STEAMPUNK

A cousin of cyberpunk, steampunk has a host of fiction RPGs and style movements associated with it as well. **Mutant Chronicles** is not a steampunk setting, but it shares some DNA with that genre. Belching, coal-burning dynamos power a city that once ran on cleaner technology now gone. Corporations like Imperial are suffused with the kind of technological Victoriana found in steampunk.

As GM, you do not need to recreate a steampunk setting, but you might want to keep the tone in mind. The razor's edge technology of cyberpunk is only now emerging again after a long absence. In its place is technology based on more primitive engines. Stock tickers are the preferred method of transmitting the market's vagaries. Computational adding machines have begun to assume duties of digital computers, which were susceptible to Dark Symmetry. Diesel trains have replaced maglevs and, in general, the state of technology is a kind of retro-futuristic mélange of the cutting edge and the decidedly antiquarian. Anytime the battlefield is as littered with swords as it is with assault rifles, you have mixtures of past and present technologies. That mix is very steampunk.

### DIESELPUNK

Further drilling down from the term "steampunk" is that sub-genre known as "dieselpunk," generally set in the era of early to mid 20th Century industrialization. Instead of engines belching steam and groaning dynamos, dieselpunk infuses itself with the sweaty, oily tech of the pulp era. The tech distinction is important, but so is the tone.

## AMBIENCE

Cities feel a certain way. It is not always something you can put your finger on, but New Orleans does not have the same "feel" as London. There might be something in the air (literally or figuratively), or just a mindset many of the citizens have. Luna City is no different. A melting pot of corporate cultures and those living in the non-states in between, Luna is as diverse as the GM wishes it to be.

The pulp aspect cannot be overstated. Much of the high-octane adventure of old 1930s serials, the noir feel of pulp magazine detective fiction, and the "weird science" of period authors such as Lovecraft and Edger Rice Burroughs finds its way into **Mutant Chronicles** setting. Following the pervasive mistrust of advanced technology, most of the daily tech seen on the streets of Luna is that of the dieselpunk era. A muscular, loud technology that polutes the air even as it powers and thrills fast cars, giant transformers, and a city clogged with smoke, noise, and possibility.

### POST-APOCALYPTIC

Humanity was driven from the Earth, scattered in a solar system wide diaspora. Not one, but two wars with mystic, chaotic forces of evil have ravaged the species since. High tech was smashed and outlawed out of fear for this new enemy, while the Church rose to assure the masses that all was not lost.

In many ways, the Second Dark Legion War time period is akin to Europe coming out of the Dark Ages. The knowledge of the Roman Empire was lost and Europe broken into factions. While the analogue is not precise, it does offer insight into the nature of a Luna campaign.

Luna City is a palimpsest, one continually written over in the many strata of history beneath the typical citizen's feet. Humanity has built a city on the moon, which evokes a multitude of the cities lost on Earth. The race has literally been through an apocalypse but has come a long way back. This is not a Mad Max scenario we are talking about, but the birth of the Renaissance.

As you play, bear this in mind. The new sits alongside the old. Technology from the past is often misunderstood or outright feared. The great Cathedrals stand above the ruins of glass and steel towers, which have themselves been rebuilt in new locations. War has ravaged the solar system, and people are in a perpetual shock. The dark and evil monsters we long thought conscripted to our imaginations have turned out to be real.

*Martin knew he was the finest freelancer commercial pilot in the system. After all, he had earned the nickname of “Banshee” amongst the other pilots for his outstanding piloting abilities. He was definitely the best. Martin kept telling himself that over and over as his passengers screamed in terror behind him.*

*He was falling out of orbit too fast, but he had to go even faster. He was being hunted by a pack of small fighters that looked like melted Capitol fighters and that meant only one thing: The Dark Legion were after him and his passengers. He had surprised them by ramming one out of the air and now he had a small window of opportunity to make it to Ganymede.*

*Two out of his four primary thrusters had failed—if you can call one being torn off by the impact with the fighter as “failing”. All*

*his guidance systems were offline, there was fuel spraying behind the ship like a comet, he was deep in the Outer System and far, far away from help. Oh, and his ship was on fire.*

*Martin knew he would make it, but it was going to be close. Maybe it was earn him a new nickname?*



Thanks to Carraro Martino.

Adventures involving this kind of ambience might focus on lost technology, cults proclaiming the end times are nigh, and the unwashed masses of the poor who live in the ruins of the Old City, wondering when, if ever, they will be re-enfranchised.

### **GOTHIC AND COSMIC HORROR**

One of the prime genre roots of **Mutant Chronicles** is the cosmic and gothic horror of the early 20th century. Things man was not meant to know lurk in space and seek to destroy us. Mad cults sacrifice to dark deities, while the taint of corruption moves from technology to the human soul itself.

Against this is the theological bulwark of the Church and the Cardinal. There is a very, very old Manichean struggle going on here. In Luna City, the Cathedral stands proud while even it its shadow, dark acolytes seek to deliver the city to their cosmic masters.

As with cosmic horror in a Lovecraftian vein, the motives and natures of the Dark Apostles are unknowable on some level. Their

very alienness is what makes them scary; man has retreated into the traditional redoubt of belief, so that he might resist the dark.

In Luna City, this battle goes on all the time. Between the corporations fighting for power is the large tapestry of good versus evil, man versus the forbidden unknown, madness versus sanity. On every level of the city, this struggle is reflected. From slums where desperate souls pray to Dark Apostles when the Church does not feed them, to the bodega down the street whose owner keeps a forbidden religious icon on the counter—this is a city at war. It has not been invaded. The enemy is not readily visible, but a war rages none the less. Infuse this struggle between polar opposites, between the light and the dark, into your streets, your clubs, your corner bars.

### **CORPORATE INTRIGUE**

One of the foundation stones of **Mutant Chronicles** adventures is corporate intrigue. In a city divided into zones based on corporate fidelity, there is ample opportunity for such espionage to occur. This world has a lot in common with cyberpunk and the spy genre. Characters find themselves going to dead drops, tailing rival agents,

and being stalked by rival intelligence operations. What is more, the intrigue may occur within a single corporation itself. There is nothing to prevent a couple of suits jockeying for power starting a war leading to internecine espionage.

Look to old spy films and cyberpunk games and literature to get an idea of what this sort of theme might lend to an adventure. Every border between districts is a Checkpoint Charlie. A constant Cold War exists between most corporations. While the Second Dark Legion War introduced a greater enemy, the corps are still trying to stab each other in the back.

In the midst of this is The Cartel, an organization designed to police the corporations. While their charter is clear, their methods often fall short—corruption, of the monetary kind as well as that of the Dark Symmetry, is rampant. The Luna PD is one of the few organisations under the Cartel, which actually shows efficacy. There are good cops out there. They do not take bribes and serve the law alone. The Cartel can only do so much though, and even the Luna PD often find themselves out-gunned and out-gearred by the arms of corporate espionage departments.

Freelancers inevitably serve as surrogates for corporate agents, but a campaign may focus on the agents themselves. Your characters might work for Cybertronic or Imperial, regularly engaging with rival corps intel operatives.

Assets, turning, defection, honeypot traps and the like all help add to the feel of a Cold War thriller. The Church itself, nominally incorruptible, has agents that might help corporate agents if they believe it will hurt the Dark Symmetry.

The MacGuffin—an item or person for which various factions search—serves as excellent motive in corporate intrigue. A coded cable could become the focus for an entire adventure, finding the characters trying to track down whoever has the cable and then decoding it. The papers in Casablanca are an excellent example of an intrigue-driven MacGuffin.

### OPULENCE VS. POVERTY

Luna City's shining towers of corporate dominance rise next to the worst of slums in which those forgotten by the corporate states have been left to wallow. Freelancers might have once enjoyed the heights of corporate wealth or come from the depths of abject poverty. Characters have backgrounds rooted in wealth and poverty, but so too does everyone in the city.

Moral quandaries pop up frequently, and the poor often wind up getting the short end of the stick. Your PCs might be in it for themselves, or they might be social justice warriors taking on elements of the corporations. There is nothing to prevent them from fighting against, rather than for, the corporations.

Even if the team itself is neutral, the campaign does not have to be. The existence of such opulence next to such poverty is a living contrast from which drama is drawn. The poor may not remain content to sit in the shadows of the rich. Perhaps some incident causes a riot or outright revolt in one of the slums. Those who find themselves disavowed by their corporate masters might find the only place to hide is in those very slums.

For a change of pace, the executive the characters have been tussling with for several episodes might turn out not to be the privileged Scrooge they thought, but a poor girl who pulled herself out of the depths of public housing or homelessness.

Games do not have to be anything more than entertainment, but they can be. Playing on modern tensions such as the struggle between the haves and have nots lends a contemporary gravitas to an adventure set between the high rise penthouses and low life hovels of Luna City.

### SKYSCRAPERS AND DEEP TUNNELS

Luna City life is vertical. From the peaks of the towers that poke through the artificial atmosphere, to the deepest tunnels long forgotten from the original Luna Colonies, there are kilometers of vertical territory to explore.

The past lies underfoot. While the great records of The Brotherhood lie in the Stone Archives, who is to say what lost records and artefacts exist in the underground? These adventures might play out like a dungeon crawl with heavy automatic weapons or an envoy mission to find rebels hiding in the old under-city. The entire history of Luna lurks under the streets above. Freelancers might be hired to play archaeologist and go spelunking in the depths of the under-city for lost tech. They might be corporate agents seeking a bit of intel on a rival corp located in long lost computer archives.

Where the past lies under the characters, the future lies above them. The towering spires reach so high as to pierce the atmosphere. Airlocks are required at the higher levels. Your elevator ride may pause as a red light warns you are entering an airlock, and then the green light lets you know you are through. A firefight atop a penthouse suite can get very dangerous if a window blows out and the entire apartment is victim to explosive decompression. The wilds of Mars or jungles of Venus are not the only dangerous terrain in **Mutant Chronicles**. Luna City, too, is a maze of dangerous terrain types from collapsing tunnels in the under-city to decompressed elevators above.

### DYNAMIC CHASES

Everyone loves a good chase. Somewhere in the various strands of DNA that make up **Mutant Chronicles** is a fair strain of pulp. Chases are action set pieces for some of the most memorable adventures. Luna City is made for such chases.

Whether it be on the streets, under them, or above them, Luna City offers a wide range of chase options. From running across the rooftops of a favela-like slum to whipping through the city streets in a hot sports car, Luna City is place to move fast and chase or be chased.

Remember the verticality of the city, too. A car chase might start off with both parties on the same level, but you might be shooting at cars on a highway tiers above. A brave PC might jump out of a car on an upper highway and try to land in a car on one below.

The Old City offers warrens through which foot chases might take place. Flying vehicles can dodge through the canyons of the corporate towers while dog fighting with each other.

None of these necessarily make a theme for an adventure though. Sure, everyone loves a good chase, but that is usually one aspect alone. However, a chase is itself a style of adventure. The hunt for the fabled MacGuffin may set off an adventure, but the adventure might be a long chase. The GM is only tied by their imagination and the confines of Luna City itself, sometimes not even that.

### A WRETCHED HIVE...

Cities have corruption, and Luna City is no exception. We are not talking about Dark Symmetry here, but the everyday corruption of man faced by greed and vice. The city is home to all manner of criminals from the petty corner dealer to the organised crime

boss. Luna Noir especially lends itself to this sort of theme. Gangsters and gun molls, gangs and new street drugs, all serve as inspirations for plot.

The Cardinal is the shining light of Luna City, but there are so very, very many scumbags hiding in his shadow. Like the theme of opulence vs. poverty, order vs. crime is another contrasting duality you can enjoy. Freelancers walk a borderline between being criminals and heroes, being on the inside and being disenfranchised. Your PCs may bounce between the two worlds in ways only freelancers can.

On the flip side, corporate intrigue often involves criminal enterprises. If Cybertronic wants to field test a new drug on the street, they are not going to sell it to the public themselves. They use an intermediary like a street gang. Likewise, if Imperial decides it wants to buy land currently occupied by the poor, they might hire a gang to lean on the residents to vacate the area. Criminals, much like freelancers, often find themselves as go-betweens for the more nefarious, but somehow legal, machinations of the corporations.

The obvious conflict comes from the criminal antagonists themselves, but a more subtle, character-involving conflict comes from how the PCs deal with the "scum and villainy" populating the darker corners of Luna City. Moral choices must be made when dealing with a brutal pimp who just happens to be the only man with the intel you need. A drug pusher selling to kids at a poor school may be the person they have been hired to protect.



For Luna PD, it's just another life in the day.

## CHAPTER 05



# FREELANCERS

## THE FREELANCE LIFE

Among the myriad of potential jobs offered by the corporations, the paths toward the Light offered by The Brotherhood, and any and all in between, there is a final option—the option not to opt-in. That is the life of a freelancer.

In a world dominated by moneyed interests and hierarchies, the freelancer chooses not to cede their will to any organisation in particular. Possibly, they chose this path from their earliest memories. Possibly, the corporate world threw them out. Whatever the reason, the freelancer has embarked on a life both adventurous and dangerous. They exist outside the safety nets provided by corporate life. They live on the edge, but there is no one to draw them back if they venture too far.

## SURVIVING OUTSIDE THE CORPORATE FOLD

While there are, no doubt, many corporate drones who dream of pursuing another life, few do so because the corporate world offers assurances. You will have a company birth, a company life, and a company funeral. Most of your waking hours are accounted for. You forsake a great deal of freedom for an even helping of security. Some see it as a Faustian bargain, but most do not even consider it at all. It is, after all, the way the world works.

It takes a certain kind of individual, or a certain desperate situation, to divorce one's self from the corporate fold. Shrugging off easy access to medical care, the protection of corporate security, a regular pay-cheque, and many other benefits fringe and otherwise, the freelancer strikes out on their own. They go from being a personage to a non-entity. Their names become decoupled from the apparatus that moves humanity. They exist on their own and live by their own code.

While this sounds romantic and is the premise of more than one CEN TV show, the reality is quite different. Freelancers do not often find themselves living in penthouse suites or hobnobbing with the rich and influential. More likely, they live in a tiny flat in The Perimeters, eking out an existence on the margins of society. They do jobs the corporations need done anonymously and those too dangerous to risk a valuable asset such as a special operative.

There is no back-up to call when things go south, no air support to bring fast movers in with walls of napalm. Freelancers are on their own, perpetually so. Free from these assurances and guarantees as outlined by corporate citizen's rights, the freelancer does not, technically, even exist. How, then, do they survive?

By improvising. The freelancer not only forsakes corporate protection; they invite corporate hunters by messing about in delicate affairs. While Mishima may hire them one month, their next job may have them contending with Mishima ninjas sent to kill them. There may be a casual agreement between corporations to ignore the loyalty-free nature of Freelancers, but nothing stops them from enacting revenge if pushed too far.

Survival is a delicate balance between doing the job and keeping one's mouth shut. As soon as the current job is done, the professional freelancer forgets the details. Anonymity is only as valuable as the secrets the freelancer keeps. A freelancer who talks is a dead freelancer. They cannot go to Luna PD when they are in trouble. They cannot seek out The Brotherhood to help them resist the Dark Apostles. The freelancer has to survive on wits and ingenuity alone.

The reputation of a freelancer is almost as necessary to survival as their ability to use a gun. If you do not have a name, you have no rep. If you have no rep, no one is going to think twice about bumping you off. Killing a renowned freelancer could have repercussions for a corporation that wants to hire from the pool again, but taking out a no-name is done with impunity.

The Cartel has a loose organisation dedicated to a kind of freelancer union see (*The Cartel Sourcebook*). While some register with the organization, a great deal more believe, perhaps rightly so, that belonging to such a group is the effective end of their anonymity and, therefore, utility. A freelancer is a necessary evil. The corporations need them to do certain jobs, and thus they are tolerated. The moment one becomes superfluous as a freelancer is the moment the clock starts ticking on their shelf life.

This is why most Freelancers have to, at some point or another, trust others like them. Thus freelance groups are born—small collections of individuals who trust each other with their lives. It is in these bonds, the bond of brothers in arms, that Freelancers find the only real friends they will ever have. If you cannot trust the man at your side in the foxhole, there is not much point in carrying on.

## MISSIONS

The core rulebook covers the most common general categories of freelancer missions, but those are just a few of their potential work avenues. In addition to those listed there, these are additional mission categories for the freelancer along with potential trouble spots, reversals, and complications.

### SKIP-TRACING

The Luna judicial system, and the solar judicial system as a whole, allows for bail to be paid by third parties. When these parties bet that money on a criminal, they know there is a chance that the criminal will skip bail. That is when a skip-tracer is called in.

This is a special sort of missing-persons case. The person in question is already a criminal and aware that they are being pursued. Some of these skips are bound to be Freelancers as well, and it is a grim feature of the industry that a freelancer down on his luck may have to take a job hunting a fellow freelancer even further down on theirs.

This kind of job takes a team through a veritable tour of the Luna underworld. Seedy flop houses, pimps, and criminal informants all pop up wherever a skip tries to go underground. Grizzled private investigators are often hired as skip-tracers, and Freelancers are

bound to run into them as well. Films like *Midnight Run*, and the books of Elmore Leonard are great sources of information for these stressful jobs.

### SKIP-TRACING ADVENTURE SEED

The PCs are hired by a bail bondsman to track down a skip. They get 10% of the bail paid by the bondsman if they succeed. One of the team knows the skip from their days in a corporate military. They were brothers-in-arms in the jungles of Venus or the deserts of Mars. That kind of bond is not taken lightly, but times are hard. The skip knows the score too. He is not just in debt to the bondsman but to a Luna crime syndicate as well. The team needs to track him down alive and return him to the courts before the syndicate kills him outright. Can the former friend turn his buddy in, or will he betray his new brothers in arms to save the life of a friend who once saved his?



Skip-tracing: MOSTLY alive is an acceptable condition.

## CORPORATE DEFECTION

One of the thorniest situations a corporation can find themselves in is that of a potential defector. While getting a rival's hot research scientist or an exec may have a corp drooling, they also have to tread very carefully. Nothing hurts like seeing one of your own employees turn to the other side. No corporation forgets that. The most powerful corps are still mad about what Cybertronic did on Founding Day, and that was long, long ago.

Since a corporate operative implicated in a defection is one of the few crimes The Cartel successfully prosecutes, Freelancers are the natural alternative. This kind of mission is more than just setting up a place to grab the would-be defector; it requires reconnaissance, planning, and contacts. Any hot shot worth turning is going to have a lot of security around them. As soon as the target disappears, the corporation they worked for launches a massive manhunt.

Corporate defection is one part rescue, one part kidnapping, and all parts dangerous. Freelancers risk permanently souring their relationship with the target corporation if their involvement is exposed. The pay can be massive, but the risks are equally so.

## AGENT PROVOCATEUR

Corporations are constantly trying to undermine each other. One of the ways in which this is done is through fomenting a strike, a rebellion, or a stand-off between the working class and management. To accomplish this, corps hire an agent provocateur, a ringer for their side who stirs up trouble with the "rabble" so as to incite violence.

Like corporate defection, this is a job that really makes the target corporation angry. No corp wants their new project in the Ancient Quarter halted because a worker's strike starts. What is more, this sort of job often leads to a lot of innocent people getting killed. Corp security all have a "union busting" department tasked specifically with nipping these putative rebellions in the bud. These are harsh employees with harsh tactics. Heads are cracked, people get shot and, sometimes, workers' families are punished along with those who rebelled.

## TROUBLE AND COMPLICATIONS

Corporate intrigue is difficult to navigate even if one has the backing of a parent corporation. For a freelancer, complications can cause more trouble than they are worth. A freelancer is a valuable asset in theory, but in practice they are disposable. If a corporation needs a fall guy, the freelancer is a popular choice.

Betrayals, double agents, and more all affect freelance missions. Nothing is ever as straightforward as they seem. One corp may offer double for a freelancer to switch sides. The Brotherhood may intervene claiming the Freelancers must work for them for the good of mankind. Saying no earns them an enemy more powerful than they can comprehend.

A mission may be presented as one job, but turn out to be another. Corporations are not always honest with those they hire. At the midpoint of a given mission, it is often desirable—from a plot standpoint—to reverse the goal. The person the team was hired to kill becomes the target they must now protect. Being an agent provocateur for Mishima turns out to be a ruse. The team was actually hired by Cybertronic so as to blame Mishima. The double agent the Freelancers have to get out of rival's district turns out to be the daughter of a powerful executive in another district who is no agent at all, but a girl in love with a boy from a rival corporation.

Shifts in plot and goals keep a story fresh, but be careful of overusing these too. You do not want to trade the humdrum feeling of repetitive missions with the humdrum expectation of constant reversals.

## WELL-KNOWN FREELANCERS

The phrase "well-known" as it applies to Freelancers is something of contradiction in terms but enough go by regular handles—as opposed to their real names—that notoriety and/or fame can be heaped upon a name without attaching it to a rigid identity. Of course, this means Freelancers of little cred can pose as their betters. More than one new guy has wound up in the Lake of Testimonies for impersonating another.

## TURK

A male freelancer named Barry Windsor, "Turk" fought in the Blood Berets for three combat tours before going freelance. While he was never forcibly mustered out of the Blood Berets, the special ops group has little to say about Turk. They only confirm that he served.

Turk lives in The Nines district in Luna City. His agent is often found at a local club in the district. Like many Freelancers, it is rare that the client meets the merc in person. Turk is known as a gregarious fellow, atypical of the shell-shocked vets many assume make up the freelancer ranks. This has much more to do with media depictions of the subculture than actual people.

## TURK ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	10	10	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	8	9	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	3	2	1	-	1	-	1	-	1	1

WOUNDS: 6

**SOAK: Bespoke Mk III heavy assault combat armour:** (Head 4, Torso 5, Arms 3, Legs 3)

**ATTACKS:**

- ◀ **Punisher sword (melee):** 1+**T**6, 1H, Parry 1, Vicious 1
- ◀ **Interceptor SMG (ranged):** Range C, 1+**T**6, Burst, 2H
- ◀ **Grenade Launcher (ranged):** Range M, 2+**T**5, Munition, 2H, Blast (Close)

**SPECIAL ABILITIES**

- ◀ **Force of destruction:** Turk knows how to hit them where it hurts. When making an attack, either ranged or in melee, he may re-roll two damage dice. The new rolls must be accepted.

**GREY HENN**

Louisa Mastriamono, or Grey Henn, was born a freelancer. That she survived to make her own rep is testament to her skill and ability. Her parents were both Freelancers, and her family has not had official identifications numbers in three generations. Grey Henn is proud of this fact.

Dark skinned and short haired, Grey Henn also lives in The Nines with her common law wife, Esther. Esther is a performer working in locale theatre and burlesque.

Grey Henn has worked for all the major corporations and helped smuggle guns into Luna City via the Badlands.

**GREY HENN** ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	9	8	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
10	9	10	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	1	2	1	1	1	3	2	1	1	2	1

**WOUNDS: 5**

**SOAK: Bulletproof vest:** (Torso 2)

**ATTACKS:**

- ◀ **Unarmed strike (melee):** 1+**T**2, 1H
- ◀ **Piranha handgun (ranged):** Range C, 1+**T**5, Semi-Automatic, 1H, Close Quarters, Hidden 1

**SPECIAL ABILITIES**

- ◀ **In and out without a sound:** Grey Henn can get into or out of

just about anywhere, which is a highly desirable skill in Luna's greatest courier of contraband items. She may re-roll two dice when making Stealth or Pilot tests but must accept the new results.

**PORTNOY**

James Herschel II followed an uncommon path to freelancing. His parents are well-bred Bauhaus executives. From a young age, James decided not to follow their lead. He instead enlisted in the common army as a private and worked his way up to sergeant.

Tensions between he and his father—an armchair warrior—may have led Portnoy to reject his privileged upbringing. At first, he was unpopular in his unit precisely because he rejected the wealth and luxury his platoon brothers and sisters would kill for. In time, he earned their respect.

Portnoy specialises in networking and infiltration. His childhood prepared him to deal with the corporate elite, while his enlistment taught him how to deal with more common folk. A former Mishima tactician and recluse died mysteriously one year ago. It is said the retired admiral had taken on a young protégé. Many believe this was Portnoy. Officially, the retired admiral died of natural causes.

**PORTNOY** ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	10	10	12

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	1	1	2	1	3	2	1	1

**WOUNDS: 5**

**SOAK:** None

**ATTACKS:**

- ◀ **Shock-slicer (melee):** 1+**T**4, 1H, Armour-Piercing 1, Hidden 3, Vicious 1
- ◀ **Ironfist handgun (ranged):** Range C, 1+**T**4, Burst, Unbalanced, Close Quarters
- ◀ **GL-240 Grenade Launcher (ranged):** Range M, Munition, Unbalanced, Smoke

**SPECIAL ABILITIES**

- ◀ **Shark in the soiree:** Portnoy is a social chameleon and can fit in with almost any company. When making a Lifestyle test he may re-roll two dice but must accept the new results.

# LUNA PD

## OVERVIEW

Like The Cartel who oversees them, Luna PD is understaffed and underfunded. Constantly fighting not only crime but the corporations who often obstruct their investigations, Luna police officers have a hard task ahead of them each day. Navigating not only the maze-like streets of The Perimeters, the cops also navigate the bureaucratic tangle that is modern law and order.

“To Protect and Serve” is still their motto, but grim humour in the ranks often amends that with “corporate interests.” The typical Luna cop is not looking to assist the corporations. A cop wants to keep order on the streets and genuinely believes in the sacred nature of the trust the public puts in him. That this trust is fickle is but one of the many crosses the cops in Luna City must bear.

From the corporate districts to the Perimeters and even outside the city, the Luna PD is the most neutral organisation you are likely to encounter. That is not to suggest they are without corruption, only that the ratio of those in a corporation’s pocket is lower than almost anywhere else on Luna.

## LUNA PD IN THE FIRST DARK LEGION WAR

Luna PD became a different entity during the First Dark Legion War. Formerly tasked with preventing crime and catching criminals, the force became an extension of The Brotherhood’s greater intelligence network.

Criminals were de-prioritized in favour of rooting out Dark Symmetry. Massive transfers from various departments took place. The average cop had a 30% chance of finding themselves in one of the newly formed Luna Security Bureaus. These consisted of special investigation and rapid response teams. Detectives investigated heretical cults and any instances of Dark Symmetry. Rapid response teams were well armed, highly trained individuals drawn from the ranks of both the best beat cops and corporate armies.

During this period, crime grew at nearly exponential rates, and criminal organisations flourished. They solidified their hold on large portions of Luna City. The priority at the time was the war, and the Luna PD found itself allying with forces such as the Syndicate to ferret out traitors.

Luna PD also sported its first PR division. Dedicated to a focused campaign aimed at the average citizen, the PR wing produced

massive amounts of radio and visual propaganda. Posters were pasted to seemingly every wall in Luna City asking the average citizen to watch their friends and neighbours for any signs of corruption.

Many such citizens became informants for the Luna PD. The program proved effective, though the rate of “mistaken heresy” was high. After the war, many informants were seen as outcasts, as they had turned in a great number of innocent people. Just after the war, a mass lynching of such informants took place in Heimberg Square. The incident has been scrubbed from easily obtained public records.

The end result of the war for the Luna PD was unprecedented power. The vast leeway given them during the war was not something they would willingly give away. While the structure of the forces changed again after the war, the power they wielded over the average citizen did not. Even today, Luna PD has a tremendous lack of oversight when it comes to how they dispense justice. Only the corporations are semi-immune to their reach in certain police matters. All of this started during the First Dark Legion War. Many say Luna is a fascist state, though they rarely do so publicly.



I don't know what you are - but raise your (delete as appropriate)...

## LUNA PD IN THE SECOND DARK LEGION WAR

### STRUCTURE

The police commissioner, whose office is located in Cartel headquarters, heads Luna PD. Under the current commissioner, Alice Tarkasian, are the various Watch Commanders of each district. In all, there are some 52 total districts, each supposing to have Tactical Services, Robbery/Homicide and the like. In practice, many districts cannot afford to keep all these departments staffed, and they therefore get by with what they have.

Each district is then divided into various “beats” — the number varies by district. Each of these beats is, in theory, patrolled 24 hours a day with 8-hour “tours” for each officer or paired team. In practice, many officers pull doubles, as there are not enough cops to cover three tours.

The officer on the street reports to a sergeant who may also be on a beat. The sergeant reports to one of three or four lieutenants who, in turn, report to the watch commander for each district. As the PD is a tight organisation, this hierarchy is not always followed. It is quite common for beat officers to take orders directly from their watch commander. The two sides know each other well in all but the biggest districts.

Detectives are separate from beat cops and often have more than one department they must cover. For example, a Robbery/Homicide detective in The Smokes might also cover Vice. Each detective is partnered with another. The pair answers to the lieutenant or the watch commander directly. Detectives technically have rank over sergeants within their own investigation and always over beat cops. Some detectives can be sergeants.

The rigid hierarchy found in corporate security is not present in the Luna PD. Luna cops see themselves more as part of team—or perhaps a dysfunctional family—than they do part of structure. Cops take care of cops in a way no corporate employee will ever understand.

### NOT CREATED EQUAL: THE SECTORS

#### LAW IN THE ANCIENT QUARTERS

The Ancient Quarters in downtown Luna City have been around the longest but probably changed the most. Here, amidst the corporate towers, the street has strata upon strata of history. Indeed, archaeologist often seek permits to dig in the ancient Quarter but are stymied by corporate interests. The future, it seems, takes precedence over the past, at least where traffic and profit are concerned.

The Luna PD for the Ancient Quarter has the best funding and most robust force of any sector. Because downtown is iconic and populated with corporates, each corp funds the PD in this sector very well. This leads to the Ancient Quarter Sector houses being the envy of much of the rest of the force, particularly because the large PD presence keeps crime down—at least during the day.

At night, when the corporate commuters leave for the perimeters or the enclaves, crime rises precipitously. The Luna PD is encouraged to focus on vandalism and damage to property but, instead, focus on keeping people safe downtown—as safe as they can be. The nightly crime leans toward violence. Disaffected souls creep out from the corners they hide in by day and take their anger out on those they see as oppressing them. Thus, popular Ancient Quarter club areas are well patrolled at night. However, more exotic clubs catering to event grade tastes and rebellious music pride themselves on being a bit more “dangerous.” More than a few corporate tourists are rolled each night while on their way to some semi-secret club.

All financial crime is handled internally by The Cartel but deserves mention as some Ancient Quarter cops have their ears to the streets and therefore have intel on such goings on. Ironically, rather than use this information for monetary personal gain, many cops use such leverage to boost funding for their sector houses. Knowing about some dicey insider trading can easily be silenced by a generous corporate donation.

#### LAW IN THE PERIMETERS

The Perimeters are a different case altogether. While some are staffed comparatively well, others are woefully understaffed. Resources are tight in many of the Perimeters, as the corporations see their obligation to employees being tied to their districts and not those that are more or less eclectic.

Areas like Tai-Sho Industrial are supplements with Mishima police as is Cherry Blossom District, though Luna PD has official jurisdiction in both cases. A good rule of thumb is that whichever corporation a district might be tied to, that corp likely adds extra funds or private security to that area.

Gotland, for example, is still tied enough to Bauhaus that Bauhaus helps fund the PD there. The Smokes are virtually cop-free—at least if you ask the local crooks—and crime is rampant. The Nines are, by definition, relatively lawless, but that only applies to smuggling. Violent crimes still have a decent chance of receiving a response.

Luna PD likewise patrols spaceports outside corporate districts. No corporation quite trusts another to bankroll security for such sensitive locations.

## DR CHRIS WOODWARD, LUNA PD PATHOLOGIST

Thirty years old, married, and with one son, Chris Woodward is the Luna PD Pathologist for Sector 32 in the Nines. Realising long ago that it was impossible to ever clear the decks of outstanding lab work, Chris decided not to work himself to death and now concentrates on getting as much done as he can, but not over-extending himself. Truth be told, cruising has been a major feature of his life. Exceptionally bright and talented, Chris has always chosen the easier route, preferring a comfortable life over the rat race. When the work day is over, Dr Woodward becomes just plain Chris and goes out for drinks with his police buddies then heads home to his family. Recently though, he has become frustrated at the lack of career progression—Sector 32 of the Nines is a career dead end. So now, despite himself, he is on the lookout for a case to get him back on the radar of the powers-that-be. Life is about to get interesting for Dr Woodward...

### WOUNDS:

- ◀ Head 3
- ◀ Arms 3
- ◀ Serious Wounds 5
- ◀ Mental Wounds 8
- ◀ Torso 7
- ◀ Legs 5
- ◀ Critical Wounds 3

**SOAK: Ballistic Nylon Lab Coat:** (Torso 1, Arms 1, Legs 1)



### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	8	7	11
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	11	8	8

### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	1	1	-	3	3	2	1	4	3

### ATTACKS:

- ◀ **M8 'Slingshot' Handgun (ranged):** Range C, 1+↑5, Semi-Automatic, 1H, Close Quarters, Hidden 1

### SPECIAL ABILITIES:

- ◀ **Part of the Team:** Woodward has become a valued part of the team, which has been bolstered by his willingness to share in post-case beverage consumption. He may re-roll one d20 when making a Lifestyle test, but must accept the new result.
- ◀ **Practiced in Pathology:** Despite having coasted for most of his career, there is little about pathology that Woodward does not know. He may re-roll one d20 when making an Education, Observation, or Sciences test. Additionally, he may substitute Sciences for any test requiring Education or Mechanics. Finally, he may reduce the difficulty of any Sciences test by one, which may eliminate the need for a test. minutes if performed within Close range. If successful, he identifies all of the available clues from the space. Momentum may be spent to reduce the amount of search time required or to obfuscate the fact that the area has been searched.

## LAW IN THE BADLANDS

The Badlands is a curious case in that it has its own special force—The Badlands Rangers. Amid the crumbling, rusted ruins of yesterday lurk all sorts of groups and individuals out for themselves. The Badlands is not a proper district, but Luna PD takes policing it seriously nonetheless.

Still, there are simply too many rusting hulks from the First Dark Legion War to patrol. The Badlands are home to gangs and petty fiefdoms carved out by local strongmen. A main corridor is kept semi-safe by Luna PD so that people can at least pass through the area mostly unmolested.

In many respects, law and order in the Badlands is likened to the legends of Earth's Ancient West. A man and his gun are just as

likely to uphold his "personal law" as is the actual PD themselves. Some cops, when off-duty, serve as protection for the local strongmen. A few even quit the force to work for these warlords full-time.

## CORPORATE ENTANGLEMENTS

Each corporation views Luna PD differently. While all are invested in having a mostly neutral force to serve and protect, that does not mean the cops cease doing what they wish. Luna PD cops have official authority in some corporate affairs, but this rarely manifests in any practical control. Anytime a suit and a cop square off, the odds are deeply in favour of the suit coming out on top.

### THE CARTEL

The Luna PD falls under the jurisdiction of The Cartel and would, ostensibly, get along the best with them. However, the reality is somewhat different. The Cartel is a baroque and many faceted organisation where politics and personal agendas are rife, and they butt heads with Luna PD all the time. While Luna PD is not free of corruption, it prides itself on being better than The Cartel.

This tension is evident in all dealings between the two. Luna PD technically must take orders from The Cartel, but the commissioner is often slow to implement those orders or purposefully misinterprets them.

The Cartel, for its part, attempts to bridge the gap between maintaining an honest police force and the necessity of bending to corporate will.

### THE BROTHERHOOD

Luna PD and The Brotherhood generally get along well. The Brotherhood wants Luna PD to have as much autonomy as possible, so long as it does not interfere with The Brotherhood's goals. Sound familiar?

Yes, The Brotherhood, like the corps, put their interests ahead of an autonomous police force. This is tempered, in theory, by The

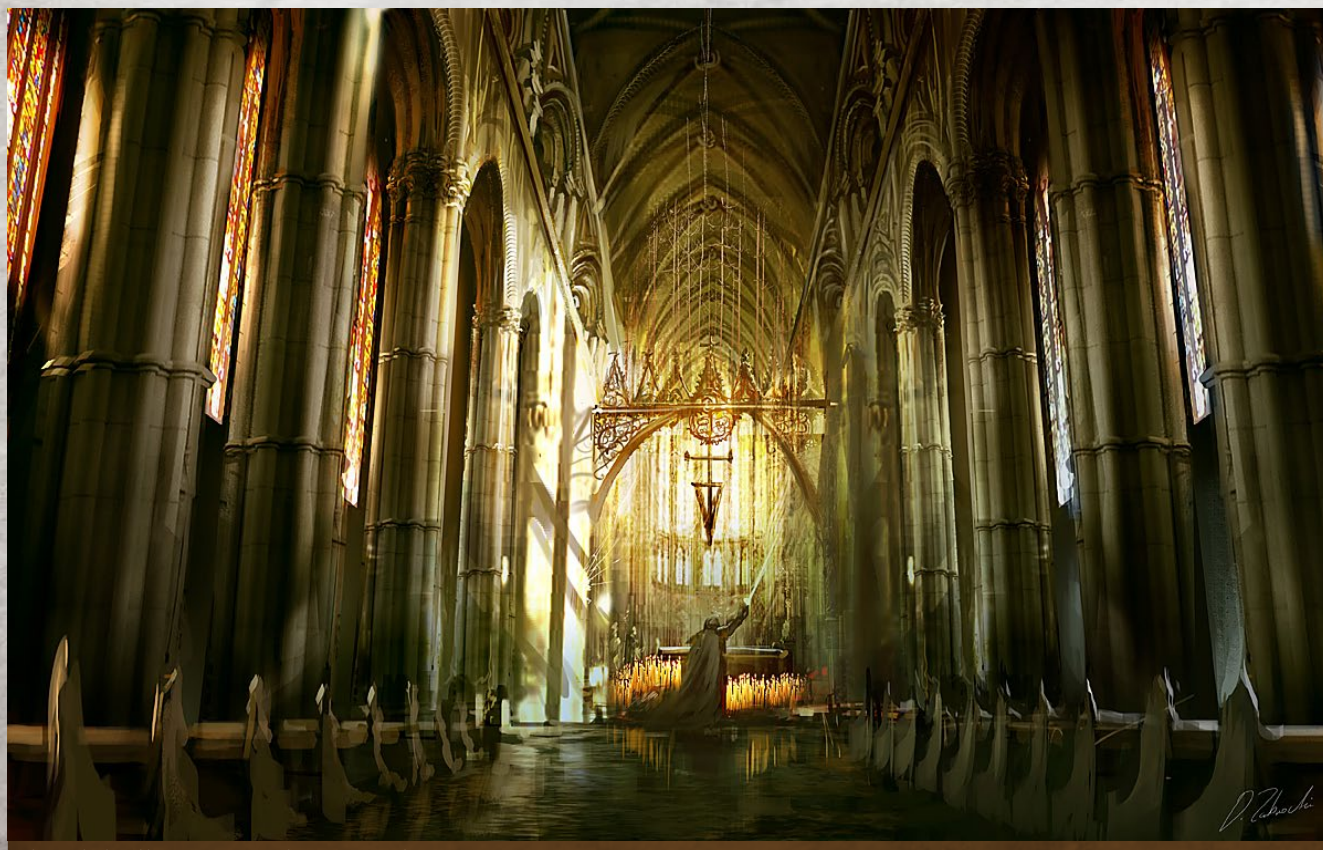
Brotherhood's mission, which they see as being for the good of all mankind. The Brotherhood rarely interferes with Luna PD investigations except in cases of heresy or suspected Dark Symmetry, and Luna PD are happy to call in the Brotherhood when supernatural phenomena are involved. More than a few detectives maintain a close working relationship with Inquisitors, passing heretical activities to the Brotherhood and getting leads on more mundane crimes in return.

### CAPITOL

Capitol originally founded the Luna PD before relinquishing oversight to The Cartel. The corporation still has a fondness for what they see as "the little seed of justice" they planted so long ago. That fondness does not prevent Capitol from pushing the PD around when it suits them.

### IMPERIAL

Imperial has a somewhat mixed relationship with Luna PD. The tradition of policing their own issues is very dear to Imperial, but the fractious nature of Imperial means they understand the value of neutral arbitration. They do not like having what they see as a portion of their autonomy reappropriated to an outside entity, but they accept its necessity. While Imperial cannot go against the other corporations alone in this, the other corporations are not unsympathetic.



The Brotherhood leaves Luna PD much autonomy. Faith manages.



## BAUHAUS

Bauhaus began with a fairly equitable relationship with Luna PD, but the influence of Cybertronic altered that. Bauhaus does not cause any particular difficulties for Luna PD, but they no longer offer assistance without qualifications. Various house loyalties, too, take precedence over anything Luna PD may deem important. Most Bauhausers tend to regard Luna PD as somewhat inefficient and disorderly, by comparison to their own methods of enforcing the law.

## MISHIMA

Mishima is content to allow Luna PD the autonomy—or illusion thereof—that they need to operate. Meanwhile, rather than blocking them directly, Mishima often simply works around the PD. Sometimes, it is as if they ignore their presence altogether. True honour, for a Mishiman, is found in the corporate structure, not public service. In practical terms, Mishiman law—obey thy betters being the whole of the law—is too fluid for Luna PD to deal with, meaning that they tend to avoid getting involved in the internal affairs of Mishiman employees.

## CYBERTRONIC

Luna PD enjoys a publically pleasant, but privately antagonistic, relationship with Cybertronic. The corporation extends a friendly hand to shake but carries a dagger behind its back. The newest corporation's security far surpasses Luna PD, and it most often surpasses that of other corporations as well. Cybertronic intel is better, and they are almost always one step ahead of the Luna PD.

Cybertronic also knows that Luna PD sometimes shares dirt gathered on Cybertronic with The Brotherhood. This causes additional tension. Still, Cybertronic does not view Luna PD as much more than an annoyance. Perhaps, they underestimate the willpower of a persistent cop.

## WHITESTAR

Not an officially recognised corporate entity, Whitestar is only an observer to the Cartel, rather than a full member. Their fortified bunker is not subject to Luna PD jurisdiction, and they have little presence elsewhere in the city. However, they do not seem particularly interested in resisting the PD either. Whitestar has other priorities, many of them secret. So long as Luna PD does not get too close to those, the faction is content to leave them alone in return.

## PATROL: LIFE ON THE BEAT

The beat is the cop's routine, his hood, his life. He [or she] knows the people, the alleys, the places where anything can be bought and who might know the latest rumours. The cop has criminal informants on her beat. They have friends and enemies. They know the usual suspects and keeps a sharp eye out for newcomers that might pose new threats.

It is not easy being a beat cop in Luna City. They are overworked, constantly in danger, and working more for an ideal than any sense of gratitude on the part of those they protect. It is little wonder that a good number of beat cops are on the take. Many cops look the other way when it comes to certain non-violent crimes, and some are thoroughly in the pocket of neighbourhood kingpins.

Still, the alternative is a district with little or no safety unless you can afford it. The district without cops walking the beat belongs to the worst residents of the district or to whatever corporation throws around the most money.

No beat is always safe, just like no citizen is always looked after first. The cops try, but reality too often gets in the way.



## DETECTIVES

Detectives are the men and women looking under rocks and poking what they find with a stick. They have a nose for things that feel somehow off and are a thorn in the side of many corporate ops. Some can be bought. Others cannot. Few stay bought. There is a certain code of honour, written down nowhere, to which the detective adheres. He may be on the take, cheat on his spouse, and drink too much, but there are often lines he will not cross. Not many can say that in this day and age.

## ROBBERY/HOMICIDE

The great beast in any police force, robbery/homicide includes the heavies that take on the grime of Luna City head-on. There are more murders in a day in some districts than there are detectives to investigate. There are always more robberies.

Detectives in Robbery/Homicide tend to hold a grim outlook on life. They see the worst that humanity has to offer, and that is without adding any Dark Symmetry. You ask a homicide detective about the dangers of Dark Symmetry and they are liable to say, "I think the Dark Apostles ought to be afraid of US corrupting THEM." Gallows humour is prevalent among this breed.

These detectives have a lot of sway in any district house. The watch commanders listen to them as much as they do the beat cop on the street. R/H is a heavy business, and it attracts serious cops. People get into this because it's widely known as the hardest job on the force. Many of the cops who do it revel in the nightmarish nature of their work, treating their harsh service as a badge of honour.

Oddly, very few succumb to corruption by Dark Symmetry.

## SPECIAL INVESTIGATIONS UNIT

The corporations do not like the Special Investigations Unit. This department is comprised of those cops who have proven incorruptible. They are tasked with cutting through corporate BS and getting at the truth.

SIU detectives handle cases when the corporations are directly involved but will not admit they are. They also track heretics and Dark Symmetry corruption. For this reason, they often run afoul of The Brotherhood.

The cops have usually been around a beat or ten. They know the streets of their district and the games corps play. They are hardened, often from Robbery/Homicide or Vice and tough to discourage. When one of them does become corrupt, it is usually in a very bad way.

SIU catches any case given up by another division for reasons of corporate intrigue or presence of heresy. This makes them a clearing house for unwanted cases and tough cops to deal with. SIU is sometimes called the Spook Squad because it deals with corporate operatives as well as "spooky" heretics.

## SPECIAL DIVISIONS

While the normal compliment of a watch house can take on most cases and crises, sometimes Luna City just calls for more. The city is a fickle mistress, and she wants what she wants. When one of the regular departments cannot field the necessary resources, a special division is called in. These range from elite operations to Fire and Rescue. Like their counterparts on the standard force, these cops are also outgunned and underfunded on the streets.

## BADLANDS RANGERS

Not quite like beat cops, Badlands Rangers go out for week long tours if not longer. They have outposts located throughout the Badlands where they bed down when not camping out under the stars.

The Rangers cannot hope to bring law to the lawless badlands, but they do seek to mete out justice when and where they can. More like the sheriffs of the bygone West, Badlands rangers operate on more of an "eye for an eye" philosophy than one of complicated jurisprudence. They typically ride horses while on tour, as most vehicles are not up to traversing the forbidding terrain of the Badlands.

While on a remote tour, humping the Badlands in some godforsaken area or another, the Badlands Rangers are on their own. Getting reinforcements is extremely unlikely. The flying vehicles that might

expedite a rescue are few and far between. A Badlands Ranger is expected to patrol a whole lot of territory with little to no support.

## TACTICAL SERVICES

When a boosted Chasseur's brain-wipe turns him psycho, the regular PD is not going to be able to take him down. When a gang is holed up in a fortified position, beat cops do not have the heavy weapons needed to blow through the perimeter.

This is when Tactical Services is called in. Specialising in weapons and tactics, TS is there to back up the Luna PD wherever it needs the support. Since there are not enough TS officers to go around, a priority system has been implemented. A situation has to be Red 5 for a TS to even be considered. Then, if the TS is available, a team is routed to assist the officers dealing with the Red 5+ situation.

Some of the most legendary firefights in The Perimeters take place between TS and hard core, well-equipped criminals. While a corporate army no doubt has access to better equipment and more troops, they are not going to assist Joe Citizen unless he has money to pay.

## FIRE & RESCUE

If something of significant crown value is on fire, you can bet a corporation will intervene, but if it's just your grandmother and her dingy flat going up in flames, the corps are not going to lift a finger. This is where Fire & Rescue step in. Once upon a time, this might have been called the Fire Department, but the duties are now assumed by cops. It makes sense, as a firefighter or EMT is just as likely to take fire as a beat cop. Luna City is full of angry people with guns.

Fire & Rescue drive special vehicles equipped with fire retardant foam, water hoses, and basic operating theatres in the back. Technically, as per the Cartel Charter, any corporate hospital is required to take on patients deemed too severe to make it to a public facility. This is often a point of contention. The corps believe allowing foreign vehicles and personnel into their districts is a security risk. They might even be telling the truth.

## LUNA PD CRIMINAL INTELLIGENCE

The Luna PD's version of spies, Criminal Intelligence (CI) is the undercover cops that CEN makes movies about. These are the people who pretend to be criminals in order to gain intel on the real bad guys. They have intricate networks of informants and know how to lean on them.

Collating and sharing this intelligence throughout the PD is an administrative nightmare. Many injured cops take desk duty with CI



Luna PD search rule #1: Everybody is packing a piece.

because they feel they are still contributing to the force. Amongst the many bits of intel uncovered, are those pieces valuable to the corporations. More than one mole exists inside CI that reports to their parent corp.

The reason the corps are so interested in CI is because they receive intelligence to which they would not otherwise have access. While the spy arms of the corps are experts in what they do, they are not as adroit at dealing with the everyday scum as is the PD. That scum often has intel the cops want.

CI knows the value its intel sometimes has to a corp and is not above using that as leverage. Corps have access to much wider bands of intel which the cops in CI will often trade to nab a particularly nasty criminal or group.

## INTERNAL AFFAIRS [CARTEL BII]

The Rat Squad. These are the cops who watch the cops, and few cops like them. Often, a cop winds up on the rat squad because the rat squad caught them on the take and gave them an ultimatum. Most cops see them as traitors. Those that do not know better than to pal around with them.

This division is the most loyal to The Cartel. Under Cartel guidance, IA roots out corruption in their ranks. What they also do, but is not as widely known, is tracking Dark Symmetry on the force. Rumour

has it that The Brotherhood are actually behind this portion of Luna IA, but there is, as yet, no tangible proof.

The rat squad itself has watchers, but no one knows who they are. It is a paranoid department to work in and one with few rewards. Once you go rat, cops say, you never go back.

## CRIME AND PUNISHMENT

Among the many advances man lost during the Fall and after the First Dark Legion War is the notion of justice. While humanity has never had a particularly "evolved" sense of crime and punishment, the current situation is a definite throwback. Justice and rehabilitation are all but forgotten in favour of societal revenge and for-profit prisons. With few exceptions, warehousing criminals has taken precedence over reintegrating them into society.

## THE LAW AND COURT SYSTEM

If corporations are good at one thing, it is generating massive amounts of rules. The current solar justice system is no different. Drafted by the big five and supervised by The Cartel, the legal volumes studied by lawyers of all kinds number in the thousands of pages. Specialities are necessary to navigate the often Byzantine laws governing various situations. And these are just the laws that govern 'neutral' and 'intercorporate' crimes where no single corporation is dominant—they maintain their own legal systems for internal matters.

Both the law and court systems are designed primarily to maintain order between the corporations, resolving disputes where no one faction's own legal system is applicable. This must be distinctly understood. Whereas past laws were designed with society in mind, current laws are codified around property, corporate rights and, more recently, purging the Dark Symmetry.

The judicial system and courts are not, therefore, particularly adept at addressing street level crime. Standard sentences are meted out with little context. The Brotherhood is the only organisation that still believes prison ought to be redemptive rather than punitive, and some of the corporations don't believe in prison at all.

The bulk of Luna's courts are purposed with addressing corporate and inter-corporate crimes and lawsuits. Violent crimes involving destruction of property receive little consideration.

## LUNA PRISONS

The vast majority of prisons are operated by Capitol or Imperial, though Bauhaus maintains numerous Gulags on Venus that serve a similar role for those offenders who aren't simply executed. Capitol tends to establish prisons in the vast wilderness spaces of Mars, while Imperial has a long tradition of asteroid penal colonies. Cybertronic might have prisons somewhere, but nobody outside the corporation actually knows what they do with criminals. Mishiman criminals are left to the discretion of individual Samurai or their Daimyo with regards to punishment, with exile and Facelessness being a typical punishment for commoners, and either dishonour or seppuku being the punishments of Samurai.

None of these are of much concern on Luna, where none of the corporations are dominant. Luna PD and the Cartel maintain a number

### NICK ROWE, FREELANCER

Nick Rowe made some bad choices. Once a hedonistic—though well turned out—Imperial who was considered with some regard as someone to pay attention to, somewhere along the way it all went rather wrong, although Rowe remains tight-lipped about how or why. Now he is a shadow of the man he once was, unrecognisable to those who knew him best. Rowe can be found wearing the same stained and grubby clothing for days on end, his once sharp piercing brown eyes now dulled by the pleasures of the bottle and the wench. Though he makes some effort to hide the scars, the pain that is deep within is always visible. Though often mistaken for a drunk or a tramp, those who do so quickly learn the error of their ways, for while he may no longer be at his peak, he is still a highly capable fighter. These days Rowe makes his living trading in secrets. It is amazing what people will say in front of someone they think is spaced out on drugs or drink...

#### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
7	8	7	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
7	10	6	9

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	3	3	1	-	3	1	2	2	1	1

#### WOUNDS:

- ◀ Head 3
- ◀ Arms 3
- ◀ Serious Wounds 5
- ◀ Mental Wounds 8
- ◀ Torso 7
- ◀ Legs 5
- ◀ Critical Wounds 3

**SOAK: Grubby Ballistic Nylon Trenchcoat:** (Torso 1, Arms 1, Legs 1)

#### ATTACKS:

- ◀ **Slicer (melee):** 1+<sup>T</sup>3, 1H, Armour Piercing 1, Hidden 2

#### SPECIAL ABILITIES:

- ◀ **Fallen from the Mighty:** Other than a disdainful look, people pay little attention to Rowe these days, though he does seem to have a way of getting what he needs. Increase the Repercussion range by one for all Lifestyle and Persuade tests made by him against anyone with an Earnings Rating greater than zero. He may re-roll one d20 when making a Resistance, Stealth, or Survival test, but must accept the new result. Additionally, he may reduce the Restriction Rating of an item by two when attempting to acquire a piece of equipment, to a minimum of one.
- ◀ **Whispers and Secrets:** Rowe's sharp hearing is supplemented by his self-taught ability to read lips. He may re-roll one d20 when making an Insight, Linguistics, or Observation test, but must accept the new result. Additionally, the difficulty of any test to translate a language, crack a code, decrypt a cypher, or read lips is reduced by one, which may eliminate the need for a test. Finally, he gains one bonus d20 when attempting to detect, locate, or identify a person, place, or object that he has interacted with in some fashion.

of prisons across the moon, from the infamous Ryker's Mountain, which holds the most hardened and dangerous criminals—at least, those who aren't also Heretics—to smaller facilities beneath the surface of the city or out in the badlands. Most Luna PD precincts—barring the First Precinct in the Cartel Building—have holding cells for short-term containment as well, and this is normally sufficient for the drunk and disorderly.

Most criminals on Luna would rather be sent to a Luna prison; having your case transferred to a corporate court is liable to produce a much less pleasant result, particularly for those who commit crimes against Bauhaus or Mishima, where summary execution is more likely than imprisonment. While not particularly hospitable, Luna prisons at least have the benefit of Brotherhood oversight, to limit the excesses of punishment and to both monitor and 'save' the inmates. More than one prison gang has been found to be connected to Heretic cults... but that kind of corruption doesn't always limit itself to the inmates.

## LUNA PD CAREER PATHS

### LUNA PD CAREERS

When a character rolls "Police" on any Primary Career Table (page 50 of the *Mutant Chronicles* core rulebook, or any of the alternate Primary Career Tables in other sourcebooks), you may choose to roll on or pick from the following table instead of choosing "Police (Beat Cop)" or any other Police career option presented in other books. This denotes the character as working for Luna PD.

#### UNEMPLOYMENT TABLE

ROLL	UNEMPLOYMENT
1-2	Police (Beat Cop)
3	Police (Criminal Intelligence Officer)
4	Police (Fire and Rescue Officer)
5	Police (Riot Officer)
6	Police (Tactical Services Officer)

### POLICE (CRIMINAL INTELLIGENCE OFFICER)

Working undercover can be a nerve-wracking experience and can totally change your life. Sometimes you can go for years posing as some of the worst criminal scum Luna has to offer, but if that helps you catch the overall bad guys then it's a price worth paying.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	3	2

**Mandatory Skills:** Observation, Stealth, Thievery

**Elective Skills:** Insight, Linguistics, Ranged Combat

**Signature Skill:** Observation, Ranged Combat, Stealth, Thievery

**Talents:** Select two talents from Mandatory Skills.

**Earnings Rating:** 3

**Equipment:** Piranha handgun, fake ID, disguise kit

### POLICE (FIRE AND RESCUE OFFICER)

Fire and accident is not uncommon in a place as on edge and volatile as Luna City. Sometimes poorly-maintained facilities cause blazes, other times gangs light each other's territory up to show who's boss, but it's always the same people who need to save the day—you!

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	2	0

**Mandatory Skills:** Athletics, Observation, Willpower

**Elective Skills:** Mechanic, Pilot, Resistance

**Signature Skill:** Athletics, Observation, Resistance, Willpower

**Talents:** Select two talents from Mandatory Skills.

**Earnings Rating:** 2

**Equipment:** Luna PD Fire and Rescue uniform, Rebreather

### POLICE (RIOT OFFICER)

When things go wrong, people get scared and scared people can soon become angry. Before you know it groups of angry people are coming together to vent in public places, and that's when things can get ugly. Thankfully you'll always be present with your trusty baton and sturdy shield to help keep order, whether it looks like it will be a peaceful demonstration or a full-blown riot.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	1	0

**Mandatory Skills:** Athletics, Close Combat, Observation

**Elective Skills:** Acrobatics, Ranged Weapons, Treatment

**Signature Skill:** Athletics, Close Combat, Observation, Ranged Weapons

**Talents:** Select one talent from Mandatory Skills.

**Earnings Rating:** 2

**Equipment:** Hardback armour, Luna PD uniform, baton, riot shield

### POLICE (TACTICAL SERVICES OFFICER)

When the bad guys go in all guns blazing, you're the one to take them on. When they hole up in their dens of vice, or they take

a load of innocent citizens hostage, you go in and sort them out. Well-trained and ready for anything, you're a soldier of justice in the war on crime.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
2	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	1	0

**Mandatory Skills:** Athletics, Observation, Ranged Weapons  
**Elective Skills:** Close Combat, Pilot, Treatment  
**Signature Skill:** Athletics, Observation, Ranged Weapons, Treatment  
**Talents:** Select one talent from Mandatory Skills.  
**Earnings Rating:** 2

**Equipment:** Hardback armour, Luna PD uniform, CAR-24 close assault rifle with smoke grenades and torch attachment

### MEDIA (PR OFFICER)

You're the people that make the boys in blue look good. You talk to journalists, arrange photo-opportunities and when some bright spark in command thinks it's time to 'connect with the youth' you're burdened with designing mascots and leaflets to explain to kids that if they get involved with crime they will definitely do the time.

You may enter this career if you roll Media (Reporter) or any other Media career on any Primary Career table.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
0	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	3

**Mandatory Skills:** Education, Lifestyle, Persuade  
**Elective Skills:** Linguistics, Observation, Willpower  
**Signature Skill:** Education, Lifestyle, Observation, Persuade  
**Talents:** Select one talent from Mandatory Skills.  
**Earnings Rating:** 3

**Equipment:** Luna PD uniform, cell phone, media kit

## ICONIC CAREERS

### BADLANDS RANGER



The Badlands are a rough and wild place, romanticised in the media for their isolation and the freedom it brings. In reality they're a hotbed of criminals, heretics and mutants with nobody to keep watch on the scum that breeds out of sight of the big settlements. This is where the Badlands Rangers come in, tough men and women who can operate alone in the wilderness, picking up fugitives and making sure the word of law isn't forgotten in the Badlands farmsteads and backwater villages.

With a horse, a rifle and a saddlebag filled with Wanted bills, the Badlands Rangers are a rough breed of lawmen who rely only on themselves.

**Prerequisites:** Survival Expertise 1

**Difficulty:** 2

**Mandatory Skills:** Animal Handling, Ranged Weapons, Survival

**Elective Skills:** Resistance, Stealth, Willpower

**Signature Skill:** Animal Handling, Ranged Weapons, Survival, Willpower

**Talents:** Two talents from Animal Handling, Ranged Weapons or Survival

**Equipment:** Piranha handgun, M50 assault rifle, Badlands horse, survival kit, Badlands Ranger badge, armoured trench coat

**Earnings Rating:** 3

### INTERNAL AFFAIRS



Who watches the watchers? The Internal Affairs Division. Hard-bitten and uncompromising, they may not be popular with the rest of Luna PD but their job isn't to win friends. They root out corruption and taint wherever it may be hiding.

Their task is a thankless and paranoid one—when working in an environment where every action is questioned it can become habitual to doubt the motives of your colleagues and even your friends and loved ones.

**Prerequisites:** Observation Expertise 1

**Difficulty:** 2

**Mandatory Skills:** Observation, Thievery, Willpower

**Elective Skills:** Persuade, Ranged Weapons, Stealth

**Signature Skill:** Observation, Persuade, Thievery, Willpower

**Talents:** Two talents from Observation, Persuade and Thievery

**Equipment:** Piranha handgun, radio, Luna PD Internal Affairs badge, surveillance kit, armoured trench coat

**Earnings Rating:** 3

## EQUIPMENT


Luna PD will often face off against the worst elements that Luna City has to throw at it, with a wide array of situations and equipment that can range from the lethal to the comical. To make sure they can handle it, the Luna PD arsenal is equipped with a few special items and clever tricks of its own.

### INCAP STUN BATON — CARTEL

**RESTRICTION:** 3      **COST:** 7

Stun batons are powered in the same fashion as power swords, and are just as capable of delivering a nasty shock to whosoever should get on the wrong end of them, although in this instance it is intended to incapacitate. The power field can be deactivated as a free action and removes the Vicious quality.

### STUN BATON


RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+  3	-	2	1H	4
QUALITIES		Stun, Vicious 1			

### INGAP STUN SHIELD—CARTEL

**RESTRICTION: 3**    **COST: 8**

Stun shields are a relatively new innovation that have the potential to revolutionise crowd control during riots. They deliver an electrical shock to their surface which is designed to stun assailants, removing them as a threat to the shield's bearer. The power field can be deactivated as a free action and removes the Stun quality.

### STUN SHIELD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+  2	-	4	1H	4
QUALITIES		Full Defence 2, Stun			

### RIOT SHIELD

**RESTRICTION: 2**    **COST: 5**

Nothing has fundamentally changed in the design of the shield in thousands of years. These models are normally made from reinforced plastic and are capable of deflecting small arms fire in the correct circumstances.

### RIOT SHIELD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	 2	-	3	1H	4
QUALITIES		Full Defence 2			

### LABYRINTH MK. II NET SYSTEM—CARTEL

**RESTRICTION: 3**    **COST: 9**

Detaining criminals from afar has never been so easy with this net-launching firearm. Although it may not be effective at entangling its target every time, it often delays them for long enough that Luna PD officers can reach their position and subdue them in a professional but considerate fashion.

### LABYRINTH

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	 1	-	5	2H	4
QUALITIES		Stun*			

\* The stun quality from the net gun does not wear off until the target has been able to pass a successful Challenging D2 Athletics test.



### WASP MK. I—CARTEL

**RESTRICTION: 3**    **COST: 5**

The Wasp Mk I is a disabling system that is designed to be thrown in the path of an incoming vehicle. Covered in sharpened spines, it pierces tyres and causes the vehicle to lose control so the occupants may be apprehended.

It takes an action to deploy the Wasp. Once deployed it covers a zone, and will passively affect any wheeled vehicles that cross it. Wheeled vehicles that cross the Wasp immediately suffer the Crippled damage level to their motive system.

### HSS-B—CARTEL

**RESTRICTION: 4**    **COST: 8**

The 'Hover Spoil System' was designed to impede a vehicle like the Wasp, only its intended targets are hover vehicles. Launching a cloud of clogging microfibers, it makes the vehicle's engine cut out, thus disabling the vehicle.

It takes an action to deploy the HSS-B. Once deployed it covers a zone, and will passively affect any hover vehicles that cross it. Hover vehicles that cross the HSS-B immediately suffer the Crippled damage level to their motive system. Unless the pilot can pass a Daunting D3 Mechanics test the vehicle's motive system will become disabled on the next turn.

### BADLANDS HORSE

**RESTRICTION: 3**    **COST: 20**

Dependable beasts that can carry their rider through the Badlands, the horses bred for the Rangers are chosen for their sure-footedness and stamina. They have come to be an iconic part of the Badlands Rangers and, without them, their task would be so much more difficult—few vehicles can endure the same terrain these horses can master.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	10	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
3	4	6	5

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	1	-	2	1	1	1	-	-	-	-

**WOUNDS: 5**

**SOAK:** None

#### ATTACKS:

◀ **Kick (melee):** 1+↑5

#### SPECIAL ABILITIES:

◀ **Mount:** Due to the animal's limited capabilities, it can only assist on tests made by the rider for movement, awareness, or when making a melee attack. The rider may attack using the mount's melee attacks.

### BLIND GRENADE

**RESTRICTION: 3**      **COST: 4**

Blind grenades are used to visually impair an enemy, usually with an incredibly bright flash that disorients them and overwhelms even artificial visual systems.

#### BLIND

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	↑1	Munition	1	1H	2
QUALITIES	Blast (Close), Stun				

### TEAR GAS GRENADE

**RESTRICTION: 3**      **COST: 5**

Tear gas grenades are used when an enemy needs to be incapacitated for a slightly more prolonged period. They are ideal for flushing enemies out of their hiding places.

#### SHORT NAME

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	↑1	Munition	1	1H	2
QUALITIES	Blast (Close), Smoke, Stun*				

\***Stun:** The stun quality lasts for as long as the smoke quality is in effect.



## LUNA PD IN MUTANT CHRONICLES

While background on the PD helps flesh out Luna City, ultimately a GM wants to know how to use them in their game. The police are often antagonists for the player characters. After all, your typical PC group gets into a lot of shenanigans, and that is putting it mildly. But, you need not make them the adversary; An entire campaign could be run with the players taking on the role of the cops themselves.

Ideas for both uses of the PD are provided below in addition to some adventure seeds focusing on Luna PD and its never ending struggle against disorder and corporate influence.

### PLAYING LUNA PD COPS

While there are many science fiction roleplaying games where one may run afoul of the law, it is less common to play the agents of the law of which PCs run afoul. In Luna City, an all cop campaign is perfectly playable and enjoyable.

As the Luna PD stand between crime and corporate greed, Dark Symmetry and conventional human corruption, they are on the front lines of the espionage wars going on parallel to the Second Dark Symmetry War. Characters could be drawn from any of the special branches or be part of a single watch house in a specific district.

This style of play lets the GM really detail a small shard of Luna proper. NPCs, street corners, and business block by block could all be catalogued. A "hex crawl" type of campaign could even be run with the PCs running about the district as in a sandbox type game. As the players progress, the mini-setting is built out by the GM, possibly with player input. A microscopic setting does not have to have a similar scale plot, though. One of The Dark Symmetry agendas could easily begin in an otherwise nondescript district.

Playing cops has the added advantage of providing a persistent framework. Players and GM alike can judge just how "well" characters are doing by reflecting their decisions in the neighbourhood. Taking down an illicit ring of Blueberry dealers has a tangible effect on the community at large. Like an onion, a PD-centric campaign reveals itself in layers. Since they are playing cops, investigation is a natural motive for this type of campaign. What begins as a drug smuggling ring could blossom out to reveal a heretical cult and a new method of Dark Symmetry corruption using modified drugs. From there, corporations and The Brotherhood might be involved with both working against Dark Symmetry but not necessarily with the police.

Another strong reason to consider an all police campaign is to illustrate from a street level view the conflicts present in the *Mutant Chronicles* world. While any adventure can capture some of the contrast and themes outlined earlier in the book, a continuing cop campaign puts the players up against the edge of moral choices and consequences. Detectives are facing corporate demands, the reality of their own PD's limitations, and decisions where both choices are bad. Cops see the gritty side of the streets. They do not live in corporate towers nor have corporate money. They are not, like Freelancers, doing it for money or thrills. The policeman's job is a calling. They are fighters for justice in a world that has left such noble, but unprofitable, concerns long behind. They are not soldiers or clergy, spies or assassins but those who stand up for the average citizen in a world of corporate domination.



Drama like that is built into a police campaign. When the GM can draw such weekly tension from the premise of the campaign itself, the idea deserves consideration.

## LUNA PD AS ADVERSARIES

At some point in any RPG, characters have the law after them. Whether it be the town guard in a fantasy setting or the space patrol in a far future sci-fi, the business of being a PC is getting into trouble. That is when the authorities inevitably arrive.

In many games, the law is a faceless stock adversary that populates campaigns. The Luna PD need not be faceless or uninspired. A one-off encounter with them may require little in the way of character building, but having them as a main adversary gives an interesting point of view shift for the players.

While the big bad corporations are almost always out for themselves, the Luna PD has a different array of motives. What if the “antagonists” are actually trying to help people? What if they are just trying to get by in a job that has little thanks? That alters the usual dynamic. The PD the PCs are fighting is not a corporation with endless resources or a heretical cult motivated by madness and evil, they are people like the PCs trying to do something noble in a world where that is of low priority to most.

As the campaign progresses, the Luna PD might shift from adversary to ally, albeit a tentative one. The cops are trying to preserve order, but they have larger concerns than the laws a typical freelancer is violating in the course of a mission. That is unless the team is particularly nasty and violent.

## LUNA NPCs

### BEAT COP

The average beat cop is put in harm’s way every day, often out-gunned and easy prey in their uniform for hit-and-run attacks. Still they patrol and do what they can to help make Luna City a safer place, and without them the city would almost certainly go to ruin.



ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
8	8	8	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	7	7

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	-	1	-	1	1	1	-	1	-

**WOUNDS: 3**

**SOAK: Heavy civilian shoulder pads:** (Arms 2)

### ATTACKS:

- ◀ **Truncheon (melee):** 1+3, 1H, Stun
- ◀ **Piranha handgun (ranged):** Range C, 1+4, Semi-Automatic, 1H, Close Quarters, Hidden 1

### DARK SYMMETRY SPEND:

- ◀ **Call for backup:** Beat cops aren’t stupid and know when to call in the cavalry. A Beat Cop may spend one Dark Symmetry point to summon two trooper reinforcements instead of the standard one.

### RIOT COP

When the muck hits the fan and the streets have given over to chaos and violence, riot cops lock shields and restore order, one cracked skull at a time.



ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
10	10	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	7	6

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	2	1	1	-	1	-	-	-	-	-

**WOUNDS: 3**

**SOAK: Hardback armour:** (Head 2, Torso 2, Arms 1, Legs 1)

### ATTACKS:

- ◀ **Truncheon (melee):** 1+5, 1H, Stun
- ◀ **Riot Shield (melee):** 4, 1H, Full Defence 2

### DARK SYMMETRY SPEND:

- ◀ **Call for backup:** Riot cops aren’t stupid and know when to call in the cavalry. A Riot Cop may spend one Dark Symmetry point to summon two trooper reinforcements instead of the standard one.

### DETECTIVE FERDY NUSMEYER

Typical of the streetwise, dedicated detectives that are part of Luna PD, Ferdy has been a part of the force for just over a decade and has seen some pretty rough stuff. He’s never taken a bribe, always lets a perp have a chance to surrender their weapon and is regarded as a vital part of the team at his precinct.

Prematurely greying, his chin is permanently covered by stubble and he’s never far from a cigarette or a coffee. He used to work with one

of the canine units and loves dogs, and becomes particularly upset when people cause them harm.

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
9	8	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	10	8

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	1	1	-	3	2	1	-	1	-

◀▶ **Wounds:** 5

**SOAK:** Armoured trench coat and heavy civilian shoulder pads: (Torso 1, Arms 3, Legs 1)

**ATTACKS:**

- ◀▶ **Unarmed strike (melee):** 1+T3, 1H
- ◀▶ **Piranha handgun (ranged):** Range C, 1+T5, Semi-Automatic, 1H, Close Quarters, Hidden 1

**SPECIAL ABILITIES**

- ◀▶ **Years on the street:** Ferdy's seen all the tricks and made up a few himself, so there's little that gets by him. Ferdy may re-roll two dice for any Insight or Observation tests he makes; the new results must be accepted.

**POLICE ADVENTURE SEEDS**

Many possible adventures might unfold involving, or focused on, the Luna PD. Below are a few ideas to get the GM started.

**INTERNAL AFFAIRS**

The PCs are detectives in one of The Perimeters. A series of murders which, on the surface, seem unconnected are beginning to show threads in common. This plays out while the team simultaneously begins to suspect that their watch commander, and possibly other cops, are involved in something illegal.

As the two parallel stories move along, they eventually merge, revealing the murders are connected to a heretical cult that, horrifically, appears to be controlled by their district watch house. The PCs appear to be the only ones aware of the connection, but who can they trust with this information? Internal Affairs reeks of the same taint of Dark Symmetry corruption when the PCs poke around. Can they go to the commissioner? How high does the conspiracy reach, and what is its ultimate goal?

A paranoid thriller wrapped inside a murder mystery, Internal Affairs exposes PC cops to the world of murder, police protocol and good men and women turned evil by forces from the dark places in the cosmos.

**COPS AND ROBBERS**

This campaign eschews the typical Mutant Chronicle tropes, at least at the start. Instead of being Freelancers or corporate agents, the PCs are a criminal crew. While Luna is a hotbed of espionage and heretics, all the PCs want to do is pull down the next big score. Of course, what starts as a simple set-up in the vein of Michael Mann's Heat, can quickly scale up to involve the tropes **Mutant Chronicles** fans know and love.

Their last score may have involved an artefact from pre-Fall Earth that both Cybertronic and Heretics of Semai are after. The cops who have been hounding the crew suspect they are more than mere thieves. While mistaken, Luna PD now thinks the PCs are Heretics or cultists. Because Luna PD thinks this, so do some of the corporations. Before they know it, Freelancers, The Brotherhood, and the cops are hunting the crew. Before things get out of hand, the team might just have to convince the cops that there are bigger enemies to fight. But, how can two forces on opposite sides of the law work together when they are born and bred to hunt each other down?

**BADLANDS RANGER STATION ZERO**

There is a legend about one of the first Ranger Outposts ever—Station Zero. The outpost went missing centuries ago—not the rangers alone, mind you, but the entire outpost. No one knows where it went. Rangers like yourself like to tell such stories around campfires amidst the rusting canyons of scrap.

You have been a ranger for a while and dedicated yourself to patrolling this urban wild. You never believed in any such thing as a "missing outpost," but your radio just picked up a transmission from Station Zero. Or maybe it's a hoax? Whether real or fake, elements from Luna City believe the transmission to be real. That means agents of Algoth and Imperial, Mishima and Whitestar all have a sudden interest in the Badlands. You're used to dealing with self-proclaimed kings and raiders, but the stakes just went way up. Something very powerful caused that outpost to disappear so long ago, but now it appears the lost Station Zero may be coming back. But, from where?



# DAILY CHRONICLES

## LUNA DAILY CHRONICLE

The premier newspaper of Luna City, the *Luna Daily Chronicle*, often called simply *Daily Chronicle*, is a non-corporate affiliated—in theory—newspaper that covers news on Luna and the entire solar system. Newspapers are a great way to deliver plot seeds without beating your players over the head with railroading NPCs and the like.

The following sections are taken straight from the pages of the *Daily Chronicle*. Many stories are offered below, each with intimations of adventure seeds. More fleshed out seeds follow the newspaper itself. Whether you use it for flavor or plot, a newspaper is a readily identifiable prop for a Luna City campaign.

## ADVENTURE SEEDS

Each of the following stories could go in multiple directions. These are but one permutation each of what a GM might do with the *Daily Chronicle*.

### SPRING-HEEL JACK

The thief in question is, in fact, a group of thieves. They are not a typical gang of jewel thieves though, but are actually seeking items relating to the Grail. Many of these folk might be members of The Order. The device they use is not a spring-heel but a Cybertronic enhancement.



Adventure awaits the brave and fool hearty.

### SKIRMISH ON BORDER

The target of the black op was the rescue of an exposed double agent. Mishima needs the information the woman possesses. They sent in a special ops team across the border to rescue her from a temporary holding location.

What Mishima does not know is that the woman is a triple agent and her “capture” was designed to lend credence to the story she is about to peddle to her handlers. The PCs are hired by a third party, whose motives remains unknown, to find the girl. It seems that neither of the corporations has her. She may have decided to strike out on her own, but why and to what end? An agent without a corp is an agent not long-lived.

### SUBREALITY IS REALITY [AD]

Two insiders from Cybertronic are attempting to stop the rollout of the new consumer grade Subreality unit. The duo, a man and woman, believe that Subreality is actually designed to facilitate Dark Symmetry corruption. In fact, this is not the case, but a ruse fed the duo by someone inside Capitol. Facing the prospect of having to compete with both Cybertronic media and non-virtual reality, the company is looking for a way to slow the release while they try to reverse engineer older units they have obtained.

The PCs are either hired by Cybertronic to find and silence the traitors, or by Capitol to protect them. Capitol will hire through a blind.

### ORGAN JACKING?

Organ jacking is an illegal trend in Luna City. Many middle class folks cannot get on the elite’s transplant lists, and thus turn to illegal organs. This particular raid found hints of something more, though.

Of the 36 organs, 13 share genetic alleles, meaning they are related genetically. In point of fact, they all come from the same bloodline—one that traces its lineage back to pre-Fall Earth. These organ leaguers are using the crime as a way to get body parts from what they think is the final bloodline of a great man from Earth. Their plan is to assemble the organs and gain enough genetic information to clone this “great man” The Church considers this a heresy. Cybertronic realizes its cloning procedure has fallen into the hands of these men. Who are they, and who is the great man they seek to resurrect?

## RAZZER DOES IT AGAIN

Razzer is not a single individual but part of a collective resistance movement against the corporations. This movement, known as I, is actually the descendent of the pirates who produced and broadcast The Giant Eye. While they are not connected in a literal way, the new "I" takes inspiration from these old guerrillas.

But were they really guerrillas? No one is sure. It is entirely possible they were agents of the Dark Symmetry or some sort of corporate experiment in media influencing. Today's I is all rebellion though. They are wanted by The Brotherhood and several of the Big Five. One of these organizations hires the PCs to find out the identity of Razzer. The deeper the team gets, the more danger they are in. I is planning a full on rebellion in Luna City and, if the PCs are not careful, they could be scapegoated in the would-be revolution.

### *The Ends Justify the Means*

*The woman grasped the headset and put the microphone to her mouth.*

*"Yes, sir. This is Officer Brooks, sir. Yes, I ready you loud and clear, sir."*

*Brooks was surrounded by other officers, most of them heavily armed and armoured. All were dressed in the black and blue uniforms of the Cartel. The three letters of the BEI logo showed that the Externals were, once more, on the move. They were surrounded by pine forest. A cold wind had them huddled together for warmth.*

*"Yes, sir," Brooks continued, the mission is well under way.*

*"We have had some difficulties making contact with the third party, but our infiltrators are doing their best. It will not put the operation in any jeopardy at all. As soon as you give the signal, we will move, sir."*

*She concentrated once more to the sparking headset, focussing on it. The voice on the other end was barely audible over the screaming wind.*

*"Yes, sir, the briefing will begin immediately. Over and out."*

*Brooks handed the headset to her aide and walked over to the officers gathered around the electrical radiator. As she stepped into the circle, they snapped to attention. Brooks removed her gloves and picked up a stick she used to point at a map spread on the ground in front of her.*

*"As you all know, we are here to stop illegal Bauhaus occupation of Imperial ground. As the local Bauhaus representatives do not seem to pay any attention to the orders given from their home office, we must face the possibility of a Dark Legion infiltrator presence. Satellite surveillance has given further information to strengthen this theory."*

*Brooks pointed at the map.*

*The Bauhaus troops are positioned here, here, and here. They are armed with state-of-the-art weaponry and have probably received reinforcements from Undead Legionnaires wandering the area. Intelligence estimates twenty Hussars and thirty Legionnaires.»*

*This information was received with utmost concern by the Cartel officials, who themselves numbered only twelve. But Brooks continued.*

*"It is impossible for us at this moment to stop this occupation by ourselves. I have therefore made a deal with a local warband — guerrillas fighting Bauhaus exploitation. They will help us if we provide weapons for them. The weapons are contained in these crates."*

*With these words she indicated the crates loaded on the all-terrain vehicles parked close by. But one of the men expressed a doubt and posed his question pointedly.*

*"You mean we're giving weapons to a band of criminals?"*

*Brooks faced the man and looked him straight in the eye.*

*"Officer Wiley, we need allies. Unless you wish to conduct the raid yourself. As I was saying," she continued, giving Wiley an icy stare, "the weapons will be distributed to the bands who will then assist us in the assault. We will act as tactical advisers, and those of you with experience as combat coordinators, will be assigned as such."*

*Again she turned to Wiley.*

*"And you don't have to worry about the weapons. They are timed to self-destruct in 24 hours. Do you think I'm stupid enough to provide weapons to a bunch of rebels?"*

# Luna Chronicles

## Daily Edition

VOL. CLVIII. No. 54,6345

LUNA, Wednesday, October 17<sup>th</sup> 2546

7.50

### LOCAL NEWS

#### Spring-Heel Jack

A thief known as Spring-Heel Jack robbed a series of corporate employees of Imperial in the Imperial District. The thief is so named due to his ability to leap over walls as if springs were on his heels.

The suspect robbed three people over the weekend and is tied to several more robberies over the past few months. An anonymous detective at Luna PD suggested to this reporter that, rather than focusing on one culprit, the police are looking into the possibility of an organized ring.

Among the many stolen items are the Blue Diamond, inherited by the DeBoer Imperial Family sometime prior to the exodus from Earth. The jewel was on loan to the Museum of Man, but was taken out by a DeBoer debutant for her coming out party last week.

#### Strike Becomes Violent

Mishima development in the Ancient Quarter was halted ten days ago due to a worker's strike. Negotiations ended early this morning when a street gang known as the Pinkertons broke up the strike with violence. Two workers were killed and an unknown number injured. A spokesman

for the workers places the blame squarely on Mishima. The spokesman claims that Mishima hired the Pinkertons to attack the workers under the guise of a romp and stomp. If so, this would not be the first time the Pinkertons were used for such business.

#### Skirmish on Border

Mishima and Capitol engaged in a four-hour skirmish last night on the border between their districts. A small slice of territory has recently been disputed. In the late hours of the night, a Mishima team crossed over into Capitol territory resulting in the conflict.

Sources inside Capitol assure this reporter the conflict has been resolved and is under review by The Cartel. Another source indicated the skirmish had nothing to do with territory and was part of a black-op by Mishima. The object or target of this op, if real, is unknown.

#### Razzer Does It Again

Jet-packing graffiti cum social warrior "Razzer" has left his mark on yet another corporate landmark. This time, Cybertronic Tower was painted with the image of a cyber-enhanced man

relieving himself against a wall which seemed to be corroding from the acidic urine. The caption read: "Is This The Future of Humanity?"

Razzer has become notorious in Luna City over the last three years as his "art" has popped up overnight in some of the most well-guarded and hard to reach places. A growing demand for his work is circling in the upper tiers of certain corporate art collectors, though none would speak on the record. All major corporations have contributed to a bounty of 50,000 Cardinal Crowns for Razzer's capture.

#### Organ Jacking?

A new kind of crime appeared on Luna City's streets last summer. So-called "organ jacking," involves the theft of a living person's organs. Long thought an urban legend, Luna PD investigated a series of cases last year in which wealthy executives were propositioned by prostitutes who allegedly drugged them. These executives woke up missing organs from their body. At least one died.

Today, a small flat in one of the Newman blocks was raided on suspicion of drug dealing. Inside,

Luna PD found several ice boxes continuing more than 36 human organs. The two men taken into custody have thus far said nothing. Luna PD declined to comment on whether or not an organized ring may be involved.

### Church and Cartel Halt New Bauhaus Development

Under the direction of the Cartel and signed by Cardinal Durand, a cease and desist order halted the building of a new Bauhaus enclave. Citing the project as "a danger to the entire city," The Brotherhood immediately seized the territory in question. While the seizure is not yet permanent,

The Cartel representative the Daily Chronicle spoke to indicated legal precedent allowed for a permanent transfer of ownership.

What "danger" this construction posed to the people of Luna City is unclear. Anonymous Bauhaus residents in the area claim to have seen "eerie green lights" over the construction site at night.

## PLUTO GHOST SHIP SPEAKS AGAIN

Most of you have heard of the Flying Venusian, a private ship lost during the First Dark Legion War. Ever since, sightings of the ship have populated stories told around bars from Mercury to Mars. The Flying Venusian's trail has been less than evidence rich.

While stary radio signals from the crew were allegedly picked up nearly a century ago, expiates dismiss the phenomena as signals bouncing around the solar system. "They could have been the original SOS radio transmission trapped by the Van Allen Belt," said one researcher.

Last week, all that may have changed. An undeniable transmission was intercepted by three separate corporate listening posts. The transmission purports to be from the crew of the Flying Venusian. This time, instead of an SOS, communications officers spoke to the crew in real time, or so the leaks say. None of the corporations involved would confirm any such

event took place, but our sources in two of the corps have independently confirmed the event. What do you think readers? Is this a real life ghosts story or viral marketing for CEN's new film about the disappearance?

### 30 Years A Castaway

A lost miner has been recused from the asteroid belt 30 years after his ship went down. Vic DelRoy went down with his mining vessel before many of our readers were born. He spent the last three decades on an asteroid with a limited atmosphere. Because of the unique rotation of the object, he was forever on the "dark side" of the beast and unable to communicate with anyone. The "light side" would have allowed communication but had no atmosphere.

DelRoy is being moved to Luna Memorial Hospital for observation as his mental condition is said to be "extremely deteriorated."

### SUBREALITY IS REALITY

Tired of saving for a ticket to mars? Why not go from the comfort of your own home? Have you always wanted to play Blood Ball at the Garden but lack the talent? Subreality can make it happen for you!

After many seasons of testing by Cybertronic employees, Subreality is soon to be available in a consumer grade model. Whether you want to visit Old Earth or fight with the Red Berets in the jungles of Venus, Subreality can make it happen for you! Cybertronic: Bringing You the Future Today!

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## DOWN AND OUT IN SAN DORADO AND LUNA CITY A FEATURE STORY BY THE DAILY CHRONICLE

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**By-line:** Lars Fortree

We have all seen the recruitment posters, the square-jawed men and lovely-eyed women encouraging you to join up with them. Many of us have done it. I myself served, once upon a time. But what happens to these corporate warriors when the trumpets fade? As part of a long investigative project, we have been tracking corporate soldiers once they are "retired" by their militaries.

We followed John Doetz, a 12-year veteran of Cybertronic's Chasseurs and a decorated soldier in the Second Dark Legion War. Date, as he says, 'was retired' with the rank of sergeant. Chasseurs are among the most elite forces anywhere in the system but, unlike other corporation's soldiers, Chasseurs become dated.

"It's like a product, you know. You have a certain shelf life and then that's it," Doetz said. Chasseurs are enhanced soldiers given the latest cyber modifications by Cybertronic. However, state of the art isn't state of the art forever. When a soldier gets long in the tooth, the company either upgrades him or retires him. Sometimes, it is simply more cost effective to retire the individual.

"Upgrading is our first choice, of course," said Cybertronic PR representative Jax Delmont. "We do not willingly retire a soldier unless we have to. Once we make that choice, they are well looked after."

That isn't the experience Sergeant Doetz had. After being deemed "superfluous for upgrade," Doetz was unceremoniously

drummed out of the Chasseurs. He did not qualify for Cybertronic disability because his hardware is not damaged, merely out of date. Doetz can get by just fine, so long as he isn't suffering from Post SubReality Flashbacks. PSF is a not uncommon condition for Cybertronic soldiers. After they muster out, the training they received inside Subreality begins to mix with actual combat events. The two then combine to form current hallucinations. Last year a Cybertronic vet was shot and killed by Luna PD while having just such a violent episode at the Doomtropher Memorial.

When I met Doetz, it was first at a spider-haunted flat on the edge of San Dorado. He had a hotplate, a bed, a dresser, and a shared bathroom down the hall. He had been freelancing, but found it no longer viable. "No one wants you to watch their back if you're seeing things," Doetz said. "I freaked out on a mission. No two ways about it. Started seeing Bauhaus coming over a rise and they weren't really there."

Doetz ate with other castaways at a soup kitchen run by The Brotherhood. "They try to get you to come to services, you know? But for a vet, it's a case of 'been there done that'. If I didn't find the light in a foxhole, I'm certainly not going to find it now." He worked as a day labourer for some of the lesser corps before getting on as security for a private frigate on its way to Luna City.

Once there, Doetz trucked with a couple of gangs and worked

as an enforcer for a gambling syndicate. Every time, his disability—which isn't a disability recognised by Cybertronic—cropped up. "I can't work. I can't earn a crown. I used to command gunships worth millions, now I can't even shine shoes without a license."

Luna was supposed to offer new opportunities for Doetz, but it came up short.

Part two of this story continues in tomorrow's edition.

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### BATTLE OF TROJAN FOUR

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We hate to be the bearer of bad news, but a combined corporate fleet was forced to retreat from the Trojan Four point between Saturn and Jupiter following an attack by the Dark Legion. Captured naval officers have been declared KIA, though many have no doubt succumbed to corruption.

Cardinal Durand blessed the souls of those lost and said, "It is to the void which they go, where, when we all have the light, they shall return to us again in the Kingdom."

This is the second major engagement lost this year; Details on the battle are spotty at best, as The Brotherhood takes a dim view of reporting such losses. In fact, we have only been able to confirm the battle was lost, not how many ships were lost or men perished.

The defeat is not being widely reported throughout the system. This article may be removed from tomorrow's edition.

## FINANCIAL NEWS

### Founding Day Again?

Several small corporate subsidiaries are making major stock gains in all five big corporations. While Cybertronic, too, is seeing its stock acquired, many other corporate representatives point at Cybertronic as the perpetrator. "This is just what we saw on Founding Day," said Bex Carter, a trader for Imperial.

Thus far, the amount of stocks acquired is nowhere near matching the volume of assets gathered on founding day, but mathematicians for The Cartel suggest the pattern is similar. Is this just a diversion for a minor hostile takeover of the one of the independent corporations, or an actual move by one of the Big Five?

Keep watching these pages for more.

### Mishima Executive Dishonoured, Commits Seppuku

After the Ting-Shigeru Scandal rocked Mishima Pharmaceuticals last year, President of the department Reiko Sorayama took full blame. Head of the department for just over a year before the scandal, Sorayama had a bright future ahead of her.

The executives deemed her unfit to continue service based on their findings. In a ceremony attended by those executives, friends and family, Miss Sorayama committed ritual suicide. The event was broadcast to all Mishima personnel in her division. She will be buried with honour restored at her family's residence on Mars.

## INTERPLANETARY NEWS

### Incident in Cyberopolis

The city that isn't, Cyberopolis has never been acknowledged officially by Cybertronic, yet it remains an open secret. What goes on there, no one knows. Last week, Cybertronic Chasseurs formed a perimeter around the city. No one has been able to get close and rival corporate satellites in orbit above the plant have gone mysteriously dark.

Once again, Cybertronic's secrets are elusive.

## ENTERTAINMENT

### Horvitz Out at CEN

Following much speculation after two years of dropping ticket sales, CEN studio chief Michal Horvitz has announced his resignation from the studio. Horvitz, who crafted such shows as "But I'm a Doctor, Damn it!" and films like "Johnny Comes Along Lately," will cede his positions to Rita Mossul, the current vice president.

CEN's loss in sales is blamed mostly on Cybertronic's continued capture of larger portions of the market. CEN insiders say the company fears the release of the consumer version of Subreality. "That," one source said, "could just be another nail in the traditional media coffin."

### Charity Begins Wherever You Are Says Tobey Carracks

Carracks, a young actor with many awards, has always been a spokesman for those less fortunate. He uses his fame to draw attention to those who have been victimized by the Dark Legion but are

unable to speak for themselves. "There's a growing number of corrupted minds who slip beneath the radar. The Church's main goal is to see corrupt minds are neutralized, but what happens to those people afterwards?"

Many of them are psychologically scarred and unable to cope or function after the incident. Many commit suicide. Those that do manage to struggle on are often ostracized by society. "If you've been close to the Dark Symmetry," Carracks says, "No one trusts you after. But these are still people. They resisted our enemy. We have to take care of them now."

Tobey is currently filming an action movie set in the first Dark Legion War in the Venusian jungles. On location shooting takes place during a truce in various hostilities on the planet.

### The Doomtroopers

Lexx Bounty and Harvard Moore sign on to Doomtroopers biopic. Directed by Joe Hashausen, Doomtroopers is scheduled to begin filming next



month with a release date next year. As loyal readers know, the rights were tied up in Cartel litigation for some time before intervention from the Church. While they stayed silent as to why, speculation nearly unanimously cites the need for boosted morale as the war drags on.

The film is budgeted at 100 million CC. The second highest budget to come out of CEN to date.

## Rez and Rose Marry

Rez Martini and Rose Bellamy have tied the knot. In a service performed by a Church bishop, the couple wed on Mars. The power couple has long been rumoured to be headed toward the altar. With ten kids, seven of them adopted from war orphanages, Rez and Rose are not only film stars, but philanthropists of the highest order. They reteam on screen next year to shoot *Lately Comes the Swallow*, a Luna Noir era espionage thriller.

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# A MESSAGE FROM THE CARDINAL: RELIGIOUS NEWS

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## Bishop Martin Taller to Be Canonized

Sainthood is the highest achievement a member of the clergy can have in death. Local Luna City bishop Martin Taller, who helped feed the poor and hungry during the last Crash, will be canonized with 18 other members of the Church next week in a ceremony conducted by Cardinal Durand.

This is the fifth Bishop of Luna to be so honoured.

## Youth Less Religious Than Ever

While the Church grows more and more influential, it appears this influence does not reach to today's youth. In a study conducted on Luna last month, only 12% of youth between the ages of 13 and 17 are "believers in the Light over the Darkness," while 23% have "serious doubts" about the victory of man over the Dark Apostles. This is an all-time low for the poll, which began a century ago.

As the war continues, many children feel there is little hope for victory. "You have to remember," said Father Brice of San Dorado, "their parents fought this war. Their grandparents fought this war. It has been going on for their entire lives and they see no end. Despair is life

without faith and hope. If we do not act soon, we are in danger of creating a lost generation."

## Artefact Long Thought Lost Turns Up in Museum

Sometimes, a piece of history can be just as lost by being mislabelled as it can from being buried somewhere on Earth. Such is the case with a relic believed to be the finger bone of a pre-Church saint. A great deal remains unknown about the ancient religions. "We know some of them venerated the remains of their dead heroes," said church archaeologist Dr. Oliver Loett. "The head of a man called John the Baptist appears in certain esoteric writings from the period before the Fall."

This relic, believed to be the third middle phalanx of the right hand, was found in a glass display case with a brass plaque in a tongue no one can now read. It had been labelled as an indigenous people's ceremonial animal bone, but was tested recently and proved to be human. The finger bone is believed to have belonged to one of the holy rulers of Ancient Earth. "He was something akin to a Cardinal today," Dr. Loett said, "We believe such an individual would have been called a pope."

## The Annals of the First Dark Legion Crusade Published

Monk Timomous Glaive's recorded diaries of the First Dark Legion War as seen through the eyes of a warrior priest, have long been a rare collectible. But Imperial, in collaboration with the Brotherhood, has finally published a common language version. There is no small amount of controversy among the clergy.

Some believe the common man and woman should be able to read the book in their own language. The rarefied language of the monks of the era has always been the purview of the clergy alone. "Certain Holy Texts," said an assistant to the Cardinal, "are not meant for the unwashed man to read. It is only through a proper interlocutor that the light of certain books can be transferred to the world at large."

For the Annals of Monk Glaive, that is no longer the case.

# LUNA HOTSPOTS

## MISHIMA

1. **Mizutamari (Water Hole):** Multi-corporate Mishima bar that has ties to the underworld.
2. **Such ru ikari (Steel Fist):** Secretive dojo.
3. **Kitzune Apartments:** Luxury apartments.
4. **Neko Apartments:** Luxury apartments.
5. **Kesshō Mizu (Crystal Water):** Exclusive bathhouse.
6. **Hinansho (Haven):** Opulent pleasure house.
7. **Hikari no yama (Mountain of Light):** A monastery of monks and nuns accredited with mystical powers.
8. **Sumōkuguriru (Smoke Grill):** A hip grill in a Mishima style that welcomes other corporations. Popularity with executives means an expensive menu.
9. **Shō (The Ministry):** A very traditional and insular members only executive's club.
10. **Kirabiyaka Karaoki (Glittering Karaoki):** A very popular Mishima karaoke bar.
11. **Ari no shiro (Castle of Ants):** A very large and busy mall that only employs citizens of Mishima. Transactions are only conducted in the native tongue.
12. **Hebi no ie (Snake House):** A large and ornate gate carved from unbroken jade. This underground portal is heavily guarded by unmarked samurai, but what lies beyond is unknown.

## CARTEL & CATHEDRAL

13. **White Knight:** An upscale pub popular among high ranking cartel members.
14. **The Gold Leaf:** Pricy and luxurious five star hotel frequented by VIPs and dignitaries.
15. **C.O.R.E:** Cartel Official Research Edifice is the largest Cartel research facility.
16. **Corporate Cultural Center:** A museum dedicated to educating visitors about respect and tolerance towards cultures other than your own.
17. **Cartel Arms & Defense:** Cartel arms and armour manufactory. Civilians seeking to apply for an arms license can do it here, in addition to any regular Luna PD office.
18. **Brotherhood Central Shelter:** Originally a massive car factory, it has since been converted to the largest homeless shelter in the solar system.
19. **Cartel Plaza:** The size of two large football fields, this market plaza has hundreds of permanent stalls that are used to hawk the wares of corporations and freelancers alike.
20. **Barton Arms:** A large sports bar that is popular among midlevel

executives of both the Cartel and the corporations. Reasonable prices and good service are complemented by quality food and theme nights.

21. **Luna Central Coin:** A very large bunker that pretends to be a building. It is here, under heavy guard, that Cardinal Crowns are officially minted and coined. Extensive security is reinforced by the Brotherhood.
22. **Cartel University:** The prestigious Cartel University is, oddly enough, an inexpensive place to study, though some of the most gruelling intake requirements in the solar system ensure that there are only a few thousand successful applicants a year.
23. **Brotherhood Monastery:** A place of both worship and foundation for The Brotherhood, it is here that applicants undergo their initial aptitude assessment.
24. **City Archive:** The largest public data archive in the solar system. A massive and seemingly infinite repository that is packed to the rafters with information.
25. **The Shaft:** Cordoned off and under heavy guard, the shaft allegedly leads to an ancient underground construction site. It is over a hundred meters wide in diameter and riddled with dilapidated scaffolding that dwindles down into the darkness. No one claims to know how deep it is.

## CAPITOL

26. **Ammo & Arms Outlet:** The solar system's largest weapons emporium, bar none.
27. **Cappy Stadium:** A massive sports arena devoted to classic Capitol sports.
28. **Capitol Armed Forces Recruitment Center:** Want to join up? Are death-dealing heavy weapons your thing? This is the place to be.
29. **Capitol Needle:** A very tall observatory capped by a massive, glass-walled restaurant that continually rotates.
30. **Platinum Wheels:** An extremely large car dealership for vehicles manufactured by Capitol.
31. **Homerun Grill:** Luna's largest grill and steakhouse.
32. **Luna PD Forensic Lab:** The most advanced and prestigious forensic lab in the solar system. It has spawned numerous television shows, of both the fictional and reality variety.
33. **Blue Spring Hills:** An exclusive getaway for the rich and famous.
34. **Capitol Convention Center:** A massive expo center that holds dozens of inter-solar conventions every year.

## BAUHAUS

- 35. Das Markthalle:** A massive market hall with a Bauhaus flavour that is reminiscent of Old Earth Eastern European food markets.
- 36. Lobende Fechtschule:** The Honorable Fencing School is one of the best duelling schools available. Every style is available here, with classic sabre fencing taught alongside the humble yet popular machete style.
- 37. Dante Brauerei:** House Dante's huge and impressive Luna beer brewery.
- 38. Knochen- Schloss (Bone Palace):** A large and imposing homebuilder mansion bounded by an overgrown garden and a tall security fence. No one admits to knowing who lives there or when it was built.
- 39. Venus Botanical Garden:** A large, domed biosphere that is open to the public. It has been built to exhibit the diverse climates, ecosystems, and species that can be encountered on Venus.
- 40. Tiroler Bierhaus:** A gigantic restaurant in the form of a Old Earth beer hall. It offers traditional Bauhaus food and an unparalleled selection of beers.

## IMPERIAL

- 41. Veterans Pub:** A traditional Imperial pub that serves as a well known hangout for Imperial veterans and military personnel. Sand bags are provided, so long as you purchase a beer in honour of the story.
- 42. Her Serenity's Treasury:** Upmarket depository for jewellery and other valuables.
- 43. The Perfect Thread:** A small, but prestigious department store that specializes in classic, tailor-made Imperial clothes, jewellery and shoes.
- 44. Wood Oak Club:** An expensive and exclusive private gentlemen/ ladies club. An exorbitant admission fee and thorough vetting process ensures that only the social elite gain entry.
- 45. Oberland Park:** A large and densely wooded park with footpaths, cafés, and lookout points that is a place of relaxation and pleasure strolling by day. Few frequent the dark and ominous glades by night.
- 46. Galdr House:** A rather small shop that deals in mystical runes.



The Luna Skyline.

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## THE GREATEST CITY IN THE SYSTEM!

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