

## THE SETTING

The characters are all human - whether pure strain or mutated is up to them. They are ex-citizens of a city which now lies buried in ruins. They were forced to live in the sewers to survive the holocaust, many are mutated as the radiation still affected them. After about 100 years of sheer survival, they started to multiply and tried to occupy more of the sewers and to go to the surface. They found that a race of lizard men had evolved which had lower intelligence but was stronger and was equally at home in water as ~~in~~ land. The re-evolution of the sewer people was halted in its tracks and a savage war erupted throughout the sewers and the people never went to the surface. ~~The~~ The lizard men are getting the upper hand and are pushing the people back into smaller places. It now becomes a battle of survival for the humans and for another 100 years they fought savagely until now where their existence is threatened. As the most hopeful young people, you will be sent on a mission to try and get some weapons the ancients were rumored to have - awesome and terrible, looking for new places to live, the men had discovered a walled up entrance in one part of the sewers. It didn't go very far, but there was a way up via a ~~man~~ trapdoor man-hole. They don't think the

Lizard men are watching this place, as the do the others, so this is where you'll go up. The sewers are about 10 ft. diameter tubes with occasional man-holes to the surface. There is ~~water~~ water about 2-3' deep. It is filled with mud and rats (mutated and normal) and the men live in total darkness. Because of this they have evolved uncanny sight and hearing in the dark. (20' instead of 10') Everybody has a general covering of slime and mud as no water is clean. This is normal to them.

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The characters have tattered clothes and are armed with knives w/ 6" blades (longknives) and lead pipes (clubs). This is a holy mission, sanctified by their god, Huff. If they return without weapons, they are eternally damned.

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### START

They go to the area where they will go up and there is a rusty ladder up the side of the wall. It goes to a manhole. The manhole is opened and water starts pouring down. The elders accompanying you urge you up and they go up and sit at the top of the ladder, their head is free of the water. They go up in quick succession and the manhole is closed behind them. The water is about 1-2' deep and compared to the water in the sewers, is clean. As they went through the manhole the water gushing over them cleared them off.

You can't tell what you go through. It's  
so bad you won't be able to get your  
salt tank full just as fast as you can.

Description:

These They are in a corridor. It is in the shape of a hexagon. The floor ea. side is 10' wide. The floor is made of strips of 5' wide, 10' long, corrugated steel. The walls and ceiling is it made up of sheets of light grey aluminum. There are pipes running along the walls and ceiling, but not the floor. They are of various sizes and are made of the same material as the walls.

Along the ceiling runs unbroken in 20' long sections of plexiglass tubing - lights. They are now off. This can all be seen from where they are, the water's clear enough to see the what the floor is like. This is

X on the map. The air is very musty and still

Key to 1<sup>st</sup> level

Key

↑ - sliding door

‡ - grill opening in wall

■ - g wire grid floor - generally bridge.

□ - normal doors

■ - camera no. 4

□ - call box 2

Level 1

1- The way is blocked by a large steel grill similar to the floor. The pipes continue through spaces in this grill. Rats get in and out of here. The oil can't be moved and the pipes fit snugly in the spaces provided.

2- bridge across canyon. There is a rail about 4' high made of aluminum tubing. If anything is dropped down, after a while they hear a faint splash.

3- control room. There will be 1-4 skeletons (as you enter, lights go on) here with Class 2 wrist bands coloured blue. They will have no clothes as these will have rotted away. There are panels and machines around the walls. There are also two sliding doors to 4 and 5. There are 11 <sup>(machines)</sup> places where they can push buttons from left to right:

1) Against the wall are a lot of <sup>(9)</sup> television screens and underneath is a control panel. They ~~are~~ are off. Random buttons are as follows.

1 - Turn on machine (Power on)

2 - 1<sup>st</sup> camera on (# 1). Scene on screen

3 - # 2 camera on. Scene appears on screen

4 - # 3 camera " "

5 - # 4 " "

6 - # 5 " "

7 - # 6 " "

8 - # 7 " "

9 - # 8 " "

10 - # 9 " "

11 - Camera # 1 ~~on~~

12 - close up camera # 1. See farther down corridor

13 - close up camera # 2 " "

14 - close up camera # 3 " "

15 - " " " # 4 " "

16 - " " " # 5 " "

17 - " " " # 6 " "

18 - " " " # 7 " "

19 - " " " # 8 " "

20 - " " " # 9 " "

Remember, unless # 1 is rolled, nothing happens.

2) There is a control panel against another wall w/ all sorts of black buttons on it. These all turn on lights. Nobody will notice this unless they look outside and see the corridor lights on.

3) A control panel against another wall has all sorts of switches on it. These are to contact upstairs and order equipment and robots sent down. Random button pushing as follows:

1-2: Power on

3-4: contact ~~computer~~ computer, ~~it will say "identify"~~ ~~voice~~  
~~pattern doesn't match, security robots will be sent~~  
~~to get the intruder.~~ ~~there is a blue block on control panel,~~  
~~if wrist band is pressed to this, identification is complete~~

5-6: contact security, nobody there

7-8: contact supply, the computer will answer and you can request anything and it'll be sent down.

9-10: contact call box #1

11-12: contact call box #2

13-14: contact call box #3

15-16: contact call box #4

17-18: contact call box #5

19-20: power on.

Remember, unless power is on, nothing will happen.

4) a large screen with a control box below it

In 6 you can get power on. In the control box is a keyboard. This can get you any info. available to class 2. The first thing it will say after the first question is: "Identify".

There is a blue block on the control panel like those by the doors. If the wrist band is pressed to it, it will then answer all questions.

4 - sliding door leads to circular aluminum stairs going up ~~to~~ for 30' in a spiral, to another door.

5 - is what looks like a 10' by 10' room with a small panel on the far wall. ~~as soon as~~ <sup>After</sup> 10 seconds, the door closes again. It will open if the wrist band is pressed to it. On the control panel is 7 buttons. One is black the others are numbered 1 to 6. The black one stops the elevator. The others take you to the indicated floor. This is the 6<sup>th</sup> floor. The next highest up is the 5<sup>th</sup> and so on. The character will feel no movement when it's in progress. When it stops, the doors will open for 10 seconds. ~~as~~ <sup>so</sup> The 1<sup>st</sup> floor is off limits to class 2 people. ~~The elevator will stop at 2<sup>nd</sup> floor.~~

6 - a tube <sup>shaft</sup> leading up to the next floor. It at the bottom (on this level) is a fan with several switches around. They start it and make it go faster and slower.

7 - These are small grilles (1' in diameter) which will be noticed 1-2 on db. These are easily removable. Only a very small person can fit thru. They lead to ventilation shafts/ducts.

8 - <sup>skeletons</sup> bodies with blue wrist bands on. Each one has a communications sender in poor condition. To open doors (sliding) you press the blue part of the wrist band to the blue block beside the door and it opens.

1 on d6 - wandering monster table

1-2: Kalkars who accidentally wandered down here and has since lived on raw rats. He is slightly insane. He has a ~~st~~ vibro dagger and ~~an~~ grenade. Hand Axe. Kalkars have 6 hit dice, and he has 23 hit points. He will stalk the party and try to grab a member and then take him away, torture him as to why the party is here, and then eat him.

3-4: - A light duty engineering bot which has been down here a rather long time. It will take orders from any Pure Strain human but will often ignore the party.

5 - 1-8 ordinary rats.

6 - 1-4 giant rats very aggressive.

General things on level 1:

The sliding doors will only open if the wrist band is pressed to the blue block by the door. There is always a blue block beside every sliding door and the only way the party will get up is to find one of the skeletons.

Call boxes are white boxes with two buttons: on and off. They contact the control rooms (3) when the power in there is on. They are small, so they can only be seen 1-2 on d6.

Cameras - attached somewhere high on the wall. Small so can only be seen 1-2 on d6. If on a fast timer is heard. 1 on d6 will be heard within 10'.

Roll for wandering monsters every 6 turns. It takes 18 strength to bust down a door, if this happens, a security robot is sent to the spot.

## LEVEL 2

1- Control room. It needs a class 3 identification to get in here. There is a computer with 12 screens above it. This is for the TV cameras in the hall. There is a computer hooked up to all the call boxes. There is a computer hook-up for info. w/ screen & keyboard. There is a hook terminal for the main building computer. There is a directional console to the security robots in 18 and one for the engineering bots in 19. There is also a direct link to security. There are ~~16~~<sup>4</sup> skeletons with Class 3 (red) wristbands here, ~~14~~<sup>3</sup> have communications senders in fair condition.

2- In this room, monitoring everything that goes on on this level is Chrysoptax the mutant and two of his guards. He has mental strength of 18 and physical strength 3. He has 18 HP and can do nothing but sit. He has an incredible brain and the following mental mutations: Telekinesis, Telepathy, life leech, light wave manipulation, magnetic control & mental blast. He is mad and very hostile. He sees all thru the control rooms scanners. He sends his servants out to get food & to kill for sport. He has a class 4 wristband hidden on his body (yellow). His servants are bat-men. They are a bit smaller than about 4' tall & are a cross between bat & man having prehensile hands & feet. They have throat speakers by which the Chrysoptax orders them. They have class 2 wristbands. They have 26 and 18 ht. pts. and do 1-4 with each hand. They can fly thru the corridors with ease.

2 - dormitory. Ten cot frames in each & lockers best  
(+10 skeletons in each)

ea. The lockers contain various useless things  
in 1-8 dorms. There are clothes in the lockers.

2<sup>a</sup> - The Kalkas hunting H.P. on this floor. They  
same as usual in fittings, but there are 4 Kalkas  
here 23 H.P. ea. 2 wear sheath or kits of sheath  
armor (size prohibits most being worn). They have

Their weapons are 1.) 2-handed sword 2.) halberd

3.) longsword 4.) Club. They all have class 2

wrist bands on their persons & know how they work.

6 - in here is a skeleton w/a canister of  
paralyzing foam on his back w/spraying  
attachment. It has  $\frac{1}{4}$  left, enough for 3 attacks.  
If hit by a  $\frac{1}{2}$  decently sized blob of paralyzing  
foam, you have to make a saving throw against  
paralystion or be paralyzed for 2-20 minutes, 1 minute  
less for ea. Constitution point.

3 - bathroom (set w/sinks w/running water &  
toilets & showers. (1-4 skeletons in here w/ wrist bands)

4, ~~5 respects~~ Stairway (as per level 3)

5 - elevator (as per level 3)

6 - Cells, 50% chance of there being a skeleton  
in here. They are 10' by 10' by 10' squares w/  
a cot frame only in it. It is sealed by  
a force field (looks a dull yellow & crackles).  
If you try to go thru, you lose 3-18 condition  
points for 2-20 minutes. These are thrown on &  
start off from control room (2)

7 - grills high up on wall. Visible to characters  
on 1-2 or d6. (because of less cluttered walls)

8 - duct leading up & down w/fan at bottom for  
air distribution.

~~and about to do what it's going to do~~  
~~but not too long~~

9 - Kitchen; stoves w/ implements on them.

Shelves & drawers & storage space everywhere. There are 5 skeletons here

10 - The dining hall. Three long tables run down the length of the room. Along ea. side are chairs. here & there there are plates & knives & forks. There are 10 skeletons here.

11 - The room is empty except for 4 machines against the far wall which are actually dishwashers which open on top. Plates come down chutes from 10-10 to be washed.

12 - The control room w/ 1 skeleton w/ a class 3 wrist band. In here is ~~attacts~~ the computer which catches the prisoners in their cells. (1 TV screen, 23 buttons, numbered). Also a machine which opens & closes all force-fields. And lastly a machine which calls security robots. This is on a desk. There is a key on ~~one~~ the skeletons which opens a locker which has a canister of paralysing foam (full) w/ spraying attachment, 2 suits of sheath armor & two stem whips.

In this room is a mutant w/ a needle & 25 HP. He has the power to open all class 2 doors by mental prowess. He is very hungry & is hiding here from the hunting Kalkars. (He will only ~~eat~~ join if given food (lots of it) and a chance to sleep afterwards. He has a class 3 wristband.

13 - The minor generator is here supplying power to the levels. It still works. ~~It~~

Nobody can talk in this room bccs of the noise. There is a walkway 20 ft. up and slightly above the big machine. It is made of

~~steel~~  
~~steel~~ gridding. Here are two sets of stairs down,  
9 giant rats live here.

14 - control room to the generator. There are  
2 skeletons w/ class 2 wrist bands. There is  
15 a lot of machines shutting down on  
the generator & changing temps & other junk.

15 - The outer room leading to the generator itself.  
There are 3 fire-extinguishers on the walls.

16 - storage room w/ all sorts of useless junk  
on shelves in boxes & containers all over the room.  
There is 1 skeleton here w/ class 2 wristbands.

17 - none of the same, storage rooms w/ all sorts  
of junk as in 16 - no skeletons though

18 - Sink in maintenance pits are 7 security robots.  
In the tops show, here they lie dormant  
until called or necessary

19 - Sink also in maintenance pits are 12  
engineering bots (light duty). Ready for action.

20 - a large room w/ dim lights & a cool breeze  
coming from nowhere in particular. There is also  
wide walkway around a raised & high platform.  
On this walkway are occasional benches made  
of aluminum tubing. In the platform grows a  
multitude of plants, set in 2' deep soil.  
They are all non-mutated save that there are

2 mobile ones and any door openings sends  
them scurrying to get out. Also there is  
Perth w/ 42 h.p. The former will run roughshod  
over the character to open the doors.

will be saved now at all the more about  
the great howl now howl is at with, easier  
to hear in the window just at ends of days

Wandering monster tables. (1 on d6)

1-2: Kalkar hunting party (1-4)

3-4: One of Chrysopatra's bat men

5-6 1-8 giant rats.

Remember: The player has to figure out how computers work before they start randomly pressing buttons to see what happens.

Also remember Chrysopatra is highly intelligent  
→ if there is risk to his bat-men they'll withdraw  
→ he'll also whistle up some security robots. Also,  
being mad, he may contact you on  
the call boxes to set up an ambush.

## Level 3

- 1- Prep room, This is where technicians, after putting on their suits, go for briefing & equipment. Along the walls is a call box, 3 fire extinguishers and a geiger counter.
- 2- In ea. of these rooms is a complete radiation suit, inc. fully charged oxygen pack, plexiglass helmet, communications pack on interior of neck (throat mike similarity) & geiger counter on waist belt.
- 3- Decontamination rooms. If you go in, the door closes behind you & locks for 10 minutes. A geiger counter starts up and checks for radiation, if there is any, steam is forced into the chamber at 3000 degrees (remember this is meant for people w/ suits.) Then, everything is sprayed w/ hot water and then everything is dried off.
- 4 & 5 - elevator & stairs as per level 1 & 2.
- 6- Room for security bots. There are 5 in maintenance pits.
- 7- Engineering bots (big medium) in maintenance pits.
- 8- Storage room w/ 5 extra radiation suits & all sorts of electronic equipment & tools for repairs & adjustments to ge machines.
- 9- Control room, computers & monitors for contacting call boxes, TV camera monitoring, call for sec. bots & engineering bots, etc. etc. just as per control room on level 2. There are 2 skeletons here w/ Class 3 wrist bands locked in a struggle.

## Wandering monster table ("1" on d6)

1 - 1 Kalkars

2 - 2 Kalkars

3 - 3 Kalkars

4 - 4 Kalkars

5 - 1-8 giant rats

6 - Sneaking mutants. (Mutant assault party)

\* This whole level is occupied by Kalkars and where there is an X there are 1-8 Kalkars around a small firepit in a small bivouac. The place seems w/ kalkars hunting mutant invaders & giant rats for food.

\* - In large open area in center, its radiation intensity 3. Also, when you look up you can see about 60 ft. up, some sort of cratching around the wall & on a "1" in 6 you can see figures moving around.

There are a total of 74 kalkars on this

level. There is no leader but they will band against humans & other menaces to the whole. There are 20 other kalkars raiding

on other levels & wandering around making

94 kalkars in total.

(some dead)

Stoot & tentacles involved to the ill's

... suddenly up at the top floor wings of

sof cotton & onethigh, wool bivouac - P

goatman invades the second floor after the

rat attack a person is dead and not clear

as yet. I have no more info reg as to who

is dead or how many were killed in the attack

elephant & in

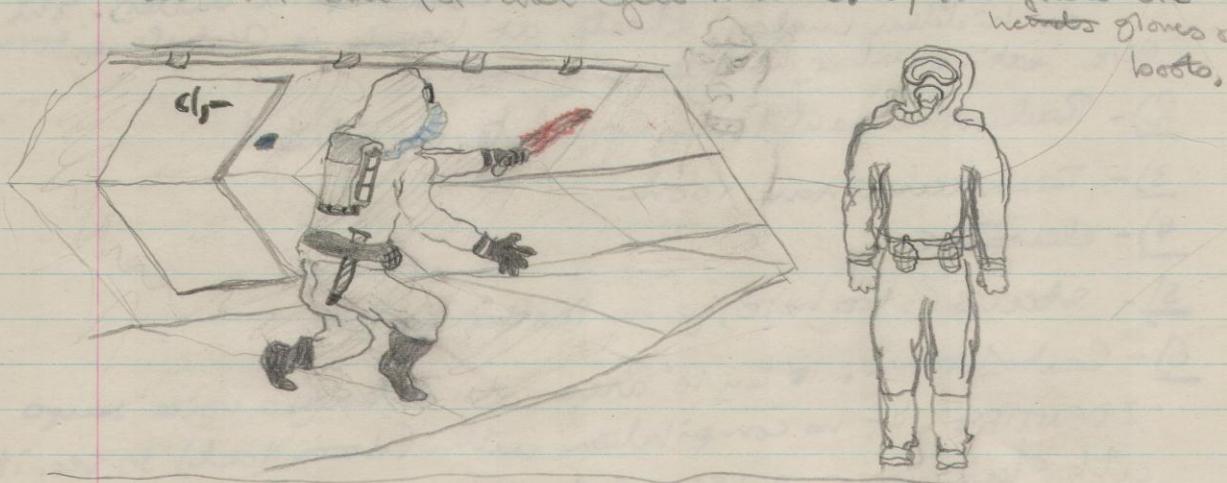
## Level 4

This level belongs to the mutant survivors of the holocaust in this complex. They are continually with the tanks on the lower level. They are numerically inferior but have superior weaponry & tactics.

The mutants have regular patrols and a co-ordinated defense system. Their patrols & assault forces are armed thus:

Wear sheath armor & have vibro-sabers in sheathes. They are dressed totally in black & wear gas masks & gloves. They always carry 1 gas grenade & 1 smoke grenade on their belts. In their backs they carry a backpack to carry various items to bring back raided goods. Also, built built into this is a recycling unit for air for their gas masks. w/ magnets on

heads, gloves & boots,



There are always 2 in every assault team and patrol.

Their kit points are:

patrol: (33, 29)

assault team: (43, 39)

They can have one random physical & mental mutation

+ level

1)- Set of 2 storerooms. The front one holds shelves filled w/ all sorts of shit - components, cleaning fluid, batteries, tools, screws, empty boxes etc. in a very tidy fashion (very organized). The second holds more of the same, but it is also part workshop w/ a long bench against far wall w/ all sorts of tools & stuff all over it. At the moment a ~~small~~ power pack is being repaired. To one side is a small iron bed w/ plastic mattress & sheets. Beside it is a locker w/ clothes & personal possessions in it. There is a Smith here, so he's fine asleep on bed, so he's not working or at benches. He has a blue band, has 28 h.p. and DENSITY CONTROL + COMPLETE NENTAL BLOCK of maintenance robots. He always carries a vibro dagger at his side. ~~can~~ If time permits he will go and get his Laser pistol w/ 28 shots left in battery. This is hidden under sheets. At bench is Acetylene torch, fire extinguisher, hi-intensity light.

2)- Radiation suit locker. Complete equipment

3)- Decontamination room

4)- elevator

5)- stairs (stop here, go no farther up)

6)- Control room. 10' by 10' area when entered a voice says "IDENTIFY". If no compilation within (doors lock) 30 sec. it floors off sleep gas & a sec. robot takes you to cells. Inside are machines which control all cameras (1), contact all call boxes (2), contact security (3), contact supply (4), contact main computer (5). There are 3 people here w/ red bands. 1 watches TV's, another monitors call boxes, another is at computer terminal. They have wear red overalls & on inside of ear is securicard in pocket w/ code id card, face paint etc. They have 35 h.p. each & has a vibro dagger at his

Their code 1d codes are R12/142G, R12/156C & R11/147X.  
no. 1 has RADIATED EYES & MULTIPLE DAMAGE (triple),  
no. 2 has TELEPORTATION & HEIGHTENED BRAIN TALENT  
no. 3 has MAGNETIC CONTROL & MULTIPLE BODY PARTS (4 eyes)

7)- Viewing area - chairs & coffee tables are all over the place here in random order, also some couches. The part that sticks over the walkway is 7' above & is plastic walled to view the plant below. Some spotlights are suspended here to see below. The controls for these are at A. These can show up areas of about 8' by 6' circular & occasionally mutants swap the floor below but the talkers, as soon as they see these turn on silent to a hiding place, so it is rare that these are helpful. There is a mutant at the controls & a mutant cat looking down. They have a vibro dagger at hips, & 37 hips. Males have mutations.

8)- Bathroom. At ear there is a 50% chance of meeting a mutant washing his hands. He will have vibro dagger at hip & 29 h.p.

\* no mutations. If female, no dagger & will have 18 h.p.

9)- Barracks, living quarters - There are 15 sets of beds & lockers here w/ personal possessions in lockers. If sleeping, vibro daggers will be on top of locker. There will be 1-12 people here, 1-12 sleeping. These are all males.

10)- Room w/ maintenance pits for light duty maintenance bots. There is room for 10 but are gone. There is a 50% chance

11)- rooms for minor officials & important personnel. There is a bed along one side & a locker beside it. There is a desk in one corner

w/ some locked drawers & some sheets of paper &  
a pen on desk. A- There is a man in A, asleep  
on bed. His vibro-dagger is on belt on top of locker  
w/ a com-unit attached to same belt. It works  
w/ other one they have. He has 1 in D4  
on every turn they stay in room. He has 26 H.P.,  
& his ID card on inside of overalls (red) his ID no. is

R7/22K. The locker is 50 domars & some extra clothing  
w/ value in desk drawers, keeps drawers & locker  
has slit in it for putting his ID card in. This is the only  
way to open. Mutations - INCREASED SPEED & LIFE LEACH

B- empty room. Details same as A save com-unit,  
man & vibro-dagger are not there. 40 domars in locker

C- man wearing vibro-dagger & com-unit is sitting at  
desk writing. He has 31 H.P. The locker are 60 domars &  
clothing. & R12/700A

12) - Santor's Headquarters. A bench for fixing things, bed,  
locker, desk w/ drawers. All sorts of equipment all over  
place. So if he is here, if he is so he is doing something in  
room, so he is asleep. Has blue overalls, ID code is B12/1024G  
was 29 HP. Has vibro-dagger but no com-unit. The locker is  
156 Domars. (He is successful bandler).

13)- This is a 20' wide walk way around top of inner  
court. There is a 4' high aluminum tubing rail around  
outside. floor is wire grill. Observation site (7) is about 10'  
above floor. There are 8 entrances in, all blue. There is  
a camera in ear corner looking down at inner court. There  
are always 4 men on guard here, walking about, looking  
over occasionally. They are heavily armed. - They wear  
the black suit of the assault party w/ magnets, oxygen etc.  
On belt is vibro-dagger & HE grenade, sleep & smoke grenade.  
The back pack is steel rope & batteries, also on belt are  
3 clips of ammo for the weapons they hold in their hands.  
These are Auto-grenades. Each clip holds 12 bullets. They  
hold either either 12 bullets at a time can be fired  
or the whole clip. You (twice a round) can roll on 12-sided die to see how  
many bullet kill. Ed. Sold 1-4 down for the 2 bullets roll to hit.

$$\begin{array}{r}
 65 \\
 -22 \quad 63 \\
 -4 \quad 41 \\
 -3 \quad 34
 \end{array}$$

The 4 men's H.P. are: 41, one has mutations,

i.e. HEAT GENERATION & HEIGHTENED INTELLIGENCE. They have three mutates & their ID nos are: blue bands.

Their ID nos are: B12/946A, B12/126K, B11/811X & B12/1047C

The radiation intensity here is 3. It is dimly lit here & one can see only 30'. The ceiling is beyond sight.

(14)- The commander's private room - not touched for many a year. There is a luxurious bed w/ a skeleton on it w/ yellow band. There is also a locked desk & a locker set in wall beside bed. ~~On~~ code on overalls in desk is a Mark V blaster & com-unit. In locker is 1004 Domes & all sorts of fine stuff. There are pictures around walls & over in corner a stereos w/ many records. Also, skeleton is wearing an energy cloak. The locker is Control Baton. If the room is entered, from another plane will come a huge (it will just materialize) dog w/ gross matted black hair. It is horribly scarred and bent & warped but it breathes radiation breath & will protect its "master" at all costs. Roll 3D6 for intensity. It will do the 25% of time, otherwise it will attack w/ teeth & claws. (1-6, 1-4, 1-4). It is totally resistant to radiation & has 20 HP. It is also immune to life leech & has radiated eyes plane travel.

(15)- 10' by 10' closets crowded w/ janitorial equipment + some odds & ends such as batteries, skeletons, old clothes etc.

(16)- Maintenance pits (7) along walls hold security robots. 1 is gone, another lies in a crumpled heap.

(17)- Store room w/ shelves w/ all sorts of shit everywhere as per lower levels except this is

Organized, 10% chance of somebody being there.

18)- Security control centre. There ~~is~~ is a machine w/

6 TV screens, ea one keyed to a cell. Also a machine which opens & closes all force screens. (They are all up at the moment). Also a machine which calls Sec. robots. In corner is a copper interroga<sup>tion</sup> apparatus. There are 3 men here w/ red overalls & bands. One watches the TV's, one is interrogating a Kalkar, one is sitting around. The interrogator they all have vibro-daggers.

The interrogator has ID R12/526E, 24 h.p. and

HEIGHTENED HEARING & EPILEPSY.

The TV watcher has the same equip. & 33 H.P.

+ his ID code is R12/586A

The idiot has the same equip. & 36 H.P. his ID code is

R11/707E.

19)- 10' by 10' cells w/ a bench along ea. wall & a TV camera in one corner. In ea. cell is one Kalkar. They all show signs of malnutrition, beating, torture etc. They all have around 5 h.p.

20)- hospital area. There are 12 beds here, 2 of which are filled w/ people all bandaged up from wounds by Kalkars. There are 2 end tables, one at ea. end of the <sup>room</sup>. The top one has a doctor watching the patients & working

(21). He wears white overalls & has a ID card R12/2004C he wears no weapons. Both end-desks have controls on them for doing all sorts of things for the beds, regulating heat density of mattress, height & feet & head etc. The patients can't do anything.

20) The office & examining room for the medical team. In the NE corner there is an examination table w/ equipment all round it. In the SE corner there is a dental chair w/ equipment all round it. In the SW corner there are 2 desks w/ doctors working at them. In a maintenance pit held off by a force field (closed & opened by switch on re desk) is a medical robot. Doctors wear white overalls (21, 25) & have no weapons, however switches on both desks call security robots. ID codes - R11/99N & R12/116A.

so so far

22)- surgery. To the W there is a viewing gallery. There are 4 tables here w/ stuff all round. There is no one here.

23)- Wash up area - sinks/basins etc. are here along w/ some surgical equipment

24)- X-ray room w/ bed<sup>(patients)</sup> & operating desk, some

25)- female barracks - same as 9. They are equipped the same, a has 4 people there. b has 6 in it.

26) - recreation centre. 1-b men will be here. Men are practicing karate, gymnastics, boxing, doing laps, exercising etc. They will have no weapons or just wear underclothes. Their clothes etc will be in 28.

27)- Storage areas for equipment generally half-empty.

28)- area w/ lockers & benches. There are 100 lockers altogether, about 50 are used. Each is keyed to an ID card.

29)- When entered, both doors lock, voice says "Identify". If answer is not satisfactory, sleeping gas is powdled in 2 sec. Robots take you away.

30)- security area for this mini-complex. There is one desk here w/ that works gas & speaker for 29, one that calls security & another that monitors everything that goes on in complex. There are 3 men here, all wearing red overalls & carrying vibro-daggers. (They all have 28 h.p.s.)

31)- \*heavy weapons section. In stands, in cases etc. are: 1 mini-missle w/ 2 "shells". 2 flamethrowers w/ 3 canisters of fluid left altogether. (2 people necessary for all of these. There is also a rack of 5 canisters of paralyzation foam & 2 throwers.

Also there are 2 small damage packs. +1

HMG w/ 2 boxes of Ammunition. (According to the little lot is in the ceiling of this room (40' high))

suspended is a bulb w/ a window, inside is a control (at 4 insides security) who guards. The bulb can move right & go higher. A force-field can be put up around it. It can throw sleep tear gas grenades. It can fire paralytic foam & an emit piercing noise that debilitates all who don't make their safety throw. It can call security contact other areas. It can fire shrapnel grenades & has a tractor-pincer beam.

32)- This room has a guard just as 31. On racks, shelves etc. are 5 Automatic rifles w/ 10 clips ea nearby. There are 2 shotgun shells w/ 5 clips each, 10 sleep & tear gas & smoke grenades (exp.), two ordinary pistols, 5 vibro daggers, 1 skin whip & 10 units of sheath armor.

33)- Top level conference room. There is a long table running down the middle w/ seats along both sides. There are side boards along the edges of the room.

34)- Along both walls from ceiling to floor are rows and rows of glass cases stacked up on top of ea. Other, inside all the masses of dirt & squirming insects & all sorts. Above be outside down the middle, people move on mobile platforms putting water here & there, giving food, weeding out etc. There are 3 people here, all wearing blue overalls carrying vibro daggers (They all have 33 h.p.) One is mutated - ATTRACTION ODOR & MOLE CUAL DISRUPTION. Their ID codes are B12/58K, B12/199C, & B42/942A.

35)- Dining room w/ tables & chairs all over the place.

36)- Kitchen w/ 3 people working in blue overalls. Usual kitchen stuff is here. (They all have 22 h.p.) They wear vibro-daggers. ID codes - B12/769A, B12/326C, & B12/555X. One is mutated - WEIGHT DECREASE & POOR DUAL BRAIN.

37)- Huge double doors open into worship area for M.O.T.H.E.R. There are praying mats & benches & at the far end is a huge silver platform which M.O.T.H.E.R. appears on every 3 days. It is actually a hologram from those above.

Phy Str: 10

Mental Str: 10

Int: 13

Const: 11

Char: 13

Dext: 9

