



520
system

The Awakening

A Scenario for Games Masters and Judges

The
JUDGE DREDD

roleplaying game

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The Awakening

Matthew Pritchard

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Introduction

The *Awakening* is a scenario for four to six judges of between 5th and 7th level. Due to the nature of the storyline players having taken the Wally Squad prestige class will be unsuitable for the adventure, whilst tek and Psi-Judges will prove extremely useful, especially dimensionalists. Throughout the course of the scenario players become involved in a deadly race against time to save the Mega-City from the machinations of a rogue Psi-Judge and the demonic entity he intends to summon.

Preparation Notes for the Games Master

First and foremost read this scenario through from cover to cover. Whilst the adventure is fairly linear in construction, the timing of certain events is crucial to how the plot unfolds. Having a thorough understanding of the storyline's development will help you to pace the adventure properly.

Make sure you have everything you need to play at hand - scratch paper, pencils, dice, drinks, notes, etc - as having the game interrupted whilst players grab another can of lemonade can destroy the tense atmosphere of excitement you have worked so carefully to create.

As you read through each of the adventure's progs try to imagine how the various scenes will pan out. Many of the progs contain supernatural elements and with a little preparation you can really get your players scared. Try underlining or highlighting key descriptive passages or particularly exciting events so you can emphasise them when you come to play.

Pay careful attention to the non-player character descriptions. In *The Awakening* many of them have ulterior motives that can determine how they react to the Judges' actions. Getting to know your non-player characters on an intimate level can help bring the Mega-City alive in all its weird and wonderful glory!

Adventure Background

In the year 2113, 11 years before the start of the adventure, Mega-City One struggled to rebuild itself after the horrors of Necropolis. With so many killed in so short a period of time hauntings and other strange psychic phenomena were widespread and Psi Division found itself worked flat out, bringing many of its already highly strung members to breaking point. The Psi-Judge Kaleb Jezzail was one of these.

Called in to investigate what seemed to be a standard poltergeist emanation amidst the ruins of the Susie Weissmeyer Block, Psi-Judge Jezzail encountered something far, far worse; the immeasurable pain and suffering caused by Necropolis had attracted the attention of Gorgomoth the Devourer, a powerful psychic entity from another dimension. Having discovered in Mega-City One a veritable smorgasboard of negative and violent emotions upon which to feed, Gorgomoth had already decided it wished to gain permanent access to the city. It quickly overwhelmed Jezzail's shattered psychic defences, driving the Psi-Judge completely insane and taking possession of his mind. Gorgomoth had gained its first follower.

Amidst the chaos of the rebuilding Jezzail's insanity went unnoticed for some time. He was subsequently wounded in the line of duty, which left him with a limp, and he was given lighter tasks within Psi Division. However, over the course of the following months some degree of normality began to re-establish itself within the Justice Department and Jezzail's strange habits began to attract attention; he was seen to talk to himself when alone and had become obsessively secretive and suspicious. His superiors, fearing for his mental health but not wishing to place greater strain upon him, had Jezzail placed under discrete observation.

Meanwhile, life in the Mega-City continued apace as citizens tried desperately to forget the traumas of Necropolis. A new Tri-D game show, *'You Don't Say!'*, based around the precognitive abilities of Chuck *'saw it coming'* Hindenberg and his lovely wife, Rosey Lee, attracted the fickle attention of the masses for a while. At the height of the show's popularity Rosey Lee announced her pregnancy and nine months later *'lil'* Chucky Junior was born



to the world. As a matter of routine when either one or both of the parents were psychic, the child was subjected to Justice Department psi-screening. The task was given to an experienced Psi-Judge, Kaleb Jezzail.

A week after 'lil' Chucky Junior came into the world the City was stunned to hear of his kidnap. Various ransom demands were made but each time the kidnappers failed to show. Eventually, after a number of weeks of heartache, a bloodstained romper-suit, later identified as having belonged to 'lil' Chucky, was found near a rad-pit in an abandoned sector of the city. It was quietly assumed that wild animals had long since disposed of the body and the Justice Department search for Chucky was wound down. The Hindenbergs, destroyed by the event, left the City for good.

However, a far darker, more mysterious tale began to be whispered of amidst the corridors of the Justice Department. The last known person to be seen with the child was Psi-Judge Kaleb Jezzail and Jezzail had subsequently disappeared. The SJS, seeking to avoid any embarrassment, hushed the story up, impounded the files and instigated a search for the rogue Psi-Judge.

They were right in doing so. Jezzail, having recognised 'lil' Chucky's powerful latent psychic potential, had indeed abducted the infant, with only one intention in mind - that of training and channelling the infant's raw psychic powers, preparing him for the day when he would be ready

to be sacrificed and form a portal between Mega-City One and the dire realm of Gorgomoth.

In an effort to avoid the attentions of the Justice Department Jezzail underwent a face change operation, swapping identities with a luckless vagrant. The vagrant was then dressed in Jezzail's Psi-Judge uniform and left for dead in a deserted City Bottom street. But in so doing Jezzail had committed a crucial error, as the vagrant was not quite dead. Thought to be the missing Kaleb Jezzail, he was rushed off to The Vaults, there to be kept alive until medical science could revive him and he could be questioned over the disappearance of the Hindenberg child.

The real Jezzail, meanwhile, trawled the Mega-City for a number of months, attracting followers to his sect The Children of Gorgomoth with promises of wealth and easy power. However, worried by his mistake he soon deemed it prudent to undertake a pilgrimage into the Cursed Earth, there to prepare for the day when he and his followers would summon their dark master to wreak havoc on Mega-City One...

Kaleb Jezzail's Plot

The story now moves forward to the current year, 2125. Kaleb Jezzail and his followers have returned to Mega-City One. The intervening years in the Cursed Earth have not been kind to the rogue Psi-Judge, however. Psychic communion with the corruption that is Gorgomoth have left both him and the Hindenberg child suffering from a

hideous disease, a kind of leprosy that leaves their flesh hanging off of them in strips and requires constant grafts of new skin.

But Jezzail is unconcerned, for the time of Gorgomoth's summoning has arrived and the years spent in the wilderness have not been wasted. Jezzail plans to stage the summoning in the Sector 190 auditorium, where he intends to sacrifice both the Hindenberg child and a large part of the audience during the performance of a leading Euro-City actor's new play, *A Midsummer Night's Massacre*.

To ensure the absence of Justice Department interference he has enlisted the help of Carlos Mendieta, a Ciudad Barranquilla scientist known for his illegal genetic experi-

ments and expertise in germ warfare. Mendieta has created a powerful poison gas, PSY-KO 25, that affects certain primeval centres of the brain and drives anyone under its effects into a bloodthirsty rage. Jezzail plans to release this gas into various blocks around the sector an hour before the summoning begins, thereby creating chaos on the streets and diverting Justice Department forces away from the auditorium whilst the ceremony is enacted.

Jezzail and his followers have established their base in the premises of Gip Guppleton, an early convert to the Children of Gorgomoth and the man who arranged Jezzail's face change. Guppleton was none too keen on the idea of a pilgrimage out into the Cursed Earth, however, and when the sect left the city 11 years previously Guppleton managed to stay behind, with the supposed intention of making arrangements for the coming of Gorgomoth. Since then Guppleton has risen to become a minor mob boss and Jezzail has made use of his underworld connections to obtain the chemical and genetic components he needs for the ceremony. After three weeks of frenzied preparation everything is in place.

However, a slight complication has arisen. Although Umberto 'Faceache' McGraw, the perp responsible for the face-change operation all those years ago, was unaware of Jezzail's real identity at the time, he recognised the ex-judge a few weeks back whilst watching a Tri-D show about the Hindenberg kidnap. Having subsequently fallen on hard times, McGraw tried to blackmail Gip Guppleton with the information. Not wanting to take any risks at the eleventh hour Jezzail has had the perp kidnapped and killed.

Synopsis

The Judges become involved some 36 hours before the ceremony is due to start, when the corpse of Umberto 'Faceache' McGraw is discovered in a ruined factory on City Bottom. Forensic analysis of the crime scene reveals one of the killers had a pronounced limp in the left leg. This is the first of a number of clues pointing to the fact that Kaleb Jezzail is still on the loose.

Following up the investigation Judges go to McGraw's home and discover a secret safe. The house has been ransacked and someone has tried to open a secret safe, triggering a booby-trap designed to destroy the safe's contents. Inside lie the melted remains of a judge's badge, with the letters 'AIL' still being readable on it. A message



left on McGraw's vid-phone puts judges on the trail of one of McGraw's customers, Johnny Rancid, lead singer of a notorious spug rock band, The Spit Pistols.

Judges discover that Johnny Rancid's real name is Barnaby Fitzmaurice, the son of a wealthy Mega-City family. Searching the Fitzmaurice home reveals that one of the infamous Pugglies' Parades, highly illegal Spug Rock concerts, is due to take place that night in a certain desolate area of the City Bottom. Reporting this to Sector House, judges are instructed to continue their patrol whilst a massive Justice Department swoop is planned to end the menace of the Pugglies' Parade once and for all.

Back on the streets Judges are called to a curious incident in the Ralphie McTell block. Two citizens fighting on the skedway have been crushed flat by a speeding juggler - but one of them subsequently got up and walked away, leaving behind one of his arms! Giving chase to the perp leads judges to discover an apartment filled with walking corpses, reanimated by Kaleb Jezzail's psychic power. The apartment also contains one of the machines Jezzail intends to use to spread the PSY.KO 25 gas throughout the sector. Unfortunately, however, none of the gas is present.

Judges then trace the dead bodies to The Valley of the Kings, Gip Guppleton's high-class corpse preservation business. Judges find evidence of the PSY.KO 25's production there and encounter a dangerous genetic mutation, the failed results of an attempt to create the body that will eventually house Gorgomoth's spirit. Having overcome this horror, a number of Jezzail's bloodstained bandages are also discovered. Analysis of the radioactive dust these contain will lead the judges out into the Cursed Earth later on in the adventure.

Meanwhile the hour of the Justice Department raid on the Pugglies' Parade has arrived. Judges are instructed to attend and, after an unpleasant encounter with an escaped dinosaur, get to interrogate Johnny Rancid, who reveals that Umberto 'Faceache' McGraw knew some dark secret about the Hindenberg case.

Following up this lead judges learn the name of Kaleb Jezzail and discover that many of the files pertaining to him require SJS clearance to read. Having had their appetites suitably whetted, judges go to the ruins of the Susie Weissmeyer Block where they encounter a group of crazed mutants who have established a temple to Gorgomoth in the depths of the deserted building. Calling in

subsequent Psi Division back up gives judges their first encounter with Gorgomoth, who gloats over his imminent arrival in the Mega-City.

By now judges know something big is in the offing and, on returning to Sector House 190, they are called to a meeting with Sector Chief Roland and a bigwig from the SJS. After having been thoroughly grilled by the SJS judge an exchange of information is made and players are allowed access to the restricted files. Players put two and two together and realise that something big is in the offing. A rapid check is made on Jezzail's body, still stored in the Vaults and his duplicity is discovered. Realising that Jezzail has in fact been on the loose all this time Sector Chief Roland sends judges out into the Cursed Earth to try to discover some evidence of what the rogue psi-judge is planning.

After a number of hectic encounters with mutie raiders and other Cursed Earth nightmares, judges discover Jezzail's base. There they learn of the existence of both the PSY-KO 25 gas and Jezzail's plot to release Gorgomoth on the unsuspecting Mega-City One.

Racing back to the Mega-City judges find all hell broken loose - quite literally! The PSY-KO. 25 gas has been released, causing mayhem in the streets and the summoning is in full swing. Heading straight to the sector's auditorium, judges brave a number of demonic nasties that have slipped in from Gorgomoth's dimension through the ever-widening gateway, before finally engaging Kaleb Jezzail and the rest of the Children of Gorgomoth in a desperate battle to save the Mega-City itself!

Wow! Out of breath? Well just imagine how your players will feel after they have battled through the whole of *The Awakening*!

Prog 1 - If the Face Fits

36 hours before the adventure begins Umberto 'Faceache' McGraw, the face-change specialist and would-be blackmailer, was kidnapped by Dorf, Kaleb Jezzail's dim but brutal cyborg lieutenant. Having successfully captured his man, Dorf took him down to a secluded spot on the City Bottom where his master could question the hapless 'Faceache'. The interrogation proved to be a long, painful business and resulted, eventually, in Faceache's death. In Prog 1 players discover the body some 36 hours later. Analysis of the crime scene gives them the first vital clues that will eventually lead them on to discover the existence of the plot to summon Gorgomoth to the Mega-City.

Scene 1: Sector 190 - Watching Bay 65-0

The adventure opens at a little after 16:00 hours, two hours into B-Watch. The judges have been assigned to Tac Group 3, led by Judge Nolan, although they are currently acting independently and are stationed in Watching Bay 65, Sector 190. As they watch and wait they receive an update on their afternoon briefing, which is to be presented to them as *handout 1*. The information contained in the handout is reproduced here for the Games Master's benefit. Parenthesised sections in *italics* give further details not included on the players' copy, explaining how various items are relevant to the adventure.

Judges can request recaps on any of the items above from Sector House, so they may keep the handout. A Technical check (DC 10) will reveal that players are not close to any of the items requesting immediate response.

As players continue their vigil in the watching bay their Lawmasters' vid-screens flicker into life, revealing the thin, angular features of Judge Shelley, a senior member of the Sector's Accounts Department. Judges know of his fearsome reputation for parsimony. Shelley wastes no time with pleasantries, addressing himself to the most senior of the Judges, (Games Masters should decide who this is if more than one player can stake a claim to it). Read the following out loud to the players.

'Right, (insert Judge's name here). The Sector Chief has given me permission to divert you from your current duties. Your squad is to go immediately to Neil Armstrong Spaceport and liaise with citizen Ken E. Brannawe, who will be waiting for you there at arrival gate 74. Laurence D'Olivier, a Euro-City dignitary, is due to arrive there within half-an-hour. It's a simple meet and greet, so you shouldn't find it too difficult. Let Brannawe do his official greeting, then get D'Olivier and his entourage safely to the Justice Department hovercar that will be waiting outside of the spaceport and escort them to the Hotel Baudelaire. Remember, time is money, so don't hang around. And don't mess this up (insert Judge's name here). Relations have been pretty bad with Euro-City ever since Dredd put the last ambassador they sent in an iso-cube so unless D'Olivier kills someone or starts a block war I don't want him arrested! Just get him to the hotel safe and sound. The diplomats will take care of the rest.'

With no further ado Shelley signs off.

Scene 2: Sector 190 - Neil Armstrong Spaceport

Neil Armstrong Spaceport is a brief ten minutes ride away. Read the following out loud to the players.

As you cruise along Meg-Way 1/190 you see far below you the battle scarred surface of Skedway 46. Dozens of repair crews are dotted around, filling in the enormous craters caused by missile and laser fire. Massive logjams fill each of the slipways leading onto the skedway and the sound of hundreds of horns can be heard in the distance.

Having arrived at Neil Armstrong Spaceport you locate the Justice Department hovercar waiting in one of the parking bays and then head inside. The spaceport is a crowded, hectic place. On all sides humans, aliens and robots mill around in confusion, consulting the departure boards, sipping steaming cups of synthi-synthi-caff and arguing with the robotic officials.

The atmosphere at arrival gate 74, however, is very different. In compliance with Justice Department regulation

Handout 1

UPDATE 2 - AFTERNOON BRIEFING - 1603hrs

+++ DATA+++GENERAL STATUS+++

+item+

A 14% increase in Futsie activity has been noticed within the sector over the last 24 hours. All units to be on look-out for possible incidents. *(This increase is due to Gorgomoth's imminent awakening. The immense psychic tension it is causing has pushed many citizens over the edge.)*

+item+

As a result of recent block war between Jorma Kaukonen and Gottfried Mengler blocks large sections of Skedway 46 have been rendered impassable. Units in locality are to expect logjams on all slipways giving access to the affected areas.

+item+

Interrogations proceeding from this morning's raid on the premises of The Hideaway Hoverpants Company have revealed that the automated belt feature of a batch of Slack-Deluxe Hoverpants contains a dangerous design fault which has already resulted in 4 fatalities. Judges are to be on the look out for street salesman selling these items. *(Players will later encounter one of these salesmen in the process of being throttled by his own trousers.)*

++DATA++STATUS++YELLOW++

+item+

Large alien reported on Skedway 12, vicinity Jerry Garcia Block, licking road surface and holding up traffic. All units in vicinity to attend.

+item+

Be on the look-out for large Dinoconda, an escapee from the Frobisher's Funfair spacewagon that crash-landed in the sector this morning. Saurian in question is described as fifteen-metre mixture of anaconda and velociraptor and is believed to be hiding in a cool, dark place, possibly underground. Approach with extreme caution. *(See 'Prog 5 - Anarchy in the MC' for more details on this little beauty!)*

+item+

Final member of Balls to You nude-boinging team is still to be located. Perp was last seen ricocheting downwards between the Hans Dawkinson Block and the Rimmer Con-Apts so could well be trapped somewhere around City Bottom.

+item+

Nark tip-off reveals that the large consignment of chemical processing equipment and raw genetic material stolen from a Sector 12 laboratory last week could have ended up in Sector 190. Judges are to ensure capture of any perps found with the material for subsequent Tek-Div interrogation. *(This item refers directly to Kaleb Jezzail's plot. Players will eventually locate the equipment in 'Prog 4 - Dead Man Walking'.)*

+item+

Citizen dressed in rabbit suit running amok in Charlie Ramirez Block Park. All units in vicinity to attend.

56-7^a, governing crowd control for the arrival of foreign dignitaries, protective barriers have been established on either side of the corridor. Apart from these, however, and a placard resting up against the wall bearing the words 'MEGA-CITY CULTURE VULTURES WELCOME LAURENCE OLIVER', the corridor is completely empty. A sepulchral silence reigns, broken only by the distant sound of a toilet being flushed.

Astute players will realise that Laurence D'Olivier's popularity in the Mega-City leaves a little to be desired. There is no sign of Ken E. Brannawe. Judges examining the placard find it to be exactly what it looks like. After a few minutes standing around Judges become aware of the muffled roar of a large spacecraft landing outside and a shrewish, bespectacled man rushes out of the toilet, hastily buttoning his trousers and grabs the placard.

This is Ken. E. Brannawe, a Mega-City thespian and the sole member of the organisation Mega-City Culture Vultures. He will not think of introducing himself to the players, as he is far too excited at the prospect of meeting his hero. Any questions players ask him will be met with curt, distracted responses, although Brannawe will not say anything illegal or go so far as to insult the judges. At this point have players make a Spot check (DC 15). If successful, they notice Brannawe's face is covered in a sheen of sweat and his eyes twitch and blink convulsively. A further Medical check (DC 12) identifies these as symptoms of extreme excitement or nervousness. At this point read the following out loud to the players.

With a loud hiss the doors of arrival gate 74 slide open and Laurence D'Olivier comes sweeping through. He is a tall, blonde man, with finely chiselled features and sports a monocle, ebony cane and scarlet cape. A troupe of similarly attired flunkies race along behind him, dabbing at their noses with perfumed handkerchiefs and fussing with the collars of their lacy shirts. D'Olivier strides imperiously along the corridor, head thrown back in a heroic pose, whilst Ken. E. Brannawe waves his placard and tries to attract his attention, to no avail. On reaching you he stops and adjusts his monocle with a hand covered in expensive jewellery. 'Pleez tell me zat zis iz not zee reception,' he sneers in a heavily accented voice.

Laurence D'Olivier

Citizen 5; HD 5d6+5 (25 hp); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; DV (15) (+5 Reflex); Attack +2 melee or +5 ranged; Fort +2, Ref +5, Will +2;

Str 9, Dex 14, Con 13, Int 14, Wis 12, Cha 16.

Prior Life: Dunk

Skills and Feats: Appraise +11, Disguise +11, Hide +11, Intimidate +11, Knowledge (Mega-Cities) +10, Listen +11, Move Silently +10, Perform (drama) +11, Pick Pocket +12, Profession (actor) +9, Spot +9; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (pick pocket)

Possessions: Monocle, scarlet cape, ebony cane, jewellery

10 Flunkies

Citizen 1; HD 1d6-1 (5 hp); Init +0; Spd 30 ft.; DV (10):

Attack -1 melee or +0 ranged; Fort -1, Ref +0, Will +0; Str 8, Dex 10, Con 8, Int 9, Wis 10, Cha 14.

Prior Life: None

Skills and Feats: Balance +4, Drive +4, Intimidate +6, Knowledge (Mega-Cities) +3, Listen +3, Move Silently +4, Perform (drama) +6, Profession (actor) +4, Spot +3, Tumble +2; Alertness, Skill Focus (tumble)

Possessions: Assorted fripperies to be determined at Games Master's discretion

Games Masters will notice from the profile above that D'Olivier's past holds a dark secret. As a juve D'Olivier worked the streets of Euro-City as a dunk, something he has taken great pains to cover up since achieving fame. However, old habits die hard and D'Olivier cannot resist filching the odd item here and there when the opportunity arises, as players are about to discover.

Judges should now allow Ken E. Brannawe to step forward and greet the great man in the name of Mega-City culture. D'Olivier stands, tapping his foot impatiently as Ken E. Brannawe falls to one knee before him. D'Olivier extends a hand for Ken E. Brannawe to kiss. At this point D'Olivier will attempt to steal Ken E. Brannawe's wrist chronometer. Make a secret check for D'Olivier's Pick Pocket skill. This will be the DC players have to beat for their Spot checks. Ken E. Brannawe is far too overawed at the present moment to notice the theft. If any of the players are successful, read this to them out loud.

As Ken E. Brannawe leans to kiss the jewel-bedecked hand before him you notice, to your surprise, that with a deft flick of the wrist D'Olivier steals his wrist-chronometer and hurriedly secretes the item beneath his cape!

This puts the judges in a difficult position, as they have been warned against arresting D'Olivier for minor infringements. If players challenge D'Olivier over the chronometer he will become incredibly indignant, demanding to speak to their superiors, whilst the cowardly Ken E. Brannawe will take his hero's side, claiming the chronometer is not his. If players choose to arrest D'Olivier, (Grud forbid!), Game Masters can still play out the following events, using one of the flunkies in place of D'Olivier. The judges will later receive a severe reprimand from Sector Chief Roland and D'Olivier will subsequently be released.

Assuming all goes well, Ken E. Brannawe begins to gush about 'What an honour it is to have thee here' and 'How



the citizens of Mega-City One are eternally grateful, etc.' At mention of the word 'citizens' D'Olivier looks around him. 'Where are zee peeple?,' he asks in an irritable tone, 'Iz zere no-one 'ere to greet me? Last month, in Renaissance City, zey covered zee floor of zee spaceport in flowers when I arrived.' D'Olivier speaks English with a thick French accent, (Games Masters wishing to attempt it should think along the lines of Inspector Clouseau). It is clear that D'Olivier is less than impressed with the reception he has received. Ignoring Ken E. Brannawe's fawning apologies he turns to the players.

'What rank do you 'old?,' he asks of the Judges. 'I werze told zat Dredd 'imself would be 'ere to greet me.'

D'Olivier is an incredibly arrogant man and once he has realised that the Judges are not of a sufficiently high rank he will be totally dismissive of them. Games Masters should play D'Olivier and his flunkies for the irritating, arrogant untouchables that they are, as players have already been warned that arresting them would not be a good idea. Once the official greeting is over D'Olivier demands to be taken to his hotel. Read the following out loud to the players.

As you head toward the waiting hovercar the forlorn figure of Ken E. Brannawe trots along behind D'Olivier and his flunkies, wailing 'But my play, Monsieur D'Olivier...did you read my play?' D'Olivier halts suddenly and fixes Ken E. Brannawe with a withering glare, whilst his flunkies begin to titter and nudge each other. 'Ah, yes, your play...,' he says in a mocking tone, 'it was, 'ow you say in zis place, 'drokkin' terrible'...pure rubbish...absolutely worthless...' Ken E. Brannawe's face pales as D'Olivier turns his back on him and strides away. Then, with a sudden anguished cry, Ken E. Brannawe raises his placard and charges toward the arrogant thespian, a manic gleam burning in his eyes!

D'Olivier's cruel words have pushed the highly-strung Ken E. Brannawe over the edge, sending him futsie. Ken E. Brannawe is now intent upon killing the arrogant actor and his initial assault counts as a surprise attack, whilst D'Olivier is counted as being prone, giving Brannawe a +4 attack modifier. Judges who noticed Ken E. Brannawe's excited mental state earlier on or who specifically stated they were watching him closely may make a Reflex saving throw (DC 12) in order to get to Brannawe before he swings at D'Olivier. If successful, Games Masters should allow players one free partial action before Ken E. Brannawe attempts to bring the placard crashing down on D'Olivier's head.

Ken E. Brannawe

Citizen 1 (futsie); HD 1d12+2 (14 hp); Init +0; Spd 30ft.; DV 12 (+2 Reflex) ;

Attack +2 melee or +0 ranged; Fort +2, Ref +2, Will +0; Str 14, Dex 11, Con 14, Int 10, Wis 11, Cha 10

Prior Life: None

Skills and Feats: Appraise +4, Drive +4, Hide +4, Knowledge (drama) +4, Listen +4, Perform +4, Spot +4, Swim +6, Technical +4; Alertness, Lightning Reflexes, Improved Resist Arrest

Possessions: Chronometer, placard (1d8+2/0)

Any subsequent combat will be greatly complicated by D'Olivier's flunkies, who at the first sign of trouble begin running around like headless robo-chickens, squealing, crying for help and generally getting in the way. Judges using their Lawgivers to try and bring Ken E. Brannawe down will have to be very careful - Games Masters should employ the rules for Stray Shots detailed on p77 of the *Judge Dredd Rulebook*.

Having subdued Ken E. Brannawe, D'Olivier turns to the judges, quivering with rage. Exactly what he says will be determined by events in the combat, (i.e. whether or not he or any other member of his entourage have suffered damage, etc), but he will berate judges for their incompetence, threatening to speak with all manner of dignitaries, from the Euro-City ambassador to the Chief Judge herself.

Eventually, however, Judges will calm D'Olivier and get him out to the waiting hovercar. Read the following out loud to the players.

D'Olivier regards the Justice Department hovercar with distaste. 'It could do with a wash,' he sniffs haughtily as he commands one his flunkies to lay their cape across the seat, 'I 'ave seen pigsties with better upholstery.' He climbs into the car, followed by his entourage and you breath a sigh of relief as the door of the Hovercar finally closes. Suddenly, with a shriek of static, Laurence D'Olivier's strident voice bursts forth from your Lawmaster's telecommunications units. 'Zere is no sparkling mineral water in zis converted dustcart.'

Players making a Technical check (DC 10) will remember, to their dismay, that all Justice Department vehicles designed for transporting V.I.P.s carry communications units as a standard precaution. It is going to be a very long journey.

Scene 3: Sector 190 - Hotel Baudelaire Plaza

The journey to the Hotel Baudelaire takes about 15 mins, during which time D'Olivier uses the hovercar's handset to bombard the Judges with an incessant stream of complaints, e.g. 'Are zee streets always so crowded? Use zee sirens to get zees rabble out of my way.' Particularly malicious Gamesmasters might have their players get stuck in one of the massive logjams around Skedway 46.

Finally, the unhappy cavalcade will arrive at the Hotel Baudelaire. Read the following out loud to the players.

Breathing a huge sigh of relief you draw up outside the luxurious Hotel Baudelaire. 'You call zis a hotel?,' D'Olivier's disembodied voice sneers, 'I wouldn't board my robo-poodle in a place like 'zis.' The hotel's entrance opens onto a wide, spacious plaza filled with citizens curious as to what all the official fuss is about. Suddenly, the door to the hovercar slides open and Laurence D'Olivier springs out. Striking a suitably dramatic pose, he begins to declaim a speech from one of his works. Within seconds a huge crowd has begun to gather around him.

Although players will not know this, the crowd is not initially dangerous. However, there is nothing prized so highly on the streets of the Mega-City as a citizen gone crazy and this is exactly what the crowd assumes D'Olivier is. As such, judges will have a hard time controlling the seething mass of citizens who, after a few seconds, notice the actor's foreign accent and begin to howl with laughter and shout insults. D'Olivier, taking umbrage, begins to respond with a few choice words of his own and the situation starts to hot up.

Games Masters should begin to roll a d6 each round, noting down the score and adding future rolls to the total. Once this gets to 15 the citizens will turn nasty, beginning to pelt D'Olivier with anything that comes to hand, inflicting 1d6 damage each round. Games Masters should assume that the crowd initially comprises of ten citizens for every judge present, with another ten arriving on each subsequent round.

Judges attempting to push their way through the jostling crowd to reach D'Olivier will need to make three successive Strength checks (DC 15), although for each judge doing this Games Masters should add a further +1 each round to the above total for the crowd's reaction.

Heckling Citizens

Citizen 2; HD 2d6 (10 hp); Init -1; Spd 30 ft.; DV 9 (-1 Reflex); Attack +0 melee or +0 ranged; Fort +2, Ref -1, Will -2; Str 9, Dex 8, Con 11, Int 7, Wis 7, Cha 6

Prior Life: None

Skills and Feats: Climb +4, Hide +2, Jump +3, Listen +5, Move Silently +4, Search +1, Spot +5, Streetwise +3; Alertness, Great Fortitude

Possessions: At Games Master's discretion

After three rounds of this have players make a spot check (DC 15). If successful, read the following out loud to the players.

As you attempt to control the crowd of jostling citizens you suddenly become aware of pounding music coming from the other side of the plaza. A street salesman has set up his stand there, which consists of a small stage, amplification equipment and a banner bearing the words 'Hideaway Hoverpants Co.' The salesman himself can be seen centre stage, bopping around to the music with a pair of hoverpants down around his ankles. 'Are you tired of wasting precious energy having TO LIFT your trousers?' he asks of the assembled crowd. 'Well, help is at hand. Allow me to demonstrate.' With that he touches a small button on the hoverpants' waistband. Faster than a striking robo-cobra, the hoverpants shoot upwards, racing over the salesman's hips, up his torso and then proceed to wrap themselves around his neck. Giving a strangled cry the salesman collapses to the floor whilst the audience begins to applaud politely, assuming this to be part of the demonstration.

Players are now faced with something of a dilemma as the salesman has but a few brief rounds of life left to him, whilst at the same time Laurence D'Olivier is being swamped by a sweaty mass of citizens. Games Masters should aim to play this whole scene for the darkly comic farce that it is, with the judges running around frantically trying to resolve both situations at once.

The salesman will be strangled within six rounds and his stand is 120 feet away from the judges' position. The automated belt has already tightened so much that it is biting into his flesh, meaning that boot knives will be useless. Judges attempting to break the belt will have to succeed in a Strength check (DC 16).

The salesman's name is Gil Towers and he will be profuse in his gratitude should the judges save his life. Gil is not

Hoverpants

The latest in a long line of completely pointless luxury items to hit the streets of Mega-City One, hoverpants have been marketed as an essential, labour-saving device. A small, anti-grav motor controls the raising and lowering of the hoverpants, whilst the automated belt-feature can be adjusted to suit almost any waistline. The small control panel has various settings, the most popular of which is the 'slow 'n steady sensual' mode designed for lovers and marketed under the slogan 'What would you do with her if you had both hands free?', whilst a special, emergency, quick-release toggle disguised above the hoverpants' fly provides a sense of security for those fond of over-indulging in exotic foods or prone to stomach-upsets. Although likely to prove of little use to judge player characters, hoverpants can provide many a comedic moment in perp campaigns.

Cost: 400 cr.

Black Market Cost: -

actually a part of the Hideaway Hoverpants Co., he simply sells their products, so he is innocent of any involvement with the crimes that saw the Company busted. If asked where he got the hoverpants from he will tell judges they were part of a batch delivered to him a few days previously, which is perfectly true. Judges may decide, however, that Gil's 'trousers down' sales pitch constitutes a lewd and lascivious display and arrest him anyway.

Having eventually resolved both situations Laurence D'Olivier will hobble off into the hotel, muttering darkly, followed by his thespian troupe.

Scene 4: Sector 190 - City Bottom - Nesco's Abandoned Mock-Choc Factory

Now they are rid of the insufferable Laurence D'Olivier and his thespian troupe Judges receive a priority call from Sector House. Read the following out loud to the players.

As you ride away from the Hotel Baudelaire an urgent call comes through from the Sector House. '(Insert Judge's name here), this is Riley from Sector Control. Take your squad down to City Bottom. A group of slummies has

reported finding a corpse in the ruins of the Nesco Mock-Choc Factory. I'll patch the co-ordinates through to your bike computers.'

Heading west across Sector 190, you follow the spiraling skedways down into the perpetual twilight of the City Bottom. A few minutes later you are travelling along a deserted, rubble strewn street. Passing by the hollow shells of ruined buildings you glimpse occasional flickers of firelight within them. Gaunt, miserable faces peer out at you from the broken windows and the few streetlights that still function shed an eerie orange glow on the jagged landscape. Proceeding toward the co-ordinates you have been given you notice a group of dishevelled figures loitering on a street corner. One of them waves at you, crying out 'Over here!'

This is Norbert Stubbs, a malodorous denizen of City Bottom. Norbert and his associates found the corpse and subsequently reported it, labouring under the misconception that this would send them straight to the top of the Mega-City housing lists. As such Norbert's manner of addressing the judges is a little strange; practically every sentence ends in a knowing nudge-and-wink, Norbert muttering 'you know what I mean, don'cha Judge. Gets a little cold out at night. P'rhaps you could put a word in for us, you know.'

Norbert Stubbs and 5 Slummies

Citizen 2; HD 2d6+3 (13 hp); Init -1; Spd 30 ft.; DV 9 (-1 Reflex);

Attack +1 melee or +0 ranged; Fort +0, Ref -1, Will -1; Str 10, Dex 9, Con 10, Int 6, Wis 8, Cha 5

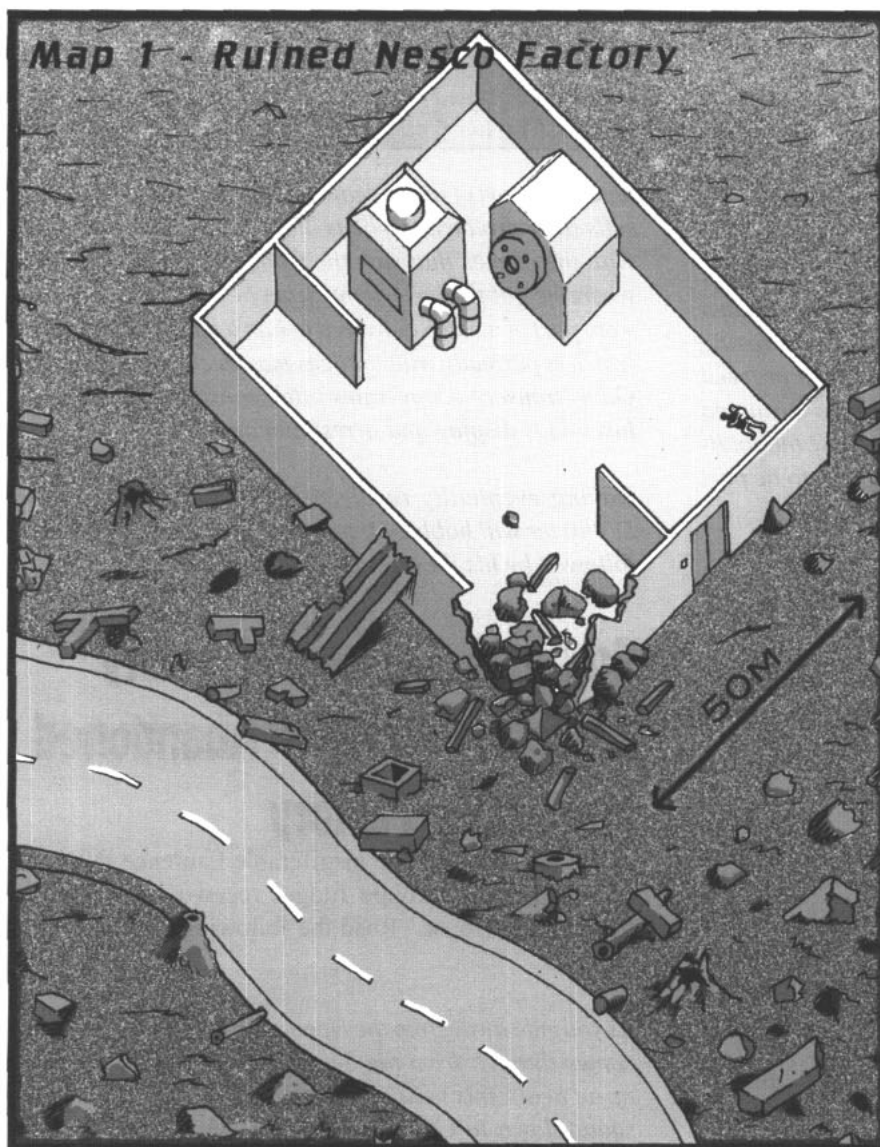
Prior Life: Slummie

Skills and Feats: Appraise +2, Bluff +1, Climb +2, Hide +2, Intimidate +1, Jump +3, Listen +1, Pick Pocket +5, Search +2, Spot +2, Streetwise +2; Resist Arrest, Skill Focus (appraise), Skill Focus (pick pocket), Toughness

Possessions: 3d6 Credits (stolen), designer clothing facsimiles, tobacco sticks (Benchson's Hedge)

If players question Norbert as to the whereabouts of the corpse, he indicates a sinister ruined factory building that stands a little distance away across a stretch of wasteland. Norbert's face pales as he tells judges 'It's a real mess. Cut up pretty bad. We should really get some kind'a compensation for having had to see it, if you catch my drift.' The other slummies shuffle their feet nervously.

Players will probably wonder what in Grud's name Norbert and his associates were doing wandering around the pitch-black ruins of the factory. Posing this question to Norbert and co. will result in a flurry of nervous looks and stuttered, contradictory answers. Have players make a Sense Motive check (DC 12). If successful, the judges will realise that the slummies are hiding something.



This should raise the judge's suspicions as to exactly what they have been up to. Players thinking to use their breathalysers on any of the slummies will detect heavy traces of nicotine. Body searches reveal that Norbert carries upon him a packet of the illegal Caribbean Zone cigarettes.

At this point any of the slummies not firmly held by a judge will break and run, heading for the safety of the City Bottom shadows. The slummies are no strangers to brushes with the law and make all arrest checks with a +4 modifier in addition to any other normal modifiers the situation demands.

The safe speed for driving in this particularly dilapidated section of the City Bottom is 25mph and players make all checks for Ride and Feats which have the Ride skill as a prerequisite with a further -2 modifier to reflect the extreme nature of the terrain. Owing to their expert knowledge of the area, any slummiie not captured after five full rounds can be assumed to have escaped.

Once players have rounded up the slummies who failed to escape they should head into the factory. Read the following out loud to the players.

Picking your way carefully across the rubble strewn wasteland that surrounds the building, your flashlights reveal the dark silhouettes of dozens of rats jumping and running amidst the piles of plascrete. The factory's main

doors were stolen long ago and the huge entrance towers above you. Inside the factory floor is littered with refuse and the rusting remains of machinery. Your footsteps echo loudly within the massive chamber.

The semi-naked corpse lies in one corner of the building and presents a nightmarish aspect. Metal stakes have been driven through the dead man's hands and feet, nailing him to the floor. Blood is everywhere; pools of it have collected on the floor, whilst the walls are awash with spatters of red droplets. The skin has been removed from the corpse's upper torso. Scrawled on one of the walls in crudely drawn letters are the words 'And So Dye al the Unbileevas.'

As they approach the corpse have players make a Spot check (DC 15). If successful, they notice a series of very clear footprints in the dust surrounding the corpse.

Judges should now make a thorough search of the area, as the corpse and its surroundings contain a plethora of clues.

Analysis of the Crime Scene

1. By making a comp-ident through MAC, judges can identify the corpse as one Umberto 'Faceache' McGraw. Umberto has a long criminal record, as detailed in *handout 2* and reproduced here for the benefit of the

Handout 2

Entry: 6632/G55/MC-1

Name: Umberto Winston McGraw

Known Aliases: Faceache

Age: 52

Height: 1.68m

Weight: 72kg

Residence: apt. 120 - 40b Casey Jones Con-apt

Criminal History:

2087 - six months in Juve Cube 12-190-X for scrawling.

2095 - two years in Iso-Cube 20-190-B for gambling.

2119 - eighteen months in Iso-Cube 07-190-F for possession of Ganja.

Notes: Although only ever arrested on minor offences Umberto 'Faceache' McGraw was a known member of The Rawlinson End Mob, specialising in face and fingerprint changing technology. Since destruction of the Rawlinson End Mob in raid led by Judge Fowler perp has been suspected of going freelance.

Games Master. A Technical check (DC 12) is required if judges wish to discover this information for themselves.

Judges wishing to contact Judge Fowler will be informed that she was killed three years previously.

2. Umberto has been dead around 36 hours. Cause of death is easily identifiable by the number of oddly shaped knife wounds that cover the corpse's thorax, although the deceased had been previously tortured. A Medical check (DC 15) is required if judges wish to discover this information for themselves.

3. Each of the wounds is triangular and analysis of them reveals that the knife's blade was not made of metal - tiny traces of obsidian are detected embedded in the flesh. A Technical check (DC 15) and use of a scanalyser is required if judges wish to discover this themselves.

4. The skin has been skilfully removed from the torso. Analysis reveals that it has been taken off in a single piece, although for what purpose is unknown. A Medical check (DC 12) is required if judges wish to discover this.

5. The deceased's hair and remaining clothes bear traces of Munce. A Technical check (DC 15) and use of a scanalyser is required if judges wish to discover this themselves.

6. The footprints belong to two separate people. One set has been caused by a very heavy person, probably a man, whilst the other shows that whoever caused them has a pronounced limp in the left leg. A Technical check (DC 20) and use of a scanalyser is required if judges wish to discover this themselves.

7. Analysis of the message on the wall reveals that whoever wrote it is right-handed and has absolutely no idea how to spell. A Technical check (DC 18) and use of a scanalyser is required if judges wish to discover this.

If none of the players is a tek-judge they should call for a tek-squad, which arrives in the usual 2d10+10mins and can inform players of any of the information they have missed above, provided the judges have not tampered with the crime scene too much.

Questioning any of the slummies resident nearby draws a blank. Any that might have overheard Faceache McGraw's painful demise are now long since gone.

Players can now either try to discover more about the triangular-bladed knife, which is detailed in *Prog 2 - Knife to See You, to See You Knife* or go to Umberto 'Faceache' McGraw's home in Casey Jones Con-Apt, detailed in *Prog 3 - The Munceman Always Rings Twice*.

Experience Points

Games Masters should award players surviving Prog 1 between 1,500 and 1,750 experience points each, with the following modifications.

Scene 1 :

- For thinking to check on immediate response items in briefing: 50 experience points.

Scene 2 :

- For apprehending Ken E. Brannawe without allowing Laurence D'Olivier to be harmed: 150 experience points.

Scene 3 :

- For successfully handling the crowd situation outside Hotel Baudelaire: 100 - 200 experience points.
- For rescuing Gil Talbot : 100 experience points.

Scene 4 :

- For each slummie apprehended : 50 experience points.
- For each clue discovered by judges themselves whilst analysing crime scene: 50 experience points.

Prog 2 - 'Knife To See You, To See You, Knife...'

Having learnt in Prog 1 of the existence of the triangular-bladed, obsidian knife used to kill Umberto 'Faceache' McGraw, players may try to find out more information on it. Accessing MAC, a Technical check (DC 12) reveals that an import licence for just such an item was granted three years previously to Fritz Overmeier's Museum of Genuinely Old, Old Stuff. Players succeeding in a Streetwise check (DC 15) will know the museum to be located in Northside Sector 190, or else they can simply request the information from MAC, (no DC check required.)

Scene 1: Sector 190 - Fritz Overmeier's Museum of Genuinely Old, Old Stuff - Hugh Roberts Block Plaza

If players decide to go to the museum, read the following to them out loud.

Gunning your Lawmasters into life you follow the spiralling skedways upwards, out of the twilight gloom of the City Bottom and into the bright sunshine of a Sector 190 afternoon. The museum is located in Northside, about fifteen minutes ride. As you head out onto the skedway and thread your way between the constant flow of traffic you spot, some distance below you, a large elephant-like alien being herded into the back of a pat-wagon by judges bearing electro-prods. The alien does not appear to be offering any resistance but, just as it is about to disappear into the back of the pat-wagon, it pauses momentarily and a long, pink tongue flickers out from its mouth and licks the road surface, leaving behind it a glistening pool of saliva.

Fritz Overmeier's Museum is located on a plaza outside of the Hugh Roberts Block. You park up outside of it and enter the museum by the main entrance. Inside, you find yourselves in a bright, clean foyer. A general purpose droid, dressed in a velvet smoking jacket and bow tie, glides towards you. 'Good afternoon, your Honours,' it greets you in a cultured tone, 'how may I be of assistance?'

The droid is a standard general-purpose model, as detailed on p104 of the *Judge Dredd Rulebook*, and will not attempt to hinder the players in any way. If questioned directly as to the whereabouts of Fritz Overmeier it informs judges that he is to be found in Gallery Four. Should players ask for information on the whereabouts of a triangular, obsidian knife the droid says, 'Step this way please, officers,' and leads players over to a computer terminal where it begins to run a search on the museum's contents. After a few seconds the droid tells players that the knife is located in Gallery One. 'Perhaps you'd like to speak with Mr. Overmeier himself,' it suggests helpfully, 'I'm sure he would be more than happy to give you a full description of the knife's history.' Having said this the droid will direct players toward a pair of doors that lead into the museum itself.

As players walk into the main gallery have them make a Spot check (DC 12). If successful, they notice a skinny, weasel-faced man standing off to one side of the room, polishing a crumpled fizzy drink can. The man seems totally absorbed in his work and does not notice the players. Read the following to the players out loud.

Following the droid's directions you make your way through the building toward Gallery Four. The entrance foyer opens onto a circular room which gives access to another four galleries. The museum is filled with priceless artefacts from the 20th Century; tin cans, telephones and ancient radios are all carefully housed within glass

containers and vid-screens give information relevant to each. Gallery Four is dedicated to household items from the late 20th Century and as you walk between the rows of glass presentation cases you spot a tall, bony figure talking animatedly with a bored-looking man and woman. 'Imagine,' he says, his voice rising in excitement as he speaks, 'our fore-fathers would at one time have huddled together of an evening in their gloomy, little houses to partake of one of these delicacies.' He waves a skinny arm toward a display of crumpled plastic and cardboard cartons, carefully arranged on a velvet cushion. 'Just listen to the magic, the majesty of the names - Microwave Kebabs, Boil-in-the-Bag Noodles. Ah! The wonders of 20th Century haute cuisine.'

Fritz Overmeier

Citizen 2; HD 2d6+3 (13 hp); Init +1 (+1 Dex); Spd 30ft.; DV 11 (+1 Reflex); Attack +1 melee, or +2 ranged; Fort +0, Ref +1, Will +0, Str 10, Dex 12, Con 10, Int 13, Wis 11, Cha 11

Prior Life: None

Skills and Feats: Bluff +5, Climb +5, Computer Use +6, Concentration +5, Drive +6, Intimidate +5, Jump +5, Listen +7, Pilot +6, Spot +2, Technical +6; Alertness, Toughness

Possessions: At Games Masters discretion

The tall man players have noticed speaking is Fritz Overmeier himself, whilst the man and woman are two citizens he is currently boring to death with detailed descriptions of every single thing in the museum. As players begin speaking with Fritz Overmeier have them make a Spot check (DC 12). If successful, they notice that the man and woman exchange furtive glances and begin shuffling away toward the exit. This is simply because they have seen an opportunity to escape the clutches of the museum owner but players will not know this and may assume they are up to no good. The two citizens, Anderson Porter and Bettie Gurney, make no attempt to resist arrest and have nothing illegal upon them, although Games Masters should decide at their own discretion whether they have criminal records or not.

If Fritz Overmeier is questioned over the triangular-bladed knife, read the following out loud to the players.

At mention of the knife Fritz Overmeier's eyes light up in excitement. 'Oh! Why that's one of my favourite exhibits!' He turns sharply and races off through the museum, beckoning for you to follow him and babbling enthusiastically about the history of the knife, none of which is intelligible owing to the speed at which he speaks. Overmeier leads you out of Gallery Four, across the main room and into Gallery One, where he comes to a stop in front of a glass case. 'Behold, Your Honours,' he says dramati-

Fritz Overmeier's Museum of Genuinely Old, Old Stuff

Fritz Overmeier, the owner of the museum, is one of Mega-City One's idle rich. He has spent most of his life, and a considerable part of his fortune, in acquiring one of the finest collections of 20th Century junk in the whole of MegWest and now likes nothing more than pottering around in his museum, boring visitors with endless trivia on the items displayed there. However, although Fritz Overmeier poses as an expert in antiquities, his knowledge is superficial at best. The real power behind the throne is Ishmael Torrs, Fritz Overmeier's assistant, who organises the purchase and restoration of all the exhibits. Unbeknownst to his employer though, Ishmael Torrs is an inveterate gambler and for years has been funding his addiction by stealing items from the museum and replacing them with fakes. A few weeks ago one of Ishmael Torrs's underworld connections, Carlton Lovejoy, contacted him and asked him to steal a triangular-bladed, obsidian knife for him, which Torrs subsequently did.

Carlton Lovejoy

Carlton Lovejoy's real name is Wally Squad Judge Julius Stebson and he has spent a number of years posing as a high class fence, tracking the activities of criminals in the world of art and antiques. As such he has made numerous contacts in the Sector 190 underworld, amongst them Ishmael Torrs and various members of Gip Guppleton's organisation. A few weeks before the start of the adventure, when Kaleb Jezzail returned to Mega-City One, Gip Guppleton began desperately collecting together as many weird and wonderful artefacts as he could, in an effort to prove he had indeed been preparing for the summoning of Gorgomoth. One of his men contacted Carlton Lovejoy, who subsequently arranged for the theft of the obsidian knife. Lovejoy/Stebson has now become intrigued by the stories of weirdoes and wizards hanging out with Gip Guppleton and has begun to investigate them.

cally, 'the sacred, sacrificial blade of the Majuju tribe, an authentic jewel in the crown of my collection.' So saying he turns and stares dewy eyed at a triangular, obsidian knife resting on a pillow.

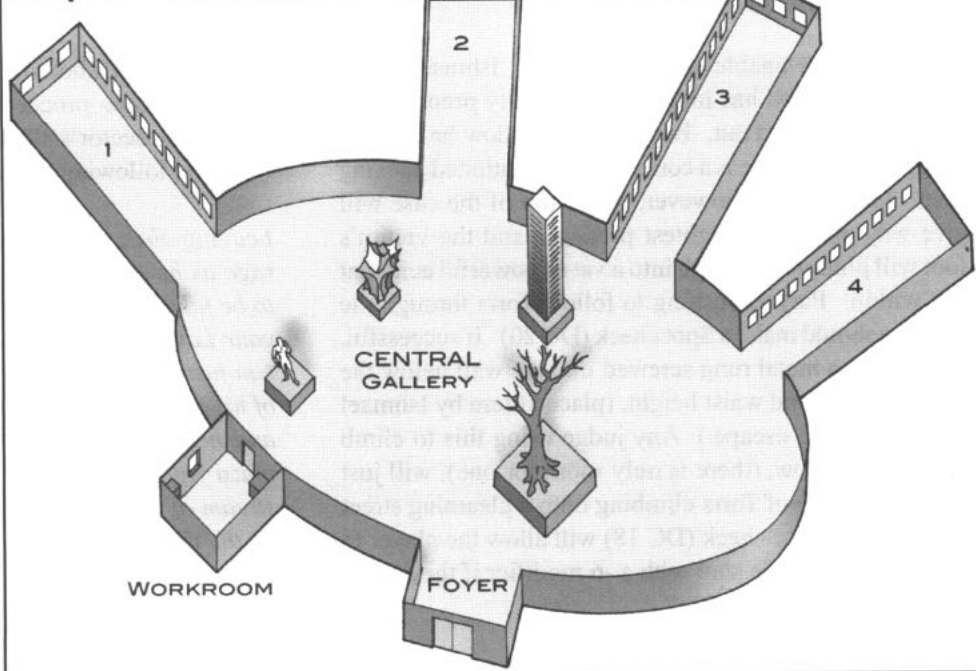
As Overmeier begins to babble on about the history of the knife, have players make a Wisdom check (DC 16). If successful, they realise that the weasel-faced man they spotted earlier on is no longer there. Should they ask Overmeier about him, he gives a tut of irritation at having been interrupted, mutters 'Oh, that's just Ishmael, he works here,' and then continues with his lengthy discourse on the knife's history.

The Majuju Tribe link is a complete red-herring, although players will not realise this immediately. If judges actually bother to listen to any of the nonsense spouted by Fritz Overmeier Games Masters should improvise a suitably gory history for the knife, filled with Voodoo Priests, sacrifices and curses. All attempts to locate information on the Majuju Tribe fail, (due to the fact that it never actually existed!) Whilst more than happy to regale players with information on the knife, Fritz Overmeier will become a little unhappy if they ask to examine it, begging them to be careful and flapping around, emitting little nervous squeaks.

Having removed the knife from the display case, even the most cursory of examinations, (a Technical check (DC 10) or automatic success if using a scanalyser), reveals the knife to be a fake made from plastic. Fritz Overmeier will be initially incredulous on being informed of this, insisting the players must be mistaken. However, on being shown the words 'MADE IN HONDO CITY' which are just visible imprinted along the knife's blade his expression darkens. 'But it cost me 10, 000 creds,' he mutters in disbelief. Suddenly, Fritz Overmeier turns and bellows 'ISHMAEL, COME HERE AT ONCE!'

At this point have players make a DC 15 Spot check. If successful they notice the sallow, rat-like little man they

Map 2 - Museum of Genuinely Old, Old Stuff



spotted earlier race across the main circular chamber behind them and dart through a door, closing it behind him. This is Ishmael Torrs, Fritz Overmeier's assistant. Torrs, having realised the game is up, is now trying to escape.

Ishmael Torrs

Citizen 4; HD 4d6 (17 hp); Init +3 (+3 Dex); Spd 30ft.; DV 16 (+6 Reflex); Attack +2 melee, or +6 ranged; Fort +1, Ref +6, Will +0, Str 8, Dex 16, Con 10, Int 16, Wis 9, Cha 10

Prior Life: Forger

Skills and Feats: Appraise +10, Balance +7, Computer Use +10, Drive +10, Forgery +12, Hide +10, Jump +6, Knowledge (antiquities) +10, Move Silently +10, Ride +10, Spot +6, Tumble +6; Bike Leap, Emergency Stop, Lightning Reflexes, Skill Focus (forgery)

Possessions: Street Bike, Otomo K-9000 (see below)

On reaching the door through which Torrs has disappeared, players will find it locked. Judges can attempt to use their override cards to open it with a Technical Check (DC 10) or can simply try to smash or blow it open, (Door, DR 12, Hit Points 30, Break DC 25.) Having opened the door read the following out loud to the players.

The door opens to reveal a workshop. A long work bench occupies one side of the room, whilst pots of chemicals and cleaning agents line the shelves. On the far side

of the room you see a pair of legs rapidly disappearing through a narrow window.

Players will be unable to get off a shot. Ishmael Torrs, fearing discovery, has long had a carefully prepared escape route planned out. Beneath the window he has just wriggled out of there is a conveniently positioned packing case. This is a trap however, as the top of the case will give way under the slightest pressure, and the victim's foot will plummet through into a vat of powerful acid that lies within. Players rushing to follow Torrs through the window should make a Spot check (DC 20). If successful, they notice a metal rung screwed into the wall below the window at around waist height, (placed there by Ishmael Torrs to aid his escape.) Any judge using this to climb up to the window, (there is only room for one), will just catch a glimpse of Torrs climbing onto a gleaming street bike. A Dexterity check (DC 18) will allow the player to squeeze off a single shot with a -6 modifier if they wish, before Torrs races away.

Players not spotting the metal rung, however, will step onto the packing case, activating the trap. Have the player make a Reflex saving throw (DC 20). If successful they take only half damage from the acid trap that lies within, (damage 1d6+2, ignores Damage Reduction.)

Players will quickly realise that the window is far too narrow for them to crawl through whilst wearing their body armour, (which is one of the reasons Ishmael Torrs chose the window in the first place.) Judges will now have to run back through the museum to reach their Lawmasters. Players thinking to call the Public Surveillance Unit will receive a quick response informing them that the perp has been located and is being tracked by a spy-in-the-sky.

Scene 2: Sector 190 - The Chase

As Games Masters will have realised on viewing the stats for Ishmael Torrs, the antiquarian is something of a street bike fanatic and has invested some of the money he has cheated out of Fritz Overmeier and the museum in a powerful Otomo K-9000 street bike.

Street Bike, Otomo K-9000

Size: Large; Defence Value: 15 (+3 Dex); Damage Reduction: 10; Hit Points: 15; Speed: 375 (bike); Weapons:

None; Crew: 1; Passengers: 1; Modifications: Retro Jets, Smoke Generator, Synthi-Oil Spray

Having jumped aboard his silver dream-machine, Ishmael Torrs will now proceed to lead Judges a merry dance around the sector's slipways, skedways and interzooms. Read the following out loud to the players.

Leaving Fritz Overmeier behind you, bellowing with rage as he discovers yet more of the museum's contents to be fakes, you race to the front of the building and gun your Lawmasters' engines into life. In the distance you can just still see the figure of Ishmael Torrs on the back of his gleaming street bike, speeding up a spiral slipway and heading toward the Meg-way. Roaring across the plaza you head onto the slipway, following the constant stream of instructions fed directly to your helmet radios by the P.S.U.

At this point, Games Masters should start to keep a careful note of players' speeds in order to determine how far in front of them Ishmael Torrs is. For this purpose Games Masters should regard the distance between the players and Torrs as divided into ten increments. This number will either increase or decrease each round by one increment for every full 25mph of difference between the players' and Torrs's speed, e.g. After having lost control momentarily Torrs's speed had dropped to 100mph, whilst the players continue to thunder along at 175mph. Therefore the distance score drops by three increments, to seven.

Safe speed at the beginning of the chase is 150mph and Ishmael Torrs is currently travelling at 175 mph. The moderate traffic on the slipway gives a -4 modifier to all Ride checks. Players can use their sirens to reduce this penalty to a -2 modifier but on realising he is being chased Ishmael Torrs will accelerate up to 200 mph. The first ten rounds or so of the chase should consist of players trying to close the distance on Torrs, with Ride checks being made each round and the consequences, (Control Loss, etc), applied. However, as Ishmael Torrs plays an important role in the development of the adventure's plot Games Masters should ignore any Control Loss that results in him rolling his bike, as this could well result in his death. Instead, they should assume that he skids instead.

Once players have reduced the distance score between themselves and Ishmael Torrs to four read the following to them out loud.

The high speed chase leads you up a series of slipzooms, through a wide tunnel and then out onto a long, straight length of interzoom that rises up hundreds of metres into the air. Leaning forward over your Lawmasters, you swerve between the lines of traffic that thunder along on either side of you. Suddenly, you notice dozens of red brake lights appearing up ahead of you and the air is filled with the squeal of tyres. A split second later you too are forced to brake as a dense fog envelopes you.

This fog is caused by Ishmael Torrs using his bike's smoke generator. Players will now have to make an immediate Ride check (DC 10), with the safe speed being considered as 150 mph, and Games Masters should apply the usual modifiers found in Table 6-3 on p83 of the *Judge Dredd Rulebook*. Traffic conditions for this purpose are Moderate. Should circumstances have caused the players to become stretched out along the roadway, (by Control Loss, individual players risking very high speeds, etc), judges at the rear of the pack make the above Ride check with a +4 modifier if judges further forward think to radio a warning back to them. For more information on the Smoke Generator see p100 of the *Judge Dredd Rulebook*.

Having survived this, the players will be free to accelerate, as they are now on the meg-way and the safe speed is now 200 mph. Ishmael Torrs will now be travelling at 250 mph. Once players have reduced the distance score down to 2 read the following to them out loud.

The constant stream of directional information fed to you by PSU is now unnecessary, as you can actually see the perp some 150 metres up ahead of you, his skinny form bent forward over the frame of his Otomo K-9000 street-bike as he squeezes every last ounce of speed out of it. Swerving between a large mo-pad and a jugger, you lose sight of him momentarily. Straining your eyes to regain visual contact you suddenly spot a large pool of black liquid on the road ahead of you. A split second later a roadster in the lane next to yours hits the oil patch and swerves crazily across the meg-way, spinning around as it does so.

This oil patch has been caused by Ishmael Torrs using his bike's synthi-oil spray. At this point players should make a Ride check (DC 15) to avoid their Lawmasters receiving 1d6+4 points of damage as the roadster smashes into them. In addition to this, players failing the initial Ride check (DC 15) must make another Ride check to determine if Control Loss takes place or not. Judges further back can



again be warned of the impending danger. These players should make a Ride check (DC 10) to avoid slipping on the oil, with the safe speed for this manoeuvre being considered as 50 mph. Games Masters should assume that Torrs has spread oil over enough of the interzoom to ensure that each player hits at least one patch. For more information on synthi-oil spray, see p100 of the *Judge Dredd Rulebook*.

The chase continues. Now that players know Ishmael Torrs is bent on escaping at any cost they may start considering gunning him down in order to save innocent lives. However, Torrs has information vital to the adventure's plot, so Games Masters should assume any hits upon him actually hit his bike. Players can start firing once they are within 2 distance increments of Torrs. Once players have reduced the distance score to 0 read the following out loud.

After having travelled dozens of kilometres along the meg-way you finally draw level with Ishmael Torrs, who begins to zigzag desperately between vehicles in an effort to evade you. At the sound of your sirens the rest of the

traffic begins to move aside, providing you with a clear stretch of roadway. Suddenly flames shoot from the front of Ishmael Torrs's bike and he decelerates with breathtaking rapidity, seeming to fly backwards as your velocity carries you past him.

Torrs has played his final trump card. Having spotted a narrow, service-vehicle access road, he has made an emergency stop, engaging his bike's retro-jets as he did so, thereby slowing down by three speed bands and achieving a safe speed to enter the single lane road. Players wishing to try to follow Torrs must attempt an Emergency Stop (DC 15), as detailed on p85 of the Judge Dredd Rulebook.

However, this will only allow them to slow by two speed bands and a further Ride check (DC 18) is necessary to successfully enter the service road, with traffic being regarded as Moderate. Failure of this skill check results in the judge in question colliding with the wall. Given the split second timing required to perform this manoeuvre players will not be allowed to determine their speed as per normal and Games Masters should calculate the damage cause by this collision using a random speed of 50+4d10mph. Judges further back down the road can enter the service road normally, provided Games Masters decide they have enough time to slow their vehicles. Judges failing the Emergency Stop DC will miss the turning altogether and PSU will instruct them to continue on their present heading whilst an intercept course is plotted for them. Safe speed for the service road is 75 mph. Any judges following Ishmael Torrs down the service road should have the following read to them out loud.

The narrow slipway twists and turns, curving back on itself as it snakes downwards through the shadows beneath the enormous interzoom. Your helmet radios crackle into life. 'This is PSU again. Service road leads direct into the Clancy Wiggum Block Park. There's only one other exit to the park, so we'll try to divert some units down there to intercept your man, though don't count on it. You can expect pedestrians to be crossing the roadway at the other end as well, so watch your speeds.'

At this point Games Masters should make a note of players' speeds, as the entrance to the block comes up on them fast. Read the following to the players out loud.

Rounding a final twist in the roadway, you suddenly find yourselves hurtling through a tunnel that leads directly into the mid-levels of a huge block. Seconds later the

tunnel ends and you emerge into a huge, sunny block park. The roadway before you is littered with hundreds of citizens dressed in casual clothing and carrying picnic baskets, staring at the back of the perp, who is weaving his way amongst the crowd at a reckless speed.

The safe speed on entering the block park is 50 mph and judges must make an immediate DC 12 Ride check to avoid ploughing into the pedestrians that litter the roadway. Games Masters should use the rules given on page 87 of the Judge Dredd Rulebook to calculate the results of any collisions. Read the following out loud to the players.

At the sound of your sirens the citizens begin to scatter before you, scrambling to get out of the roadway and throwing themselves flat on the synthi-grass. Some 70 metres ahead of you, the perp swerves off of the roadway and powers his bike toward a steep hillock that lies beside the block park's lake.

It will be clear to players that Torrs is about to attempt a Jump. Have them make a Spot check (DC 12). If successful they will notice that the block park's only other exit lies on the far side of the lake. Players have time to squeeze off a shot if they wish, using the Other Action rules given on p85 of the Judge Dredd Rulebook. Games Masters should assume that any hits result in Ishmael Torrs failing his Jump check and plunging into the lake. If not they should roll as normal, with a failure seeing Torrs plunge into the lake as above and a success meaning that he clears the lake and speeds toward the exit on the other side. Judges can try to follow him if they wish.

The lake is 80 feet across. Players without the Bike Leap feat will need to be going at least 80 mph, meaning that they must make a Ride check to avoid colliding with citizens, as detailed above. Failed Jump checks result in the judge in question hitting the water, for 1d6+2 points of damage, ignoring any Damage Reduction for body armour. Should none of the players succeed in following Torrs over the lake Games Masters should assume that back up units arrive and arrest him. Players succeeding in following Torrs over the water should have the following read to them out loud.

With a bone-numbing thud you land on the other side of the lake and continue your pursuit of the perp. Here the roadway is extremely crowded, as hundreds of citizens pour into the Block Park in an effort to see what all the fuss is about. The perp weaves his bike expertly between the crowds and you follow, not daring to accelerate. Sud-

denly you see the perp hit a bump in the road and his legs fly up into the air, losing control of his bike as he does so. With a mighty crash he slides along the ground and smashes into a line of synthetic bushes.

Scene 3: Sector 190 - Clancy Wiggum Block Park

Having finally brought Ishmael Torrs to ground, players can question him. The abject Torrs will answer all questions to the best of his ability and will not lie to the judges. The reason for his trying to escape is simple - over the years he has stolen numerous items from the museum, replacing them with cheap imitations and then selling the originals on the black market to pay off his gambling debts. If questioned about the knife he will tell players that he stole the original ten days ago and sold it to one of his regular contacts, a fence named Carlton Lovejoy. Ishmael Torrs knows very little about Carlton Lovejoy. He was introduced to him at a rat fight and has since sold him various antiquities. Torrs does not know where the fence lives nor what his vid-phone number is; Lovejoy seemed to have detailed knowledge of the museum's inventory and would contact Ishmael Torrs whenever he wanted a specific item stolen, arranging a different location for the hand-over each time.

If players call up files on Carlton Lovejoy read the following out loud.

The information takes a surprisingly long time to come through and you wait for more than a minute beside your Lawmaster before its comm unit flickers into life. A cold shiver runs through you as you read the words displayed there.
ACCESS TO FILES RESTRICTED BY ORDER OF SPECIAL JUDICIAL SQUAD. UNDER NO CIRCUMSTANCES ARE UNITS TO INTERFERE WITH CITIZEN CARLTON LOVEJOY. FURTHER REQUESTS FOR INFORMATION TO BE ADDRESSED DIRECT TO SECTOR CHIEF OR SJS JUDGE WALSHINGHAM. As you ponder the significance of this the air is

suddenly filled with the fizzing hiss of laser fire. Turning, you see a middle-aged man a few metres away from you staring in disbelief at a ragged hole in his stomach. With a groan of pain he sinks to the floor, whilst screams begin to echo all around the block park.

Judges looking around for the source of the shot will notice, on a balcony some six metres above the block park, a wild-eyed figure dressed in a Citi-Def uniform taking aim with a las-rifle. Players succeeding in a Listen check (DC 15) hear the figure shout 'Take this you hellspawned devils!' just before he fires again. Another citizen slumps to the ground.

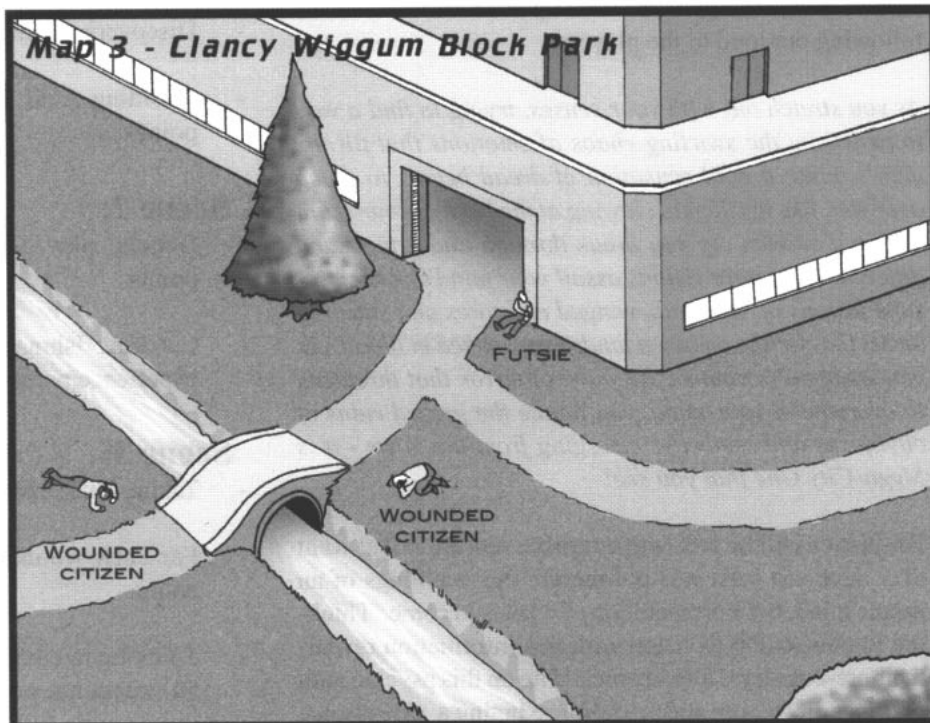
This is Bitz Frobisher, a member of the Clancy Wiggum Citi-Def. For the last few weeks Bitz has been suffering from terrible nightmares, caused by the imminent awakening of Gorgomoth and he has now gone futsie, believing everyone around him to be demons. The normal combat sequence should now begin.

Bitz Frobisher

Citizen 4 (Futsie); HD 4d12+12 (44 hp); Init +2 (+2 Dex); Spd 30ft.; DV 15 (+5 Reflex); Attack +6 melee or +5 ranged; Fort +4, Ref +5, Will +2, Str 17, Dex 14, Con 16, Int 11, Wis 12, Cha 10

Prior Life: Citi-Def Soldier

Skills and Feats: Balance +9, Climb +10, Concentration



+10, Hide +9, Jump +10, Listen +8, Move Silently +9, Ride +9, Spot +8; Dodge, Improved Resist Arrest, Lightning Reflexes, Point Blank Shot

Possessions: Laser Rifle (4d8/14), Shell Jacket (DR 8)

Once players start firing at him, Bitz will begin to target the judges. The balcony counts as giving Bitz three-quarters cover. Under no circumstances will Bitz surrender and he will fight to the death unless judges find a way of subduing him. Judges seeking to gain access to the balcony will have to exit the park and use the stairs, which takes six combat rounds. However, if players state they are looking for an alternative means of getting to the balcony they notice that one of the synthi-palms can be climbed. The palm tree is 25 feet tall and Games Masters should use the rules for climbing given on pages 64 - 65 of *Core Rulebook I*.

Both of the citizens shot by Frobisher are still alive and if they receive a successful Medical check (DC 15) within five rounds of combat beginning they will survive.

Once players manage either to subdue or kill Bitz Frobisher have them make a Medical check (DC 12). If successful they will notice that Frobisher's haggard features bear all the signs of advanced sleep deprivation. If still alive players will hear Frobisher mutter to himself constantly about devils and demons that have come to possess the city. Should any psi-powers relating to mind reading, such as *detect thoughts*, be used upon Frobisher read the following out loud to the players.

As you stretch out with your senses, trying to find a way to penetrate the swirling chaos of emotions that fill the man's mind, a cold sensation of dread begins to creep over you, like icy fingers clawing at the back of your skull. Within a sudden cry you break through and a thousand different nightmare visions assail your mind at once; insane visions of demonic, winged creatures and snarling devils that writhe amidst a landscape soaked in blood. As you struggle to control the wave of terror that threatens to overwhelm your mind, you notice the jagged ruins of cityblocks and skedways emerging from the mists - it is Mega-City One that you see!

Psi-judges will be left with a terrible sensation that what they have just seen was not merely the ramblings of an insane mind, but a premonition of what is to come. Thinking to contact Psi Division with this information reveals their pre-cogs have already picked up on this psychic aura of impending doom and are now predicting a 14% chance

of disaster for the city within the next two days. Nothing else can be gained from Bitz Frobisher. Searches of his apartment reveal that, up until the moment of his madness, he seems to have been a completely normal citizen, if such a thing actually exists.

Judges may now come to dwell on the Carlton Lovejoy situation again and the forbidden files. Have players make a Intelligence check (DC 16), adding their character's level as a modifier. If successful, they will know that this type of restricted file access and high security clearance is normal procedure for members of the Wally Squad when engaged in deep cover operations. Players wishing to speak with either Sector Chief Roland or SJS Judge Walsingham over the matter will be told they have to wait - the relevant authority will contact them when their request has been processed.

Players will now probably want to check out Umberto 'Faceache' McGraw's apartment, which is detailed in Prog 3.

Experience Points

Games Masters should award players surviving Prog 2 between 1000 and 1500 experience points each, with the following modifications.

Scene 1:

- Discovering knife to be a fake: 50 experience points.
- Avoiding Acid Trap in workroom: 100 experience points.

Scene 2:

- General play during chase: 100 - 200 experience points.
- Catching Ishmael Torrs without outside help: 300 experience points.

Scene 3:

- Taking Bitz Frobisher alive: 150 experience points.
- For each wounded citizen saved: 100 experience points.
- Thinking to contact Psi division over demonic vision: 50 experience points.

Prog 3 - The Munceman

Always Rings Twice

Prog 3 sees the players discover more clues as to how Umberto 'Faceache' McGraw came to meet his grisly end. Roughly forty hours before the beginning of the adventure Kaleb Jezzail's cyborg lieutenant, Dorf, and another cultist entered the Casey Jones Con-Apt, pushing a large hover freezer and posing as workers from the Amalgamated Muncie Corporation, there to hand out free samples of a new product, (this stratagem was necessary as they were not sure of Umberto McGraw's exact address.) Having found the luckless face-change specialist, they beat him unconscious, stuffed his body into the hover freezer and made a rapid search of the apartment for any evidence McGraw might have been intending to use in his blackmail scheme. In the process of this search Dorf found a secret floor safe and tried to force it open, triggering a booby-trap designed to destroy the safe's contents, (players will find and open this safe later in the prog, its contents giving them another clue as to the involvement of Kaleb Jezzail.) After completing their search, Dorf and the cultist left the apartment, taking with them Umberto 'Faceache' McGraw, whom Kaleb Jezzail wished to question.

Scene 1: Sector 190 - Apartment 120/40 - Casey Jones Con-apt

If and when players decide to check out Umberto 'Faceache' McGraw's apartment at the Casey Jones Con-Apt have them make a Streetwise check (DC 12 or auto matic success if any player has the knowledge (sector) skill). If successful they will know the Casey Jones Con-Apt to be one of Sector 190's designated slum blocks and as such has a very bad reputation. Read the following out loud to players.

You head across the sector, following the main interzoom that runs parallel to the City Wall. Ten minutes later you take the slipzoom that leads down to Casey Jones Con-Apt. From outside the building is a mess, looking little better than a City Bottom derelict. Lines of dirty washing flutter below practically every window and in some places the peeling paintwork has disappeared altogether from the walls, revealing the cold grey plascrete beneath. Inside, however, it is infinitely worse. Obscene graffiti covers every surface whilst filth and refuse litter the corridors and plazas. The few citizens loitering around in the gloomy interior eye you with undisguised hostility as you park your Lawmasters and head toward the elevators.

Players challenging any of the citizens or attempting to search them will not find anything illegal on them, although most of them have records. The citizens, although surly and uncooperative, will not actively resist the judges, confining their responses to muttered curses about 'spuggin' lawmen', etc. Unsurprisingly, the elevators do not work, so judges will have to use the stairs, some ten flights of them. Make a note now of whether players leave their Lawmasters on auto or not.

The stairwell proves to be equally as disgusting as the rest of the building's interior. Having reached floor 120, judges find the door to apartment 40b locked, although they can use their override cards to gain access (no DC check necessary.) Read the following out loud to the players.

Inside, the apartment is a real mess. It is obvious that someone has ransacked it from top to bottom; the contents of drawers, cupboards and boxes have been upturned onto the floor, creating an ankle-deep mass of paper, magazines, vid-slugs and clothes. The walls of the apartment are adorned with dozens of posters of spug rock bands, with names such as The MC Subs and The Spit Pistols, and many of these too have been torn down. A similarly

Handout 3

The Pugglies' Parades

For the best part of a year now the so-called Pugglies' Parades have been a real thorn in the Justice Department's side. The parades consist of huge illegal gatherings at which juves and pugglies gather to listen to their favourite spug rock bands, smoke, drink and generally indulge in all manner of other prohibited activities. Noticeable rises in juvenile crime rates have been observed in the days following one of these gatherings. Normally staged in deserted areas of City Bottom, it seems that a high degree of organisational skill is involved in their arrangement, as the Justice Department has been unable as of yet to catch one of them in progress.

chaotic scene greets you in the tiny kitchen, toilet and bedroom.

Players can now search the apartment if they wish. The apartment consists of four rooms, a living pad, bedroom, kitchen and toilet. There are two items of relevance to be discovered.

The Living Pad

On a successful Search check (DC 15) in the living room judges notice that the vid-phone has a message on it, left at 4.00am this morning. If players choose to view it, read the following to them out loud.

The vid-phone's grimy screen crackles into life, revealing an acne ridden juve. 'Hello, Faceache,' he begins in a surprisingly cultured tone, 'it's me, er, Johnny Rancid. Listen, I need some more of your make up, the last lot's nearly run-out...if you can't get it to me before, drop it off to me at the Pugglies' Parade tonight. I go on stage around 11.00 p.m.' The juve hesitates, looking a little sheepish. 'Listen, I'm sorry about the argument we had. I hope your money-making scheme went well.' The message ends.

At this point have players make a Streetwise check (DC 12). If successful the name 'Pugglies' Parades' will be familiar to them and Games Masters should give players *handout 3*, which summarises what they know about them. The handout is reproduced here for the benefit of the Games Master.

Using the vid-phone image to run a trace on the juve, (Technical check DC 12), quickly gives judges his name, Barnaby Fitzmaurice, and an address, Penthouse 17, John Paul Getty Luxy-Block. Barnaby Fitzmaurice has no criminal record, although play-



ers will notice from his file that he belongs to a very rich family, being the son of the kneepad millionaire Carnaby Fitzmaurice.

Players might well be intrigued as to why Fitzmaurice referred to himself as 'Johnny Rancid.' Accessing MAC, a Technical check (DC 15) reveals that Johnny Rancid is lead singer of the spug rock quartet The Spit Pistols. Failing this, players can make a Spot check (DC 12) to notice a poster of Johnny Rancid on the wall of the apartment. Although images of Johnny Rancid show him to be a hideous, wart-ridden puggie, sporting snot-green hair and bulging, blood-shot eyes players can use MAC, (Technical check DC 15), to discover that Barnaby Fitzmaurice and Johnny Rancid are in fact one and the same person, give or take the addition of plastic ugly accoutrements. Any player thinking to look can make a Technical check (DC 12) to find all the necessary equipment and chemicals for the production of false ugly make-up scattered around on the floor of the apartment.

The Bedroom

A Search check (DC 12) in the bedroom locates the door to a small floor safe underneath the bed. The plasteel door is bent and buckled upwards, as if a violent explosion has taken place within it. At this point have players make a Technical check (DC 15). If successful, they know that many perps have small booby-traps installed in these safes, to ensure the destruction of any incriminating evidence the safe might contain should judges try to open it. Players wishing to gain access to the safe will have to break it open, (DR 20, Hit Points 11, Break DC 25), as the normal opening mechanism has been severely damaged and no longer works. Inside they find the burnt remains of a whitish powder (which proves to be sugar) and a melted judge's badge. Although half of the badge has been destroyed the last three letters of the name can be read - 'AIL.' A Technical check (DC 15) and use of a scanalyser reveals that the badge is a cheap replica. If players think to access MAC and run a check on judges whose names end in 'AIL', (Technical check DC 15 necessary), they will find there are over 120 currently in active service and many more listed as deceased. Should it occur to players to check, they will discover that no link whatsoever exists between Umberto 'Faceache' McGraw and any of these judges.

There is nothing of any relevance to be found in either the toilet or the kitchen.

Speaking with the Neighbours

Should players wish to speak to any of Umberto 'Faceache' McGraw's neighbours, they find that apartment 120/40 is empty and has been that way for months, (DC 12 Technical check to discover this from MAC.) If they call on apartment 40a, read the following to them out loud.

You hear heavy footsteps approaching the door, whilst a muffled voice snarls 'I'm going, aren't I woman?'. From somewhere inside the apartment a baby begins howling. The door hisses open to reveal a podgy man wearing underpants and a grimy string vest. An unpleasant aroma of burnt muncie fills the corridor. The citizen looks a little surprised when he sees your uniforms but then scratches himself and asks in a surly tone 'Yeah, what d'ya want?'

This is citizen Rickie Gibbs. Gibbs is none too fond of judges and will answer players' questions with grunts and non-committal shrugs of his shoulders whenever appropriate. He will claim to have heard nothing the night that Umberto McGraw was abducted but judges using their birdie lie detectors can discover that this is not strictly true, (Rickie has a Bluff score of +6 for the opposed Sense Motive check.) If challenged as to his deception his wife, Sara Gibbs, will rush out carrying a squalling baby in her arms. 'He's a lying rat, judges,' she cries, 'take him back to the cubes, where he belongs!' Once judges have quelled the violent domestic argument that now breaks out they can speak to Sara. Read the following out loud to the players.

'Yeah, it was the night before yesterday. Fatboy here was out cold, as per usual, but about 10:00 there's a ring at the door. I opens up and there's a couple o' weird looking spuggers, asking if I want any free muncie. Course I says yes, you can never 'ave too much muncie, so he gives us a packet from the 'ovverfridge they was pushing around. Then he asks me if I knows where Umberto McGraw lives. Next door, I says. Little bit later I hears a sort of ruckus and a shout, but I didn't think nothing of it, 'cause 'im next door was always 'aving people round at all times of the day and night. Then, 'bout five minutes later there's a bang!, like a Tri-D blowin'. Well, I looks out of the door, sort of sneakily like, and I sees the two Muncemen walking off down the hall with the 'ovverfridge, so I didn't think nothin' of it.'

If asked to describe the two 'weird spuggers' Sara tells players that both were wearing hooded cloaks, so she couldn't see their faces, although the one pushing the

hoverfridge was massive, well over two metres tall. If players ask to see the sample of free Munce, Sara will inform them that she is currently cooking it. Subsequent analysis reveals it to be Munce.

Judges contacting either MAC or the PSU to see if the two men pushing a hoverfridge were spotted entering the building are informed it is unlikely, due to the fact that most of the con-apt's cameras are out of order. However, a little later, (when judges are back with their Lawmasters), they receive a flickering, distorted image of two cloaked figures emerging from a lift and pushing a hoverfridge. One of the two is indeed enormous, although players can gain little else from the sequence. If players think to contact the Amalgamated Munce Corporation they will get to speak to a very officious droid. The droid informs them that, not only are there no company employees listed as having been working in the Casey Jones Con-Apt on the night in question, the company employs very few actual human workers and none of them deal with deliveries.

There is nothing else for the judges to discover in the Casey Jones Con-apt so they should now leave. As they make their way back down to their Lawmasters, players who forgot to leave their bikes on auto will find them

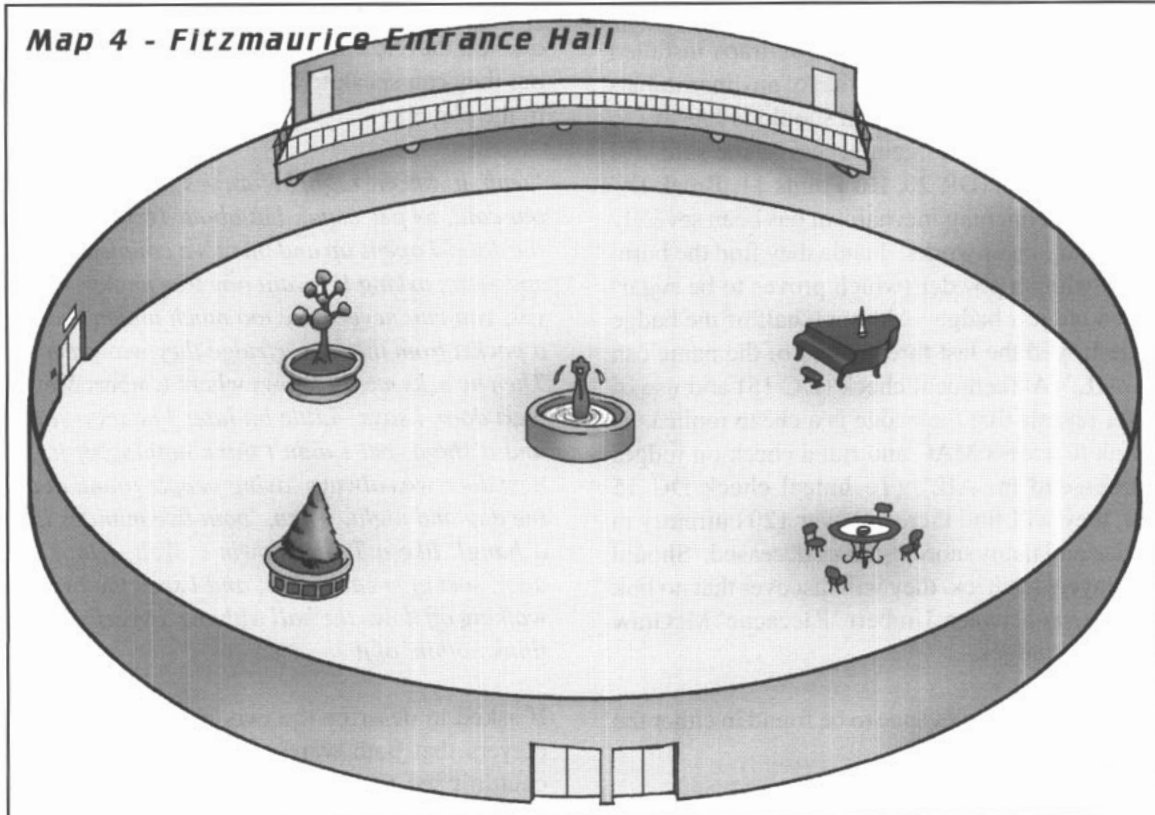
covered in obscene graffiti. This has no actual effect on the game itself but Games Masters can have a few citizens laugh and point at the judges if they wish, or maybe have a senior judge reprimand players for their lack of care. The perpetrators are, of course, long since gone and the con-apt's smashed and broken security cameras can shed no light on their identities.

Scene 2: Sector 190 - Penthouse 17 - John Paul Getty Luxy-Block

Players will now probably want to speak to Barnaby Fitzmaurice. Read the following out loud.

The journey across sector takes some twenty minutes, owing to the fact that traffic on Skedway 46 is still down to only a single lane. The John Paul Getty Luxy-Block is without doubt one of the most exclusive blocks within twenty sectors, a giant, gleaming edifice inhabited by many of MegWest's most important citizens. You glide down the immaculate slipzoom into the block's main plaza,

Map 4 - Fitzmaurice Entrance Hall



where expensively dressed citizens parade up and down, flaunting the very latest in Mega-City fashions and nosing around in the outrageously overpriced boutiques that line the block's shopping malls. Parking your Lawmasters, you ride a spotlessly clean elevator up to the very top of the block, where the penthouse suites are located. With a barely audible hiss the elevator doors slide open to reveal a network of wide corridors, their walls lined with synthipalms and aquariums filled with exotic fish. Soft piped muzak provides accompaniment as you walk to the door of penthouse suite no. 17.

The door will be answered by a top of the range general-purpose droid, dressed in a butler's uniform and with the words 'Call Me Jeeves' written across his chest. 'Call Me Jeeves' greets judges in a cultured, English accent and bids them step into the vestibule whilst he informs his mistress of their presence. If asked, he will inform players that young master Barnaby is not at home. As the droid disappears through a door players find themselves in a two-storey circular hallway with a balcony running around its upper level. A bubbling fountain occupies the centre of the room whilst the walls are lined with expensive paintings and antiques.

After keeping players waiting a few minutes in the hallway, read the following to them out loud.

A door in the hallway's upper level opens suddenly and a peroxide-blonde, heavily made-up woman flounces out onto the balcony, dressed in a real silk kimono. 'I'm Mrs. Tara Fitzmaurice,' she announces in a curt, irritable tone, 'What is the meaning of this intrusion? I'm in the middle of a party!'

Tara Fitzmaurice

Citizen 1; HD 1d6+2 (8 hp); Init +0; Spd 30ft.; DV 10; Attack +0 melee, or +0 ranged; Fort +0, Ref +0, Will +3, Str 10, Dex 11, Con 14, Int 9, Wis 16, Cha 15

Prior Life: None

Skills and Feats: Appraise +3, Bluff +6, Computer Use +3, Disguise +6, Intimidate +6, Spot +7, Swim +4; Resist Arrest, Improved Resist Arrest

Possessions: Adifax tablets, coffee, sugar, lots of creds

Tara Fitzmaurice is the super-rich, super-arrogant mother of Barnaby Fitzmaurice and she is unused to having judges traipsing their dirty boots through her house. She will prove extremely uncooperative, informing players 'Barnaby isn't here, so you'll just have to come back later, won't you.' If asked where he is she emits a hollow

laugh and replies in a caustic tone 'Well how on earth would I know? Barnaby's a free spirit and does how he pleases. This isn't a police state, you know.' She will refuse to submit to a birdie lie detector test without having her lawyer present and will not come down from the balcony. At this point have players make an Intelligence check (DC 15). If successful, players realise that Mrs. Fitzmaurice looks far, far too young to be the mother of an eighteen year old juve, appearing to be barely in her mid-twenties. If asked how old she is she will emit a cry of scandalised outrage, bellowing 'How dare you!' After a few minutes of this bickering, or as soon as players make any attempt to lay hands upon Tara Fitzmaurice, read the following to them out loud.

With a squeal of irritation Tara Fitzmaurice stamps her foot and cries, 'Oh, I've had enough of this farce, it's all so terribly embarrassing. Jeeves, set the dogs on them! A split second later a door on the far side of the hallway slides open and three enormous Dottweiler M-20 Robodogs spring toward you, barking and snapping their metallic jaws.

Dottweiler M-20 Robodog

Small Robot

Hit Dice: 3d12 (20 hp)

Initiative: +2 (+2 Dex)

Speed: 20 ft.

DV: 13 (+1 size, +2 Dex)

Damage Reduction: 8

Attacks: Bite +6 melee

Damage: 1d12+2/8

Face/Reach: 5ft. by 5ft./5ft.

Abilities: Str 14, Dex 14

Software Capacity: 26

Software Packages: Base Attack Bonus +4; Listen +4, Search +4, Spot +4, Track

The Dottweiler M-20 is the very latest, top-of-the-range, cutting edge in robodog technology and general home protection. Although not much bigger than other robodogs currently on the market, the M-20's sophisticated attack programs and hydraulically-assisted plasteel jaws makes it far more powerful. Originally intended as the ultimate deterrent to would-be thieves and burglars, the M-20 has actually become something of a status symbol amongst members of the underworld.

Dottweiler M-20 Robodog

Cost: 20,000 cr.

The three dogs will now attack players, charging toward them and engaging in melee whilst Tara Fitzmaurice turns and disappears through a door on the balcony. A general profile for the dogs is given here but Games Masters should assume that Tara Fitzmaurice's dogs are all fitted with law-breaker modules.

Having overcome the robodogs players should now step into stern judge mode and take control of the situation, using their 59c rights to search the house. Going through the door from which the robodogs emerged, players find themselves at the foot of a huge, synthi-marble staircase. The sounds of laughter and the chink of glasses can be heard coming from the top of the stairs. Have players make an Intelligence check (DC 12). If successful they notice the aroma of coffee fills the air. Read the following to the players out loud.

Leaping up the stairs two at a time, you emerge in the centre of a large, sunny room filled with exotic plants. Dozens of people stand around chatting, laughing and drinking a thick, black liquid from tiny cups. As they set eyes on your uniforms many of the guest's faces turn pale and they hurry to get rid of their cups.

Tara Fitzmaurice is indeed in the middle of a party, one of her monthly 'Caffeine Mornings.' Players will find that everyone there has been drinking the proscribed liquid,

whilst a cupboard in the far corner of the room contains enormous quantities of both coffee and sugar. The guests will not make any attempt to resist the judges, although one or two will demand to speak to their lawyers. Games Masters should determine names, criminal records, etc for the guests at their own discretion. As players begin to make arrests read the following to them out loud.

The subdued atmosphere of despair that now fills the room is broken only by the occasional beep of a vid-phone, as the guests begin to contact their lawyers. Tara Fitzmaurice stands in one corner, shaking her head and muttering, 'This is just SO embarrassing.' As she does so an expensively dressed man, with buck teeth and lank, floppy hair says, 'Don't worry Tara, I think I can resolve this little inconvenience.' He turns toward you, hand outstretched and says in a loud voice 'Now, why don't we just shake hands quickly, then we can forget all about this and you can get back to arresting poor people, like you're supposed to do.'

The man's name is Alaric Hepplethwaite-Smythe and, should judges respond, he will give them a Freeplumber's handshake. Players can arrest all of the other guests for coffee consumption. Tara Fitzmaurice is, of course, a heavy adifax user and a huge quantity of the pills can be located in her bedroom. As the Pat wagons arrive to drag the guests away to the cubes players can begin to search



the house. Call Me Jeeves hovers around and will indicate where Barnaby Fitzmaurice's room is if players think to ask him. The other rooms in the penthouse, although filled with expensive luxuries, are of no relevance to the adventure and Games Masters will have to improvise their contents at their own discretion should players insist on searching them.

Barnaby Fitzmaurice's Bedroom

On entering Barnaby Fitzmaurice's bedroom read the following out loud to the players.

Young Barnaby's room is a huge affair containing every pointless, luxury, labour-saving device currently on the market, from laser-guided, precision nail-clippers to a robotic back-scratching system. The walls are lined with expensive vid-slugs and paintings whilst the window affords a breath-taking view of the Mega-City skyline and the Cursed Earth beyond.

A Search check (DC 20) of the bedroom locates a wall safe secreted behind one of the paintings. A Technical check (DC 25) is necessary to open it, (players might have to request back up on this.) Inside judges find a number of maps detailing the Sector 190 City Bottom. Close examination reveals that many of them have areas circled in red, with secret access points marked and dates written beside them. Players thinking to run these dates by MAC, (Technical check DC 15), discover that each one corresponds exactly with the dates of previous Pugglies' Parades. Searching through the maps, players discover that one of them bears today's date.

Players should now relay this information to Sector House, as they have discovered the location of one of the infamous Pugglie's Parades. After they have done this read the following out loud to the players.

As you finish up your search of the penthouse your helmet radio's crackle into life and you hear the familiar voice of B-Watch commander Stand. 'Right (insert judge's name here), good work. We've done some preliminary checks on the area you indicated and it seems that preparations for the Parade are already underway, though we're not going to make a move just yet. Chief Roland wants to hang back and roll up the whole racket in a mass swoop later on tonight. The operation will fall under the jurisdiction of C-Watch Commander Juniper, but I think it'd be a good

idea if your unit tagged along as well, so I'll let him know you're coming. The ops scheduled for 11:00 tonight. I'll keep you informed. Roland out.'

There is little else to be discovered in the Penthouse and nothing to indicate the likely whereabouts of Barnaby Fitzmaurice. Players who have not already visited Fritz Overmeier's Museum of Genuinely Old, Old Stuff in Prog 2 can do so now. If Prog 2 has already been completed judges are directed to resume their patrol out on the streets, as detailed in *Prog 4 - Dead Man Walking*.

Experience Points

Games Masters should award players surviving Prog 3 between 1,000 and 1,500 experience points each, with the following modifications.

Scene 1:

- Discovering link between Johnny Rancid / Barnaby Fitzmaurice: 100 experience points.
- Speaking with Rickie and Sara Gibbs: 100 experience points.

Scene 2:

- Arresting Alaric Hepplethwaite-Smythe: 100 experience points.
- Realising Tara Fitzmaurice is an Adifax user: 50 experience points.
- Locating maps and contacting Sector House over Pugglies' Parade: 150 experience points.

Prog 4 - Dead Man Walking

In Prog 4 players discover worrying evidence of Kaleb Jezzail's plot. During the time he has been back in Mega-City One the rogue psi-judge has organised the rental of a number of apartments and has installed machinery for the dispersal of the PSY.KO 25 gas in each. As a precaution Kaleb Jezzail has used his dark powers to create a number of zombies, reanimating cadavers from Gip Guppleton's corpse preservation business. Groups of these have been left to guard each of the rented apartments and to ensure that the gas dispersal equipment is not discovered. A few minutes before the beginning of Prog 4 a bat burglar breaks into an apartment in the Ralphie McTell Block, receiving the shock of his life when four shambling, undead guardians set about him. He manages to escape but one of the zombies gives chase. Players are called in to investigate the ensuing fire.

Scene 1: Sector 190 - Skedway 11 - Ralphie McTell Block

Players should by now have finished both Progs 2 and 3, and be back out on the streets again. Read the following to them out loud.

As you cruise the meg-way, monitoring traffic speed levels and checking for slowsters, you receive an urgent call from Sector Control. '(Insert judge's name here), take your unit straight over to the Ralphie McTell Block, Level 46. We've got reports of a firefight in progress there in the main shopping mall.' Gunning your Lawmaster's engines you swerve across the path of an enormous jugger and race up the slipzoom that leads into the Ralphie McTell Block. As you follow the network of tunnels heading down toward level 46 you begin to notice thick clouds of smoke swirling around the ceiling. The traffic begins to slow and you dart between the vehicles, sirens wailing. Emerging

onto the roadway that runs across the level 46 shopping mall you spot a roadliner lying on its side in flames. Hundreds of citizens run around in confusion, crying for help and waving at you, whilst others simply stand motionless, staring stupidly at the burning vehicle.

The players' first priority should be the burning roadliner. As they leap off their Lawmasters, citizens rush forward shouting 'The driver's still in there, Judge!' Trying to rescue the trapped and unconscious driver from the wreckage of the roadliner's cabin is a full round action and requires a successful Strength check (DC 18). However, the fire burns fiercely and any judge attempting to do this must succeed in a Reflex saving throw (DC 15) each round to avoid suffering 1d6 points of burn damage, ignoring any Damage Reduction. The driver will die if he is not removed from the vehicle within five rounds. Eventually, fire squads arrive and extinguish the blaze. Read the following out loud to the players.

The flames having been brought under control you begin to question witnesses as to exactly what happened. Instantly, dozens of excited citizens begin to babble at once, giving wildly contradictory versions of events, but eventually you manage to silence the crowd and listen to a coherent account from a middle aged man who claims to have seen the whole thing. 'Well, Judge,' he begins, 'I was just standing here, minding my own business, so to speak, when all of a sudden this punk comes running out of the stairwell over there like old Judge Death himself was after him. Then this other guy comes out...he kinda' looked like a crock, you know, all white an' wrinkled... stumbling along after him. Well the punk, he turns and he lets the crock have it, BANG!, four, five, six times, straight in the chest with a spit pistol.' The speaker's eyes widen in disbelief. 'But the crock...he just keeps on coming, Judge - even after his arm comes off!! The punk he keeps on firing but the crock, he grabs him, then the two of them begin fighting, rolling around on the skedway. Then the roadliner it comes, beeping and honking and, SLAM!!, it crushes 'em both

flatter 'n a synthi-wafer and then, WHOOF!, over it goes and starts burning.' The speaker's face pales and his voice drops to a whisper. 'But this is the weird part, Judge. The old crock, why he just gets up after and walks away. Man, I tell you, what ever it is they hand out at them eld-shelts, I want me some of it!'

The crowd of citizens now bursts out into spontaneous applause in appreciation of the speaker's spirited description of events, whilst players can begin to examine the scene. A pair of legs can be seen protruding from beneath the wreckage of the roadliner. Players can try to identify the perp through skin samples taken from the feet and legs, (Technical check DC 18), and this reveals him to have been one Jimmy Sidney, a known bat burglar. A little distance away lies an arm, severed at the shoulder, although there is a distinct lack of blood. Have players examining the arm make a Medical check (DC 12). If successful, they notice that the blood in the arm is totally congealed and jelly-like, a condition normally only found in corpses dead at least eight hours or more!

If players inquire as to which way the crock escaped onlookers will indicate a stairwell some fifteen metres away. Following the stairwell, judges find that it leads down to the residential floor below. Any player using their helmet's infrared vision filter to try to track the crock's footsteps will discover that there is nothing there, (owing to the fact that the animated corpse has no body heat with which to leave them.)

Scene 2: Sector 190 - Apartment 45/16 - Ralphie McTell Block

Read the following to the players out loud.

As you emerge from the stairwell you find yourselves in a long, curving corridor that gives access to the apartments on this level. Looking in both directions you realise there is no-one around in the dimly lit passage, although to your left a low, shuffling, dragging sound is audible. Running in that direction you round the corner just in time to catch a glimpse of a shabbily dressed figure disappearing through a doorway.

This shambling figure is the zombie seen earlier on by the citizens. Having neutralised the burglar it has now returned to the apartment. As players approach the door they will notice a pungent chemical smell lingers in the air. The door to the apartment is not locked. Should players open the door read the following to them out loud.

The door slides open to reveal a living pad. The room is sparsely furnished, although in the far corner you spot a table bearing a confused mass of machinery. A group of four figures stands in the centre of the room. With slow, clumsy movements they swing around and begin to shuffle towards you, emitting low moans and clawing at the air as they do so.



Four Zombies

Medium Undead

Hit Dice: 3d12+3 (23 hp)

Initiative: -1 (-1Dex)

Speed: 30 ft

DV: 9 (-1 Reflex)

Damage Reduction: 8 (natural armour)

Attacks: Slam +2 melee

Damage: Slam 1d8+1/2

Face/Reach: 5ft. by 5ft./5ft

Special Qualities: Undead, partial actions only, bullets 1/2 damage

Saves: Fort +1, Ref +0, Will +3

Abilities: Str 13, Dex 8, Con -, Int -, Wis 10, Cha 1

Feats: Toughness

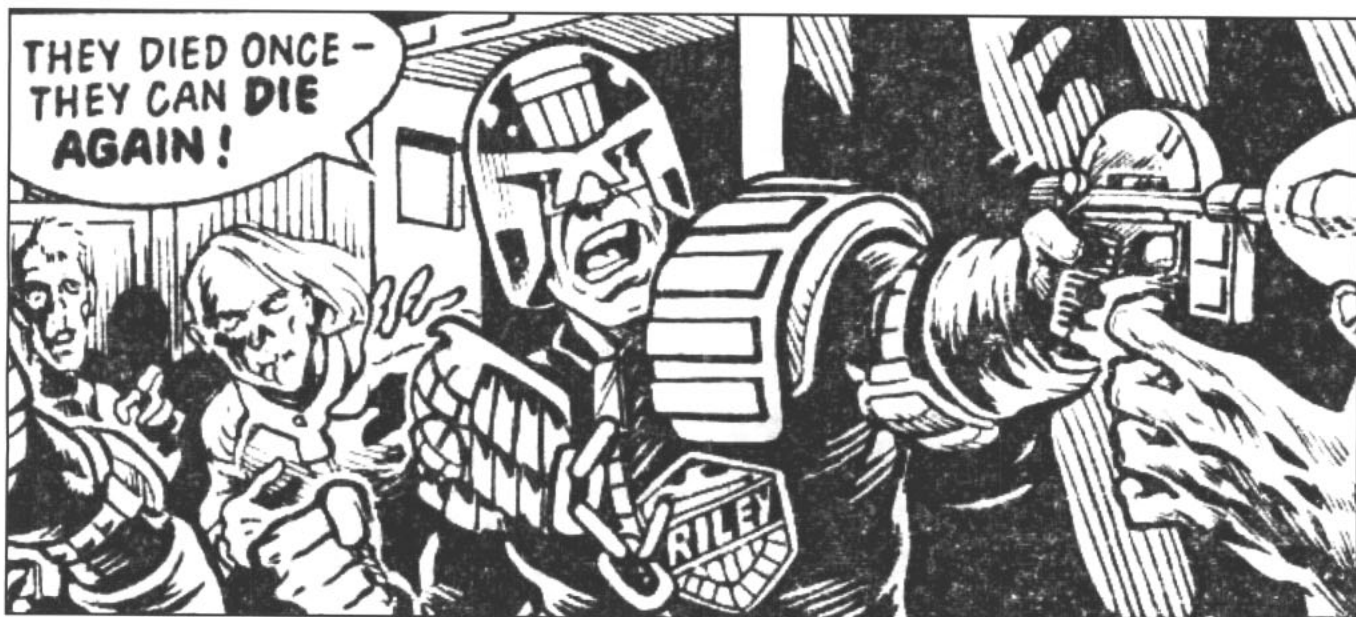
As the zombies have been created from bodies pickled in preservative chemicals, (the pungent aroma judges have noticed), their leathery flesh is extremely tough and as such they are particularly resistant to damage from Standard Execution and Armour Piercing rounds. Should players employ these shells, the zombies will take only half damage from them, after their Damage Reduction has been taken into account.

Having defeated the zombies, players can examine the apartment, although aside from the four bullet ridden corpses and the strange collection of machinery in the corner there is nothing of any real interest to find. Players examining the machinery should make two Technical checks (DC 12 and DC 15). Success in the first tells the judge that the machinery seems to be designed for

the dispersal of gas, although they will notice that the section where the gas canister should be fitted is empty. If successful in the second check the player realises the whole contraption has been linked into the Ralphie McTell Block's air conditioning system. Gas could therefore be dispersed throughout the whole of the block!

A successful Medical check (DC 12) whilst examining any of the zombies is enough to tell players that the corpses have been dead for a long time. At this point have players examining the corpses make another Medical check (DC 15) to realise that each of them bears traces of embalming chemicals normally associated with corpse preservation establishments. Running identity checks on the corpses through MAC, (Technical check DC 15), players learn that each of the former citizens has been logged as being dead anywhere between three and eight years and all are currently listed as 'residing' at The Valley of the Kings, a high class corpse preservation business located in Sector 190.

A simple MAC check, (no DC check necessary), reveals the apartment to belong to one Lolwyn Garcia, a travelling salesman who is currently listed as being overseas, last known location Brit-Cit, two weeks ago. Garcia has no criminal record and no matter how many MAC checks players run they will find no connection between the salesman and the mystery they are investigating. *(This is due to the fact Lolwyn Garcia is innocent of any involvement in the plot to summon Gorgomoth. On going overseas he rented out his flat to one of Gip Guppleton's henchmen, neglecting to inform the authorities of the transaction.)*



The players will now probably want to race over to The Valley of the Kings and ask the owner exactly why four of the corpses he is supposed to be caring for have been wandering around in the Ralphie McTell Block! Players thinking to request details on the business will receive *handout 4*, reproduced here for the benefit of the Games Master.

Players wishing to call up files on Gip Guppleton can do so if they wish, although they will not discover anything else relevant to the adventure. Games Masters should improvise this information at their own discretion.

Scene 3: Sector 190 - The Valley of the Kings Corpse Preservation Establishment

Once players have finished up in the Ralphie McTell Block read the following to them out loud.

Daylight is beginning to fade as you leave the Ralphie McTell Block and head west. Five minutes later you spot the Valley of the Kings, a pyramid-shaped building nestling in the shadows of the Toots-Kahmoon Block. Down one side of the pyramid neon lettering flashes, spelling out the slogan 'Immortality - at a Price YOU can Afford!' You leave your Lawmasters in a parking bay in front of the main entrance and head up the synthi-granite steps. The doors slide open to reveal a small entrance foyer decked out in mock-Luxor City style deco. A general-purpose droid glides forward, bowing its head solemnly

and murmuring in a velvety tone 'May I offer my most sincere condolences on your loss.'

Judges now find themselves in the entrance foyer, from which there are no visible exits. The foyer is decorated to resemble a stone chamber and hieroglyphics and Egyptian-style pictures cover the walls. The droid, a GP Hondai Tee-Kay Mk II, has been specially programmed to be obstructive to members of the Justice Department, delaying them in the foyer and giving Gip Guppleton and his associates time to slip out via a back door. Although Guppleton and his thugs are not actually present the droid will still not co-operate with the judges. If asked any questions not relating specifically to the business of The Valley of the Kings, the droid shakes its head sadly and murmurs such meaningless phrases as 'Yes, such a sad loss' or 'Struck down in the prime of life. A tragedy.' It will not respond to any questions surrounding Gip Guppleton, his whereabouts or his business activities.

If players begin to search for an entrance into the main part of the building the droid informs them that access is off limits to members of the public. Have players make a Search check (DC 12). If successful they locate the outline of a door concealed amidst the stonework on the walls. At this point the droid will turn nasty, opening fire on them without any further ado.

General Purpose Robot

Medium Robot

Hit Dice: 3d12 (20 hp)

Initiative: +0

Speed: 20 ft.

DV: 10

Handout 4

File XD67-8, 190

Business Title: The Valley of the Kings, Garden of Eternal Rest

Description of Business: Corpse Preservation Establishment

Listed Owner/s: Gippy 'Gip' Guppleton, (2108 - 10 months gambling, 2111 - 2 years possession illegal firearm)

Notes: Owner Guppleton long suspected of links to MegWest organised crime, although has been careful to cover tracks in past. In 2120 round clock surveillance operation of premises was established after nark tip-off linked Guppleton to ring of Texas City organ leggers but no arrests were made after swoop proved premises to be clean. Some degree of suspicion existed at time as to whether Guppleton had been warned of surveillance.

Damage Reduction: 6

Attacks: Slam +5 melee or laser pistol +5

Damage: Slam 1d4/0 or 4d6/14

Face/Reach: 5ft. by 5ft./5ft.

Abilities: Str 10, Dex 10

Software Capacity: 48

Software Packages: Base Attack Bonus +5; Computer Use +4, Drive +2, Medical +2, Technical +4

Special: Concealed Weapon Mount (laser pistol), Law-Breaker Module

Having dealt with the droid a Technical check (DC 12) will be sufficient to open the door. Read the following out loud to the players.

The concealed door slides open to reveal a long, dimly lit corridor. On either side of the corridor stand huge rows of sliding compartments, each one bearing a datapad with names and details of the corpse stored inside. Peering through the glass window in one of the compartments you see the top of a man's head. Making a hurried search you quickly discover that the four corpses you encountered in the Ralphie McTell Block are all missing. During your search you also discover that these are not the only unoccupied cold store compartments. The corridor ends in a set of metal steps that lead down into the building's basement.

Scene 4: Sector 190 - Basement Level - The Valley of the Kings

Should players decide to head down the stairs into the basement, read the following out loud to the players.

You follow the stairs down into the darkness below, your footfalls echoing loudly on the metal steps. After descending some five metres you become aware of an acrid, chemical smell that fills the air. A little further on the stairs level out to form a walkway that runs down one side of a large underground chamber, some three metres from the ground, before ending in another set of stairs. The chemical smell here is much stronger. The rectangular chamber is around 30 metres by 20 and is littered with technical equipment. A sprawling mess of tubes, pipes and cables covers the floor and is connected to yet more apparatus set up on a line of work benches pushed over against one wall. There doesn't appear to be anyone

around in the chamber and there is no sound other than the echo of your footsteps on the walkway.

Players should now investigate the basement, which is indeed unoccupied. Information parenthesised and given in *italics* is for the Games Master's eyes only and should not be presented to the players. Any tek-squads requested will arrive in the usual 2d10+10 minutes and can provide all the information not discovered by the players themselves.

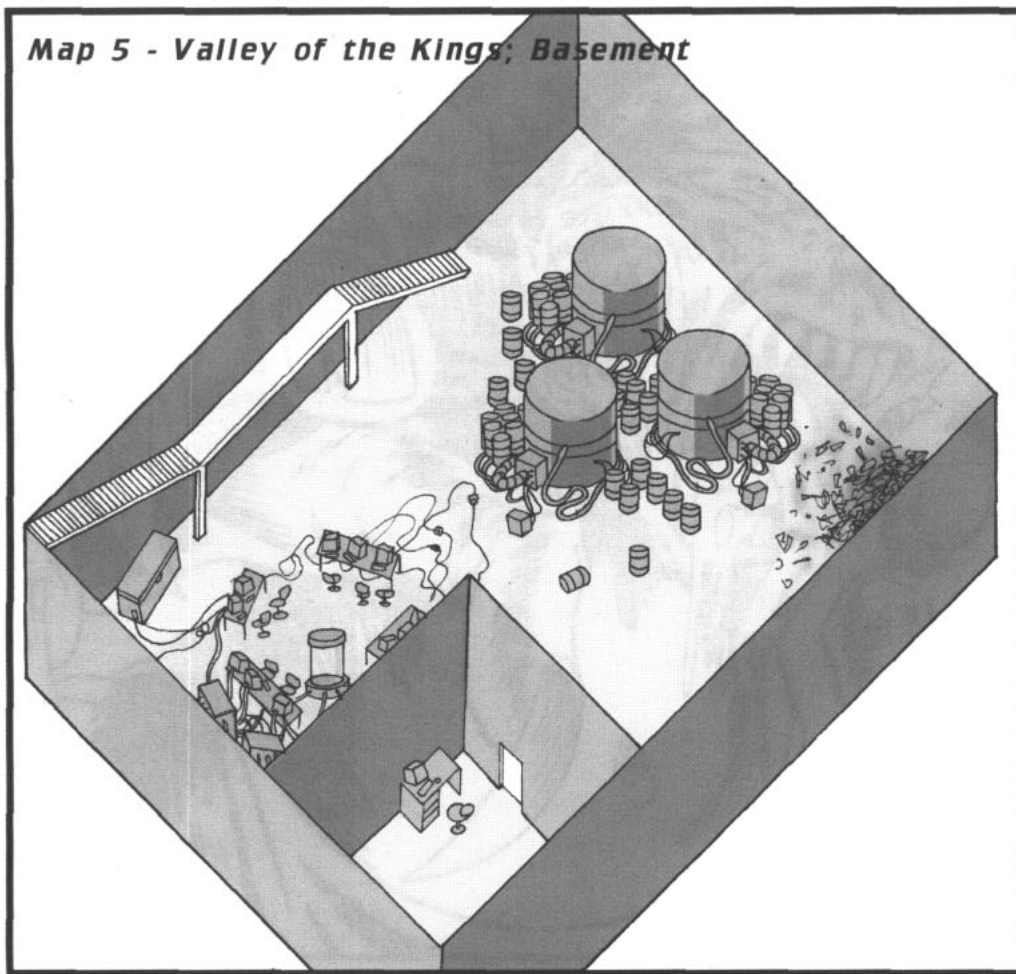
Area 1

Players will quickly realise that the technical equipment in the basement seems to be divided into two distinct groups. At area (1) on the map a Technical check (DC 15) will identify the mass of canisters, tubes, bottles and pipes that line the tops of the two workbenches as relating to the production and storage of gas. A detailed search will reveal that a large amount of gas seems to have been produced and stored in canisters, although there are no clues as to what the gas might have been. If players think to investigate, a Technical check (DC 12) establishes that any of the canisters would fit perfectly into the machinery discovered earlier on in the Ralphie McTell Block. *(This area was used by Carlos Mendieta to produce the PSY.KO 25 gas. Having now produced enough of the gas to poison half of the sector Mendieta has simply abandoned the equipment here, although he has been careful to remove anything that might give judges a clue as to what the effects of the gas might be or what it consists of.)*

Area 2

This is the second group of equipment, a collection of computers, cables, glass containers and surgical technology which a successful Technical check (DC 18) identifies as relating to the production of genetic tissue. Players thinking to check with MAC will discover that most of the items are identical to those stolen in the raid on the Sector 12 laboratory mentioned in *handout 1*. Players examining the glass containers find traces of a flesh-like substance amidst the slimy goo that fills them. If this is subjected to analysis with a scanalyser, have players make a Technical check (DC 22). If successful they discover that it is a form of high density, rapid growth genetic tissue, outlawed within most of the world's Mega-Cities due to its extreme instability and propensity to mutate. *(This equipment was used by Carlos Mendieta to create a flesh golem for the spirit of Gorgomoth to inhabit when he is summoned to the real world. Obviously, wandering around with a 20ft high demon constructed out of stolen*

Map 5 - Valley of the Kings; Basement



genetic material would have been an easy way to end up in the cubes so Mendieta has been experimenting with ways of creating a sort of formless, liquid flesh, the gene code imprinted upon it only taking shape when mixed with certain special chemicals.)

Area 3

This is a waist-level refrigeration unit. Have any players examining it make a Technical check (DC 15). If successful they notice that a special magnetic locking system has been fitted to the door and is currently active, preventing the judges from opening it. A Technical check (DC 18) is necessary to overcome the locking system. *(This refrigeration unit contains the results of one of Mendieta's failed experiments. The creature began to mutate far too rapidly, taking on a hideously twisted form and developing a level of bestial sentience.)* Should players open the refrigeration unit, read the following to them out loud.

With a loud hiss the door of the refrigeration unit swings open, filling the air with clouds of freezing gas and forc-

ing you back away from it. From within comes a low, bubbling gurgle. As the air clears you suddenly notice a torrent of viscous, blood-red liquid pouring onto the floor before you, forming a rapidly expanding pool of swirling, quivering filth. Within seconds it has begun to solidify and the silhouette of a nightmarish creature has begun to take form, its giant, clawed hands clutching and tearing at the air as it struggles toward you.

The hideous mutant mass of slime and flesh will take one full round to assume its form, that of a 15 foot hunch-backed demon, during which players can attack if they wish. After this the creature will stagger forward to the attack, seeking to pull the judges limb from limb with its powerful arms.

Flesh Mutation

Large Construct

Hit Dice: 7d8+45 (77 hp)

Initiative: -1 (Dex)

Speed: 30 ft.



DV: 10 (-1 size, +1 Reflex).
Damage Reduction: 12 (natural armour)
Attacks: 2 slams +11 melee
Damage: Slam 2d6+9/0
Face/Reach: 10ft. by 10ft./10ft.
Special Qualities: Regeneration, (creature heals 1d6+4 points of damage per round.)
Saves: Fort +11, Ref +1, Will +4
Abilities: Str 29, Dex 8, Con 22, Int 2, Wis 15, Cha 2
Skills: Climb +12, Spot +9
Feats: Toughness

On reaching 0hp the mutation's mass will suddenly lose all shape and form, slowly melting to the ground and forming a foul smelling puddle of goo. Any player thinking to check can discover on a Technical check (DC 18) that the creature's tissue samples match exactly with those found amidst the apparatus in area 2.

Area 4

This small room is Gip Guppleton's office, although since Carlos Mendieta and the Children of Gorgomoth set up shop outside Gip has not been using it much. Inside judges find a desk, comfortable swivel chair and computer terminal. Gaining access to the computer requires a successful Technical check (DC 18). Checking through the files on it gives players details of practically all of Gip Guppleton's criminal activities, (to be left to the Games Masters discretion). Searching the drawers, players find *handout 5*, the blackmail letter sent to Guppleton by Umberto 'Faceache' McGraw a few weeks ago. The handout is reproduced here for the benefit of the Games Master.

Handout 5

'Remember that little job I did for you about eleven years ago? The final instalment is yet to be paid - 20,000 creds. Don't try to find me or I'll go to the Judges and tell them who your friend really was.'

Area 5

This is a pile of what looks like refuse. Closer examination, however, reveals it to be a collection of filthy, blood-smeared bandages and dried skin. Analysis of the blood stains on the bandages with a scanalyser requires a Medical check (DC 18) and reveals that the wearer of the bandages suffers from a strange, particularly virulent form of skin disease with which the judges will be unfamiliar. If players decide to use a scanalyser on either the bandages themselves or the flaps of dried skin, have them make a Technical check (DC 15). If successful, they notice that both are impregnated with radioactive dust particles, normally found only in the Cursed Earth. Have players make a further Technical check (DC 12) to realise that more detailed analysis back at the Sector House Tek Division laboratories should be able to pinpoint the exact area.

Psi-Powers

If any psi-judges in the party decide to use psi-powers such as *psychometry* on the bandages in an effort to learn more of their previous owner, read the following to them out loud.

Removing your glove, you run your fingers along a length of the filthy bandages, trying desperately to ignore the sudden wave of revulsion that sweeps through you. Within seconds an image has begun to form in your mind, an image of something that was once human but has now become corrupt and poisoned. Concentrating, you receive a hazy vision of a man swathed in bandages, his skin a mass of suppurating lesions and leprous sores. As you watch, the figure slowly peels a length of bandage away from his arm and begins to rub a greenish jelly onto the raw flesh beneath. The vision fades.

No further information can be gleaned from the bandages, although it is possible that players will now try to perform a Psi-Scan to locate the mysterious, diseased figure they have seen. A successful Psi-Scan check (DC 20) will be necessary to glean any information whatsoever, although players can use the bandages to help them focus their minds, giving them a +8 bonus. If successful, read the following out loud to the players.

For a split second you see the shadowy image of a man swathed in a long robe, surrounded by similarly attired figures carrying gas canisters. Almost instantaneously the figure spins and stares directly toward you, his glittering, blood-red eyes seeming to bore directly into your brain.

The cautious Kaleb Jezzail, fearful of being discovered, has been using the psi power *detect psi-scan* ever since he returned to the city. At this point have the player in question make an opposed Psi-Scan check against Kaleb Jezzail's Psi-Scan score of +16. Should Kaleb Jezzail win, read the following out loud.

The figure's eyes seem to burn within the darkness of the cloak's hood, as its mouth twists into a sickly smile, revealing two rows of rotten teeth. 'You will be mine, (insert judge's name here)!', a voice snarls in a hoarse whisper, then the figure waves a bandage covered hand. Psychic contact is broken instantly, leaving you momentarily stunned.

Further attempts at using the *psi-scan* power will have to succeed in a Manifest Level check (DC 25), as Kaleb Jezzail will now be using the psi-power *blanking* at all times.

Experience Points

Games Masters should award players surviving Prog 4 between 1,500 and 1,750 experience points each, with the following modifications.

Scene 1:

- Rescuing the driver from the burning roadliner: 100 experience points.

Scene 2:

- Identifying specific purpose of machinery found in apartment: 150 experience points.

Scene 4:

- For each clue discovered by players without outside aid: 50 experience points.
- Locating Kaleb Jezzail through use of *psi-scan*: 200 experience points.

Prog 5 - Anarchy in the MC

By the time judges have finished up at *The Valley of the Kings* B-Watch will be drawing to a close. However, for the players it will be a case of 'no rest for the just' as the hour of the raid on the Pugglies' Parade is drawing close and Justice Department forces are gathering in the extreme West of Sector 190 in preparation. Once players have finished their investigations in the makeshift basement laboratory, read the following to them out loud.

By the time you return to your Lawmasters night has fallen on Sector 190 and the skyline is alive with a glittering mass of harsh electric lights, neon signs and speeding airborne traffic. The moon hangs just above the horizon, its pale face covered with a lurid advertisement for kneepads. As you mount up, your helmet radios crackle into life. '(Insert judge's name here), this is C-Watch Commander Juniper. Stand's informed me that your unit is to join my forces for the raid, so you better get over here quick. We've already got upward of 1,500 juves down there so zero hour's been moved forward to 2230 hrs. I'll be co-ordinating the operation from the air so you're to liase with Judge Mortimer, who's taking care of things on the ground. He's expecting you down near City Bottom. I'll patch the co-ordinates straight through to your bikes. Walton out.'

Scene 1: Sector 190 - City Bottom - Wasteland

Players race across sector, heading toward the area of derelict City Bottom buildings where the Pugglies' Parade is to take place. As they near the area they notice occasional furtive groups of juves and pugglies emerging from hoverbuses, ground cars and sky-rail stations. For the moment there are few judges around, as the Justice Department forces are hanging back. Read the following out loud to the players.

The co-ordinates sent to you by C-Watch Commander Juniper correspond to a low-level watching bay. As you

descend toward it via a series of spiralling skedways you spot two Manta Prowl Tanks concealed behind the foundations of a cityblock. Dozens of judges can be seen gathering behind them, their Lawmasters' lights dimmed so as not to attract attention. Judge Mortimer turns as you park up at the watching bay. Mortimer is a tall, muscular judge, rumoured to be one of the toughest in Sector 190. He gives you a curt nod by way of greeting then waves his hand toward a series of derelict buildings some little distance off. 'Well whoever they are that's organising this, they're good,' he states grimly, 'they've been bussing juves in by the hundred. Grud knows how we've never managed to catch them at it before! About two hours ago they sent groups of goons out onto the streets to scare off the local slummies and to check on the Justice Department presence. Those same creeps have set up various guard posts around the perimeter now, guiding the juves into that derelict warehouse building you can see just over there. We're going to have to take the guards out first if we're to wrap this whole thing up once and for all....don't want any of the punks slipping the net. We're going to move in about 20 minutes, so get your unit down to these co-ordinates. Once there, use your binos to scan the area for guards and if you find any start taking them out quietly when you get the green light.'

Judges should now make their way down to the starting point on foot. Following a crumbling pedway players find themselves back amidst the ghostly, derelict streets of the City Bottom. The towering blocks and criss-cross of roadways above mean that judges are operating in pitch darkness, so use of their helmet's infrared vision filter will be necessary. Make a note at this point of whether or not players have fitted their Lawgiver Silencers or not. As they cross the rubble-strewn wasteland that separates them from their starting point Games Masters should have players make a series of Dexterity checks (DC 12). Any players failing this will stumble on a jutting piece of metal or loose stone, causing a seemingly ear-splitting cacophony of noise (although this goes totally unnoticed by the guards it will help to make players tense.)

Finally, as they near their starting position, have players make a Listen check (DC 12). If successful, read the following out loud to the players.

As you carefully pick your way through piles of rubble and the skeletal remains of buildings you suddenly become aware of whispering voices somewhere away to your right. Looking in that direction you guess that the voices may have come from behind a collapsed wall, although you can't be sure; the landscape of twisted metal and waste provides dozens of possible hiding places.

The whispering voices belong to three members of the spug rock group The Flaccid Big Toes. Angry at not having been included on the bill of the Pugglies' Parade the juves have decided to try to wreck the event by setting off an enormous fire bomb they have obtained close to the concert, thereby hoping to attract the attention of the Justice Department. Obviously, this explosion could complicate the judges' stealthy elimination of the guard posts somewhat!

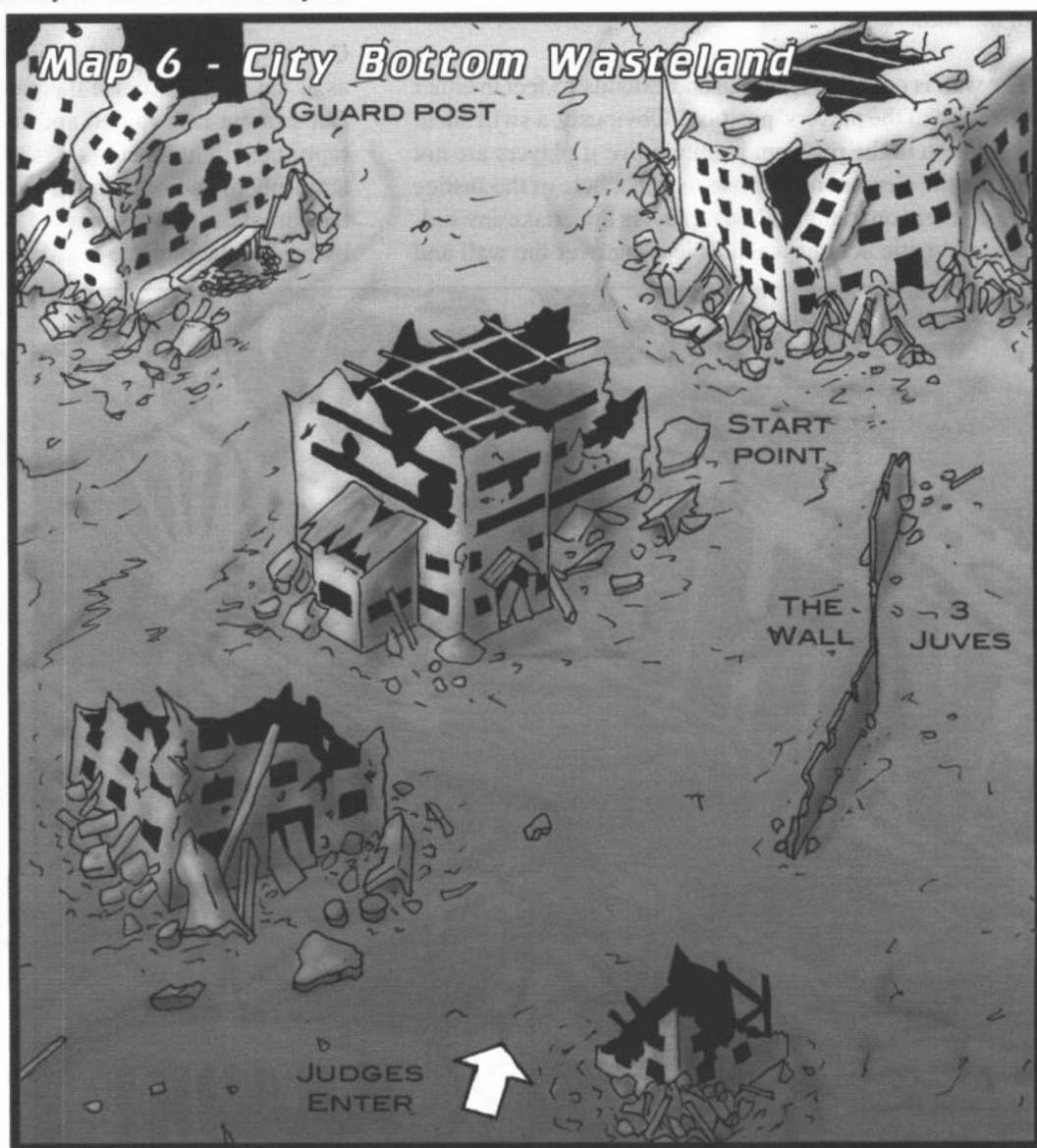
The players' start point for the Justice Department swoop still lies some fifty metres in front of them, so make it clear to players that by ignoring the voices they risk leaving perps behind them. Players using their binoculars to sweep the area for body heat silhouettes spot three adult-sized shapes lurking behind the collapsed wall. Should judges wish to approach the spot they will have to make an opposed Move Silently check against the juves' Listen skill, (the juves make this

with a -4 modifier as they are currently talking amongst themselves.) On a failed roll one of the juves will poke his head over the top of the wall. Players will have to make an opposed Hide check against the juves' Spot skill, (the juve makes this with -6 modifier to reflect the pitch darkness.) If the players are spotted the juves make a break for it, leaving their bomb behind them. Games Masters should handle any subsequent pursuit at their own discretion.

3 Juves

Citizen 2; HD 2d6 (9 hp); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30ft.; DV 14 (+4 Reflex); Attack +1 melee or +3 ranged; Fort +0, Ref +4, Will -1, Str 10, Dex 15, Con 11, Int 10, Wis 8, Cha 12

Prior Life: Juve



Skills and Feats: Balance +5, Climb +5, Hide +7, Jump +5, Listen +3, Move Silently +7, Ride +5, Spot +4, Streetwise +4, Tumble +7; Improved Initiative, Lightning Reflexes
Possessions: Firebomb (2d6), assorted creds.

On successfully reaching the collapsed wall read the following out loud to the players.

Crouching down beside the line of crumbling masonry the whispering voices become clearer. 'Man, them spuggers ain't gonna know what hit 'em when we blow this little baby,' someone hisses excitedly. 'Yeah, well hurry up and get the thing wired then, dingbat,' another voice replies, 'I wanna be five clicks eastside of this joint before the apocalypse starts.' The voices fall silent but you can still hear sounds of frantic activity coming from the other side of the wall.

The wall is only five feet high and extends 15 feet in either direction of the players' position. Obviously, a swift silent resolution to the problem is imperative if players are not to ruin the element of surprise for the whole of the Justice Department operation. Should players undertake any sudden, dramatic actions, such as leaping over the wall and

landing on top of the juves, they run the risk of causing the three juves to cry out in surprise. Games Masters should handle this situation at their own discretion, depending on exactly what the judges do.

By far the simplest solution to the problem however is to creep silently around the wall from both directions and come upon the juves slowly. If players decide to do this have them make another opposed Move Silently check against the juves Listen skill, this time without the -4 modifier as the juves are working in silence. If the players are overheard the juves will make a break for it, as above. If not players can surprise them, stepping swiftly out of the shadows and arresting the three who are sat huddled around an enormous firebomb. The three juves will not resist in any way.

Games Masters should handle this situation carefully, as at the slightest noise the game will be up, the Justice Department raid ruined and the players in for a severe reprimand. This encounter is meant to create tension and atmosphere and only in the case of extreme stupidity on the part of the players should Games Masters punish them by having the puggie guards alerted.



Eventually players will move into position, ready for the beginning of the operation. Read the following out loud to the players.

Creeping through the darkness you reach the coordinates Judge Mortimer gave you. As you crouch down behind a large pile of debris you become aware of a distant, rhythmic thud that seems to be emanating from somewhere beneath the ground. Obviously the Puggie's Parade is in full swing. Your position gives you a vantage point looking down on the eastern side of the wasteland that surrounds the derelict warehouse. Sweeping the area with your binoculars you detect a series of be-

tween four and six body heat silhouettes hidden within the ruins of a small building some 20 metres in front of your position. Seconds after making this discovery Judge Walton's stern voice fills your helmet radios. '(Insert judge's name here), take your unit forward, neutralise any of the guards you find en route then head on round to the right of the main building. There's an entrance a little way on down that side. Take your unit in, neutralise any more guards you come across, then try to locate a way down into the basement. Once you've done that stay put and await further instructions...and keep your eyes peeled. We're getting some very strange readings up here. Walton out.'

How players neutralise the guard post is up to them and Games Masters should handle the situation accordingly. The guards inside make all opposed Listen checks with a -2 modifier owing to the distant rumble of music that becomes more and more audible the closer players move to the warehouse. As judges approach have them make a Spot check (DC 18). If successful, they notice a cable that runs from inside the ruins of the guard post and across the stretch of wasteland, to disappear through one of the warehouse's windows. This cable connects a button in the guard post with the main chamber below ground, where the Pugglies' Parade is being held and is intended to be used to set off a warning light in the event of Justice Department interference (*with the raucous spug rock din blasting out radios are of no use.*) Players can cut this if they wish, thereby severing contact between the two points and making their task a lot easier.

6 Punks

Citizen 3; HD 3d6+9 (22 hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; DV 14 (+4 Reflex); Attack + 3 melee or +3 ranged; Fort +3, Ref +4, Will +0, Str 12, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Prior Life: Punk

Skills and Feats: Climb +5, Drive +5, Hide +7, Jump +7, Listen +7, Search +4, Spot +6, Streetwise +5; Alertness, Improved Initiative, Lightning Reflexes, Toughness

Possessions: Las-Knives (1d6/10), Spit Pistols (2d6/6)

Scene 2: Derelict Warehouse

- City Bottom - Sector 190

Having neutralised the guard post players should now follow Judge Walton's instructions. Read the following out loud to the players.

Hurrying through the darkness you follow the walls of the warehouse around to the right. Here, the very ground itself seems to tremble as the music in the basement below you thunders away. In the distance you spot the silhouettes of other Justice Department units running across the wasteland. After travelling some fifty metres or so around the perimeter of the building you locate the entrance Judge Walton mentioned to you, a ragged hole in the plascrete that might once have been a doorway or a window. Inside, the building is a maze of darkened chambers filled with dust, rubble and rat droppings and as you pass through each successive room the music becomes louder and louder, echoing around the high ceilings of the building like thunder. Suddenly you stop, having noticed something out of the corner of your eye. Looking down you notice a dark, glistening stain on the ground.

Should judges examine the stain they will discover it to be fresh blood. A Spot check (DC 12) reveals more blood leading away into a room on their left. Following this they discover a grisly collection of severed limbs and guts spread out across the room, the butchered remains of two juves. At this point have players make a Spot check (DC 12). If successful, they notice that certain parts of the juves' corpses are missing, namely both heads, a torso and a leg. Examining the remains, a Medical check (DC 12) reveals that both have been dead no more than an hour. If judges choose to search the room a successful Search check (DC 10) locates a wide trail carved in the dust, as if something huge and heavy had recently been dragged across the floor. The trail leads to a hole in the floor some 60 cms wide. An oddly reptilian smell emanates from the aperture. Shining torches down into the hole, judges see that a tunnel leads directly down, although it is too narrow for a human to pass down without extreme difficulty.

The two unfortunate juves have in fact been ripped apart by the escaped dinoconda made mention of in *handout 1*. The beast in question has made its home in the ruined basement and is currently slithering around below ground trying to find a way into the basement where hundreds more juicy juves await it. Players will have to deal with the reptilian nightmare a little later on in this prog.

Players should now try to locate the entrance into the basement. This lies 20 metres or so further on into the building. Read the following out loud to the players.

You continue your sweep through the warehouse's ground floor, finding nothing more than empty rooms and rubbish. Eventually the main corridor ends and opens out into a

larger chamber. Here the volume of the music is deafening and you begin to be able to discern certain words and phrases from the songs. Over a frenetic cacophony of electro-drums and guitar a voice whines, 'Spug you Hershey and spug you Dredd, Next time that we meet you're gonna wind up dead! YEAH!!!' In the far corner of the room a number of figures mooch around, silhouetted by the light of a torch resting on the floor. Beyond them you spot the railings of a stairwell leading down into the basement.

These six punks form the final guard post and will have to be neutralised before players can descend into the basement.

6 Punks

Citizen 3; HD 3d6+9 (22hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; DV 14 (+4 Reflex); Attack +3 melee, or +3 ranged; Fort +2, Ref +4, Will +0, Str 12, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Prior Life: Punk

Skills and Feats: Climb +7, Drive +7, Hide +7, Jump +7, Listen +9, Search +4, Spot +6, Streetwise +5; Alertness,

Improved Initiative, Lightning Reflexes, Toughness
Possessions: Las-Knives (1d6/10), Spit Pistols (2d6/6)

Scene 3: Sector 190 - Basement Level - Derelict Warehouse

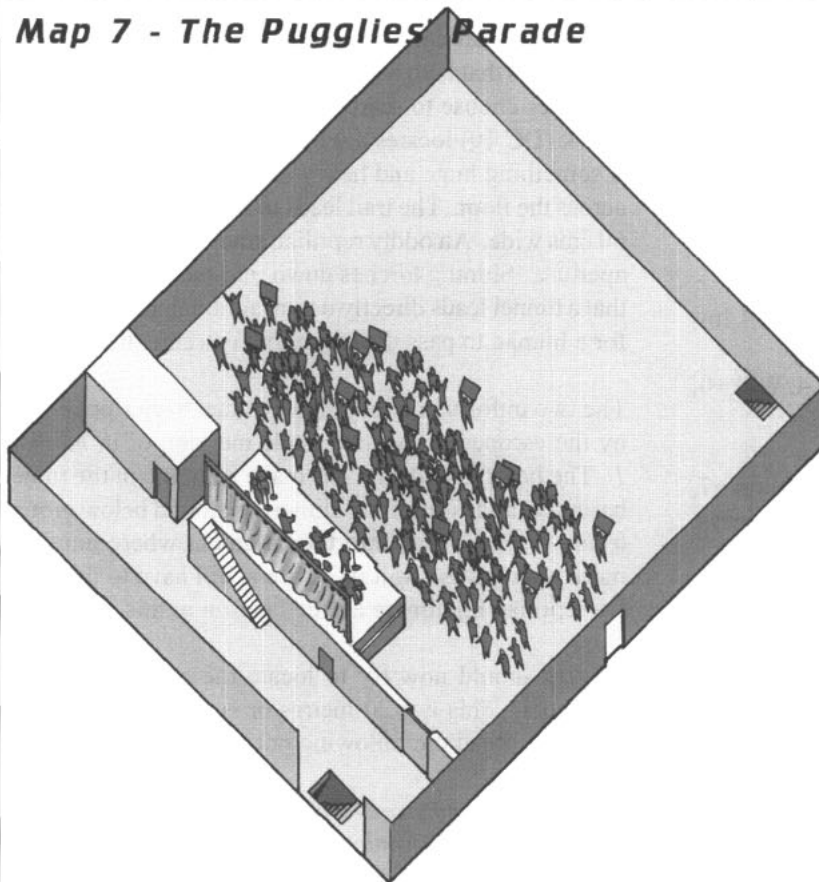
Having arrested or killed the guards, players receive a message from Judge Walton. Read the following out loud to the players.

Judge Walton's voice suddenly fills your helmet radios, although it is barely audible above the racket coming from below ground. '(Insert judge's name here), we've got our other units moving into position down at the north entrance. From your current position it looks like you're going to enter from behind the stage area so I want you to cut the music then take charge of the situation from the stage. The Mantas and back up units are in position outside so don't worry if any perps manage to slip round behind you, we'll pick them up. Right, I've just had word from Mortimer, he's moving in 80 seconds from now. Get down there and cut the power! Walton out.'

Players should now rush down the stairs. Below ground their helmet's protective headphones kick in instantly as the judges become exposed to the full force of the music. They find themselves in a curtained off backstage area. The air is thick with nicotine and Ganja smoke and players not pulling down their respirators should make a Fortitude saving throw (DC 12) every two rounds that they breathe the smoke. On a failed throw the player suffers a -2 modifier to all attack rolls and skill checks for the next hour, as the powerful soporific slows their responses and clouds their thinking. Read the following out loud to the players.

The backstage area is dimly lit by lights hung from the ceiling. About thirty pugglies and juves are present, lounging around on cushions and sofas or jerking rhythmically to the music, a slow, dirge-like number entitled 'Necropolis City.' In the far corner of the room a particularly repulsive puggly, his

Map 7 - The Pugglies Parade



face a mass of boils and weeping sores, operates dials and knobs on a sound desk. Behind him stands a massive generator and a set of stairs leading up onto the stage. Suddenly one of the juves notices you. 'The spuggin' judges are here,' he cries, 'get 'em.'

Six of the juves and four of the pugglies carry spit pistols and they will open fire on the judges without further ado, whilst the rest of the crowd runs around in confusion, screaming and generally getting in the way. Games Masters should apply the rules for stray shots given on p77 of the *Judge Dredd Rulebook*, assuming that there are 1d4 possible targets every time a player misses. Most of the non-combatants will seek to get past the judges and up the stairs.

6 Juves

Citizen 2; HD 2d6 (9 hp); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30ft.; DV 14 (+4 Reflex); Attack +1 melee or +3 ranged; Fort +0, Ref +4, Will -1, Str 10, Dex 15, Con 11, Int 10, Wis 8, Cha 12.

Prior Life: Juve

Skills and Feats: Balance +5, Climb +5, Hide +7, Jump +5, Listen +3, Move Silently +7, Ride +5, Spot +4, Streetwise +4, Tumble +7; Improved Initiative, Lightning Reflexes
Possessions: Spit Pistols (2d6/6), Ganja.

4 Pugglies

Citizen 3; HD 3d6+9 (22hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; DV 14 (+4 Reflex); Attack +3 melee or +3 ranged; Fort +3, Ref +4, Will +0, Str 12, Dex 12, Con 14, Int 9, Wis 8, Cha 8.

Prior Life: Punk

Skills and Feats: Climb +7, Drive +7, Hide +7, Jump +7, Listen +7, Search +4, Spot +6, Streetwise +5; Alertness, Improved Initiative, Lightning Reflexes, Toughness
Possessions: Las-Knives (1d6+1/10), Spit Pistols (2d6/6).

The puggly soundman has a sawn-off stump gun, (2d6/2), beneath the sound desk and will fire upon any of the judges approaching his position, (Games Masters should use the puggly profile given above for the soundman.) Disconnecting the chaotic mass of cables plugged into the generator is a full round action and requires a Technical check (DC 15). Once players have arrested everyone backstage and turned off the power, read the following to them out loud.

With a massive squeal of feedback the power dies and a sudden, deathly silence descends on the vast basement. Racing up the stairs you find yourself on the stage. Hundreds of angry juves and pugglies glare up at you from the dance floor, their profiles white and ghostly in the pale glare of the emergency lights that have come on. On stage the members of the Spit Pistols stare at each other in confusion whilst at the very front of the stage you recognise the figure of Johnny Rancid, dressed in ripped leathers and sporting a t-shirt bearing the words 'Spug the Law!' His eyes widen in terror as he spots you, then he turns and screams 'Don't just stand there, get them!', flinging himself into the audience. From the shadows to the right of the stage two enormous pugglies emerge and charge at you, hacking at the air with enormous las-saws.

The two pugglies are Tweed L. Dumb and Tweed L. Dumber, Johnny Rancid's bodyguards. They are far too stupid to surrender, so judges will have to either kill them or subdue them in some way.

Tweed L. Dumb / Tweed L. Dumber

Citizen 4 / Bodyguard 2; HD 4d6+2d8+27 (53hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; DV 17 (+7 Reflex); Attack +8/+3 melee or +6/+1 ranged; Fort +5, Ref +7, Will +2, Str 17, Dex 12, Con 18, Int 10, Wis 14, Cha 6

Prior Life: Goon

Skills and Feats: Climb +8, Concentration +13, Drive +6, Hide +8, Jump +12, Listen +10, Sense Motive +8, Spot +10, Streetwise +5, Swim +9, Tumble +10; Improved Initiative, Improved Resist Arrest, Lightning Reflexes, Resist Arrest, Toughness

Special: Defence Bonus +1, Bodily Protection, (see p158 of the *Judge Dredd Rulebook*.)

Possessions: Las-saws (1d8+3/10)

Johnny Rancid / Barnaby Fitzmaurice

Citizen 5; HD 5d6+5 (25hp); Init +2 (+2 Dex); Spd 30ft.; DV 13 (+3 Reflex); Attack +3 melee or +5 ranged; Fort +2, Ref +3, Will +3, Str 10, Dex 14, Con 12, Int 17, Wis 15, Cha 16

Prior Life: Juve

Skills and Feats: Bluff +11, Climb +8, Computer Use +13, Craze (puggie make up) +10, Disguise +11, Drive +10, Listen +10, Move Silently +10, Ride +10, Streetwise +10, Swim +9, Technical +11; Data Access, Luck of Grud, Skill Focus (computer use)

Possessions: Ripped clothing, false ugly make-up, 'Spug the Law!' T-Shirt

Players wishing to jump into the audience to follow Johnny Rancid will discover that this is a dangerous course of action. As they push their way through the seething crowd they will have to succeed in a Fortitude saving throw (DC 18) each round to avoid receiving 1d4+2 points of automatic damage, (armour does not count), as they are pushed, pulled, punched, knifed and generally mistreated by the hundreds of furious concert goers around them. Pulling themselves back onto the stage is a full round action and requires a Climb check (DC 15). Johnny Rancid is nowhere to be seen.

After five rounds of combat, read the following out loud to the players.

The basement echoes with angry cries and insults as Judge Mortimer's squads begin to flood in through the northern entrance. You hear Mortimer's voice bellowing through a megaphone, ordering the citizens to sit down and remain calm. Suddenly, a high-pitched scream of terror cuts through the chaotic babble. Everyone turns toward it and you catch a brief glimpse of a juve seeming to fly through the air, face contorted in pain. Other juves and pugglies nearby start to push and trample each other in a desperate rush to get away from the spot. Then, with an ear splitting roar an enormous, reptilian head rises above the crowd, its eyes burning like las-knives, its fanged mouth dripping blood. For a split second nobody moves then the giant serpent head plunges again, sinking its jaws into another juve.

The dinoconda has arrived! Absolute chaos now breaks out as the saurian horror slithers around amidst the crowd, severing limbs, crushing bodies and shovelling screaming juves into its maw. The dinoconda resembles a giant, fifteen metre anaconda with the head and fangs of a tyrannosaurus rex and its thick, powerful body is covered in glistening, emerald scales. At this point the dinoconda

is 30 feet away from the players whilst Judge Mortimer's squads are at the other end of the basement, 200 feet away and will cover this distance at only half speed, as they must force their way through hundreds of fleeing juves. As soon as players begin firing at the dinoconda it will slither straight toward them and concentrate its attacks on the players.

Dinoconda

Huge Beast

Hit Dice: 13d12 (85 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

DV: 17 (-2 size, +9 Reflex)

Damage Reduction: 8 (natural armour)

Attacks: Bite +16 melee

Damage: Bite 3d8+7/8

Special Attacks: Swallow Whole (see p209 of the *Judge Dredd Rulebook*.)

Face/Reach: 10ft. by 10ft./10ft.

Saves: Fort +8, Ref +9, Will +9

Abilities: Str 20, Dex 13, Con 10, Int 2, Wis 13, Cha 12

Skills: Listen +8, Spot +10



Obviously, the dinoconda is a fearsome opponent and could quite easily kill one or more of the judges, so Games Masters must be careful how they employ it. At first the use of Hi-Ex rounds will not be possible, due to the close proximity of hundreds of citizens but should the dinoconda threaten to overwhelm players Games Masters can declare that sufficient space exists for them to be used. Failing this, have some of Judge Mortimer's squads arrive to give players a hand.

Once the dinoconda has been killed some degree of calm will return to the situation, as the juves' anger has turned to a grudging sense of gratitude toward judges for having rescued them from the jaws of the reptile. Searching through the crowds players can eventually locate Johnny Rancid, whose 'Spug the Law!' t-shirt has mysteriously disappeared. Make a note of any player who thinks to unmask Johnny Rancid / Barnaby Fitzmaurice for the fraud that he is, pulling off his latex ugly make-up in front of his adoring fans and thereby ruining his anti-establishment credentials for ever. Judges will now probably be glad to get out of the basement and start their interrogation of Barnaby Fitzmaurice. Read the following out loud to the players.

With Barnaby Fitzmaurice safely cuffed you begin to follow the shuffling mass of juves and pugglies out of the basement. Clean-up squads are already beginning to arrive, hosing the blood and guts off of the basement floor, whilst others discuss the problem of removing the dinoconda's enormous carcass. Outside, the entire area is flooded with light as the concert goers are herded into pat-wagons. Three or four H-Wagons hover in the sky above, using their powerful searchlights to pick out the hiding places of the few escapees. Your helmet radios crackle into life. '(Insert judge's name here), this is Walton. Looks like we got most of them. Preliminary interrogations seem to indicate that your perp is the main man, so after you've finished with him hand him over to Mortimer. I've placed a mobile interrogation unit at your disposal. Good work. Walton out.'

Scene 4: Sector 190 - City Bottom - Mobile Interrogation Unit 12-190

The mobile interrogation unit is located close to the judges' current position and contains most of the equip-

ment its Sector House counterpart does, although players will not need it. Off-stage Barnaby Fitzmaurice is a far less revolutionary figure and will co-operate fully with the judges, thereby hoping to reduce his sentence.

If questioned over his involvement with Umbert 'Faceache' McGraw Barnaby will inform judges that he met him through a mutual acquaintance. As Barnaby's mother would not allow him to use real Otto Sump Ugly products he made use of McGraw's skills to create a whole set of false ugly accoutrements with which to pursue his career as lead singer of the Spit Pistols. Barnaby is indeed the chief organiser of the Pugglies' Parades, although Games Masters should not allow players to become side-tracked by asking too many questions on this subject - other units will take care of that.

If players question Barnaby over the vid-phone message he left at McGraw's home, (players can have it played back if they wish), read the following to them out loud.

For a moment Barnaby looks a little confused then his face brightens and he murmurs 'Oh yeah, I remember that. It was about two weeks ago. I was round at Faceache's place...we were working on some new make-up, boils and stuff... and we sat down to watch the Tri-D. It was one of those true-crime things, Casey Carmicheal's Crime Files I think. Well, after a while Faceache got all excited over something he saw on the program. He started jumping up and down, pointing at the screen and shouting 'That's him, that's him. That's one of the ones I did a new face for. I did his face.' Of course, I took no notice, because old Faceache he was always saying stuff like that, boasting about the old days. Then he starts looking for an address, some punk name Guppy and Gipton or something like that. Anyway, I wanted to start work again but Faceache kept telling me to wait, saying that he was going to make a whole load of credits, thousands of them. So we ended up arguing and I left. I haven't seen him since.'

Judges can call up the exact episode of the Tri-D program with a Technical check (DC 12) and have Barnaby watch it. The particular episode of Casey Carmicheal's Crime Files deals with the famous Hindenburg abduction case. Barnaby will help locate the exact scene which excited Faceache McGraw. Read the following out loud to the players.

As you forward through the recording of the program Barnaby Fitzmaurice suddenly exclaims 'That's it! That's the one.' The screen shows a shot of a beaming

man and woman in a med-bay surrounded by robo-docs. The woman holds a baby in her arms. Just behind the man's left shoulder stands a judge, wearing a Psi Division uniform.

As Barnaby was not paying much attention when Faceache became excited he is unsure as to whom McGraw claimed to have operated on. Obviously, the psi-judge's badge bears no name.

Players seeking information on the either the Hindenburg abduction or the psi-judge assigned to the case receive *handout 6*, reproduced here for the Games Masters benefit.

Players seeking to speak with judge Mowlam will be informed that Mowlam was killed in a traffic accident 4 years previously. With a successful Intelligence check (DC 12) judges will know that the G-1 psi-rating is the standard rating given to citizens with minor psychic abilities regarded as being safe by Psi Division. Should players request more information on the Hindenburgs they will learn that both parents left Mega-City One in 2114 and have not returned. Their current whereabouts is unknown. Requesting more information on psi-judge Kaleb Jezzail players receive *handout 7*, reproduced here for the Games Master's benefit.

Any attempts to locate more information on Kaleb Jezzail will fail, as the files are restricted. Players will be unable to learn of his current status, i.e. whether alive or dead, still serving on the streets, etc. Should players request *File 045EX190 - Weissmeyer Haunting*, give them *handout 8*

By now players should be thoroughly frustrated at finding so much of the information they require restricted by the SJS. It should also, hopefully, whet their appetites as to finding out more. Contacting the SJS to request clearance to access the forbidden files, judges are informed that they will be notified at a later date when their case has been considered. At this point have players make a Streetwise check (DC 12 or automatic success if any player has Knowledge (sector)). If successful they remember that the ruins of the Susie Weissmeyer Block still stand, being located in the far south of the Sector. Details of what they find there are given in the next prog.

Experience Points

Games Masters should award players surviving Prog 5 between 1,750 and 2,000 experience points each, with the following modifications.

Handout 6

Justice Department Case File 144KDNP-190

Case Officer: Judge Mowlam

Case Status: CLOSED

File: Infant Chuck Hindenburg born 12.12.2113, child of Charles Hindenburg, (pre-cog Grade 1) and Rosey Lee Hindenburg, nee Gypsee, (telepath Grade 1). In accordance with Justice Department directive 213-Op-Psi, when parents listed as psykers child was subjected to standard psi-screening by Psi-Judge Kaleb Jezzail. Results proved negative. Six days after birth child disappeared from hospital. Tek analysis of crime scene revealed no clues, leading to suspected robotic involvement in abduction. Subsequent ransom demands all proved hoaxes. Twelve days after disappearance items of infant's clothing found near Sector 192 rad-pit, bearing traces of blood and hair. Infant considered as having been devoured by animals.

Addendum: File Access Restricted by order of SJS.

Scene 1:

- Arresting juves silently: 100 experience points.
- Eliminating guard post: 100 - 150 experience points.
- Taking out Dinoconda: 250 - 400 experience points.
- Unmasking Johnny Rancid: 200 experience points.

Scene 3:

- Arrests backstage and turning off power: 100 - 150 experience points.

Handout 7**Justice Department Personnel File 666X-KJ190****Name:** JEZZAIL, KALEB MARISH**Dept:** Psi Division**Born:** 08.06.2081**Height:** 1.80m**Weight:** 65kg

SERVICE RECORD: Jezzail graduated from Academy in 2102 with a T-6 Dimensionalist rating. He was assigned to Sector House 190, where he served under Psi-Judge Forbes until the latter's death in 2110. Regarded as being too highly strung to occupy senior position Jezzail was passed over for the promotion and continued with standard duties. Jezzail managed to escape Mega-City One during Necropolis and later joined forces with other Psi Division members during re-conquest of the city, for which he was commended by Chief Judge. Five weeks after this Jezzail took charge of poltergeist emanation in Susie Weissmeyer Block, (See File 045EX190 - Weissmeyer Haunting) Jezzail was subsequently wounded and given lighter duties within PSI Division.

Subsequent Service Record File Access Restricted by order of SJS.

MEDICAL RECORD: Wound received in firefight on Hugh Huffner Block Plaza left Jezzail with pronounced limp in left leg, leading to his reassignment to non-street based duties.

Subsequent Medical Record File Access Restricted by order of SJS.

Handout 8**File 045EX190 - Weissmeyer Haunting****Case Officer:** Psi-judge Kaleb Jezzail**Case Status:** CLOSED

File: As part of general round up of violent psychic disturbances following Necropolis it was decided to investigate reports of poltergeist emanation in Sub-Level 8, Susie Weissmeyer Block, even though block itself had been rendered uninhabitable by fighting during Necropolis. Psi judge Kaleb Jezzail reported having found evidence of a powerful psychic entity trapped there, which he was able to banish successfully.

Addendum: File Access Restricted by order of SJS.

Prog 6 - Ghosties and Ghoulies and Things that go Bump in the Night

The Susie Weissmeyer Block

In 2112, the Susie Weissmeyer Block found itself one of the first to suffer the attention of the Dark Judges. Although the block's Citi-Def units put up a brave defence whilst the terrified inhabitants fled into the building's basement shelters, it was not enough. The building was severely damaged in the battle and several thousand citizens were trapped alive beneath the ruins of their former home. A burst water pipe completed their misery, slowly converting their refuge into a tomb. After the events of Necropolis the Susie Weissmeyer block was condemned as unsafe and has remained uninhabited ever since, awaiting either considerable structural repairs or demolition.

The concentrated aura of miserable desperation and terror caused by the block's inhabitant's slow death was what first attracted the attention of Gorgomoth the Devourer. His psychic presence lingered in the area, feeding off of the negative energy that had accumulated there until Psi-Judge Kaleb Jezzail blundered in. Something of the entity's dark psychic power still remains in the depths of the block and he has subsequently enslaved a band of mutants unlucky enough too have sought refuge in the ruins, driving them insane with terrible nightmares and visions. The mutants now worship Gorgomoth, having constructed a subterranean temple for this very purpose.

In Prog 6 judges head over to the ruins of the Susie Weissmeyer Block in search of some answers to the mystery they have stumbled across. Unbeknownst to players, the Wally Squad Judge Julius Stebson/Carlton Lovejoy's investigations have been following a similar path and

he entered the ruined block a few hours before this prog begins. Unfortunately, Wally Squad Judge Stebson was ambushed by the mutants and has been sacrificed in their temple, as players will later discover.

Scene 1: Sector 190 - Susie Weissmeyer Block Ruins

Once players have finished their interrogation of Barnaby Fitzmaurice read the following to them out loud.

You emerge from the mobile interrogation unit in time to see an H-Wagon dragging the bullet-riddled carcass of the dinoconda out through the main doors of the warehouse. Groups of miserable juves and pugglies still stand around waiting for pat-wagons to take them down to the Sector 190 iso-cubes, whilst the judges that guard them stamp their feet impatiently, eager to return to the streets. The ride to Susie Weissmeyer Block takes you back up onto the meg-way heading south, before cruising a little way westward, toward one of the derelict areas close to the City Wall. As you leave the Interzoom via a graffiti-covered slipway, you set eyes on the crumbling remains of Susie Weissmeyer Block, silhouetted against the night sky like a rotten tooth. The block was the scene of heavy fighting during Necropolis, as Citi-Def units tried to stave off a direct assault by all four of the Dark Judges. The subsequent damage caused by the battle left the block uninhabitable, although the actual framework of the building is still intact. City planners have debated for years over whether to repair the block or simply tear it down and build another.



Entering the block through the yawning aperture that once formed the main entrance, your Lawmasters' headlamps reveal an eerie, desolate landscape of empty rubbish strewn plazas and dark, twisting corridors. Much of the architecture bears traces of the heavy fighting that took place - bullet holes, craters caused by missile explosions, charred piles of rubble.

The condition of the roadway worsens as you descend the ramps and tunnels that lead down into the foundations of the edifice and you are forced to slow as you swerve between enormous holes and piles of collapsed masonry. Approaching the basement tunnels that will lead down to Sub-Level 8, you notice hordes of scurrying rats pouring out of holes in the wall, their beady eyes staring at you hungrily.

At this point have players make a Spot check (DC 12). If successful, they suddenly notice a set of very clear footprints in the dust of one of the service ramps leading down. Stopping to examine them a successful Streetwise check (DC 15) reveals that the footprints are very recent,

possibly having been made during the last two hours or so. Players can now follow the footprints which continue on down the zigzagging service ramps. After descending eight levels, the players reach a junction on Sub-Level 4. At this point have them make a spot check (DC 15). If successful they notice a small pile of dust-covered bones lying against one of the walls, (the remains of one of the mutants' victims.)

Upon examining these players find them to be fairly old, at least a couple of years. Each of the bones, however, shows signs of having been gnawed clean. A successful Medical check (DC 12) reveals the tooth marks to be of humanoid size. The footprints continue leading down.

From this point on judges will notice more and more collections of bones, each one bearing the same humanoid tooth marks. Above the hum of their Lawmasters' engines they also begin to hear occasional noises - strange echoing moans or something like the soft patter of feet, although they see nothing. After descending two more levels they reach another junction. Read the following out loud to the players.

Reaching the bottom of the ramp you come to another junction of service slipzooks and pedestrian tunnels. A faded sign on the wall reads 'Sub-Level 6' and from somewhere nearby the drip of falling water echoes loudly through the tunnels. Looking around you at the floor you realise that the footprints disappear amongst a more general disturbance of the dust. Leaning down to examine the area more closely you notice tiny droplets of red liquid dotted around amidst the dust that sparkle in the light of your headlamps.

The judges have reached the area where Wally Squad Judge Stebson was ambushed by the mutants. The droplets on the floor are drops of his blood, caused by a blow to the head that left him unconscious. Any player examining the disturbance of the dust should make a Streetwise check (DC 18). If successful, they realise that the dust shows signs of a violent struggle having taken place there, although they are mystified as to why the footprints disappear so completely and why the dust shows no signs of anyone approaching or leaving the area, *(this is because two of the mutants have suckers on their hands and feet and can therefore walk along the walls and ceiling. Wally Squad Judge Stebson, after being knocked unconscious, was carried off by them.)*

At this point have players make a Spot check (DC 12). If successful they suddenly notice what looks like a pair of pale, glowing eyes observing them from the other end of the corridor, *(this is one of the wall-walking mutants observing them.)* No matter how fast judges get to where they have seen the eyes, they find nothing, although they notice an unpleasant, sickly smell lingers in the air. From now on judges with the Sixth Sense feat get the sensation they are being watched, although they see absolutely nothing.

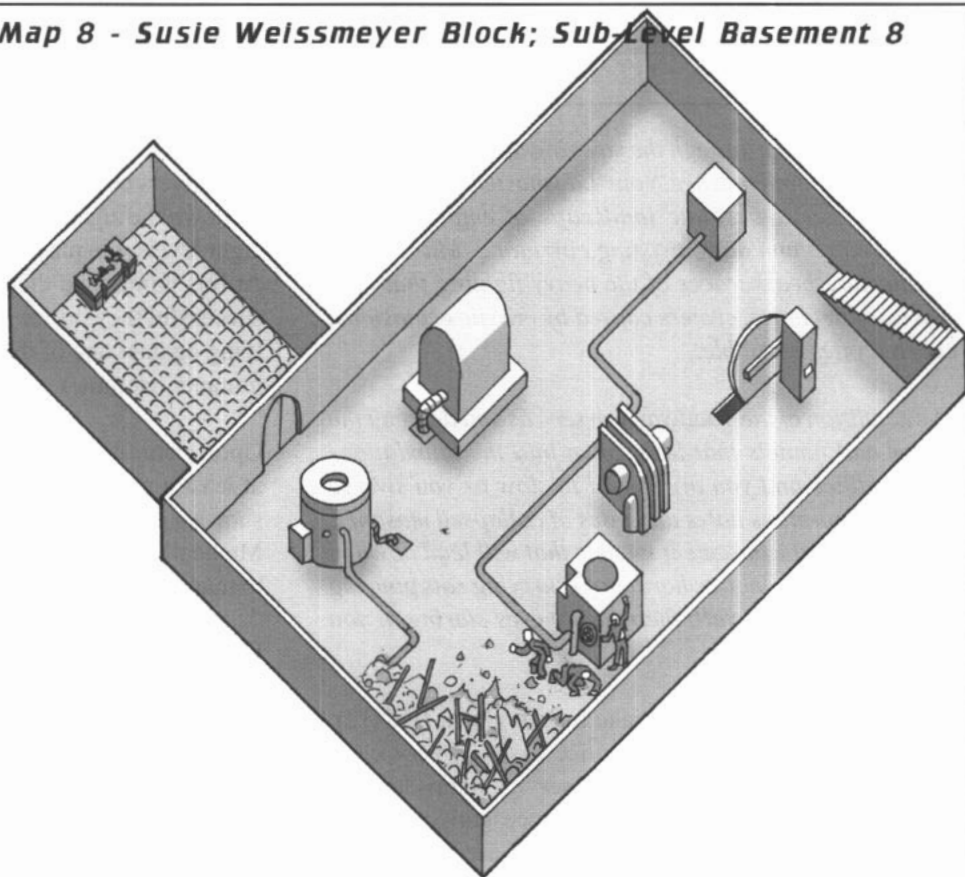
Players can now continue down toward Sub-Level eight of the block, where the Weissmeyer Haunting took place.

Scene 2: Sector 190 - Sub-Level Eight - Susie Weissmeyer Block

Players continue their journey through the bowels of the ruined block. Eventually the corridor opens out into a wide chamber. Read the following out loud to the players.

The access ramp ends abruptly and you find yourself in a long, high-ceilinged chamber filled with rows of machinery you guess must once have controlled the block's air conditioning system. The walls of the chamber are scarred with hits from small arms fire, whilst the ceiling on the far side has completely collapsed, leaving a huge, ragged hole. The air in the chamber is unusually cold and has a strange metallic tang to it. From somewhere off to the right comes the steady drip of water and the sound of chains rattling. Everything is covered in a thick layer of dust and looking down you notice the ground is criss-crossed with hundreds of footprints.

Map 8 - Susie Weissmeyer Block; Sub-Level Basement 8



The footprints are far too confused to provide the players with much information other than that they are of a wide variety of sizes, seem to have been caused by bare feet and are fairly recent, certainly within the last few hours. In actual fact, the players are currently being watched by the mutant's leader and a small band of his followers, who are hidden in a dark corner of the chamber, as indicated on the map above. Fearing the awesome firepower of the judges the mutie leader has sent one of the wall-walking mutants off across the ceiling to summon reinforcements from the upper levels, (*this is why the chains have rattled.*) Games Masters should pay especial attention to exactly where any psi-judges are positioned if they use psi powers such as *detect thoughts* or *sense living*, as the mutants will probably be out of range. Using their binoculars to scan the area for body heat silhouettes players discover nothing, (the mutants waiting to attack them are hidden behind the machinery through which the binoculars cannot penetrate.)

Players heading toward the area from which the sound of water and rattling chains emanates should make a Listen check (DC 12) as they approach. If successful they become aware momentarily of the sound of heavy, laboured breathing coming from somewhere nearby. As soon as they have noticed it, it stops abruptly. Looking around them, players still see nothing.

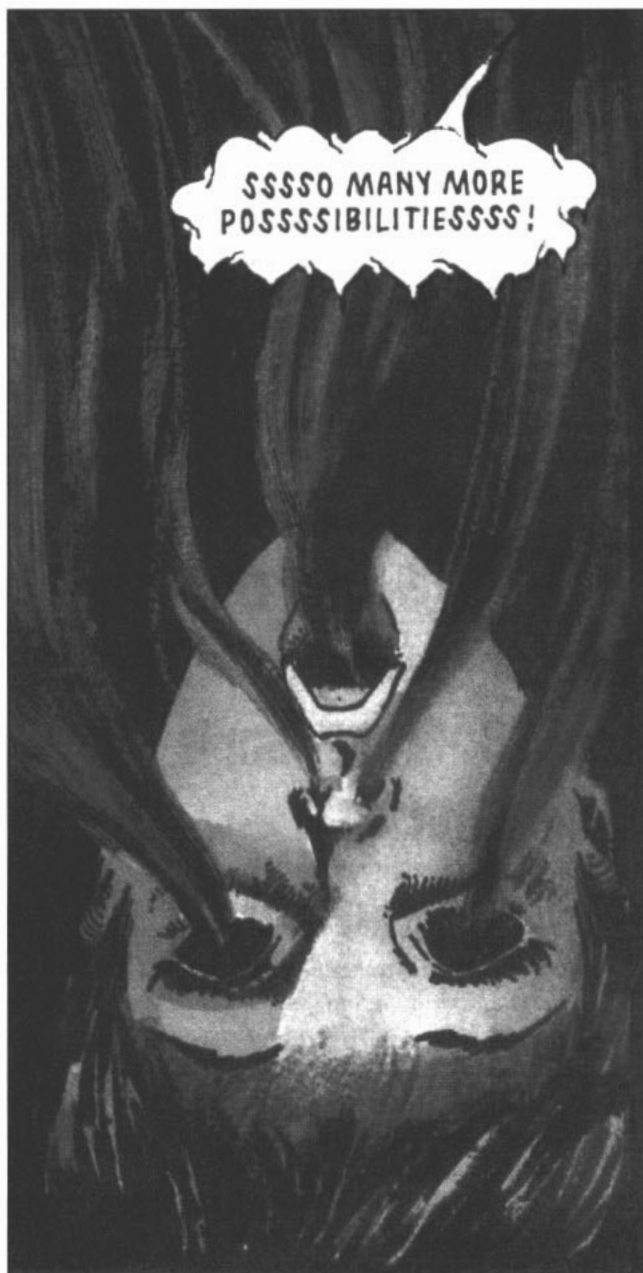
Continuing over to the right of the chamber players find that the water drips from a hole high up in the wall, about three metres from the floor. There is no sign of where the water comes from. By the time the players reach this point the chains have stopped rattling. At this point have players make a Spot check (DC 12). If successful they notice a pair of double doors a little further on down the wall. One of the doors stands ajar and gives access to the Temple of Gorgomoth, detailed in Scene 3 below.

Should any players use the psi power *environmental psychometry* at any time to try to see into the building's past, read the following to them out loud.

Clearing your mind of all distractions, you concentrate on the psychic echoes that linger all around you, forcing yourself to focus them into a coherent mental image. For a few seconds your mind is assailed by a tidal wave of images and you grunt in pain, the veins bulging in your neck as you struggle to control it. Then, as if emerging from a thick mist, you begin to see them; hundreds of terrified citizens running all around you, their mouths open in silent screams of horror, pushing each other over,

trampling and fighting as they seek to escape something that pursues them. Turning, you catch sight of a terrible shadow cast up on the wall, a hideous, skeletal shape dressed in an obscene mockery of a judge's uniform. You begin to tremble as the shadow slowly resolves itself into the terrifying form of Judge Death, his fleshless mouth twisted in a grimace of pure hatred. With insect-like rapidity he moves amongst the citizens, plunging his hand into their chests and squeezing the life out of them.

This traumatic scene will continue for as long as the player wishes to view it, with the rest of the Dark Judges



turning up and converting the basement into a veritable slaughterhouse. As by far the most traumatic event to have occurred in the basement, the psychic images of the massacre are practically overwhelming and psi-judges seeking more specific events related to Kaleb Jezzail will have to succeed in a Charisma check (DC 18), as they try to sift through the confused mass of nightmarish images. If successful read the following to them out loud.

With an intense effort of concentration you ignore the horrific images, letting them fade into the background as you focus your mind on events after Necropolis. Slowly, the silhouette of a man dressed in a psi-judge's uniform begins to appear, although the image is hazy at best. He walks slowly across the floor of the basement, stopping occasionally and resting his hand on his forehead as he stretches out with his senses. Suddenly, a dark, formless mass seems to drop from the ceiling and envelops the psi-judge, who falls to his knees, trembling and screaming. For a few seconds the black mist seems to pass through him, filling his opened mouth and eye sockets, then as suddenly as it appeared it is gone. The psi-judge slowly stands and looks around him. As he turns toward you, you see his face is contorted by a strange, malicious grin.

Players have just witnessed the possession of Kaleb Jezzail by Gorgomoth, although they may not realise the significance of the vision until later on in the game.

Scene 3: Sector 190 - Susie Weissmeyer Block - Sub-Level 8 - The Temple of Gorgomoth

On entering the room read the following out loud to the players.

The door opens onto a medium sized room. As you step through the doorway a foul, sickly stench fills your nostrils. Inside, your eyes widen in amazement. The walls of the room are decorated with an indescribable mixture of slime and filth, whilst huge, glittering cobwebs dangle from the ceiling. The rotting carcasses of small animals are mixed in amongst the corruption, whilst the floor is littered with human bones and skulls. The air in the room is icy cold. At the far side of the room stands an altar constructed out of huge slabs of fallen masonry and pieces

of machinery. A bloody, butchered corpse lies atop the altar, its stomach cut wide open. Above the altar a weird design has been carved into the wall, a design that glows with a strange light and makes your eyes water to look at. As you watch, the pattern begins to swirl and writhe on the wall, making you feel dizzy.

At this point have players make a Reflex Saving Throw (DC 18). Any failed results mean that players suffer the effects of the psi power *evil eye*, as detailed on pages 17-18 of the *Rookie's Guide to Psi-Talent*, losing one temporary point of Charisma. Any psi-judges in the party will now experience a sudden wave of nausea, as for a split second the vague echo of hundreds of screaming voices seems to lap at their consciousness. Once this initial attack has been made, the refulgence that surrounds the symbol fades and players.

The filth on the wall is comprised of a wide variety of different things - blood, mucus, excrement, etc. Although appearing to be vaguely ceremonial in design, the foul decoration has no rhyme or reason to it. In some areas the filth is inches deep and appears to have been there for years. Upon investigating the skulls and bones that litter the floor, judges find many of them to be human or humanoid in origin, although trying to



identify any of the victims will be an impossible task. Most of the mutant's victims were in fact either mutants themselves or members of the very lowest strata of the sector's displaced persons and therefore do not appear in any of the city's databases.

The Corpse

The corpse atop the altar is that of a fair-haired man in his mid-thirties, his hands and feet bound tightly with wire. His stomach has been sliced open and the entrails and internal organs removed and spread all over the surface of the altar and surrounding floor. Judges examining the corpse should make a Medical check (DC 12). If successful they notice a large contusion on the victim's head, caused by a blow from a blunt, heavy instrument. A Medical check (DC 10) will establish time of death as having been within the last hour. Examining the corpse's clothing, judges will find a monogrammed handkerchief in one of the coat pockets, bearing the initials 'C.L.'

Should players begin to search the area around the altar have them make a Spot check (DC 15). If successful, they notice a disturbance in the dust to the side of the altar that seems to suggest that the victim was left there for some time before being killed upon the altar. Examining this area, judges will see a small pyramid scratched into the dust, (*this is a reference to The Valley of the Kings, drawn by Wally Squad Judge Stebson with the last of his strength.*) Should players run the victim's image through MAC, they will be informed that a match has been made before receiving the familiar words 'File Restricted by Order of the Special Judicial Squad.'

Using Psi Powers within the Temple

Although Gorgomoth is unable to manifest itself in the real world, its consciousness has lurked so long amidst the basement of the Susie Weissmeyer Block that it is able to use some of its powers, as players will discover if they attempt to use some form of psi-power, (e.g. *detect psi-talent, detect psychic entity*, etc), to scan the room and find out exactly what is going on. Should they do this, read the following section in *italics* out loud to the players. If players decide not to risk scanning the temple or indeed are unable to, Games Masters should go directly to the section below entitled *The Mutants Attack*.

Opening your mind and stretching out with your senses you realise immediately that the room is filled with a swirling mass of dark, negative psychic energy that washes over your mind like a wave of putrescence. As you concentrate, however, you become aware of an immense psychic presence that haunts the room, lurking in the shadowed areas of the Psi-Flux like a huge, bloated spider and feeding off of the aura of misery and desperation. In the same instant you become aware of the presence you realise that it too notices your intrusion. For a split second you stare transfixed as a baleful shadow suddenly forms before your eyes, towering over you. Then, with a snarl of demonic hatred a clawed hand grips you by the neck and throws you to the ground, whilst your mind is filled with a searing pain.

The other judges in the room will, of course, have seen none of this, but they will see the psi-judge give a sudden cry, throw their hands to their throats and then collapse to the ground. The player using the psi-power now receives 3d4 points of damage, (ignoring Damage Reduction), as Gorgomoth lashes out at his mind, punishing him for his intrusion. A successful Fortitude check (DC 18) will halve this damage. As judges rush over to check on their injured companion, read the following to them out loud.

The air in the room seems suddenly swept by a blast of freezing air, although no earthly gust of wind could have reached this far down into the block's basement. Spinning, you see that the symbol on the wall begins to glow again as the wind increases in intensity, threatening to blow you from your feet...and then you hear it, a low moan at first that rapidly rises in volume over the course of a few seconds, transforming itself into the howl of a thousand shrill voices crying out in terror, pleading, whimpering and cursing.

The terrible cacophony is caused by Gorgomoth using the psi-power *screams of the damned*, (as detailed on p19 of *The Rookie's Guide to Psi-Talent*.) Players failing a Will saving throw (DC 22) turn and run in terror from the temple for 1d6 rounds, whilst even players that obtain a successful save suffer a -2 penalty to all attack and damage rolls, skill checks and saving throws for the next 1d6 rounds. Fleeing the temple however brings the players little respite, as the mutant followers of Gorgomoth have gathered for the attack and are waiting for the judges outside.

The Mutants Attack

As judges stumble out of the temple a voice suddenly booms out of the shadowy darkness, 'Who dares defile the temple of Gorgomoth!' The speaker is Fett Sourskin, a thin, pale skinned mutant wearing a head-dress, filth-covered robes and carrying a staff adorned with feathers and a human skull. A number of dark shadows mill around behind him. Fett Sourskin will begin the attack by using *recall injury* on one of the toughest looking judges, whilst the two wall walking mutants lying in wait on the ceiling just above the temple entrance drop down amidst the judges, (this counts as a Surprise attack.) The other mutants waiting either side of the door will then charge the players, whilst Fett Sourskin withdraws and uses his *enlarge power* feat to attack with his other offensive psi-powers from long range. Games Masters should ensure they are thoroughly familiar with Fett's psychic capabilities before the combat begins. The mutants will not surrender nor will they flee whilst Fett Sourskin is alive.

Fett Sourskin

Mutant 5; HD 5d6+3 (23 hp); Init+2 (+2 Dex); Spd 30ft.; DV 13 (+3 Reflex); Attack +1 melee, or +5 ranged; Fort +1, Ref +3, Will +2, Str 7, Dex 14, Con 10, Int 12, Wis 13, Cha 17

Prior Life: Wall Hopper

Skills and Feats: Concentration +8, Hide +10, Intimidate +9, Jump +6, Listen +11, Move Silently +10, Psi-Scan +9, Search +7, Spot +11, Tumble +10, Wilderness Lore +7; Alertness, Enlarge Power, Inner Strength, Skill Focus (wilderness lore), Toughness

Power Points: 17

Psi-powers: 0th level: daze, mental shield, mental sting, 1st level: ectoplasmic shield, future shock, 2nd level: recall injury

Possessions: Ragged, filthy clothing, necklace of bones, Staff of Gorgomoth (psi-focus +2)

Mutations: Darkvision, Incredible Stench (judges coming within 5ft of Fett Sourskin without having their respirators down must make a Fortitude saving throw (DC18) or suffer a -4 penalty to all attack rolls for the rest of the combat), Psi-Talent

Mutants

Mutant 2; HD 2d6+8 (18 hp); Init +0; Spd 30ft.; DV 10; Attack +2 melee, or +1 ranged; Fort +1, Ref +0, Will +0, Str 12, Dex 10, Con 12, Int 7, Wis 10, Cha 6

Prior Life: Wall Hopper

Skills and Feats: Climb +6, Hide +5, Jump +6, Listen +7,

Move Silently +5, Spot +7, Tumble +5, Wilderness Lore +2; Alertness, Skill Focus (wilderness lore), Toughness (x2)

Possessions: Ragged clothing, club (1d8+1/0)

Mutations: Darkvision, at Games Master's discretion, (see below)

The mutants suffer far too wide a variety of mutations to make listing them all practical. Games Masters should therefore assume the majority suffer from physical deformities that do not alter their ability scores, such as pig noses, huge ears, tusks, etc. However two of the mutants have suckers on their hands and feet and are therefore capable of walking on both walls and ceiling at their normal speed.

Calling in Back Up

It is likely that after having defeated the mutants, judges will want to discover more about the strange temple they have discovered, although they may be a little wary of attempting this themselves, especially if they have already suffered the effects of using psi-powers in the temple. If players call in back-up from the Exorcist Squad, two Exorcist Judges, Price and Lee, arrive within twenty minutes. Both judges are tall and skinny, with angular features and pale complexions. Upon arriving they will question the judges as to what they have seen, paying particular attention to any information provided by psi-judges. Having done this they look around them at the mutant corpses that litter the basement. 'Better stick around,' Exorcist Judge Price informs the players, 'could be more mutants roaming free in the block and once Lee and I get to work, we can't have any disturbances.' Have players decide exactly where they are going to position themselves on the map of the basement. Offers to accompany the Exorcists into the temple will be politely declined. Once players have done this read the following out loud to them.

Taking up defensive positions within the basement, you watch the two exorcists step inside the temple, silver crosses gripped tightly in their hands. For a number of minutes an eerie silence reigns as the Exorcists examine the chamber, exchanging comments in terse whispers. Exorcist Judge Price then kneels in the centre of the room and begins to mutter to himself, whilst Lee stands beside him brandishing his cross. For a tense minute nothing happens, although a thick, knee high mist begins to rise from the floor, spreading out of the temple and rapidly filling the basement area as well. Suddenly, you see Exorcist

Judge Price jerk convulsively, crying out in pain as he does so and his companion, Lee, jumps back away from him, mouthing oaths. Slowly, with a hideous creaking noise caused by snapping tendons and breaking bones, Price's head begins to turn round 180 degrees, although his body stays motionless. As his gaze comes to settle upon you, his eyes burn with a demonic fire and his lips begin to twitch and form words. 'PUNY MORTALS!!!,' Price bellows, his voice a hoarse, sepulchral moan, 'YOU DARE TO DEFILE THE TEMPLE OF THE DEVOURER!!! SOON THIS REALM WILL BE MINE AND THE UNBELIEVERS WILL SUFFER!!! SUFFER!!!'

As Games Masters will probably have guessed Price has been possessed by a portion of Gorgomoth's spirit. As the possessed Exorcist continues to bellow threats have players make a Spot check (DC 18). If successful they notice Exorcist Lee throw his hands to his ears and fall to the ground. If players start to ask questions, Gorgomoth will shout 'SILENCE!!!' Read the following out loud to the players.

Exorcist Price rises slowly to his feet, his broken neck lolling drunkenly as he moves. 'THIS CITY IS MINE!!!,' he snarls, the sound causing the very walls to shake, 'AND THE JUDGES WILL BE THE FIRST TO DIE!!!' With this Price falls to the ground, disappearing into the layer of mist that swirls around your boots, whilst a malevolent peal of laughter echoes around the chamber, rising to an ear-splitting level, then dying away suddenly to be replaced by a low babble of shrill voices, taunting and threatening you with painful deaths. From the rear of the basement a new noise attracts your attention and turning, you see a fine, spiders-web of lines spread out from the door of the temple and race along the walls of the basement. Dust and rubble begin to fall as the lines widen and spread out across the ceiling. Suddenly, the wall at the rear of the basement collapses and water begins to flood in, knocking over machinery and causing the plascrete supports of the chamber to creak ominously.

At this point have players make a Will saving throw (DC 18). The voices are the result of Gorgomoth using the psi-power *ghostly whispers*, (p18 of *The Rookies Guide to Psi-Talent*), and failed saves result in players suffering a -1 penalty to all skill checks and saving throws. Players should then make a Reflex saving throw (DC 15, taking into account any penalties caused by the *ghostly whispers*,) to avoid being hit for 1d6+2 points of damage, (ignoring Damage Reduction), as huge chunks of the roof fall on them and the rows of machinery are knocked over by the

powerful wave of water. If any player rolls a natural one on this save or fails the saving throw by ten or more, they will be trapped beneath one of the falling machines. They receive another 2d6+2 points of damage, ignoring any Damage Reduction, and will be unable to move. Lifting the machinery requires a Strength check (DC 28), although players can work together, combining their strength modifiers. Players trapped under the machinery will begin to drown after two rounds, as the water rises over their heads. Games Masters should use the rules given for drowning in *Core Rulebook II* to determine the results of this.

Players thinking to wade over to the temple and check on the two Exorcist judges will find that the rapidly rising water reduces their movement rate by 10ft. Inside the temple they find that Price is dead, his neck completely broken. Exorcist Judge Lee, however, is still very much alive, although he is unconscious and blood streams from his ears. Part of the temple's ceiling has collapsed, trapping him under a large plasteel beam requiring a Strength check (DC 18) to shift. Players will need to succeed in a Medical check (DC 18) to restore the Exorcist Judge to consciousness.

Once players have managed to extract any trapped judges from the wreckage, read the following out loud.



Water continues to flood into the basement, rapidly reaching the level of your knees, whilst the air is filled with the ominous sound of crumbling plascrete and falling masonry. Suddenly, the demonic voice begins to cry out again, 'THIS CITY IS MINE!!! ALL WILL SUFFER!!!' Beneath your feet you feel the ground begin to heave and swell and giant bubbles begin to form on the surface of the water. All around you skeletal figures begin to rise up, the tatters of Citi-Def uniforms and rotten flesh still clinging to their bones. Standing with clumsy, awkward movements, the walking corpses turn empty eye sockets toward you, a moan of utter hatred emerging from their fleshless throats.

As a final gesture Gorgomoth has used the psi-power *undeath* to resurrect the corpses of some of the Susie Weissmeyer Block Citi-Def units killed in Necropolis. Games Masters should assume that there are three skeletons for each judge present.

Zombies

Medium Undead

Hit Dice: 2d12+3 (21 hp)

Initiative: -1 (-1Dex)

Speed: 30 ft

DV: 9 (-1 Reflex)

Damage Reduction: 8 (natural armour)

Attacks: Slam +2 melee

Damage: Slam 1d8+1/2

Face/Reach: 5ft. by 5ft./5ft.

Special Qualities: Undead, partial actions only, bullets 1/2 damage

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con 10, Int -, Wis 10, Cha 1

Feats: Toughness

The zombies will emerge between the judges and the exit to the basement and will begin shuffling forward, arms outstretched. However, the zombies will be the least of the players' worries as it seems that the whole block is about to collapse around them!! The players have ten rounds to get out of the basement, before the ceiling collapses. Impress upon players the seriousness of the situation by having huge lumps of plascrete fall out of the ceiling all around them. After ten rounds of this a huge, jagged line appears in the ceiling, accompanied by a loud cracking noise and the ceiling begins to fall. Any players still in the area must make a Reflex saving throw (DC 25) to fling themselves out of the way before 8d6 points worth of ceiling collapses on top of them, ignoring Damage

Reduction. Players surviving this can be pulled out of the rubble by their fellow judges.

Once players have escaped the basement, read the following out loud to the players.

The tunnels and service ramps of the Susie Weissmeyer basement levels are filled with a choking mass of plascrete dust as the ceiling gives way behind you. For a split second you think you can hear a ghostly peal of laughter mixed in with the noise, then it is gone. Further cracks begin to appear in the tunnel walls and ceiling as you make your way back to the surface and you ride your Lawmasters as fast as you dare through the labyrinth of narrow roadways. After a few minutes you locate a slipway leading out of the block and you race toward it. Seconds later you emerge into the bright neon glare of the Sector 190 skyline. Pausing momentarily, you gaze back toward the ruins of the Susie Weissmeyer Block. Plumes of dust rise up out of the broken windows on the lower levels, like streams of silvery blood. Other than that there is no evidence of the hellish events you have witnessed inside. Suddenly, a message comes through from Sector Control, '(Insert judge's name here), bring your unit back to the Sector House immediately and head up to Level 19-A, Briefing Room 4. There's someone there who wants to speak to you. Control out.'

Judges should now head back to Sector House 190.

Experience Points

Games Masters should award players surviving Prog 6 between 1,750 and 2,000 experience points each, with the following modifications.

Scene 1:

- Determining that Wally Squad Judge Stebson had been ambushed: 50 experience points.

Scene 2:

- Successfully viewing the possession of Kaleb Jezzail: 150 experience points.
- Surviving Mutant Attack: 150 experience points.
- Rescuing Exorcist Judge Lee: 250 experience points.

Prog 7 - The Country of the Leper King

Kaleb Jezzail and his followers came to the Radovan Wastes after leaving the Mega-City on their pilgrimage and established their base in an abandoned munce farm. At first, they had little to do with the surrounding areas, limiting their activities to the occasional kidnap of sacrificial victims, etc. However, with the passage of time Jezzail and the Hindenburg child's skin disease became far worse and they began to require a constant source of fresh skin. In order to obtain this Kaleb Jezzail, (whom mutants in the area were by now referring to as *The Leper King*), imposed a skin tax on surrounding settlements, recruiting a vicious band of mutie raiders to collect the tax for him. Upon Kaleb Jezzail's return to the Mega-City he bequeathed the area to the mutie raiders, who have decided to continue collecting the tax, having developed a deep-seated love of skinning innocent mutants alive.

Scene 1: Over The Cursed Earth - H-Wagon

The H-Wagon's crew consists of three judges, Gomez, Harrison and McArthur. They will respond to any questions players might ask to the best of their abilities but will spend most of their time piloting the H-Wagon and tracking the storm that is descending on the northern parts of the Cursed Earth. Players can spend

the journey however they wish, preparing their weaponry, re-reading the information they have already gathered or consulting the data-pad on the Radovan Wastes. Once players have settled into the journey read the following to them out loud.



The H-Wagon soars through the lowering sky at maximum velocity. Peering through the windows you see the tortured landscape of the Cursed Earth far below, a barren wilderness of rock, desert and skeletal vegetation. Occasionally, you catch glimpses of dark shadows moving across the surface, although they are too far away for you to be able to discern what they are. Up front the three pilots talk in tense whispers, constantly monitoring the vehicle's sensory equipment and feeding new data into the banks of computers that line the walls of the cockpit. About two hours into the journey you encounter the first pockets of turbulence. At first nothing more than a slight shaking is noticeable but soon the H-Wagon begins to rock violently. Your speed decreases as the turbulence becomes worse. Outside, the sky is the colour of freshly mixed rockcrete and a mass of dark, roiling clouds obscures the horizon. Ten minutes later the H-Wagon suddenly plummets toward the ground, and the pilots cry out in alarm. With an ear-splitting whine the vehicle

slowly levels out. Judge Gomez's voice comes over your helmet radios. 'We're going to have to set you down a little sooner than we'd hoped. The storm's coming in fast and if we take another pounding like that we might blow something. It doesn't look that bad down on the ground at the moment though.' The H-Wagon begins to descend.

Players thinking to check will find that they are still some fifty kilometres outside of the Radovan Wastes. Gomez will refuse point-blank to continue should players try to persuade him. He is under strict orders from Sector Chief Roland to keep the H-Wagon in perfect condition, in case the players need to return to the Mega-City in a hurry. The vehicle lands. Read the following to the players out loud.

With a loud, metallic groan the H-Wagon sets down. Donning your rad-cloaks you ride your bikes out into a barren, rocky wilderness. All around you stretches the interminable desolation of the Cursed Earth, the bleak horizon punctuated only by a few twisted plants and trees that have managed to force their way up through the rock-hard ground. The sky above is a leaden grey colour and a high wind blows dust against the visors of your rad-cloaks. Judge Gomez contacts you. 'We'll stay put here, (insert judge's name here.) We'll keep you informed of the storm's progress but with a bit of luck it should blow by further on to the North. Patch any messages you want to send back to the city directly to the H-Wagon and we'll send them on. Gomez out.'

Players should now consult the datapad they have been given. Fourteen mutie settlements are indicated on the map, dotted around the Radovan Wastes. The closest to the judges' current position is Piper's Croft, sixty kilometres to the west. Read the following out loud to the players.

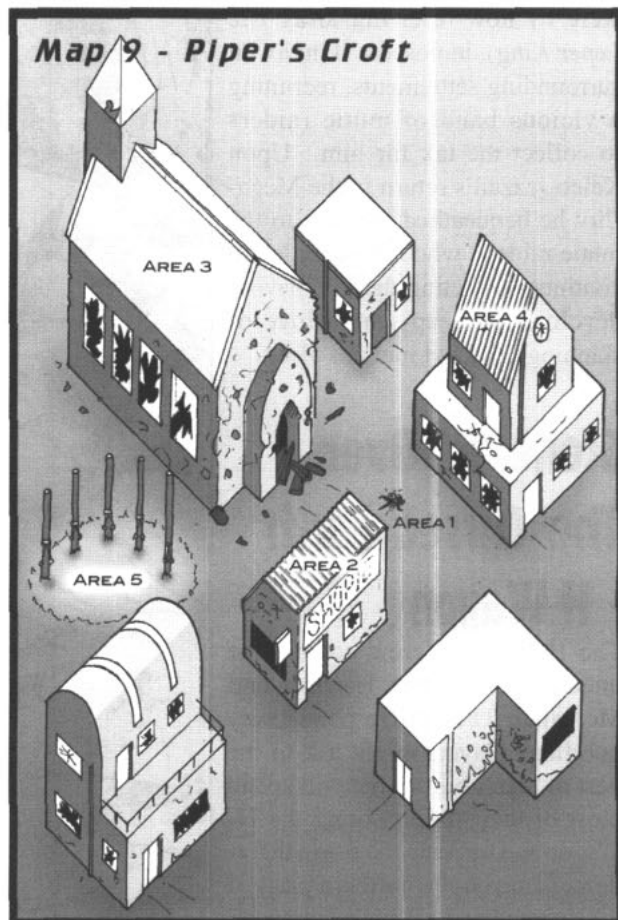
The ride to Piper's Croft is a difficult one. The rocky terrain makes riding at speed near impossible and more than once you are forced to turn back on yourselves as a wide gorge or valley blocks your path. After half an hour you begin to notice a weird, shimmering haze on the horizon. Drawing closer you find that it is caused by huge dunes of reddish-purple dust that cover the ground - you are entering the Radovan Wastes. Ten minutes into the wastes you reach the brow of a hill. In the valley below, you notice a sprawl of wooden shacks and farmhouses that must be the mutant settlement of Piper's Croft.

Scene 2: Cursed Earth - Radovan Wastes - Piper's Croft

Should players choose to observe the settlement first with their binoculars, read the following to them out loud.

The high wind sends clouds of dust eddying across the valley, making it difficult to get a clear view of the whole area. The settlement consists of eleven wooden buildings, the largest of which seem to be a church and a shop. There is no sign of anyone on the streets, although you notice a large number of body heat silhouettes gathered together within the church. A curious collection of posts form a semi-circle in the centre of the town. As you continue to observe the town the wind drops suddenly, affording you a clearer view. Most of the buildings seem to be derelict, their doors banging in the wind, and many bear signs of having been hit by small arms fire. A ragged, gaping hole exists in the roof of the church. Sweeping the streets with

Map 9 - Piper's Croft



your binoculars you spot a skeletal arm protruding from a pile of dust in one of the streets.

Piper's Croft is a ghost town, having been destroyed over a year ago when the townsfolk refused to pay Kaleb Jez-zail's skin tax. The body heat silhouettes judges have noticed are in fact a group of dog vultures that have made the derelict church their home. Players should now head into the town to investigate. The majority of the buildings are empty, their inhabitants slaughtered long ago or taken away into slavery. In these judges find only dust, clothing and rotten foodstuffs. On examining the bullet holes, a successful Technical check (DC 12) reveals them to have been caused by a variety of rifle weapons - spit guns and the like. A subsequent Spot check (DC 12) discovers a huge hole in one of the walls, caused by a much heavier weapon, although judges will be unsure as to what, (in fact caused by a Klegg assault cannon.) Some of the buildings are of more specific interest however, as detailed below.

Piper's Croft

Area 1

This is the skeleton judges noticed before. A Medical check (DC 10) reveals it to be that of an adult male humanoid, although the hugely elongated jaw and tusk-like teeth show him to have been a mutant. Cause of death is obvious - the skeleton's rib cage has been almost completely destroyed by a hit from a heavy weapon. If judges have already discovered evidence of this weapon's use, (see above), a Technical check (DC 10) reveals it to have been the same.

Area 2

This was Piper's Croft's general store, as revealed by a faded sign that still hangs over the entrance. Inside, players find that an ankle deep mass of rotting foodstuffs and rusting tincans covers the floor. Another skeleton, (Medical check DC 10 to identify it as that of an adult mutant female), lies amidst the wreckage. At this point have players make a Listen check (DC 12). If successful they hear signs of movement coming from the only other room in the store. The door to the room is locked. The noise is caused by an enormous Cursed Earth rat that is nosing

around amidst the debris. Should players open the door read the following to them out loud.

The rusted hinges emit a loud creak as you pull the door open. Inside, you catch a brief glimpse of a pair of glowing, scarlet eyes and a thick pink tail in amidst the filth that fills the room, then an enormous rat flings itself at you, its teeth bared.

Cursed Earth Rat

Small Animal

Hit Dice: 1d8+1 (6 hp)

Initiative: +3 (Dex)

Speed: 40 ft., climb 20 ft.

DV: 16 (+1 size, +5 Reflex).

Damage Reduction: 0

Attacks: Bite +1 melee.

Damage: Bite 1d4+1/1

Face/Reach: 5ft. by 5ft./5ft.

Special Attacks: Poisonous Bite.

Saves: Fort +3, Ref +5, Will +1.

Abilities: Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 7

Skills: Climb +11, Hide +11, Move Silently +6



The player in question should now make a Reflex saving throw (DC 18) to avoid being caught off guard. On a failure, the rat will get a surprise attack on the judge. After this the rat will attack once more, then scurry off into the darkness. Should the rat score a hit on any player, there is a 40% chance that its teeth sink into a well-protected part of the judge's body armour, in which case nothing happens. If not, Games Masters should assume the rat has hit flesh and use the rules for its poisonous bite given on p219 of the *Judge Dredd Rulebook*.

Area 3

This building was once the Piper's Croft church, although it suffered considerable damage when citizens staged a last stand there against Kaleb Jezzail's forces. Up close, judges will notice numerous holes and blast marks all over the walls, whilst the main doors lie on the ground, a mass of splintered wood. As players approach the church have them make a Listen check (DC 12). If successful they notice definite sounds of movement coming from within, (caused by the dog vultures.) Should players call out they will receive no response, although the sounds of movement will increase dramatically as the hungry creatures begin to awake. Any player entering the building will come under attack from the dog vultures. Should players decide not to enter, the dog vultures will attack anyway, streaming out of the church in a ragged horde through the main doors and the hole in the ceiling. There are four dog vultures for every judge present. They will flee once six or more have been killed, taking to the air and disappearing over the horizon. There is nothing of any real interest inside the church.

Dog Vultures

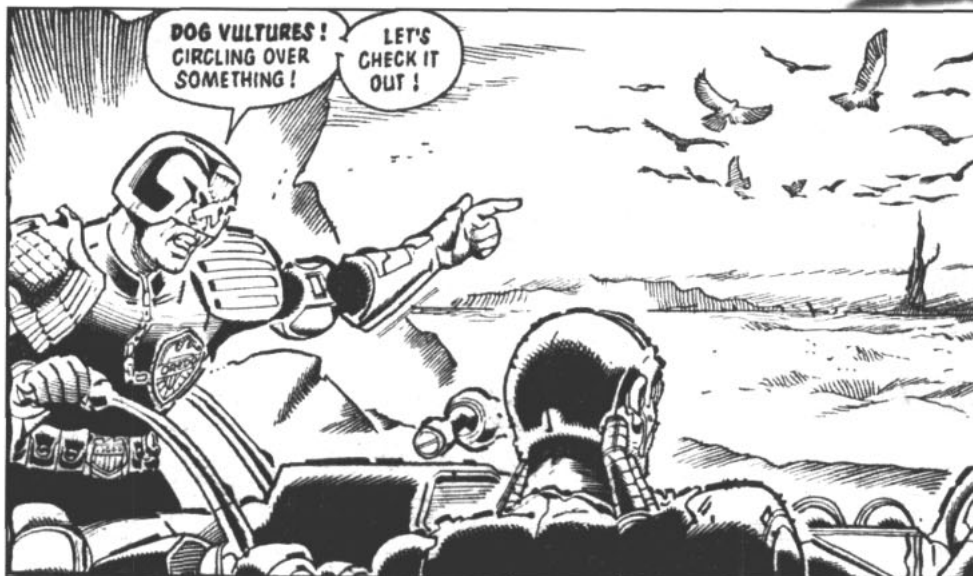
Medium Animal

Hit Dice: 2d8 (9 hp)

Initiative: +2 (Dex)

Speed: 20 ft., fly 60 ft.

DV: 15 (+5 Reflex)



Damage Reduction: 0

Attacks: Bite +2 melee

Damage: Bite 1d6+1/1

Face/Reach: 5ft. by 5ft./5ft.

Saves: Fort +3, Ref +5, Will -1

Abilities: Str 12, Dex 14, Con 10, Int 2, Wis 8, Cha 7

Skills: Listen +4, Spot +4

Area 4

This building was once the home of the mayor of Piper's Croft. Inside, players find the building ransacked, the floors strewn with clothing and spit gun cartridges. The one-storey building consists of three rooms, a kitchen, living room and bedroom. Should players search the bedroom have them make a Spot check (DC 12) to notice a leather bound diary lying amidst the jumble of objects on the floor. Many of the blood-stained pages are illegible but players will realise it seems to be a diary. Looking at the last entry, which bears no date, give players *Handout 9*, which is reproduced here for the benefit of the Games Master.

Handout 9

'The time of the Leper King's tribute approaches. At a town meeting last night we decided to resist them when they come...no more of our people will go to the skinning posts. Grud have mercy upon our souls and make our deaths quick ones.'

Area 5

This is the semi-circular collection of posts judges noticed before. Each of the five posts is two metres in height and has a pair of iron manacles attached to it at waist level. A Spot check (DC 12) reveals each post bears traces of blood, soaked into the wood.

There is nothing else of any interest in Piper's Croft. Consulting the data pad judges will see that the next settlement, Thomas's Rise, lies about an hours ride away to the North.

Scene 3: Cursed Earth - Radovan Wastes - Thomas's Rise

Read the following out loud to the players.

Mounting your bikes you leave the mournful ghost town of Piper's Croft behind you and begin to follow a line of low hills that stretches away into the distance. Emerging from the cover of the valley, the wind increases in intensity, hurling huge clouds of dust into your faces and reducing visibility to less than thirty feet. Up above the sky fills with storm clouds and the distant rumble of thunder can be heard. Using the data pad to guide you, you continue north for more than an hour, your Lawmasters' wheels slipping in the huge dunes of radioactive dust that cover the landscape. Eventually the ground begins to rise and become firmer, although the perilously rocky surface still prevents you from travelling at high speeds. Suddenly, from somewhere off to your left you hear the doleful sound of a bell ringing. For a split second the dust storm clears and you spot a large settlement some two kilometres east of your position, stretched out across the slope of a mountain. Then, the wind begins to howl again and you lose sight of it.

The settlement players have spotted is Thomas's Rise. As they continue to pick their way carefully over the

treacherous terrain the bell continues to ring slowly. Eventually the slope of a hill affords the judges some degree of cover and they can examine the scene more closely, about 500 metres outside of the settlement. Read the following out loud to the players.

Sweeping your binoculars over the scene before you, you quickly realise that all is not well in Thomas's Rise. The settlement is a little larger than Piper's Croft, although the layout is similar, the miserable straggle of buildings being centred around a small church and a general store. In the centre of the town square a large, converted jugger is parked. A confused mass of people gather around it, mutant townsfolk for the most part, although a number of other figures are visible, swathed in dusty rad-cloaks and carrying rifles. As you watch, the bell rings out again and two of the sinister rad-cloak wearing figures grab hold of a mutant woman and begin to drag her toward a semi-circle of posts that stand before the steps of the church. The wind carries the sound of a high-pitched scream to your ears and a shot rings out. Directing your binoculars toward the sound you see an elderly mutant stretched out in the dust, blood pouring from a huge wound in his stomach.

It should be clear to players that they have stumbled across a band of mutie raiders in the act. At this point

Map 10 - Thomas' Rise



show players *Handout 10*, which provides them with a detailed map of the town and the positions of all the mutie raiders that they can see. Players should use this to formulate a rapid plan of attack as, even as they debate this, the mutant woman is being shackled to one of the skinning posts. A Games Masters' copy of the map is reproduced here. Safe Speed for riding Lawmasters over the rough terrain is 75 mph.

The Mutie Raiders

The band of raiders are led by Krakkh, a particularly large, vicious Klegg who has roamed the Cursed Earth ever since the defeat of Judge Cal, bringing misery and death in his wake. Krakkh rules the mutie raiders with an iron claw, occasionally feeding disobedient underlings to his Klegghounds as a warning to the others.

Krakkh

Large Humanoid

Hit Dice: 10d8+33 (78 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

DV: 12 (-1 size, +3 Reflex).

Damage Reduction: 12 (combined natural and blast armour)

Attacks: Bite +11/+6 melee or klegg assault cannon +6/+1 ranged

Damage: Bite 1d8+5/6 or klegg assault cannon 2d10/6

Face/Reach: 10ft. by 10ft./10ft.

Saves: Fort +10, Ref +3, Will +4

Abilities: Str 21, Dex 11, Con 16, Int 9, Wis 12, Cha 13

Skills: Computer Use +1, Intimidate +5, Listen +3, Spot +3, Technical +1

Feats: Sure Grip, Toughness, Weapon Focus (klegg assault cannon)



2 Klegghounds

Large Beast

Hit Dice: 5d10+8 (36 hp)

Initiative: +1 (Dex)

Speed: 50 ft.

DV: 14 (-1 size, +5 Reflex)

Damage Reduction: 8 (natural armour)

Attacks: Bite +7 melee, 2 claws +2 melee

Damage: Bite 1d10+4/6, claw 1d6+2/4

Face/Reach: 5ft. by 10ft./5ft.

Special Qualities: Track by taste

Saves: Fort +6, Ref +5, Will +1

Abilities: Str 19, Dex 13, Con 15, Int 2, Wis 10, Cha 11

Skills: Climb +7, Spot +4, Wilderness Lore +1

Mutie Raiders

Citizen 3; HD 3d6+9 (22hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; DV 14 (+4 Reflex); Attack +3 melee or +3 ranged; Fort +2, Ref +4, Will +1, Str 12, Dex 12, Con 13, Int 8, Wis 10, Cha 6

Prior Life: Wall Hopper

Skills and Feats: Climb +6, Drive +6, Jump +6, Listen +5, Move Silently +6, Pilot +4, Ride +6, Spot +5, Swim +6, Wilderness Lore +7; Improved Initiative, Lightning Reflexes, Skill Focus (wilderness lore), Toughness (x2)

Possessions: Spit Gun (2d6/6)

Mutations: Games Masters should assume the raiders' mutations are purely cosmetic and therefore do not affect their statistics.

There are five mutie raiders for every two judges present, (rounding any fractions up.)

The Mutie Raider's Strategy

As soon as the judges are spotted, or they begin firing, the mutie raiders will break for cover, hiding behind the wheels of the jugger (which affords them three quarters cover), or running inside buildings and firing from windows (again affording them three quarters cover.) On round two of the combat the two Klegghounds will come bounding out of the jugger and race straight toward the two nearest judges, ignoring any hits upon them until they are engaged in melee. One round later, on round three, Krakkh will appear in the jugger doorway, emit a deafening bellow of 'KLEGG HAI!!!' and begin blasting at judges with his assault cannon. He will not attempt to take cover until he has lost more than half his hit points. Obviously, Games Masters should adapt this strategy in response to the players plan of attack. If it looks like players are going to be overwhelmed by the mutie raiders, Games Masters can have a few townsfolk open up with stump guns, targeting the nearest mutie raiders.

Once Krakkh has been killed the mutie raiders will begin to lose heart and once half their number have been killed they will either try to run or surrender.

Scene 4: The Cursed Earth - Radovan Wastes - Thomas's Rise

Once the battle is over read the following out loud to the players.

The final gunshot echoes away between the mountains and a sudden silence falls on Thomas's Rise, broken only by the moan of the wind and the cries of the wounded and dying. The townsfolk begin slowly to emerge from their hiding places, falling upon the corpses of the mutie raiders, spitting on them and kicking them through the dust. A mutant with a huge nose and tentacles instead of arms steps toward you. 'Thank you, judges,' he says, bowing in your direction, 'the servants of the Leper King have

plagued us for years. My name is Barrak Damian and I am the mayor of this community. If there is any way we can help you, we will.'

Questioning Survivors

The battle over, judges can speak with surviving members of the mutie raiders. Games Masters should assume that all of the survivors know the same information. The raiders' answers to likely questions are listed below. Games Masters will have to improvise answers not covered here.

1. The mutants had very little contact with the Leper King himself, having never spoken to him directly and having seen him only a few times. They will inform players that he was supposedly a norm, although the mutants doubt this, as he was always swathed in dirty bandages and a long cloak. 'His eyes burned like fire, as well,' mutants will whisper, giving a shiver of fear, 'they could see right through you.'
2. The leader of the mutie raiders was the Klegg, Krakkh and the Leper King's instructions were relayed to the mutants through him.
3. The Leper King had a number of norm followers, although the mutie raiders are unsure as to exactly how many, never having had much contact with them. Estimates vary between 10 and 20. 'They were all mad,' one of the raiders will say, 'spent all day banging drums and chanting. Used to drive me and the rest of the boys crazy.'
4. The Leper King and his followers left the base about four weeks before, destination unknown. Since that day, Krakkh informed the mutie raiders that the kingdom of the Leper King was all theirs, to do with as they pleased.
5. The Leper King spent nearly all of his time locked up in one of the buildings at the base. Some of the other muties used to claim that there was someone else in there with him, 'the kid' as he was referred to. None of the mutants ever saw any evidence of 'the kid's' existence but on the day that the Leper King and his followers left, something large was carried out of the building, covered in a blanket.
6. About once a month the Leper King and his followers would stage 'ceremonies', in which animals and

captured mutants were sacrificed. Many of the mutie raiders were unhappy about this, as they used to suffer terrifying nightmares and strange visions afterwards.

7. If the name 'Gorgomoth' is mentioned to any of the mutie raiders they will appear confused for a moment, before saying 'Well, it's kind of like something those loons used to chant.'

8. About three months before the Leper King left, a skinny little norm with a foreign accent arrived at the base. The muties never spoke to him but they began raiding further afield, stealing chemicals. On one occasion a battered space-craft landed close to the base and the muties had to take delivery of a number of crates. The muties have no idea what was in them but they were incredibly heavy. All of the crates were loaded into a factory building at the base where the skinny norm had set up a laboratory.

Players can also question Barrak Damian. If asked about the Leper King, he sighs and shakes his head. Motioning for the rest of the townsfolk to come forward he mutters, 'Show them.' The townsfolk begin to lift items of their clothing, revealing large areas of raw flesh where the skin has been removed. Nearly all of the townsfolk suffer from these wounds, even small children. Read the following out loud to the players.

Barrak Damian sighs again. 'It started about nine years ago. Our settlement was in its infancy then. We'd banded together all of our money and resources and come up here from the south in search of a new life. But no sooner had we built our homes and sown our crops the servants of the Leper King descended on us. At first they took only our food, calling it a tax.' Barrak's eyes fill with tears as he continues. 'Then, a few years later, the skinning began. We refused at first but they stole our children, saying they would kill them if we didn't agree. Some tried to run but they were hunted down and tortured to death.'

If questioned further players will learn that the mutants have only actually seen the Leper King once, many years ago, describing him as a mysterious human, swathed in a long cloak and filthy bandages. If players ask where the Leper King's base is Barrak will inform them that it is some eighty kilometres to the north of Thomas's Rise. If shown the datapad Barrak Damian can indicate the exact location.

Any surviving mutie raiders will now look up hopefully at the judges, expecting to be taken away to a nice, warm iso-cube. Players should, of course, leave the scum to the tender mercy of the townsfolk, who will string them up without any further ado. Games Masters should make a note of the player who suggested this course of action.

Scene 5: The Cursed Earth - Radovan Wastes - Abandoned Munce Farm

Players now head off to the Leper King's base. Read the following out loud to the players.

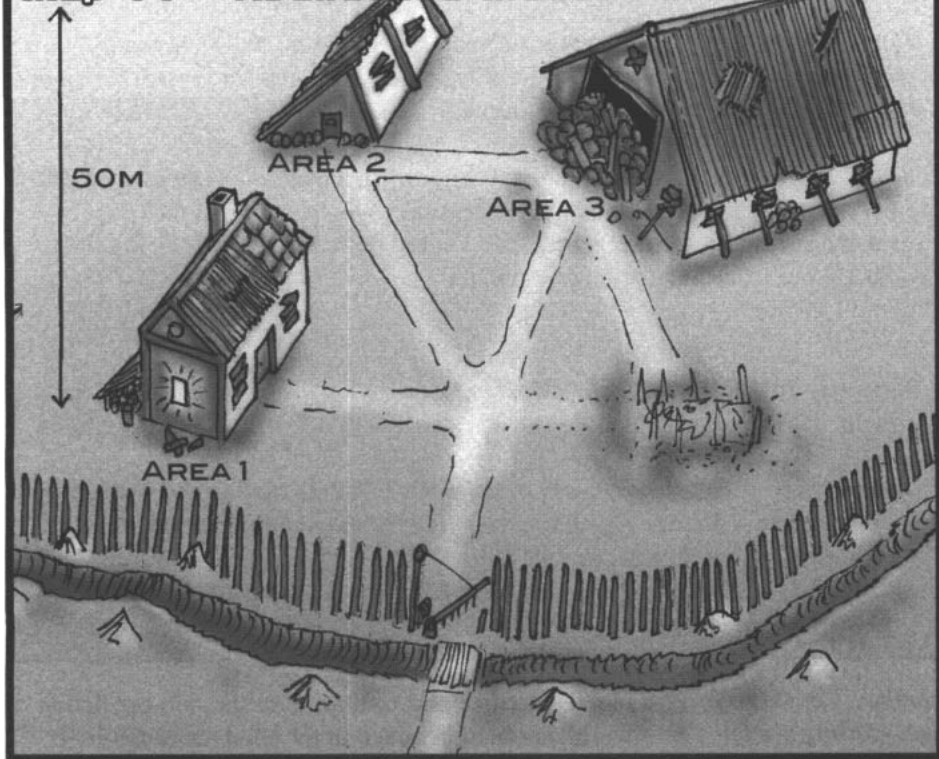
Leaving Thomas's Rise you head north, into the teeth of the storm. Within minutes of leaving the mutie settlement the wind begins to rise, blowing directly into your faces and covering the landscape with whirling clouds of dust. After an hour of riding a fierce rainstorm suddenly descends, soaking you to the bone. The huge rain droplets spit and fizz as they come into contact with your rad-cloaks and soon each of you is swathed in a cloud of reddish steam. Your journey takes you along the foothills of a mountain range just visible through the dust and rain as a collection of dark shadows away to your right. Another forty minutes later your sensors indicate a collection of large buildings some five kilometres in front of you, although you can see absolutely nothing. The ground here is slightly smoother, allowing you to increase speed. Suddenly, a wire fence appears out of the dust storm. A faded sign hangs on the fence, bearing the words 'Amalgamated Munce Corporation - Wickes's Farm.' A pair of gates stands open a few metres away and in the distance you can see three large buildings. The glow of electric light is dimly visible away to your left.

The players have arrived at the Leper King's base. The gates stand open, as the mutie raiders were expected back. The light players have noticed comes from the building where the raiders had their home. A few of the band still lurk there.

Building 1

This was once the dormitory for the munce farm's workers and is now where the mutie raiders sleep. Many of the windows are covered with storm shutters, but players will

Map 11 - Abandoned Munce Farm



see that one of the windows is uncovered, its protective shutter having malfunctioned a long time ago. The glow of light comes from this point. Should players approach the window, read the following to them out loud.

Peering in through the grimy, dust-covered window you see a large room. The room is filled with filthy mattresses spread out over the floor and the walls are covered with obscene graffiti. A single strip light flickers in the ceiling, whilst a brazier burns in the centre of the room, filling the chamber with smoke. As you watch, an enormously fat mutant with a pig-like face shuffles into view, carrying what appears to be a dead lizard skewered on a length of metal. Turning his back to you, he sits down on a stool beside the brazier and begins to cook the lizard over the flames.

At this point have players make a Listen check (DC 15). If successful they hear that the mutant is speaking with somebody else inside the building, although the constant howl of the wind obscures exactly what it is that he says.

The building has only one entrance, as indicated on the map. Inside, there are seven mutant raiders, although four of them will be sleeping, needing two full rounds to wake and join in combat.

7 Mutie Raiders

Citizen 3; HD 3d6+9 (22hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; DV 14 (+4 Reflex); Attack +3 melee or +3 ranged; Fort +2, Ref +4, Will +1, Str 12, Dex 12, Con 13, Int 8, Wis 10, Cha 6.

Prior Life: Wall Hopper

Skills and Feats: Climb +6, Drive +6, Jump +6, Listen +5, Move Silently +6, Pilot +4, Ride +6, Spot +5, Swim +6, Wilderness Lore +7; Improved Initiative, Lightning Reflexes, Skill Focus (wilderness lore), Toughness (x2)

Possessions: Spit Gun (2d6/6)

Mutations: Games Masters should assume the raiders' mutations are purely cosmetic and therefore do not affect their statistics.

The mutants will seek to kill the judges at first, although once more than two of their number have been killed they will seek to either escape or surrender. Inside

the building players will discover a las-burner, (2d12/15), which might be of use to them when they come to try to enter *Building 3*.

Should any of the muties survive the combat, judges can question them. For questions regarding the whereabouts of the Leper King, descriptions, etc, Games Masters should refer to the section *Questioning Survivors* presented in the previous scene at Thomas's Rise. If asked about what lies in the other buildings players will receive the information detailed on p66. Read the following out loud to the players when appropriate.

Building 2

This was previously the munce farm's main administrative building. Upon Kaleb Jezzail's arrival it was converted into a chapel dedicated to the worship of Gorgomoth. All of the building's windows are covered with storm shutters and the main entrance is locked, Technical check (DC 15) to open. Should players enter the building, read the following to them out loud.

With a slight hiss the door slides open. Almost instantly, the foetid stench of corruption fills your nostrils. Inside,

What The Mutants Know About The Complex

Building 2:

The mutant shrugs his shoulders. 'Don't know much 'bout the place,' he mutters, 'it's where the norms did all their mumbo-jumbo dancin' and singin'. The Leper King used to live in there. Place used to give me the creeps...a lot of people used to go in there, but not all of 'em used to come out, if you follow me. Bad vibes.'

If asked about 'the kid' a Spot check (DC 15) reveals that the muties exchange worried glances. If pressed on this point judges learn that one of the muties actually saw something on one occasion when the doors of the chapel were left open. 'It looked like a mutant,' he stammers, his face paling, 'all kind of puffed up an' white. It didn't look in my direction but I knew it could see me.' The mutant knows no more.

Building 3:

The mutants begin to shuffle about nervously, looking at the floor. 'We don't never go in there,' they mutter, 'there's things in there. That's why we closed it up with a barricade.'

If questioned about the skinny norm who arrived at the complex, one of the muties will say he thought he was some kind of scientist. The muties built the barricade the day after the Leper King left. If asked why, they inform players that the building is full of mutant creatures, caught in the surrounding area. 'But they're all changed,' one of the mutants whispers, 'and they're crazy for blood. We went in there, to look around, and something took old spider's head clean off then started ripping him up like he was made of paper. We got out quick and closed the place up.'

your torches reveal a large, dark chamber. The floors of the chamber are covered with strange, glowing symbols, whilst the walls are plastered with layers of organic filth and bones, some animal, others humanoid. At the far end of the room stands an altar, its stone surface smeared with dried blood, and above it a huge, glowing symbol has been carved into the wall. The air inside is icy cold and a layer of sparkling frost covers everything.

The chapel consists of two rooms.

Room 1

This was the cult's chapel, where they used to gather and worship Gorgomoth. Aside from the nauseating decor there is very little of any interest to the players. A door at the rear of the chapel gives access to room 2.

Room 2

The building's second room was where Kaleb Jezzail slept and studied. It is furnished with some degree of opulence, as befits the insane high-priest of an entity from beyond, although the decorative style might not be to the players' taste. The room is filled with hideous sculptures, constructed out of bones and dried intestines, whilst the walls are covered with tiny words, each one painstakingly carved into the plascrete. Even the most cursory of glances reveals the words to be a meaningless jumble of insane ramblings, concentrating for the most part on

blood, sacrifice and torture, with the odd prediction of world domination mixed in for good measure.

A depression carved into the floor in the centre of the room is filled with slime covered cushions and blankets and once served as Kaleb Jezzail's bed. A Medical check (DC 12) and use of a scanalyser are required to reveal that the slime is a type of analgesic cream. Kaleb Jezzail used to smear himself in the cream in an effort to relieve the pain caused by his skin disease. In one corner stands a desk, its surface littered with animal skulls and various bodily organs pickled in jars. Should players search the desk's drawers they find a filthy data pad, its keys covered in dried blood. A Technical check (DC 15) is necessary to access the data pad in which players find a kind of diary written by Kaleb Jezzail. Whilst most of the diary bears testament only to Kaleb Jezzail's complete insanity, players can locate some items of relevance, which are to be presented to them as *Handout 11*. The handout is summarised overleaf for the benefit of the Games Master.

Building 3

This was once the factory building, where the raw muncie that had been farmed was processed into the slightly more digestible form so beloved of Mega-City One's citizenry. Its lower level was converted into a laboratory and was used by Carlos Mendieta to develop the PSY. KO 25 toxin,

Handout 11

(Found towards the beginning) *'...under my careful tutelage the child's power grows with every day, his mind slowly attuning itself to the dark realm of my master...oh! what wonders must the brat behold every time he reaches out with his mind and gazes down upon the blood-drenched glory that is home to The Devourer! Soon the child's mind will become the cipher that We seek, the key to unlock the door.'*

(Found halfway through) *'...progress slows as the child's physical form corrupts. I, too, have been afflicted...but what importance have our fleshy shells in comparison with the million wonders that await us at The Awakening! I will suffer in silence.'*

(Found toward the end) *'...the child's mind is ready, the bridge complete and the lock awaits only the turn of the key...after so many years of waiting Mendieta's failure to discover a gaseous form of the toxin is only a minor inconvenience. Still, I am impatient to begin the ceremony and once his usefulness to me is over I will ensure that he suffers for delaying of The Awakening of The Devourer...'*

amongst other things. On approaching the building read the following out loud to the players.

This building is the factory complex's largest and appears to have been designed for industrial purposes, as indicated by the lack of windows and the huge piles of rusting, acid-scarred machinery protruding from its walls. There appears to be only one entrance, a pair of double doors situated at the front of the building. As you approach, you notice that large rocks and heavy machinery have been piled up against the door, forming a barricade, whilst the doors themselves have been welded shut from the outside. A single word, 'DANGER', has been painted across them.

At this point have players make a Spot check (DC 15). If successful they notice a number of large dents in the surface of the doors, caused by heavy blows from the inside. Clearing away the barricade takes ten minutes. The mutants have done a thorough job of welding the doors shut so players will either have to blast the doors open, (DR 10, Hit Points 50) or use the las-burner they discovered in *Building 1* to cut the welded joint between the doors open. Should players do this a Technical check (DC 12) will cause them to slide open. Games Masters should make a note of how players open the doors, as they might well want to try to close them later on! No matter how the players choose to open the doors however, a massive surge of power will course through the building. Read the following out loud to the players.

As you peer through the dark entrance to the munce processing plant, the panel of electrical circuitry next to the door suddenly begins to crackle and fizz, sending a

shower of sparks high into the air. Inside the building, lights begin to flicker into life before dimming a split second later and doors slide open and close maniacally. From somewhere further inside the building you hear a dull, metallic clang.

The Munce Processing Plant - Level 1

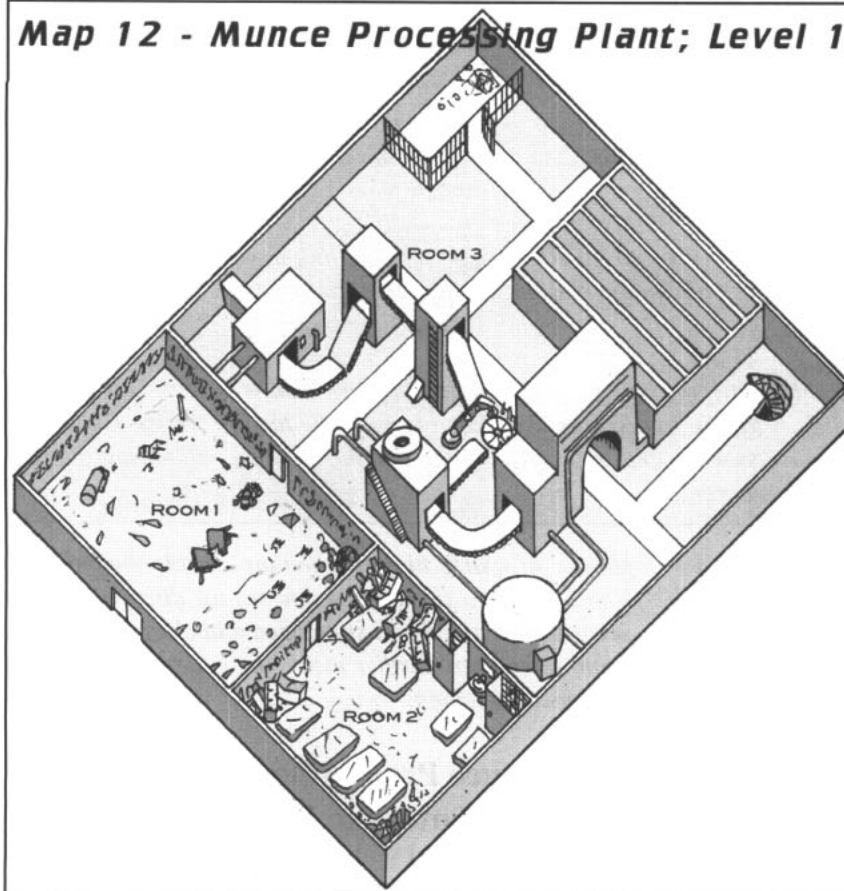
Room 1 - Entrance Foyer

This room is filled with a variety of dust and debris. Graffiti and weird symbols cover the walls, although none of it is of any interest to the players. On the far side of the room, opposite the main entrance, the door slides backwards and forwards with jerky, spastic movements. As judges walk through the room have them make a Spot check (DC 18). If successful they notice a large (15 inches), clawed footprint in the dust. From this room players can examine the inside of the main doors (provided they have not Hi-Ex'ed them out of the way first !!), to try to see what caused the damage they noticed earlier on. If players do this have them make a Spot check (DC 12). Successful results locate a series of deep gouges at the centre of one of the blows that resemble claw marks. Players thinking to check the claw marks against the footprint they discovered in this room will find they are a perfect match (*both the blows and the footprint were caused by one of the Velociraptors in room 3 trying to escape.*)

Room 2 - Changing Rooms

As players approach the door to this room have them make a Listen check (DC 12). If successful, they hear the distinct sound of voices coming from within the room, although what they are saying cannot be made out. The sound is actually caused by an ancient Tri-D set the power

Map 12 - Munce Processing Plant; Level 1



surge has caused to function again, although players are not to know this.

This room was once the changing room for the munce workers, as evidenced by the lines of rusted lockers and the broken shower cubicles. However, players will realise that it has been used more recently as a form of dormitory - mattresses and straw pallets cover the floor, whilst the remains of cloaks and other forms of clothing lie littered around. The walls of the room are again covered with graffiti and symbols, all of which are unintelligible to the judges. Apart from a small drum, which a successful Medical check (DC 15) reveals to have been made from human skin, there is nothing of any interest in the room. *(As players will probably surmise, this was where The Children of Gorgomoth lived and slept.)*

Room 3 - The Munce Processing Plant

The first player to enter this chamber from room (1) will have to make a Reflex saving throw (DC 18) to avoid being caught as the door suddenly slams shut. Failed saves result in 1d4 points of damage, ignoring any Damage Reduction. Subsequent players should roll 1d6 as

they pass through. On a result of one the door slams shut again and they will have to make a Reflex saving throw (DC 12) to avoid the damage as they are aware of the door's malfunction. Once all the players have passed through the door, read the following to them out loud.

This large chamber was obviously once the main Munce processing plant. Moving forward, you walk between corridors of rusting machinery, interconnected by conveyor-belts, tubes and cables. The flickering lights above cast eerie shadows on the walls. Having reached the centre of the room you notice that one corner has been filled with a large cage, some 30 feet square. In the opposite corner a spiral staircase leads down to a lower level.

At this point have players make a Listen check (DC 22). If successful they catch the whisper of heavy breathing coming from somewhere within the room, although it is gone as soon as they have noticed it. Any judges possessing the *sixth sense* feat will now start to feel the hairs of the back of their necks rise. This is because the room

is home to a pair of velociraptors. The dinosaurs were one of Carlos Mendieta's pet projects and he has managed to alter their genetic code, giving them a chameleon-like ability to change colour and blend into their surroundings. The velociraptors are currently observing the players, assessing how much of a threat they pose.

2 Velociraptors

Large Beast

Hit Dice: 4d10+12 (34 hp)

Initiative: +3 (Dex)

Speed: 60 ft.

DV: 17 (-1 size, +8 Reflex)

Damage Reduction: 6 (natural armour)

Attacks: Rake +6 melee, 2 claws +1 melee, bite +1 melee

Damage: Rake 2d6+4/4, claw 1d3+2/6, bite 2d4+2/8.

Face/Reach: 5ft. by 5ft./10ft.

Special Qualities: Scent, Chameleon Skin

Saves: Fort +7, Ref +7, Will +2

Abilities: Str 19, Dex 17, Con 17, Int 7, Wis 12, Cha 10

Skills: Hide +17,
Jump +13, Listen +11,
Spot +11, Wilderness
Lore +9

The velociraptor's chameleon skin gives them a +10 bonus to their Hide skill, (already included in the total above.) The velociraptors will seek to ambush the players, although unless a particularly good opportunity arises, they will wait until the players have visited the lower level of the building and are therefore somewhat weaker. The dinosaurs will use their unusually high Hide skill to blend into shadows, attacking as the players walk past them.

The cage in the corner of the room was built to contain the velociraptors. As players approach it they will notice a sour, reptilian smell coming from the piles of straw within. There is nothing of any interest in the cage, although players succeeding in a Spot check (DC 12) will notice that the cage's electronic opening mechanism has been destroyed by laser fire.

The stairs in the right hand corner of the room lead down to Level 2.

Munce Processing Plant - Level 2

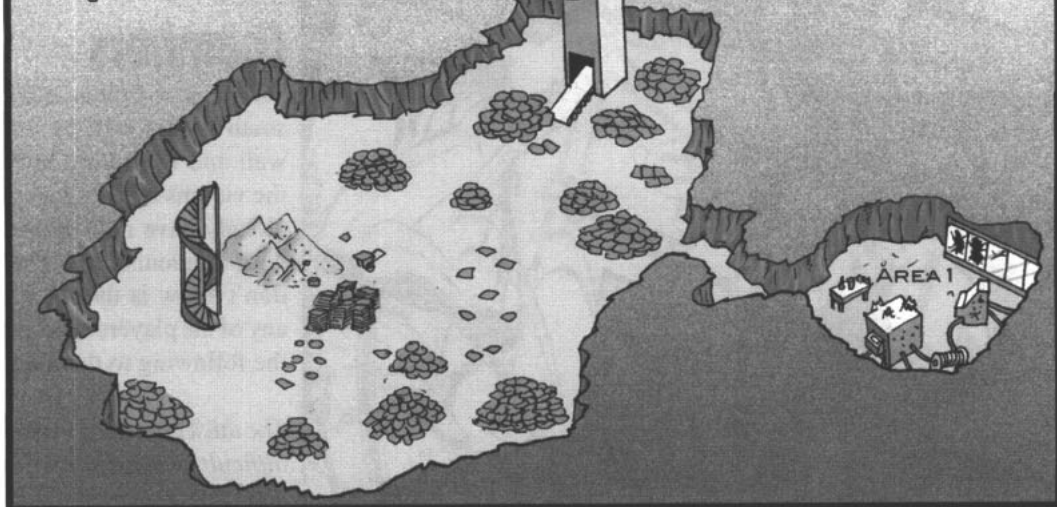
Subterranean Munce Silo

This cavernous subterranean chamber was where the raw munce was kept and stored before being piped up to the machinery on the ground level. A number of huge, circular metal shutters line the ceiling, being where the raw munce was formerly dropped into the silo. There is little of interest the players in this vast room.

Area 1 - Laboratory

This area was where Carlos Mendieta created and refined the PSY-KO 25 gas, experimenting on dozens of

Map 13 - Munce Processing Plant; Level 2



'volunteers' until he had the formula perfected. The area was destroyed when The Children of Gorgomoth left for Mega-City One. As players enter this section read the following to them out loud.

Following the coarse wall of the tunnel around to the right, you emerge into a wide chamber. The centre of the chamber is occupied by a bank of computers and machinery, all of it riddled with bullet holes, whilst the dirt floor of the chamber is littered with debris. Sparking cables and bunches of sizzling fibres protrude from the wreckage. Along the wall to your right stands a row of five glass fronted observation chambers. The doors to two of the chambers stand open, the thick glass having been smashed to pieces, but the other three are filled with a swirling, greenish gas. As you examine the wreckage a crackling, computerised voice behind you says suddenly, 'More patients....crrrk.....Doctor Mendieta.....ssss....let us operate....'

Turning around, players will see a robodoc wielding scalpels, knives and other sharp surgical implements emerge from a niche in the wall and glide toward them. The robot's head bears a large bullet hole through which a mass of cables and other technology dangles. The malfunctioning droid will move straight toward the nearest judge and begin to 'operate', seeking to slice them open.

Robodoc

Medium Robot

Hit Dice: 3d12 (20 hp)

Initiative: +3 (+3 Dex)

Speed: 20 ft.



DV: 13 (+3 Dex)

Damage Reduction: 6

Attacks: Surgeon's tools +0, Syringe +0

Damage: Surgeon's tools 1d8/2, Syringe (see below)

Face/Reach: 5ft. by 5ft./5ft.

Abilities: Str 10, Dex 16

Software Capacity: 32

Software Packages: Computer Use +1, Medical +8, Knowledge (advanced medicine) +6, Technical +2; Alien Anatomy

Special: Malfunctioning, (will always attack nearest target to it)

The Robodoc will attack the player nearest to it, seeking to inject them with its syringe. If the droid scores a hit with its syringe have the player roll a Fortitude saving throw (DC 22) to avoid slumping unconscious to the ground for 1d4 hours, requiring a Medical check (DC 16) to return the player to consciousness. The Robodoc will afterwards concentrate on this player, sending up a shower of blood as it snips, slices and hacks away, causing 1d6 points of damage, ignoring Damage Reduction, each round until it is destroyed.

The Glass Observation Chambers

These glass-fronted chambers are little more than small niches 10ft by 10ft carved out of the rock wall and were used by Carlos Mendieta to house the victims of his vile experiments. As players will already have noticed three of them are still filled with a greenish gas, (PSY-KO 25), but what they don't know is that each is still occupied. Should any of the players approach the glass chambers, read the following to them out loud.

The thick green gas inside the chamber makes it very difficult to see but as you draw near you are sure you spot movement coming from within. Leaning closer to the glass you stifile an oath as a hideous mutant face suddenly slams into the glass, its animal features twisted in a snarl of psychotic hatred. Foam drips from its jaws as it beats repeatedly at the glass, roaring in anger, and you notice to your horror that the rabid creature seems to have been feeding off of itself, as evidenced by lines of raw bite wounds all along its arms.

Players will have to be careful when using their Lawgivers within the chamber, as stray bullets could well shatter the glass chambers, releasing both the PSY-KO 25 gas and its mutant occupant. Should players begin blasting away, have them roll 1d10 every time a shot misses, making a note of the total. Once this score reaches ten, the glass in one of the chambers will abruptly shatter and players will hear the rush of escaping gas.

At this point any player who states *immediately* that they are pulling their helmet respirator down can make a Reflex saving throw (DC 16). If successful they get them on in time and avoid the effects of the gas. However, any player failing this save will have inhaled some of the deadly gas and must succeed on a Fortitude test (DC 18) in order to resist the effects of the gas. Any player succumbing to the toxin becomes controlled by the Games Master for 1d6+4 rounds, as their minds cloud with an unquenchable thirst for blood and mayhem. Players affected in this way will attack both friend and foe at random, concentrating on one target only if engaged in melee.

The gas leak is only one of the players' worries, as each of the glass chambers is inhabited by a crazed mutant who will instantly leap out into the laboratory and attack.

3 Crazy Mutants

Citizen 3; HD 3d6+15 (28hp); Init +5 (+1 Dex, +4 Improved Initiative); Spd 30ft.; DV 14 (+4 Reflex); Attack +5 melee or +3 ranged; Fort +4, Ref +4, Will +1, Str 16, Dex 12, Con 17, Int 8, Wis 10, Cha 6

Prior Life: Wall Hopper

Skills and Feats: Climb +7, Drive +7, Jump +7, Listen +6, Move Silently +7, Pilot +4, Ride +7, Spot +5, Swim +6, Wilderness Lore +7; Improved Initiative, Lightning Reflexes, Skill Focus (wilderness lore), Toughness (x2)

Possessions: Ragged clothing

Mutations: Plasteel claws (1d8+3/6)

Each of the mutants bears the results of Carlos Mendieta's experiments - long, incredibly sharp plasteel claws have been grafted onto their hands, making them fearsome hand to hand opponents.

Once the mayhem has subsided, players will be able to examine the laboratory. The majority of the equipment has been destroyed and so holds little interest for the players. However, if players examine the banks of computers a successful Technical check (DC 12) informs them that they are not as badly damaged as they appeared to be at first and with a little tinkering can be got working again. This operation requires 20 minutes and a successful Technical check (DC 18). Once players have got the computers working again, read the following to them out loud.

Having patched together a makeshift power source and isolated most of the ruined terminals from the circuit you flick the button that will switch on the machines. Instantly a shower of sparks emerges from the ceiling overhead

and the lights in the laboratory flicker wildly. For a moment you doubt whether the improvised mass of cables and circuitry will work, then one of the computer screens flickers into life. Your moment of triumph is short-lived however as, with a rush of escaping air, the doors to the glass observation chambers begin to swing open.

Any of the doors to the glass chambers not already smashed now swing open and Games Masters should use the rules given above for breaking the glass, imposing the same series of saving throws on players not having their respirators down. Any mutants still surviving will now shuffle out and do battle with the judges. Having dealt with them, the judges can finally try to access the computer files.

Searching the computer's damaged memory banks requires a Technical check (DC 18). If successful, players locate a file entitled '(PSY-KO 25) Toxin.' Much of the file is corrupt and therefore useless but some parts are still readable. This information is to be presented to players as *handout 12* and is reproduced here for the benefit of the Games Master.

At this point have players make a Streetwise check (DC 16). If successful they know that not only does Sector 190 have a large auditorium, tonight's scheduled performance is by no lesser personage than Laurence D'Olivier himself! Players searching the computer archive for the file containing the formula will discover that it is both intact and readable. There is nothing of any further interest in the computer files that players can discover. Judges should now leave the munce farm and head back to the H-Wagon,

Handout 12

PSY-KO 25

Entry: Work continues well with the toxin, having now isolated the self-replicating enzyme that caused previous subjects' hearts to burst minutes after exposure. Gaseous form, however, still eludes me.

Entry: Important breakthrough made today, as have created a purified form of toxin that creates same rabid bloodlust and heightening of pack instinct without prejudicing physical systems of subject. This means that with one exposure insanity can last anything up to 24 hours and subjects will not expire as has happened on previous cases.

Entry: Experiments with gaseous form of toxin continue apace, although to my mind further concentration of the gas is pointless. I estimate that, provided the gas could be effectively distributed throughout an enclosed area, one canister would be enough to affect 10 - 15,000 subjects or, expressed in a simpler form, more than enough to spread havoc throughout Sector 190 whilst Jezzail stages his little ceremony in the auditorium. I have enclosed the formula in a separate file.

although Games Masters should remember to stage the velociraptor ambush as players leave the building if they have not done so already.

Having discovered information pertaining to what could well be a major disaster for Mega-City One, it is probable that players will wish to get the formula back to the Justice Department as quickly as possible with a view to developing an antidote. As players emerge from the munce processing plant and radio back to the H-Wagon read the following out loud.

As you emerge from the processing plant you see the pale sun dipping below the horizon of the Cursed Earth and the first stars glittering in the sky. Grabbing the microphone of your Lawmaster's Telecommunication Unit you patch a call through to the H-Wagon. For long seconds you receive nothing but static, but eventually Judge Gomez's features appear on the flickering screen. 'You better get back here straight away, (insert judge's name here),' Gomez begins before you have a chance to speak, 'We've lost contact with the City. Could be it's just atmospheric conditions but I think there's something going down. Last time we heard block wars and riots were breaking out all over the sector. Given the circumstances I'm going to risk flying into the storm to come and get you. We'll rendezvous at these co-ordinates. Gomez out.'

Players should now hopefully experience a sinking feeling as they realise they are too late - the PSY.KO 25 has already been released.

Experience Points

Games Masters should award players surviving Prog 7 between 3,000 and 3,500 experience points each, with the following modifications.

Scene 2:

- Finding diary: 100 experience points.

Scene 3:

- Leaving any surrendered mutie raiders with the townsfolk: 150 experience points.

Scene 4:

- Questioning the mutie raiders: 150 - 200 experience points.

Scene 5:

- Finding Kaleb Jezzail's diary: 100 experience points.
- Defeating the velociraptors: 200 experience points.
- Finding the PSY.KO.25 computer files: 200 experience points.



Prog 8: A Fright at the Proms

The players are now in possession of two facts vital to the wellbeing, and quite possibly, the very survival of Mega-City One but all attempts at radio contact will fail. Games Masters should now try to up the pace of the game as the players race back to the City in an effort to stop the *awakening* of Gorgomoth. Read the following out loud to the players.

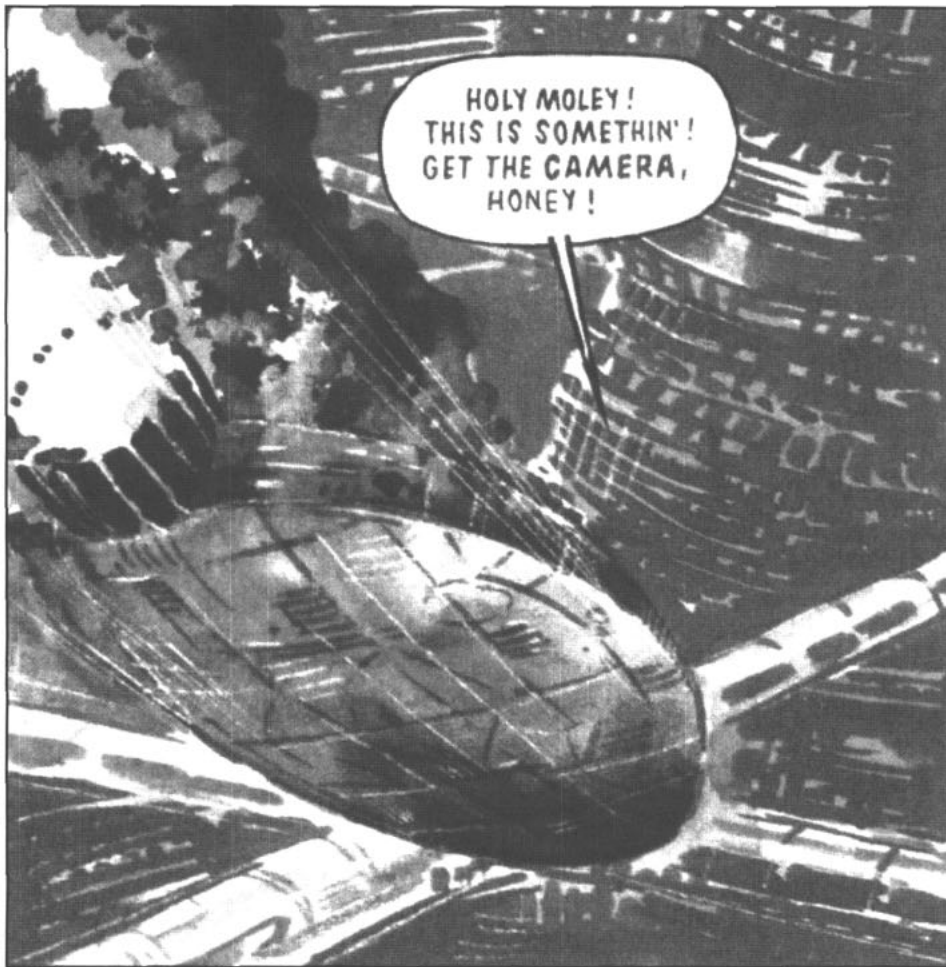
Scene 1 - H-Wagon, In Flight Above The Cursed Earth

Upon reaching the co-ordinates Gomez has sent to your bikes, you find the H-Wagon already there awaiting you. As soon as you have ridden your bikes up the ramp into the H-Wagon's vehicle bay its engines begin to roar, sending up an enormous cloud of dust and rock as it lifts into the air. The ground below disappears with dizzying speed as Gomez pushes the engines to maximum. Within seconds the H-Wagon is racing through the storm clouds, heading back toward Mega-City One. As you tear off your rad-cloaks, Judge Gomez's voice comes over your helmet radios. 'Still no contact with the city. We've been trying to get through for hours now but there's something strange going on. Hopefully, it'll just prove to be static caused by the extreme weather conditions. I've got McArthur working on it. I'll let you know when and if we have any luck. Gomez out.' The ride proves to be a bumpy one as the pilots ignore the violent turbulence in an effort to save time and get back to the City as quickly as possible. A tense silence reigns in the vehicle as the minutes and hours slip by with agonising slowness, a silence broken only by the roar of the wind outside and the high-pitched, metallic whine of the engines as Gomez pushes them for every last ounce of speed.

Having covered three-quarters of the distance you suddenly become aware of Gomez's voice coming over the

intercom. 'You better come up here and take a look at this,' he says simply. Making your way to the cockpit as fast as you can through the swaying, rattling vehicle you crowd into the cockpit. Here, the roar of the storm is vastly intensified as the wind and rain smashes against the window. Peering out through the darkness you look toward the horizon and the distant pinpricks of light that indicate the sprawling mass of Mega-City One. Even from this distance you can see all is not right. A blood red sky hangs above the city, punctuated by swirling purplish clouds and vivid flashes of lightning. Behind you Judge McArthur continues to struggle with the communications array, repeating the same message over and over, 'This is H-Wagon 56E, out of Sector House 190, do you copy?' With a snort of irritation he looks up toward you and shakes his head. 'Nothing.'

The lights in the H-wagon dim as Gomez re-routes all auxiliary power sources to the engines. The Cursed Earth races by below you in a blur as the Mega-City steadily grows larger on the horizon. All eyes are fixed on the weird storm that seems to have enveloped the City. Half an hour later you are within fifty kilometres of the City Wall. The H-Wagon's cockpit is filled with exclamations of disbelief as you regard the scene before you. The sky is a boiling mass of clouds and lightning that stretches for as far as the eye can see and the air seems filled with a dull, rhythmic moan unlike any storm you have heard before. But far more worrying than the nightmarish weather conditions are the dozens of separate orange glows you notice down amidst the cityblocks, orange glows that send up huge plumes of black smoke. Even as you watch the upper levels of yet another block are enveloped in a ball of flame, shockwaves from the massive explosion causing the H-Wagon to rock violently. Gomez glances up from his instruments. 'Looks like the whole thing is centred over Sector 190. Grud, I've never seen anything like this before.'



Players will realise that something very big indeed is going down in the Mega-City. As they continue their approach, flashes of laser fire and missile explosions become visible far below. Gomez will now ask the players where they want to go. Players really have only one option, the Sector 190 auditorium, as radio contact is still impossible. Having decided this, read the following to them out loud.

Gomez steers the H-Wagon towards Sector 190. Below you, the City Wall flashes by and you get your first real look at the city. Chaos reigns in Sector 190. The streets appear filled with the flicker of tracers and the vivid flash of laser weapons, whilst huge fires fill the horizon with smoke...and all the while the clouds above swirl ever faster, the sky a dark, scarlet mass filled with jagged forks of lightning. Suddenly, the H-Wagon lurches to one side, throwing you to the floor, as Gomez begins to shout 'We're hit, we're hit!' The vehicle sways with a sickening motion, losing height rapidly and you see flames pouring out of one of its engines. For what seems like an eternity Gomez struggles to regain control of the vehicle, shouting 'Brace yourselves, we're going down! We're going down!' With

an ear-splitting metallic scream the H-Wagon skids along the surface of an interzoom and begins to spin, filling the air with a cascade of sparks. The vehicle continues to slide, its velocity dropping slowly until, BOOM, it smashes nose first into the interzoom's crash barriers.

At this point have players make a Reflex saving throw (DC 15) to avoid suffering 1d4+2 points of damage, ignoring Damage Reduction, from the impact of the crash. Looking around them inside the H-Wagon players will see that Gomez is slumped unconscious over his instrument panel whilst McArthur has suffered a broken arm. The third crewmember, Judge Harrison, is battered and bruised but still conscious. Players can use the H-Wagon's instrumentation to get a fix on their position, (no DC necessary). As the results flash up on the screen players realise they are still some fifteen minutes ride away from the Sector 190 Auditorium. Any attempt to contact Sector House or other Justice Department units results in a deafening burst of static. The players are on their own!

Scene 2: Sector 190 - Skedway 13

The H-Wagon, although severely damaged, is in no danger of exploding. Players should leave the still able-bodied Harrison behind to look after the two injured crewmembers and set off immediately for the auditorium. Harrison will suggest this course of action should it not occur to players. On leaving the H-Wagon read the following out loud to the players.

Fighting through the wrecked interior of the H-Wagon you make your way to the rear of the vehicle and locate your Lawmasters. Upon extracting them from the tangled mess of equipment that covers the floor, they prove to be

still operational, although the multitude of loose cables and smashed computer components that hang from them bear testament to the violence of the crash. You exit the H-Wagon through the twisted remnants of the vehicle ramp. In this part of Sector 190 a curious calm reigns, although the air throbs menacingly and the sound of gunfire and explosions can be heard nearby. As you take a rapid decision as to which way to go the sky crackles with lightning, followed almost immediately by a peal of thunder. The noise rolls away into the distance, leaving you with the unpleasant sensation that what you have just heard was not actually thunder but a deep, malevolent roar of laughter.

Although the players' Lawmasters are still functional Games Masters should assume that each one has suffered 1d6 points of damage due to the crash. Also, the violent impact has damaged the bikes' computerised systems. Players no longer receive the +2 Ride bonus they would normally get and any time they attempt to use one of the bikes' technological components, (e.g. fire the bike cannons, cyclops laser, etc), there exists a 15% chance that it will not work. Any psi-judges in the party notice that the air is charged with psychic energy.

Getting to the Auditorium

Players will find the streets of Sector 190 filled with citizens driven crazy by the PSY-KO 25 gas. To impress upon judges the severity of the situation the journey to the auditorium should be played out in full. Have players designate one of their number - this player's Ride skill is now to be used for the succession of Ride checks (DC 15) that follows. After each Ride check Games Masters should note down by how many points the player succeeded / failed by, adding / subtracting this score from the previous total. Once this score reaches 35 or more the judges will have reached the auditorium and Games Masters should go to Scene 3 below. If the score is still below 35 Games Masters should roll 1d20 on the Event Table below, adding +5 to the roll if the Ride check resulted in a failure.

Radio Works

Read the following out loud to the players.

With a sudden hiss of static your Lawmaster comm units burst into life. The image is far too distorted to allow you to recognise the speaker but his words come through clearly. 'Fall back, fall back!,' he shouts, 'regroup at Sec-

Event Table - Events marked (*) should only be used once. If rolled again select the next applicable event on the table.

1-2:	Radio Works (*)
3-4:	Flash of Lightning (*)
5-6:	Sound of Wings (*)
7-8:	Fired Upon - Spit Gun (2d6/6)
9-10:	Fired Upon - Laser Rifle (4d8/14)
11-12:	Fired Upon - Heavy Spit Gun (3d6/8)
13-14:	Manic Laughter
15-16:	Cries For Help (*)
17-18:	Code 99 Red (*)
19-22:	Explosion!
23-25:	Ambush

tor House west, all units fall...' The message ends abruptly with an orange flash and a squeal of static.

Player attempts to get their radios working will prove pointless.

Flash of Lightning

Read the following out loud to the players.

The air above is suddenly rent by a violent flash of lightning, the crackling electrical discharge throwing the whole jagged skyline into silhouette. For a split second you see the clouds in front of you take the form of an enormous clawed hand, stretching out over the city, then darkness descends again.

Although this may worry the players somewhat it has no effect on the game.

The Sound of Wings

Read the following out loud to the players.

Speeding recklessly along Skedway 12, you reach a section where all electrical power seems to have failed, plunging the roadway into darkness. Slowing down desperately, you are forced to use your Lawmasters' headlamps to light the way. In the sky above a strange noise can be heard, as of something tearing apart. The wind howls, blowing rain into your face, then suddenly a horde of swooping, cackling creatures flap past directly overhead, filling the air with shrill cries of triumph.

The creatures will ignore any attacks players might make and quickly flap off into the distance.

Fired Upon

Read the following out loud to the players.

Up ahead of you the air is filled with screams, angry cries and the sound of gunfire. Hunched low over your Lawmasters you swerve backwards and forwards over the road surface, trying to avoid the corpses and piles of debris. Suddenly, lines of multi-coloured tracer-fire rip up the plascrete in front of your Lawmaster's wheel. Someone is firing at you!!

The judges are raked by a sudden burst of gunfire. Games Masters should roll 1d6 for the amount of shots directed toward players, then determine targets randomly. The actual weapon used is specified on the table above and all attacks are made with a +4 ranged attack modifier. Players stupid enough to stop and try arresting the perps will be fired on again until they leave, being unable to ascertain where the shots have come from amidst the general mayhem.

Manic Laughter

Read the following out to the players.

Turning your bikes off of the main roadway, you take a slipway filled with burning vehicles and corpses. Distant thunder rumbles in the sky, slowly growing in volume until the buildings around you begin to tremble with the sound of it, the noise of thunder changing into that of a manic cackle of laughter. 'MINE!!!,' a voice seems to snarl as the laughter dies away.

This event has no effect in the game.

Cries For Help

Read the following out loud to the players.

Your journey now carries you through what seems to have been one of the first areas affected. The Justice Department response here must have been both swift and effective as an eerie quiet fills the area. Rounding a corner the roadway crosses a wide plaza. A huge mass of snarling, blood-thirsty citizens encased in riot foam fills the plaza, screaming insults and challenges as you pass by. In the centre of the foam-encased mass lies a blazing H-Wagon, the flames filling the air with thick, black smoke and the stench of melting riot-foam and burnt flesh

Have the players make a Listen check (DC 15). If successful they hear a shrill voice crying out for help. Slowing,

they notice a man encased waist deep in riot foam, waving to them and staring in terror at the blazing H-Wagon. This is Gorman Jeffs, who was outside when the PSY.KO 25 gas was released and so was unaffected by it. Should players decide to try and pull Gorman free they will have to succeed in a Strength check (DC 30). Only one player can attempt this at any one time, although they can add a +3 bonus to their roll for every judge helping them by hacking away at the foam with their boot knives or such-like. As players attempt this, Games Masters should roll each round for the blaze in the H-Wagon, rolling 1d20 and adding a cumulative +1 each round that players spend trying to pull Gorman free. On a result of 22 or more the H-Wagon blows, causing 8d6 damage at AP10, although players may make a Reflex save (DC 15) in order to take half damage.

If players manage to get Gorman Jeffs out of the foam alive they can question him. He knows very little about what is happening, telling judges that just after nightfall he noticed a greenish gas billowing from the upper levels of some of the adjacent blocks. A few minutes later all hell broke loose, as crazed citizens began to pour out of the blocks, stabbing, gouging and trampling everything they found in their path. About half-an-hour later the strange storm started, gaining rapidly in intensity over the course of a few minutes. Gorman Jeffs will finish off by giving players a run-down on Sector 190's worst affected areas, informing them of where fighting seems to be heaviest, which roads are blocked, etc. At this point have players make a Streetwise check (DC 12). If successful, they begin to wonder where on earth Gorman Jeffs has got this information from. Jeffs will claim to have overheard two judges speaking whilst stuck in the foam but a rapid search of his person will reveal he possesses a special radio tuned into Justice Department frequencies. Players can deal with Gorman Jeffs as they see fit but his information proves useful, giving them a +4 bonus to their Ride checks in determining how long the journey across Sector 190 takes (see section 'Getting to the Auditorium' above.)

Code 99 Red

Read the following out loud to the players.

Following the snaking line of roads running parallel to Skedway 22, your journey takes you close to Ricky Cooper Outdoor Block Plaza. At first glance the plaza seems to have escaped the worst of the fighting, but as you gun your Lawmasters across the huge open space you notice a group of smouldering vehicles and debris ahead of you.

Drawing closer you suddenly spot the charred eagles and melted helmets lying on the floor - they are judges!!!

The carnage lies directly in the players' path. On drawing close they will see the smashed and twisted remains of three Lawmasters spread out over an area of some 20 feet. At the centre of the area is an enormous crater, caused by some form of missile having exploded there. Of the three judges, two lie in bloody pieces in amidst the wreckage of their bikes. The third however, a male judge named Huffer, is draped over his fallen Lawmaster and shows signs of life. If players approach him, Huffer will struggle to rise, waving his hands and trying to speak. Players will have to place their ears close to his mouth in order to hear the words he hisses - 'Take cover...sniper!'

At this point a group of crazed citizens in a nearby block will open up with a missile launcher, blasting a Hi-Ex missile down at the judges, (3d12/20, Area of Effect 20ft.) The citizens attack with a +1 ranged weapons bonus and will seek to put the missile in amongst the judges. Any player succeeding in a Reflex save (DC 15) will take half damage from the missile, as they scramble into cover just before it hits. Games Masters can assume that Judge Huffer dies in the missile blast. Players looking up for the source of the missile will see nothing amidst the hundreds of darkened windows above them. The citizens will continue firing for as long as the players think to dally in the plaza.

Explosion!

Read the following out loud to the players.

Bright flashes of laser fire suddenly fill the sky above you, raking the surface of a nearby block. With an almighty explosion a whole side of a block collapses, raining huge chunks of glass, plascrete and screaming citizens down on the streets below.

Have each player roll 4d6+4. This total is the DC for the Ride check they must make in order to avoid the shower of debris from above. On a failed result both player and Lawmaster suffer 1d6+4 points of damage, ignoring Damage Reduction.

Ambush!

Read the following out loud to the players

Finding heavy fighting blocking the slipway in front of you, you head downwards along a winding loop of roadway

that crosses an interblock shopping mall. Racing between the gutted shops and burning buildings you turn a corner to find the roadway completely blocked. Skidding to a halt you notice dark shadows moving amidst the wrecked buildings, shadows that begin to move rapidly in your direction. Emerging from the darkness a great crowd of citizens swarms toward you, white-foam dripping from their mouths, their crazed eyes bulging forth and rolling in their sockets.

Players have encountered an ambush staged by a group of citizens under the effects of the PSY.KO 25 gas. Games Masters should assume there are four citizens for every judge present, although 1d10 of them are on the roofs of the shops, seeking to jump down on players. On round two of the combat have players make a Spot check (DC 18). If successful, they notice the citizens before they leap down. There is no way through the barricade so judges will have to blast through the citizens.

Crazed Citizens

Citizen 2; HD 2d6+4 (14 hp); Init -1; Spd 30 ft.; DV 9 (-1 Reflex); Attack +1 melee or +1 ranged; Fort +4, Ref -1, Will -2; Str 13, Dex 8, Con 15, Int 7, Wis 7, Cha 6

Prior Life: None

Skills and Feats: Climb +4, Hide +2, Jump +1, Listen +5, Move Silently +4, Search +1, Spot +5, Streetwise +3; Alertness, Great Fortitude

Possessions: Clubs (1d8+1/0) and Las-Knives (1d6+1/10) to be determined at Games Master's discretion

Special: Will not surrender and will attack whenever opportunity arises.

Scene 3: Sector 190 - Sector Auditorium

Having battled their way through the chaos that fills the streets, judges will finally arrive at the Sector Auditorium. Read the following out to the players.

You gun your Lawmasters through a tunnel filled with burning vehicles and debris. Bursting through the clouds of smoke that fill the tunnel you emerge on the other side and swerve left to take the road that leads down to the Auditorium. From your vantage point high above the building you notice that a mass of grey fog obscures both the building itself and its grounds from view. The epicentre of the storm seems to be located directly above this area. Looking up, you see that a shimmering black void

is beginning to form amidst the roiling mass of clouds. The silhouettes of skeletal, winged shapes are also visible, fluttering around the edge of the void and screeching in triumph. You leave the slipzoom and drive across a wide, empty plaza. The plaza is filled with wisps of dense, grey fog that seem to coil themselves around you as you pass. On the other side of the plaza the wall that surrounds the Auditorium grounds is just visible as a dark shadow.

The shimmering void players have noticed is the portal to Gorgomoth's world. With each minute that passes the dimensional portal slowly expands, allowing more and more of the winged psychic entities to slip through and causing reality itself to warp hideously.

The first problem players will have to confront is that of getting into the grounds, as a high wall surrounds them and the main gate is located on the far side of the wall, a further two minutes ride away. Players have two options, either to climb the wall or to ride on to the main gates (jumping the wall on their bikes is not an option as the dense fog makes it impossible to select a suitable landing point.)

The Wall

Should players decide to climb the wall have them make a Spot check (DC 15) as they approach it. If successful read the following to them out loud.

The rockcrete wall is nearly 12 feet high but its mock-stone surface provides plenty of handholds. As you search for a suitable place to begin the climb, however, you notice the wall is covered in a dark, viscous liquid that seems to seep from between the very stones themselves.

Players touching the wall will notice that its surface seems spongy and warm, almost as if it were alive. Should they decide to climb the wall, have each player make a Climb check (DC 15) then read the following out loud.

Your boots slip on the wall as you struggle to get a handhold, the slimy rock seeming to squirm beneath you. Suddenly, with a soft, liquid hiss the stones split apart and wet, dripping mouths form in the surface of the wall!

Players should now make a Reflex saving throw (DC 15 if they failed their climb check or DC 12 if they succeeded) to avoid being bitten by the mouths. The mouths cause 1d6+2/6 points of damage and players having failed the initial Climb check will have to roll again, incurring the

same Reflex saving throw for being bitten each time until they succeed. Having got over the wall read the following to the players out loud.

You scramble down the other side of the wall, jumping the last few feet to avoid the ravaging maws snapping at your limbs. Turning, you notice a forked tongue flicker out of one of the mouths and then, as suddenly as they appeared, they are gone.

Games Masters should now proceed to Scene 4.

The Gates

Players deciding not to risk climbing the walls proceed around to the front of the building, with the rain lashing their faces and thunder rumbling through the sky above. After a ride of two minutes read the following to them out loud.

You follow the wall until you reach the main gates, although they have undergone a radical transformation. Where once they were a simple pair of ornamented iron gates, they have now twisted to form a snarling, demonic face, its eyes glowing with a baleful red light. Tendrils of mist coil sinuously around the face and as you draw near a low growl becomes audible.

Players succeeding in a Listen check (DC 15) will realise that the growl does indeed proceed from the gate itself. Although appearing to be sentient, the gate will not respond to any demands from the players that it open. Should the players try to blow it open, however, the gate will respond with the psi-power *ectoplasmic attack*. The gate attacks with a manifester level of 2, doing 2d6 points of damage. The demon gate will not respond until attacked, whereupon it will target any psi-judges in the party with its first attack. Subsequent attacks should be determined randomly. The demon gate has DR 12 and 60 hit points.

Having blown the gates open players will be able to enter the grounds.

Scene 4: Sector 190 - Sector Auditorium - Grounds

Having gained access to the grounds by whatever means, read the following out loud to the players.

In front of you a dense, grey fog reduces visibility to no more than a few metres, although the dim outlines of trees and bushes can be seen all around you, swaying wildly in the wind. Inside the grounds the atmosphere is heavy with menace and the distant sound of chanting comes from somewhere in front of you. Up above the sky seems filled with the flutter of wings and ghostly moans of torment.

Players will have to make their way through the grounds to get to the auditorium, although they will soon discover that similarly hellish transformations to those they have already encountered have taken place here as well. Safe speed for the auditorium grounds is 25mph - the combination of fog, obstacles and demonic warping serve to make the grounds a very treacherous place indeed to ride bikes in.

Area 1

As players approach this area on the map, read the following to them out loud.

After riding no more than 20 feet you find yourselves completely enveloped in the dense fog. The gravel path crunches beneath the wheels of Lawmasters, helping to

orient you, although on looking down you see that the path now actually consists of millions of writhing insects. Pushing forward you gradually become aware of a scrunching, gnawing noise coming from directly in front of you, accompanied occasionally by the wet smacking of lips. Suddenly the eddies of mist around you clear and you are confronted by a group of grey-skinned, emaciated humanoids feasting on the corpse of a citizen. Turning, they glare at you with baleful red eyes, their faces wet with blood, then leap to the attack, long, knife-like claws outstretched!

Players have come across a group of ghouls feeding on one of the unfortunate theatregoers. There are two ghouls for every judge present and they begin the combat 15 feet away from the players. The ghouls will flee once half their number has been destroyed.

Ghoul

Medium Psychic Entity

Hit Dice: 2d12+4 (17hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft.

DV: 12 (+2 Reflex)

Damage Reduction: 6 (natural armour)

Attacks: Bite +3 melee; 2 claws +0 melee

Damage: Bite 1d8+1/8 and paralysis; claw 1d6/4

Face/Reach: 5ft. by 5ft./5ft.

Special Attacks: Paralysis, (DC 14 Fortitude save or be paralysed for 1d10 minutes)

Special Qualities: Power Resistance 8, psychic entity, *sense living*

Saves: Fort +2, Ref +2, Will +5

Abilities: Str 13, Dex 15, Con 14, Int 13, Wis 14, Cha 16

Skills: Climb +6, Escape Artist +7, Hide +7, Intuit Direction +3, Jump +6, Listen +7, Move Silently +7, Search +6, Spot +7

Feats: Multiattack, Weapon Focus (bite)

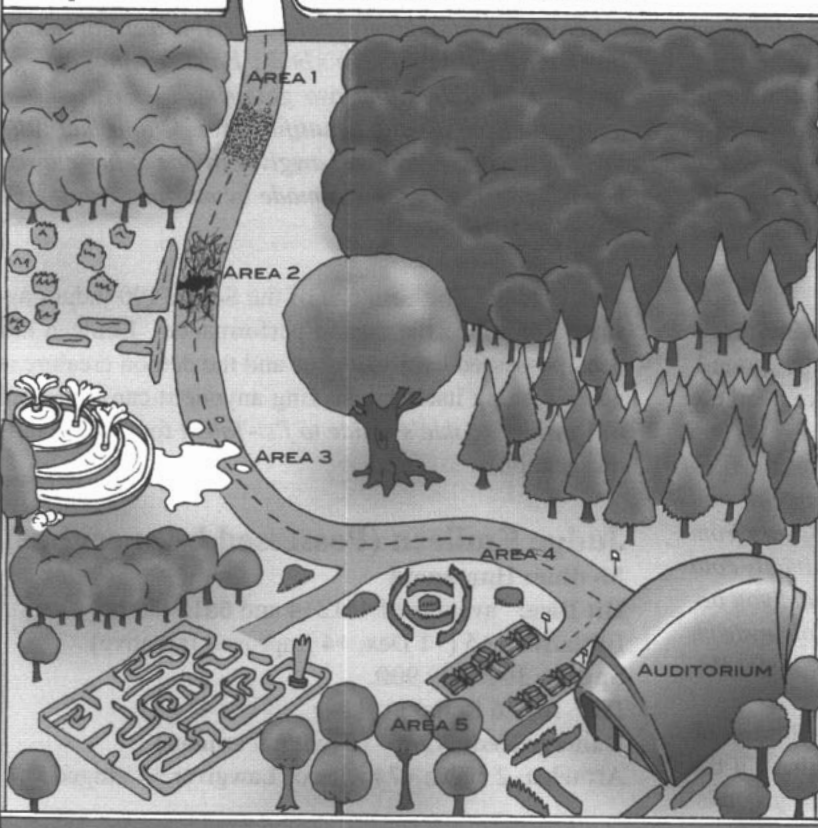
The corpse on which the ghouls were feasting is a gory mess and holds nothing of interest for the players.

Area 2

Read the following to the players out loud.

You push forward through the misty gloom, strange shadows seeming to writhe and spin

Map 14 - Auditorium Grounds



all around you. The ominous throb of a drum becomes audible as you advance, the ground seeming to tremble in time to its beat. Suddenly, the floor in front of you begins to quiver and heave, huge gouts of steam and flame shooting up into the air as the earth splits apart to reveal bubbling rivers of lava!

At this point have players make a Reflex saving throw (DC 15) to avoid receiving 1d6+4 points of damage, ignoring all Damage Reduction, as clouds of steam and lava erupt all around them. Should any player roll a natural one or fail this save by more than ten, they will have fallen into one of the lava streams. The player in question will receive a further 2d6 points of damage, ignoring Damage Reduction, and must succeed in a Climb check (DC 12) to extricate themselves, suffering 3d6 damage, ignoring any Damage Reduction, on each subsequent round they spend in the flames. Having escaped the lava, Games Masters should rule that the player's body armour now only affords three points of Damage Reduction, due to its charred, melted condition.

Area 3

Read the following out loud to the players.

The fog becomes even thicker as you advance, swirling and twisting around you like the tentacles of some enormous Black Atlantic monster. Screaming faces seem to form in the surface of the fog, darting towards you without warning, before dissipating, only to reform somewhere else. To your left you hear the sound of running water, although you see nothing. Suddenly the ground trembles violently, seeming to heave and sway beneath you like a huge animal, throwing you from side to side.

At this point have players make a Reflex saving throw (DC 15) to avoid being thrown violently to the ground. Should one or more of the players fail this save, read the following to them out loud.

You crash to the ground, rolling to break your fall and lessen the impact. Suddenly the ground disappears from under you and you cry out in surprise as you hit icily cold water. Almost instantaneously the water around you begins to boil with activity and you feel hundreds of tiny teeth begin to nip at your body beneath the water's surface!

The judge or judges in question have tumbled into one of the many ornamental streams and ponds that fill the auditorium grounds. However, like many of the grounds'

other features, the influence of Gorgomoth's realm has caused reality to warp more than a little, filling the water with hundreds of tiny piranha-like fish. There is no point trying to fight, as there are simply too many. Judges seeking to pull themselves out of the water must succeed in a Swim check (DC 18) or suffer 1d4+2 points of damage, ignoring any Damage Reduction, as they receive hundreds of bites. Players will continue to suffer this damage each round they are in the water.

Area 4

Read the following out loud to the players.

You are getting close to the Auditorium now and the building is just visible as a dark mass in the distance. The ground continues to tremble and quake beneath your feet, whilst the air throbs with a deep, resonant chant - 'GORGOMOTH ARGASSMAXX! GORGOMOTH TASFALLA!' As you debate which way to go you become aware of footsteps running toward you. A well-dressed citizen suddenly appears, his clothes a torn and bloodied mass of rags. 'Help me! She's com...', he begins to say before a bullet slams into his back, spinning him around and leaving him dead on the floor. Clutching your Lawgivers, you see the silhouette of a female judge slowly take shape in the mist, walking toward you. You are about to call out to her when you suddenly spot the terrible transformation that has afflicted the judge's body. Bat-like wings emerge from her shoulders and two glittering eyes regard you amusedly from a pale, beautiful face. 'Not a bad little toy,' she sneers, hefting a Lawgiver in one of her clawed hands, 'considering it was made by mortals. Now, let's see what Hi-Ex does!'

This is Judge Emileen, one of the Sector 190 judges assigned to police the theatre performance. Emileen has been possessed by a succubus and the demon creature is now enjoying itself massacring anyone it can find, (see p81 of *The Rookie's Guide to Psi-Talent* for more details on succubi.)

Judge Emileen (Possessed by succubus)

Medium Humanoid

Hit Dice: average of 4d12+4 and 6d12 (35 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 90ft.

DV: 16 (+6 Reflex)

Damage Reduction: 12 (natural armour)

Attacks: 2 claws +7 melee or Lawgiver +7 ranged

Damage: 2 claws 1d12+1/12 or Lawgiver (damage by bullet)

Face/Reach: 5ft. by 5ft./5ft.

Special Attacks: Ecstatic kiss, psi-talent

Saves: Fort +6, Ref +6, Will +7

Abilities: (averaged) Str 13, Dex 12, Con 13, Int 14, Wis 12, Cha 17

Skills: Bluff +11, Concentration +7, Disguise +11, Escape Artist +7, Hide +7, Knowledge (psi-talent) +9, Listen +16, Move Silently +7, Ride +7, Search +9, Spot +16

Feats: Improved Initiative, Lightning Reflexes

Power Points: 72

Psi-Powers: 0th level: *daze, detect psi-talent, empathy, mental shield, missive*; 1st level: *attraction & aversion, conceal thoughts, enrapture*; 2nd level: *settle, suggestion*; 3rd level: *danger sense, fabricated reality*; 4th level: *domination, tailor memory*; 5th level: *mind probe*.

The succubus will begin combat by firing a Hi-Ex shell into the midst of the judges. On subsequent rounds it will fire different shells, to be determined at random or use psi-powers such as *domination* to turn the judges against each other. The succubus will not hesitate to flap off into the air should it be in any danger of dying, leaving the judges behind and going in search of easier prey.

Area 5

As players enter this area read the following to them out loud.

You have now entered the gardens that surround the auditorium itself. Where once the gardens consisted of carefully tended rows of synthetic trees and flowers, all is now a riot of sickly weeds and twisted cacti. Pus and slime ooze from the trunks of the synthi-palms, their sharp leaves swaying wildly overhead in time to the hypnotic chant coming from within the building. More than once you are forced to push your way through hedges and bushes filled with needle-sharp thorns, as the mass of vegetation seems to grow and writhe up all around you. You are nearing the central section of the auditorium when you give a sudden cry - something has just caught hold of your boot!

The judges have been attacked by a blood-sucking plant, another aberration caused by the influence of the dimensional portal. Have each player make a Reflex saving throw (DC 15) to avoid being caught by the dozens of ropy tendrils that coil around their feet. This saving throw must be repeated each round that players are in

the area. Breaking the tendrils is a full round action and requires a Strength check (DC 18). Once one or more of the players are trapped the plant will begin to feed. Read the following out loud.

As you struggle, yet more of the sinuous tendrils wrap themselves around you, holding you tight. Suddenly you spot a thick, reddish tendril snaking along the ground toward you, its slimy surface covered in hundreds of wet, snapping mouths!

Trapped judges must now make a Reflex saving throw (DC 22) to avoid being hit. Failed saves result in the mouths sinking their needle-sharp teeth into the judge's flesh and extracting 1d4 points of blood each round, ignoring Damage Reduction. The plant will extract this damage automatically each round until the player breaks free. Players looking around for something to fire their Lawgivers at will see that the plant has no visible trunk or central point. However, should players think to fire an incendiary shell at the ground all of the tendrils will retreat immediately.

Scene 5: Sector 190 - The Auditorium

Having battled their way through the grounds players will finally reach the auditorium itself. Players will be unable to use their Lawmasters inside. Read the following to them out loud.

Scrambling up a bank of slimy synthi-grass you finally set eyes on the auditorium. The building is surrounded by a shimmering haze of reddish light and winged shapes screech and flap around its roof, as the whirling maelstrom of clouds above you spins ever faster, growing larger by the second. Running toward the main doors you see that the greyish fog that fills the grounds seems to be coming from within the building itself. Huge bloodshot eyes form in the walls of the building as you rush through the doors into the entrance foyer, staring at you with undisguised hatred. Inside, the auditorium has undergone a hideous transformation. The walls and ceilings pulse and throb like living organs and as you look around you, debating which route to take, you have the unpleasant sensation that you are gazing upon the intestines of some enormous animal. A sudden agonised scream attracts your attention, coming from a small room off to your left.

As judges run across the entrance foyer they will find the ground spongy underfoot, almost as if they were treading upon living tissue. On reaching the door to the room read the following out loud.

The doorway gives onto a small room filled with a pulsing scarlet light, its walls covered in chunks of raw, bloody flesh. Inside, you see a semi-naked man tied to a table surrounded by tiny, blood-red devil creatures, who rush around the agonised figure, poking at him with knives and scratching his skin with their sharp claws. The man gives another scream of pain and raises his head, crying 'Pleez, I can stand no more, I am an actor!!!' It is Laurence D'Olivier!

Laurence D'Olivier (tortured)

Citizen 5; HD 5d6+5 (8hp); Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; DV (15) (+5 Reflex):

Attack +2 melee or +5 ranged; Fort +2, Ref +5, Will +2; Str 9, Dex 14, Con 13, Int 14, Wis 12, Cha 16

Prior Life: Dunk

Skills and Feats: Appraise +11, Disguise +11, Hide +11, Intimidate +11, Knowledge (Mega-Cities) +10, Listen +11, Move Silently +10, Perform (drama) +11, Pick Pocket +12, Profession (actor) +9, Spot +9; Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (pick pocket)

Possessions: Smashed monocle, torn scarlet cape

Gremlins

Tiny Psychic Entity

Hit Dice: 1d12+3 (10hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

DV: 13 (+2 size, +1 Reflex)

Damage Reduction: 2 (natural armour)

Attacks: Bite +1melee

Damage: Bite 1d8-1/2

Face/Reach: 2 ½ft. by 2 ½ft./2 ½ft.

Special Qualities: Psychic entity

Saves: Fort +0, Ref +1, Will +1

Abilities: Str 8, Dex 13, Con 11, Int 6, Wis 8, Cha 7

Skills: Hide +5, Listen +2, Move Silently +5, Search +1, Spot +1

Feats: Toughness

There are four gremlins for every judge present. The gremlins will not put up much of a fight, running once two or more of their number have been killed, the survivors seeming to melt into the slime covered walls and

disappear. As judges begin to untie Laurence D'Olivier, however, his eyes go wide with fear, as a huge boulder begins to form in ceiling above. Have players make a Reflex saving throw (DC 16) to get out of the way as the boulder drops and smashes the table to pieces (3d6 damage, ignoring Damage Reduction), amidst the manic titters of the gremlins.

Although close to hysterics, players can now question the actor as to what has happened. Laurence D'Olivier will inform them that around an hour before his play was due to begin a number of robed figures appeared in the backstage area. The intruders either captured or killed all of the actors, then began to release a soporific gas into the air conditioning system, which quickly rendered the audience unconscious. Half-an-hour later a strange chanting began to be audible and then weird things started to happen. Laurence will estimate that the ceremony has been in progress for some three hours now. Having finished Laurence will point at one of the corridors and scream 'They are down there. Stop Them!!'

The Auditorium

If players follow Laurence D'Olivier's directions, read the following to them out loud.

You race down a long corridor, its floor awash with blood and slime. Here, the very air seems to throb with the words of a monotonous chant, 'GORGOMOTH ZAMASH, GORGOMOTH ZAMASH!' Ghostly hands form in the walls, clutching and pawing at your uniforms as you pass by. Finally you reach the end of the corridor and emerge into the cavernous auditorium itself. What you see takes your breath away.

Thousands of citizens lie slumped in their chairs. Their laboured breathing shows them to be still alive, although robed figures wearing full-face respirators walk amongst them, grabbing victims at random and dragging them toward the stage, where a pile of bloodied corpses shows what their fate is likely to be.

On stage the scene is even worse. A circle of fifteen or so chanting figures is formed around an altar, upon which lies an obscenely fat figure, his skin a mass of suppurating boils and raw, open wounds. A stream of dark, putrescent smoke pours from the figure's mouth, nostrils and eyes, rising up into the air to wrap itself around a towering winged demon that stands behind the cultists...and at the centre of

this hellish scene you spot a figure wrapped in bandages, his eyes glowing as he leads the droning chant and slices open the throat of yet another human sacrifice!!

The players have reached the final battle...all they have to do now is win! Should players think to ask they will notice a distinct similarity between the 15 foot demon they see on stage and the ragged, mutant mass they destroyed previously in Prog 4. Although the demon, (as yet), shows no sign of moving players will notice that a pale light is visible in its eyes.

Stopping the Ceremony

Players will have to formulate a rapid plan of attack, as the chanting seems to be reaching a crescendo and the hideous mountain of putrescence and blubber on the altar (actually lil Chuckie Hindenberg) begins to cry and moan out loud. The cultists on stage performing the ceremony are protected by a large-scale energy shield (20 ft diameter) that completely surrounds them and will prevent any bullets from passing through. Players firing at either the cultists, Kaleb Jezzail, Chuckie Hindenberg or the flesh construct will notice a bright flash of light as the bullet hits the solid wall of energy. Once players begin to fire at the stage the cultists will become aware of their presence and those cultists moving amidst the audience (one for every judge present) will begin to fire upon players with their spit pistols (2d6/6), crouching down behind the seats, which provide three-quarters cover. After two rounds of this two more cultists up on the balconies, (one on each), will open up with spit guns (2d6/6).

The energy shield poses no barrier to judges trying to move through it and once inside judges can fire their Law-givers as per normal. However getting there will not prove easy. Should any of the judges try to rush straight down the aisle, read the following out loud to them.

Bent almost double you scurry down the main aisle, returning fire whenever possible and leaping the butcher-

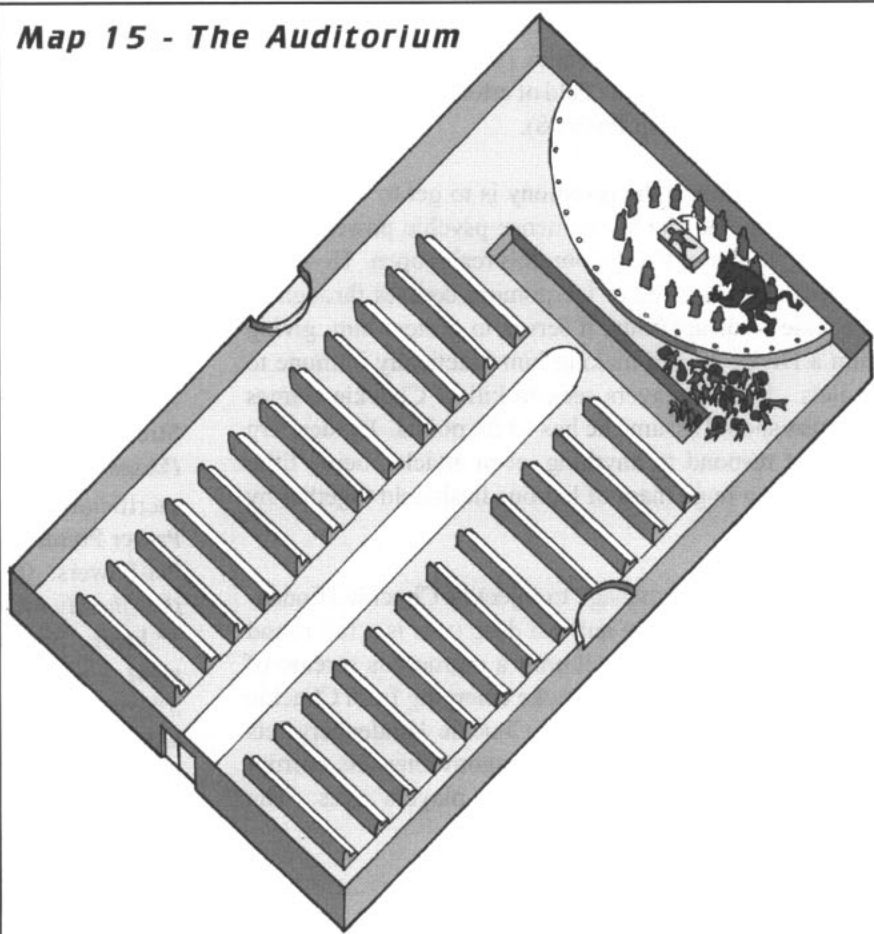
ered corpses of citizens that litter your path. Suddenly, you glimpse an enormous silhouette powering towards you. Turning you see a huge man, nearly seven feet tall, smashing his way through the seats like they were grot-pot cartons and slicing the air with an industrial las-burner. As the long cloak that he wears fall back you see that his hideously scarred face is embedded with tubes and hydraulic cables.

This is Dorf (see below), Kaleb Jezzail's cyborg lieutenant and he will charge into the attack, seeking to slice the judges into pieces with his las-burner.

Whilst players battle amidst the seats of the auditorium the ceremony continues, the building's roof seems to warp and disappear to be replaced by a swirling mass of clouds and screeching demons.

Once players manage to battle their way onto the stage they can attack as normal, although Games Masters should assume that Kaleb Jezzail has the psi-power *ectoplasmic shield* manifested, giving him DR 10. Kaleb Jezzail will take no offensive action against the judges unless either

Map 15 - The Auditorium



The Children of Gorgomoth

Cultist

Citizen 3; HD 3d6+3 (16 hp); Init +0; Spd 30ft.; DV 11 (+1 Reflex); Attack +2 melee or +2 ranged; Fort +1, Ref +1, Will +3, Str 10, Dex 10, Con 11, Int 10, Wis 15, Cha 8.

Prior Life: None

Skills and Feats: Climb +6, Concentration +6, Drive +5, Hide +6, Jump +6, Listen +7, Move Silently +5, Pilot +5, Ride +5, Spot +7, Wilderness Lore +8; Alertness, Skill Focus (wilderness lore), Toughness

Possessions: Robes, full-face respirators, las-knives (1d6/10), spit pistols (2d6/6)

Dorf, Cyborg

Citizen 8; HD 8d6+38 (70 hp); Init -2 (-2 Dex); Spd 20ft.; DV 10; Attack +12/+7 melee or +4/-1 ranged; Fort +8, Ref +0, Will +4, Str 23, Dex 7, Con 18, Int 5, Wis 11, Cha 5.

Prior Life: Goon

Skills and Feats: Climb +17, Concentration +15, Intimidate +8, Jump +17, Pilot +9, Swim +17; Great Fortitude, Iron Will, Toughness (x2), Weapon Focus (las-burner)

Possessions: Las-burner (2d12+6/15)

he or Chuckie Hindenberg is attacked directly, whilst the cultists will not even be aware of the judges' presence, being too far lost in the ecstasy of the ceremony.

The energy shield projector is located on the floor by Kaleb Jezzail's feet Spot check (DC 18) to notice it and once players are inside its field of effect it can be destroyed normally (DR 10, Hit Points 8).

The key to halting the ceremony is to get to lil Chuckie Hindenberg, as it is his immense psychic power that is holding the portal to Gorgomoth's realm open. However, as the dark life-force of Gorgomoth courses through lil Chuckie's corrupt body, it serves to protect him, giving him a DR of 20 and making him practically immune to bullets. Should players seek to kill lil Chuckie Games Masters should assume he has 63 hit points. Hindenberg will not respond to anything, even attacks, being little more than a huge mass of leprous flesh held together by psi power.

Should any player manage to inject lil Chuckie Hindenberg with a shot of the anti-psi drug (this is a full round action), Kaleb Jezzail will emit a murderous scream of rage as the foul stream of smoke emerging from Chuckie Hindenburg ceases abruptly. Chuckie Hindenberg lets loose a high-pitched scream of agony then his corrupt mass begins to dissolve before the players' eyes. The ceremony has been stopped!

The Ceremony Stopped

However, the players are not out of trouble yet, as they have now to face the wrath of Kaleb Jezzail.

Kaleb Jezzail

Psi-judge 8 / Trans-Dime 2; HD 8d8+2d6 (47 hp); Init +4 (+4 Improved Initiative); Spd 30ft.; DV 16 (+6 Reflex); Attack +9/4 melee or +9/+4 ranged; Fort +6, Ref +6, Will +11, Str 10, Dex 10, Con 11, Int 17, Wis 15, Cha 20.

Skills and Feats: Concentration +13, Intimidate +18, Knowledge (psi-talent) +16, Knowledge (psychic entities) +16, Listen +15, Psi-Scan +16, Sense Motive +15, Wilderness Lore +15; Improved Initiative, Inner Strength (x2), Mental Snare, Power Penetration, Quicken Power, Quick Summoning, Specialist Focus (dimensionalist), Streetwise

Possessions: Staff of Gorgomoth (+4 psi-focus), sacrificial dagger (1d6/2)

Power Points: 57

Psi-Powers: 0th level: *daze, detect psychic entity, empathy, ghostly whispers, mental sting, mind shield, missive*; 1st level: *conceal thoughts, ectoplasmic shield, second sight, undeath*; 2nd level: *clairvoyance, evil eye, settle*; 3rd level: *blanking, ectoplasmic attack, summon psychic entity*; 4th level: *detect psi-scanning, dimensional anchor*; 5th level: *decay*

Games Masters should carefully examine Kaleb Jezzail's psi-powers before the game to ensure that they are able to do him justice in the final fight. Jezzail will seek to

kill any psi-judges in the party first, using his offensive psi-powers such as *mental sting*, *ectoplasmic attack*, etc in conjunction with his Mental Snare and Quicken Power feats to drain them of both power and hit points. However, should any of the street judges seem to pose too much of a threat Jezzail will turn his attentions on them.

The rest of the Children of Gorgomoth will stagger around disorientated for 1d6 rounds as their intense concentration is suddenly broken, before joining in the attack with las-knives.

After four rounds of combat, read the following out loud to the players.

Absolute chaos reigns in the auditorium as the air is filled with gunfire, curses, cries of pain and the fizz of las-knives. From the corner of your eye you notice that the mound of leprous blubber that lay atop the altar has now become little more than a bubbling pool of filth on the floor. Suddenly, the auditorium echoes with a sound that turns your blood to ice. For a split second it seems that everyone freezes as the huge demon creature stood beside the altar slowly raises its arms into the air, its blood red eyes turning to regard you with a look of utter hatred. 'UNBELIEVERS,' the creature bellows in a depressingly familiar tone of voice, 'YOU HAVE DARED TO OPPOSE ME...NOW YOU WILL DIE!!!!'

Although the summoning of Gorgomoth has been foiled, enough of the demonic entity's spirit has entered the real world to allow it a few minutes of sentience...just enough time, in fact, to revenge itself on the irritating mortals that have ruined its plans!!!

Gorgomoth, The Devourer (partial manifestation)

Large Psychic Entity

Hit Dice: 12d12+39 (122hp)

Initiative: +1 (+1Dex)

Speed: 40 ft.

DV: 18 (-1 size, +9 Reflex)

Damage Reduction: 4 (natural armour)

Attacks: Slam +14/+9 melee

Damage: Slam 2d6+7/4

Face/Reach: 5ft. by 5ft./5 ft.

Special Qualities: Power Resistance 8

Saves: Fort +11, Ref +9, Will +10

Abilities: Str 20, Dex 12, Con 16, Int 14, Wis 15, Cha 18

Skills: Climb +10, Hide +11, Intuit Direction +7, Jump +10, Listen +11, Move Silently +11, Search +10, Spot +10

Feats: Run, Toughness, Weapon Focus (slam)

Luckily for the players, however, this represents only a tiny portion of Gorgomoth's true power and the effort required to control the flesh construct means that it is unable to use any of its psi-powers. Should players be in danger of being completely overwhelmed by the forces



now ranged against them Games Masters should rule that radio contact has been established again, now that the ceremony has been foiled, and have a few back-up units arrive to help out.

Once Kaleb Jezzail and the surviving cultists have been killed and the flesh construct reduced to zero hit points the judges will have won!!!

Players should realise that they have just taken part in an event of major importance. Read the following to them out loud.

Minutes after the end of the battle you stand listening to the maelstrom of sirens approaching from outside and trying to ignore how utterly exhausted you feel. All around you judges begin to burst into the auditorium, carrying in psi-equipment and cordoning off the area around the stage, carefully examining the remains of Kaleb Jezzail with an array of bleeping instruments. Med-squads arrive and begin to pump the auditorium full of a stimulant gas designed to awaken the unconscious theatre-goers.

Within half-an-hour of your triumph H-wagons are already in the sky, spraying the streets with an antidote to the PSY-KO 25 gas developed from the formula you discovered. As you help organise the clean-up operation your helmet radios crackle into life. '(Insert judge's name here), this is Sector Chief Roland. Good work! We put initial estimates for the death toll at around 5,000 although Grud knows how many more would have died if we hadn't got that formula in time. I've just spoken to the Chief Judge herself and she told me to commend you and your unit on your performance. You can leave the clean-up work to the back-up units. Bring your squad back to the Sector House. I've booked you eight hours downtime in one of the dormitories, so if you hurry you'll be fit to start B-Watch later on this afternoon. Barker out!'

Walking outside you gaze out across the Sector 190 skyline, a mass of flickering orange flames, neon lights and speeding H-Wagons. The auditorium grounds are a thriving mass of activity as the bewildered survivors of Laurence D'Olivier's play are led out of the ruined building. 'But I can't remember how it ended!,' you hear a woman mutter as she staggers past you, her clothes soaked in blood. Turning, you mount your Lawmasters and head toward the nearby Interzoom.

Experience Points

Games Masters should award players surviving Prog 8 between 3,500 and 4,000 experience points each, with the following modifications.

Scene 2:

- Rescuing Gorman Jeffs: 150 experience points.

Scene 3:

- Trying to bring down Judge Emileen without killing her: 150 experience points.

Scene 4:

- Killing Dorf: 300 experience points.
- Injecting lil Chuckie Hindenberg with the anti-psi drug: 300 experience points.

Epilogue

If you have used *The Awakening* as part of your regular *Judge Dredd* campaign, there are lots of ways you can include elements of the adventure in future gameplay. Here are some ideas:-

- Were Kaleb Jezzail and his followers the only worshippers Gorgomoth has in Mega-City One. Perhaps there are others lunatics eager to summon the entity to the real world.
- What has become of Gip Guppleton? Games Masters wishing to tie up the end of the adventure neatly can have Guppleton's corpse found in amongst the pile of sacrificial victims at the auditorium but what if he escaped? A whole series of adventures can be based around the judges trying to bring the perp to ground - after all, he is directly involved in the deaths of thousands of citizens.
- The same goes for Carlos Mendieta. What has become of the dangerous scientist? Did Kaleb Jezzail take his vengeance upon him or is the Ciudad Barranquilla lunatic still at large in Mega-City One, creating deadly poisons and genetic creatures for the highest bidder?

Interlude: Sector House

190 - Level 19-A -

Briefing Room 4

On arriving back to the Sector House, read the following out loud to the players.

Leaving your Lawmasters in the bike pool you hurry through the corridors of the Sector House. The lower levels are a hive of activity, as the hundreds of arrests made earlier on at the Pugglies' Parade are processed. On all sides the air is filled with angry shouts. Entering the antigravity chute, you glide up to Level 19-A, a section of the Sector House cut off from its other levels and given over to special briefings and interrogations of especially dangerous perps. You emerge from the AGC into a long, empty corridor at the end of which you see light emerging from a half-open door. As you approach the door a disembodied voice calls out to you. 'Bring your unit in, (insert judge's name here), and close the door behind you. And remove your helmets.' Entering the room you are momentarily blinded by the bank of bright lights that shines directly into your eyes, although you do catch a brief glimpse of a shadowy figure moving behind them. You sit down in the semi-circle of chairs laid out in one corner of the room and the figure steps forward into the light. A cold shiver runs through you as you see he wears the distinctive uniform of the SJS.

This is SJS Judge Walsingham, a high-ranking member of the SJS. The players have attracted the unwelcome attention of this strict, authoritarian judge by seeking to access so many restricted files in a single shift. Walsingham will now proceed to interrogate the judges, seeking to weed out any traces of malpractice or corruption, no matter how slight. Walsingham is an expert interrogator and Games Masters should play him as the tough, thoroughly unpleasant character that he is.

SJS Judge Francisco Walsingham

Street Judge 10/SJS 4; HD 14d12+ 28 (125 hp); Init +4 (+4 Dex); Spd 30ft.; DV 27 (+17 Reflex); DR 6 / ER 4 (Uniform); Attack + 16/+11/+6 melee, or +18/+13/+8 ranged; Fort +13, Ref +17, Will +14, Str 14, Dex 18, Con 15, Int 11, Wis 12, Cha 18

Skills and Feats: Computer Use +10, Intimidate +19, Knowledge (law) +15, Listen +8, Medical +7, Ride +12, Search +10, Spot +7, Technical +9; Combat Reflexes, Drive-By Boot, Far Shot, Improved Arrest, Improved Interrogation, Intuit Perp, Iron Will, Lightning Reflexes, Menacing Presence, Point Blank Shot, Weapon Focus (Lawgiver)

Walsingham wastes little time with pleasantries. Read the following out loud to the players.

For what seems like an eternity the SJS judge stands before you, his helmet covered face regarding each of you in turn, the stark interrogation lights behind him making your eyes water. Suddenly he slams a fist down on the table next to him. 'Right!,' he snarls, baring his teeth, 'I want some answers and I want them now, so unless you're planning on catching the next shuttle straight out to Titan, co-operate!'

Walsingham will now proceed to haul the players over the coals, alternately firing questions and threats at them. Walsingham will seek to confuse the judges by flitting between subjects and addressing each question to a different player. As such Games Masters should use the questions given below in any order they like, snarling them at the players and banging their fists on the table where appropriate! Be especially alert to the players' responses. Hav-

ing nothing to hide, they should answer 100% truthfully, although any stammering or indecision on the players part will cause Walsingham to scream 'Liar!' and begin threatening judges, saying things like 'Do you like having a face? 'Cause if you do, you better start telling me what I want to know or I'll hand you over to the Titan surgeons!' If any player should lie, (Grud Forbid!), Walsingham will realise this straight away, waving a birdie lie detector he has concealed in his hand before the judges. The player in question will now be in BIG trouble and Games Masters should handle the situation as they see fit, maybe having the player subjected to a vicious and prolonged Random Physical Abuse Test when the adventure is over.

Walsingham's Questions

1. What's your interest in Carlton Lovejoy? (Walsingham already knows that players were put onto Lovejoy through Ishmael Torrs.)
2. Why didn't you obey the order to leave Lovejoy in peace? (This is a tricky one, as players might not have guessed the body they found in the Susie Weissmeyer block was actually Lovejoy's. Any hesitancy on this part will cause Walsingham to get really nasty.)
3. Who killed Lovejoy? (Again, a tricky one if players don't know who it was they found in the Susie Weissmeyer block. After listening to the players' response to this question Walsingham begins to bellow, 'Mutants! You expect me to believe that! Just six hours after you call up restricted files on Lovejoy. Come on, who paid you to kill him? What's the racket? Adifax, Umpty is it?')
4. What's the story on the Hindenburg Case? (Games Masters should allow players to explain how they came to request the files through Barnaby Fitzmaurice. At mention of the name Fitzmaurice Walsingham gives a nasty smile - 'Fitzmaurice, the kneepad millionaire...well, that's convenient, isn't it? I bet he's got you set up in a luxury apartment somewhere, no? How much is he paying you, scum?')
5. What's your interest in Kaleb Jezzail? (As Walsingham asks this have players make a Sense Motive check (DC 22). If successful they will noticed that Walsingham becomes a little more attentive as they answer this one. This is due to the fact that Walsingham wishes to discover how much they know about Jezzail's role in kidnapping the Hindenburg child.)

Using the questions above as a guideline Games Masters should feel free to invent as many other questions as they like, perhaps making reference to incidents from previous adventures the players have participated in. However, once players begin to tire of the incessant barrage of insults and questions read the following to them out loud.

The SJS Judge continues to stalk up and down the room in front of you, shaking his head and muttering to himself. Suddenly, a voice you recognise as belonging to Sector Chief Roland comes over the intercom. 'That's enough, Walsingham. You've made your point.' The dazzling interrogation lights dim and the normal room lights come on. SJS Judge Walsingham removes his helmet, revealing a stern, craggy face and sits down at the far end of a long table that occupies the centre of the large room. The door slides open and Sector Chief Roland enters, followed by two other judges. He motions for you to take a seat at the table. Still standing, Roland addresses you, his face grim. 'O.K., so you're past the SJS part of the briefing. Now you have to answer to me! What's the story, (insert judge's name here.) I want to know everything you've got and I mean everything. This could be very big, so don't hold back.'

Games Masters should now let one or more of the players explain the course of their investigation. Talking it through in this way, stage by stage, should allow players to get a good grip on exactly what it is they have discovered. Games Masters should make a note of how well the players summarise the information, as extra experience points will be allocated at the end of the Prog for players who do extremely well. When players have finished Roland nods and then asks judges for an analysis of the situation. Again, Games Masters should allow players a free hand, encouraging them to formulate their ideas and suspicions out loud. Having done this, read the following out loud to the players.

As you finish Roland nods, his face serious. For more than a minute silence reigns in the room as Sector Chief Roland thinks on what you have said. Finally, he stands and presses a button on the tabletop. A large screen on the wall behind him flickers into life, bearing a computerised image of the man you saw dead in the basement of the Susie Weissmeyer block. 'This,' Roland begins, indicating the screen, 'is Carlton Lovejoy or, as he was really called, Judge Julius Stebson, a member of Wally Squad for years, posing as a fence and working deep cover, trying to root out rings of forgers, high-level thieves, that sort of thing.' Roland waves his hand toward one of the two

other judges that accompanied him into the room. 'This is Judge Forbes. He was Stebson's liaison officer here back at Sector House. Take over, Forbes.'

Judge Forbes, a tall, blonde judge clears his throat and begins. 'As the Chief has explained, I was Stebson's liaison officer for over two years. It was my duty to deal with the messages Stebson sent back to the Sector House, processing the information and then acting on any of his tip-offs. I also used to provide him with data files he requested. Six days ago Stebson went 'offline', as we call it when a Wally Squad operative is working on something really big and wants absolutely no contact with the Justice Department. Just before he did that, however, he requested files on both the Hindenburg case and Gip Guppleton and his organisation, as well as this file here.' Forbes fiddles briefly with a data pad and the image on the vid-screen changes to that of a olive-skinned, dark-haired man with a pencil moustache.

Games Masters should now give players Handout 13, which is reproduced below.

Barker will now ask players for their input. Games Masters should allow players to make suggestions, hopefully recognising the link between the information they have just read on Carlos Mendieta's illegal experiments and the equipment they discovered in the basement laboratory at The Valley of the Kings. When players have had their say, read the following out loud.

Sector Chief Roland listens in silence as you finish speaking. The vid-screen goes blank. 'So,' he begins, rubbing his eyes, 'if Mendieta is at large somewhere within the city walls, we have a nominal link between him and this Gip

Guppleton. I've already assigned spare units to locating Guppleton but so far they've turned up nothing. He and all his known associates seem to have disappeared into thin air.' Roland pauses and exchanges a meaningful glance with Walsingham. At an almost imperceptible nod from the SJS judge, Barker stands and changes the image on the wall-screen. 'Before we go any further I think you better see these,' he says

At this point Games Masters should give players handouts 14 and 15, which contain the restricted files. The handouts are reproduced on p90.

Should players be intrigued by mention of the pendant seen hanging in Kaleb Jezzail's locker a file containing a sketch image of it can be located. It is the same symbol players saw above the altar in the Susie Weissmeyer Block. Once players have digested this new information read the following out loud to the players.

Seeing that you have finished Roland asks you 'So, bearing all this in mind, let's discuss the most important matter. Where do you see the abduction of the Hindenburg child fitting into this?'

Roland pauses again and Games Masters should encourage players to give free reign to their suspicions, no matter how wild or fanciful they might seem. Roland will listen attentively to their suggestions, glancing occasionally at Walsingham who remains silent throughout. Games Masters can use Roland to help keep the players on track, having him interject an occasional 'I don't think that likely' if players' ideas stray too far away from the main storyline. The aim of this section is to get players thinking hard about the evidence they have discovered

Handout 13

Justice Department Crime File K-FOR 12X

Name: Mendieta, Carlos Aurelio

Age: 46 years, (born Ciudad Barranquilla)

Notes: Carlos Mendieta was for years chief scientist to the Donaire Crime Syndicate, being responsible for the production of chemical weapons and poisons. Internal power struggles lead to the Syndicate's demise although Mendieta was subsequently employed by Juez Ortin, a then member of the Ciudad Barranquilla ruling elite. It was during this time that Mendieta developed expertise in genetic manipulation, combining this with knowledge of outlawed germ and chemical warfare to create specialist poisons for assassins. Perp's current whereabouts is unknown after protector Juez Ortin was murdered.

Handout 14

SJS Restricted Access Order 23-563 WALs - Data Removed from Justice Department Personnel File 666X-KJ190

Date: 2113

Case Officer: Med-Judge Hippocrates

Subject: Jezzail, Kaleb (PSI)

Medical Notes: Subject judged to have been under extreme stress ever since events of Necropolis. Banishment of poltergeist emanation in Susie Weissmeyer Block could well have caused this stress to become too much. Colleagues report manic, secretive nature as developing over last weeks and subject seen to have been talking to himself on more than one occasion. Unconfirmed report also mentions noticing pendant depicting some form of symbol or design hanging in locker.

Recommendations: Given current scarcity of resources and extreme Psi-based problems caused by Necropolis, suspension of subject impossible. Therefore would recommend subject be given lighter duties within Psi-Division whilst discrete observation continues.

Handout 15

SJS Restricted Access Order 13-543 WALs - Data Removed from Justice Department Case File 144KDNP-190

SJS Report: Detailed Tek Division analysis of crime scene shows suspected involvement of subject Jezzail, Kaleb in child's abduction to have been possible. (*See attached files for skin, sweat and hair samples.*) Subsequent analysis of hospital database and spy/sky cameras show Jezzail to have visited building on day in question, although J.D. records show he had no cause to have been there.

Recommendations: Subject Jezzail, Kaleb appears to be implicated somehow in child's abduction, a supposition backed up by Jezzail's subsequent disappearance. Thorough search of surrounding sectors to be implemented in order to locate him.

and to try to make them work out what has happened for themselves. Once players seem to be running out of steam read the following to them out loud.

Having presented your ideas, Roland glances over at Walsingham. The SJS judge drums his fingers on the tabletop for a number of seconds, lost in thought, then stands abruptly. 'What I am about to tell you is classified,' he says in a deadly serious tone of voice, 'I'm sure you all realise the implications of what that means. After the Hindenburg child disappeared a full-scale hunt was organised, ostensibly to locate the kidnapped infant. In reality many of the units were seeking to locate Kaleb Jezzail, who it was feared had gone rogue. After a number of days Jezzail was found in a derelict area of Sector 190,

close to death. He was taken immediately to the Vaults and has been kept there in storage ever since, awaiting the moment when medical science can cure him of his wounds.'

Players will hopefully have pieced together enough information to realise that Kaleb Jezzail is in fact on the loose within Mega-City One. Having learnt that Jezzail is currently considered to be safely preserved in the Vaults, allow players the chance to suggest checking if the body is really that of Jezzail. If they don't think of it Roland will suggest it. There follows a tense wait of some ten minutes, whilst the check is made. Games Masters can use this time to initiate a new discussion on the relevance of the strange symbol, seen both in Jezzail's locker and

the temple at the Susie Weissmeyer block. The name of Gorgomoth is not familiar to any present nor can any information on it be found within MAC. When the Games Master feel the moment to be right read the following out loud to the players.

As you continue to discuss the evidence Roland's datapad bleeps. He scans the information for a second then stands suddenly, banging the table with his fist and exclaiming 'Grud on a Greenie!! It's not him!!' Roland continues to read the datapad then sinks back slowly into his chair. 'Given what you've just told me during the last half-hour; it seems we have a very serious problem.'

Players will be free to examine the datapad if they wish (the body in the Vaults still has an appendix, something that is chemically removed in all judges.) Roland will now ask players if they have any idea what Jezzail's intentions are. Roland will listen to the players suggestions carefully and will implement any of them that seem practical (i.e. searching blocks for more of the gas dispersal machines, getting Psi Division Telepaths to try to find out more on the weird symbol, etc.)

Games Masters should try and steer this conversation around to what Jezzail has been doing in the interim period and hopefully players will remember the Cursed Earth dust particles found on the bandages at The Valley of the Kings. If they haven't done so already, players can send these down to Tek-Division for immediate analysis. Once this has been done, read the following out loud to the players.

Roland's datapad bleeps and he holds up a hand for silence. 'Right, the Tek-boffs have done their work. Seems the radioactive particles embedded in the bandages are specific to only one part of the Cursed Earth, a stretch up in the far north known as the Radovan Wastes.' As he speaks the wall-screen flickers into life, displaying a holo-map of the Cursed Earth. Barker zooms in on a particularly desolate looking area. 'This is it,' he says. '(Insert judge's name here), I'm assigning you an H-Wagon. I want you and your team to go out to The Radovan Wastes and try to

find out what Jezzail has been doing all this time. I've just had word from Psi Division and their pre-cogs are going crazy on that symbol you found. We've got a 37% prediction of major disaster within the next 36 hours so we're going to have to work fast.'

At this point Sector Chief Roland will instruct any injured players to head down to Med-Bay, where a speedheal machine has been placed at their disposal (healing all players back to maximum hit points), before the judges are hustled away to take ten minutes in the Sleep Machines. Read the following out loud to the players.

You wake after ten minutes in the sleep machines with a familiar hollow, groggy sensation. Grabbing the steaming cups of synthi-synthi caff that have been prepared for you, you head down towards the bike pools where your



Lawmasters are undergoing a rapid overhaul. Sector Chief Roland awaits you there. He greets you with a grim smile. 'Satellite reports indicate a big storm coming in over the Northern areas of the Cursed Earth,' he begins, handing you a data pad. 'Could be you're in for a rough ride. The data pad here contains everything we know on the Radovan Wastes, maps, mutie settlements, local flora and fauna. It dates back to before Necropolis though, so you could find everything changed, especially the mutie settlements. They don't tend to last too long out there, what with the bands of raiders and slavers that operate in the area. The whole area covers about two hundred clicks so you'll have to work fast. We'll set you down in the centre of the Wastes. From there, work your way outwards, questioning the local muties. If Jezzail spent any period of time out there, somebody must know something.' He waves a hand toward a plasteel case that lies on the floor next to him. 'Given the extreme nature of this mission I'm allocating you some extra equipment that you should find useful.'

He pauses as an H-Wagon sets down on the landing pad outside, filling the air with the whine of hover motors. A tek-judge runs over, pointing a thumb toward your Lawmasters and shouting 'Ready to go, chief.' Roland turns back toward you. 'O.K., its all yours. Maintain radio contact with the H-Wagon and keep us informed of everything you find. The pre-cogs down at Psi Division are going crazy over this. Last time I heard they were predicting a 46.2% chance of major disaster within the next 24 hours. Happy hunting!' As you ride your bikes

in the cavernous belly of the H-Wagon the first pale rays of dawn are visible on the horizon. Seconds later the H-Wagon lifts and the journey begins.

Players looking inside the plasteel case will find the following items.

1. Five doses of anti-psi drugs with syringes (see p68 of *The Rookie's Guide to Psi-Talent*.)
2. Five doses psi-booster drugs (see p69 of *The Rookie's Guide to Psi-Talent*.)
3. Ten magazines of silver bullets (see p70 of *The Rookie's Guide to Psi-Talent*), each magazine containing three bullets.
4. Fifteen doses of healing stim (see below.)

Experience Points

Games Masters should award players between 1,000 and 1,500 experience points each, depending on how much they have participated in the discussions. A further 400 - 600 experience points should be allocated as a bonus to players coming up with particularly good suggestions.

Healing Stim

This powerful curative drug is normally stored in specially toughened syringes so as to allow its use in the very heat of battle. The stim has the dual effect of numbing all but the most severe pain and speeding up the healing process tenfold, thereby allowing combatants to continue fighting until the end. However, many users find the drug causes side effects, suffering light-headedness and a deadening of the senses that increases with subsequent doses. Originally designed by the Justice Department, imitations of the drug have already been encountered amongst criminal gangs.

Cost: -

Black Market Cost: 1,000 creds per dose.

Effects: Injecting the stim is a partial action. On doing so recipient is instantly cured of 1d6+6 points of damage. However, recipient must also make a Fortitude saving throw (DC 16) to avoid incurring a -1 penalty to all attack and damage rolls, skill checks and saving throws for the next 12 hours. Should additional doses of the drug be taken within this 12 hour period, the DC for the Fortitude save increases by two each time whilst the penalty is cumulative, e.g. 3rd dose within same 12 hour period equals a Fortitude save (DC 20) to avoid incurring a -3 penalty.

Handouts

Handout 1

UPDATE 2 - AFTERNOON BRIEFING - 1603hrs

+++ DATA+++GENERAL STATUS+++

+item+

A 14% increase in futsie activity has been noticed within the sector over the last 24 hours. All units to be on look-out for possible incidents.

+item+

As a result of recent block war between Jorma Kaukonen and Gottfried Mengler, large sections of Skedway 46 have been rendered impassable. Units in locality are to expect logjams on all slipways giving access to the affected areas.

+item+

Interrogations proceeding from this morning's raid on the premises of The Hideaway Hoverpants Company have revealed that the automated belt feature of a batch of Slack-Deluxe Hoverpants contains a dangerous design fault which has already resulted in 4 fatalities. Judges are to be on the look out for street salesman selling these items.

++DATA++STATUS++YELLOW++

+item+

Large alien reported on Skedway 12, vicinity Jerry Garcia Block, licking road surface and holding up traffic. All units in vicinity to attend.

+item+

Be on the look-out for large dinoconda, an escapee from the Frobisher's Funfair spacewagon that crash-landed in the sector this morning. Saurian in question is described as fifteen-metre mixture of anaconda and velociraptor and is believed to be hiding in a cool, dark place, possibly underground. Approach with extreme caution.

+item+

Final member of Balls To You nude-boinging team is still to be located. Perp was last seen ricocheting downwards between the Hans Dawkinson Block and Rimmer Con-Apts so could well be trapped somewhere around the City Bottom.

+item+

Nark tip-off reveals that the large consignment of chemical processing equipment and raw genetic material stolen from a Sector 12 laboratory last week could have ended up in Sector 190. Judges are to ensure capture of any perps found with the material for subsequent Tek Division interrogation

+item+

Citizen dressed in rabbit suit running amok in Charlie Ramirez Block Park. All units in vicinity to attend.



Handout 2

Entry: 6632/G55/MC-1

Name: Umbert Winston McGraw

Known Aliases: Faceache

Age: 52

Height: 1.68m

Weight: 72kg

Residence: apt. 120 - 40b Casey Jones Con-apt

Criminal History:

2087 - six months in Juve Cube 12-190-X for scrawling.

2095 - two years in Iso-Cube 20-190-B for gambling.

2119 - eighteen months in iso-cube 07-190-F for possession of Ganja.

Notes: Although only ever arrested on minor offences Umbert 'Faceache' McGraw was a known member of The Rawlinson End Mob, specialising in face and fingerprint changing technology. Since destruction of the Rawlinson End Mob in raid led by Judge Fowler, (File CR-78-12G), perp has been suspected of going freelance.

Handout 3

The Pugglies' Parades

For the best part of a year now the so-called Pugglies' Parades have been a real thorn in the Justice Department's side. The parades consist of huge illegal gatherings at which juves and pugglies gather to listen to their favourite spug rock bands, smoke, drink and generally indulge in all manner of other prohibited activities. Noticeable rises in juvenile crime rates have been observed in the days following one of these gatherings. Normally staged in deserted areas of City Bottom, it seems that a high degree of organisational skill is involved in their arrangement, as the Justice Department has been unable as of yet to catch one of them in progress.

Handout 5

'Remember that little job I did for you about eleven years ago? The final instalment is yet to be paid - 20,000 creds. Don't try to find me or I'll go to the Judges and tell them who your friend really was.'

Handout 4

File XD67-8, 190

Business Title: The Valley of the Kings, Garden of Eternal Rest

Description of Business: Corpse Preservation Establishment

Listed Owner/s: Gippy 'Gip' Guppleton, (2108 - 10 months Gambling, 2111 - 2 years Possession Illegal Firearm)

Notes: Owner Guppleton long suspected of links to Meg West organised crime, although has been careful to cover tracks in past. In 2120 round clock surveillance operation of premises was established after nark tip-off linked Guppleton to ring of Texas City organ leggers but no arrests were made after snoop proved premises to be clean. Some degree of suspicion existed at time as to whether Guppleton had been warned of surveillance.

Handout 6

Justice Department Case File 144KDNP-190

Case Officer: Judge Mowlam

Case Status: CLOSED

File: Infant Chuck Hindenburg born 12.12.2113, child of Charles Hindenburg, (Pre-Cog Grade 1) and Rosey Lee Hindenburg, nee Gypsee, (Telepath Grade 1). In accordance with Justice Department directive 213-Op-Psi, when parents listed as psykers child was subjected to standard psi-screening by psi-judge Kaleb Jezzail. Results proved negative. Six days after birth child disappeared from hospital. Tek analysis of crime scene revealed no clues, leading to suspected robotic involvement in abduction. Subsequent ransom demands all proved hoaxes. Five days after disappearance items of infant's clothing found near Sector 192 rad-pit, bearing traces of blood and hair. Infant considered as having been devoured by animals.

Addendum: File Access Restricted by order of S.J.S.

Handout 7

Justice Department Personnel File 666X-KJ190

Name: JEZZAIL, KALEB MARISH

Dept: Psi Division

Born: 08.06.2081

Height: 1.80m

Weight: 65kg

SERVICE RECORD: Jezzail graduated from Academy in 2102 with a Grade T-6 Dimensionalist rating. He was assigned to Sector House 190, where he served under psi-judge Forbes until the latter's death in 2110. Regarded as being too highly strung to occupy senior position Jezzail was passed over for the promotion and continued with standard duties. Jezzail managed to escape Mega-City One during Necropolis and later joined forces with other Psi Division members during re-conquest of the City, for which he was commended by Chief Judge McGruder. Five weeks after this Jezzail took charge of poltergeist emanation in Susie Weissmeyer Block, (See File 045EX190 - Weissmeyer Haunting) Jezzail was subsequently wounded and given lighter duties within PSI Division.

Subsequent Service Record File Access Restricted by order of SJS

MEDICAL RECORD: Wound received in firefight on Hugh Huffner Block Plaza left Jezzail with pronounced limp in left leg, leading to his reassignment to non-street based duties.

Subsequent Medical Record File Access Restricted by order of SJS

Handout 8

File 045EX190 - Weissmeyer Haunting

Case Officer: Psi-judge Kaleb Jezzail

Case Status: CLOSED

File: As part of general round up of violent psychic disturbances following Necropolis it was decided to investigate reports of poltergeist emanation in sub-level 8, Susie Weissmeyer Block, even though block itself had been rendered uninhabitable by fighting during Necropolis. Psi-Judge Kaleb Jezzail reported having found evidence of a powerful psychic entity trapped there, which he was able to banish successfully.

Addendum: File Access Restricted by order of S.J.S.

Handout 9

'The time of the Leper King's tribute approaches. At a town meeting last night we decided to resist them when they come...no more of our people will go to the skinning posts. Grud have mercy upon our souls and make our deaths quick ones.'

Handout 10

Map 10 - Thomas' Rise



Handout 13

Justice Department Crime File K-FOR 12X

Name: Mendieta, Carlos Aurelio

Age: 46 years, (born Cuidad Barranquilla)

Notes: Carlos Mendieta was for years chief scientist to the Donaire Crime Syndicate, being responsible for the production of chemical weapons and poisons. Internal power struggles lead to the Syndicate's demise although Mendieta was subsequently employed by Juez Ortin, a then member of the Cuidad Barranquilla ruling elite. It was during this time that Mendieta developed expertise in genetic manipulation, combining this with knowledge of outlawed germ and chemical warfare to create specialist poisons for assassins. Perp's current whereabouts is unknown after protector Juez Ortin was murdered.

Handout 11

(Found towards the beginning) *'...under my careful tutelage the child's power grows with every day, his mind slowly attuning itself to the dark realm of my master...oh! what wonders must the brat behold every time he reaches out with his mind and gazes down upon the blood-drenched glory that is home to The Devourer! Soon the child's mind will become the cipher that We seek, the key to unlock the door.'*

(Found halfway through) *'...progress slows as the child's physical form corrupts. I, too, have been afflicted...but what importance have our fleshy shells in comparison with the million wonders that await us at The Awakening! I will suffer in silence.'*

(Found toward the end) *'...the child's mind is ready, the bridge complete and the lock awaits only the turn of the key...after so many years of waiting Mendieta's failure to discover a gaseous form of the toxin is only a minor inconvenience. Still, I am impatient to begin the ceremony and once his usefulness to me is over I will ensure that he suffers for delaying of The Awakening of The Devourer.'*

Handout 14

SJS Restricted Access Order 23-563 WALS - Data Removed from Justice Department Personnel File 666X-KJ190

Date: 2113

Case Officer: Med-Judge Hippocrates

Subject: Jezzail, Kaleb (PSI)

Medical Notes: Subject judged to have been under extreme stress ever since events of Necropolis. Banishment of poltergeist emanation in Susie Weissmeyer Block could well have caused this stress to become too much. Colleagues report manic, secretive nature as developing over last weeks and subject seen to have been talking to himself on more than one occasion. Unconfirmed report also mentions noticing pendant depicting some form of symbol or design hanging in locker.

Recommendations: Given current scarcity of resources and extreme psi-based problems caused by Necropolis, suspension of subject impossible. Therefore would recommend subject be given lighter duties within Psi Division whilst discrete observation continues.

Handout 12

PSY-KO 25 Toxin

Entry:- Work continues well with the toxin, having now isolated the self-replicating enzyme that caused previous subjects' hearts to burst minutes after exposure. Gaseous form, however, still eludes me.

Entry:- Important breakthrough made today, as have created a purified form of toxin that creates same rabid bloodlust and heightening of pack instinct without prejudicing physical systems of subject. This means that with one exposure insanity can last anything up to 24 hours and subjects will not expire as has happened on previous cases.

Entry:- Experiments with gaseous form of toxin continue apace, although to my mind further concentration of the gas is pointless. I estimate that, provided the gas could be effectively distributed throughout an enclosed area, one canister would be enough to affect 10 - 15,000 subjects or, expressed in a simpler form, more than enough to spread havoc throughout Sector 190 whilst Jezzail stages his little ceremony in the auditorium. I have enclosed the formula in a separate file.

Handout 15

SJS Restricted Access Order 13-543 WALS - Data Removed from Justice Department Case File 144KDNP-190

SJS Report: Detailed Tek Division analysis of crime scene shows suspected involvement of subject Jezzail, Kaleb in child's abduction to have been possible. (See attached files for skin, sweat and hair samples.) Subsequent analysis of hospital database and spy/sky cameras show Jezzail to have visited building on day in question, although J.D. records show he had no cause to have been there.

Recommendations: Subject Jezzail, Kaleb appears to be implicated somehow in child's abduction, a supposition backed up by Jezzail's subsequent disappearance. Thorough search of surrounding sectors to be implemented in order to locate Psi-judge.



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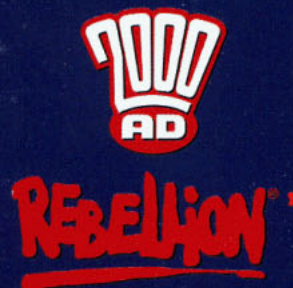
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