

FREE LEAGUE

MUTANT

YEAR ZERO



ELYSIUM

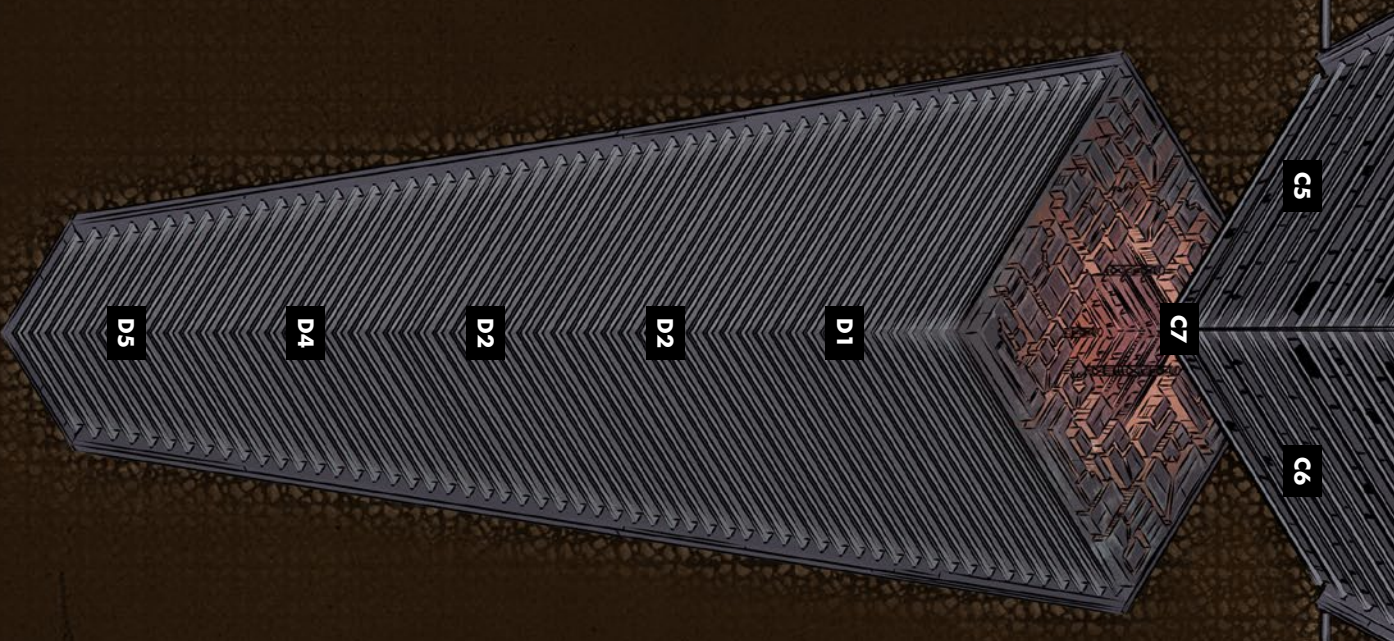
ELYSIUM I

THE CORE

- C1. Nova Paloma
- C2. Old Koly
- C3. Pirius
- C4. Tindertuft
- C5. Northolme
- C6. Calista
- C7. Hindenburg

THE DEEP

- D1. Mosel
- D2. Laborum
- D3. Arcadium
- D4. Cinderfalls
- D5. Cogs of Hel



THE DEEP

THE CROWN



THE BREACH

THE CAPITOLIUM



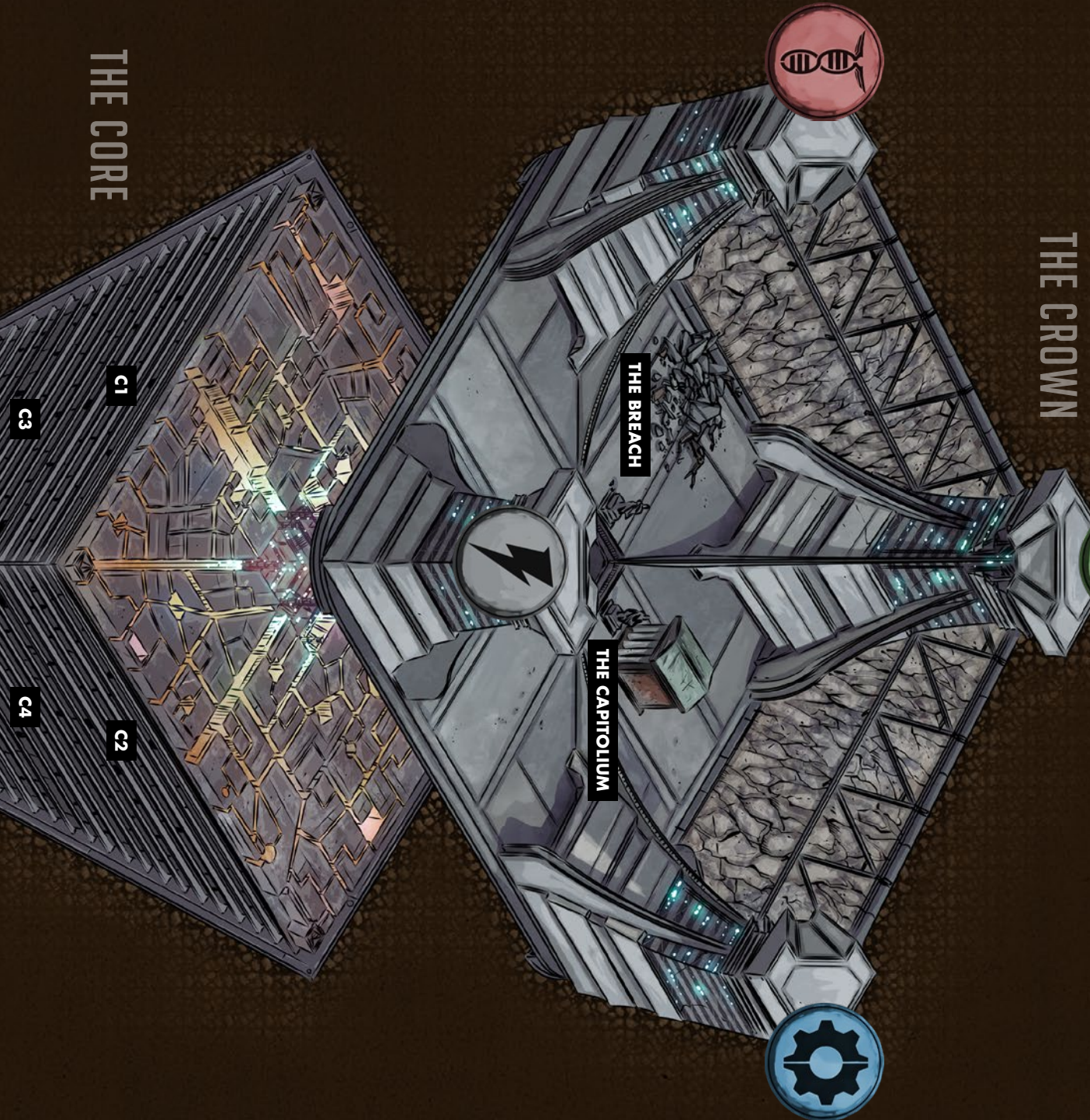
THE CORE

c1

c2

c3

c4







MUTANT

YEAR ZERO

**GAME DIRECTOR
& LEAD DESIGNER**
Tomas Härenstam

WRITERS
Tomas Härenstam, Thomas Johansson

GRAPHIC DESIGN
Christian Granath

COVER ILLUSTRATION
Simon Stålenhag

LAYOUT & PREPRESS
Dan Algstrand

INTERIOR ILLUSTRATIONS
Reine Rosenberg

TRANSLATION
Edgardo Montes Rosa

PROOFREADING
Brandon Bowling

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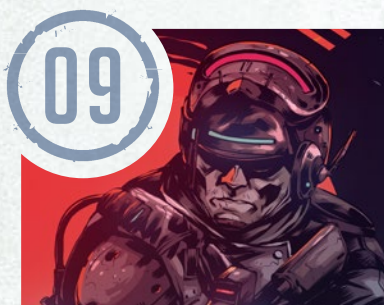
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HEIRS OF DOOM

When humanity falls, when nations and authorities collapse, only the most basic human bond remains – family.

While the world burns after the Red Plague, four powerful families, financial and industrial dynasties, form an alliance to survive the end of the world. The four great Houses – Warburg, Fortescue, Morningstar, and Kilgore – name their covenant Elysium, after the meadows of eternal Spring of Greek mythology.

While other Titan Powers flee into the cold darkness of space or to the bottom of the sea, Elysium's leaders decide to dig into the bedrock. There, in the depths of depths, the Houses are to weather the long atomic winter.

The first enclave is named Elysium I, home to 10,000 souls. It is no mere shelter. The leaders of the families see the enclave as the Ark of humanity, the seed of a new civilization. They find inspiration in history, especially the era of the late 19th century – it's belief in a brighter future, its traditionalist worldview, its architecture, and its aesthetics. The wars and disasters of the 20th and 21st centuries are never to be repeated.

While the rest of the world comes to the realization that humanity has been handed a death sentence, the Houses of Elysium have already left the surface behind, to secure their legacy in the safety of the depths.

Not all of the inhabitants in the enclaves belong to the great Houses – armies of workers and service personnel are handpicked from the families' countless companies and subsidiaries to support the rich and powerful.

The first decades in the enclaves go according to plan. Elysium researchers work intensively on plans to re-populate the surface, using genetic engineering, robotics and other advanced technology. But the safety in the depths is not to last. Mistrust between the Titan Powers grows, and when they eventually launch their weapons of mass destruction against each other, the effects are devastating. Most of the Elysium enclaves are utterly destroyed. The few that survive are damaged and isolated, lonely outposts in a sea of quiet destruction.

A century after the proud founding of Elysium I, contact with the last of its sister enclaves is lost. Elysium IV goes silent after an orbital attack. The residents of Elysium I realize that they are now alone, perhaps the last people on Earth.

Decades pass. Resources dwindle, despair grows. Despite its splendor, Elysium I is nothing more than mankind's golden cage, a gilded prison. Within the enclave's dim halls, fear and suspicion grow unchecked. In the shadows, people ready themselves for conflict. Enclave workers who have toiled loyally year after year, grateful for being spared from

disaster, begin to organize themselves and question their masters.

After a violent confrontation between the Houses of Morningstar and Warburg that costs one hundred lives – mostly workers – the heads of the Houses decide that something needs to be done. They create the Council, a joint assembly to preside over all families.

The House leaders also enact a new law calling for total transparency of everything that occurs within Elysium I, as a way to keep each other in check. To this end, a law enforcement agency is created – a force of so-called judicators with the power to investigate crime and use force against anything that threatens law and order in the enclave. Under the new law, every unit of judicators must include at least one representative of each House.

You are one of these judicators. Alongside agents from the other Houses, it is your duty to maintain order within the enclave, investigate violations of the law, and impose the appropriate sentences. But never forget that your strongest loyalty is always towards your family. The enclave is in decline, and you fight to ensure that your House gains power and influence over the dwindling resources that remain.

You are the true heirs of doom. When humanity sets foot on the surface again, it will be your House that leads the way into the new dawn. Your lineage. Your family.

MUTANT: ELYSIUM

Welcome to *Mutant: Elysium*. This book is an expansion on the game world created in *Mutant: Year Zero*, *Mutant: Genlab Alpha* and *Mutant: Mechatron*, but also works as a complete game on its own.

PLAYER CHARACTERS

All players except for one play as judicators, problem solvers that respond and investigate when law and order are threatened in the enclave. You also belong to a House, which you serve in secret.

Your judicator is called a player character, PC for short.

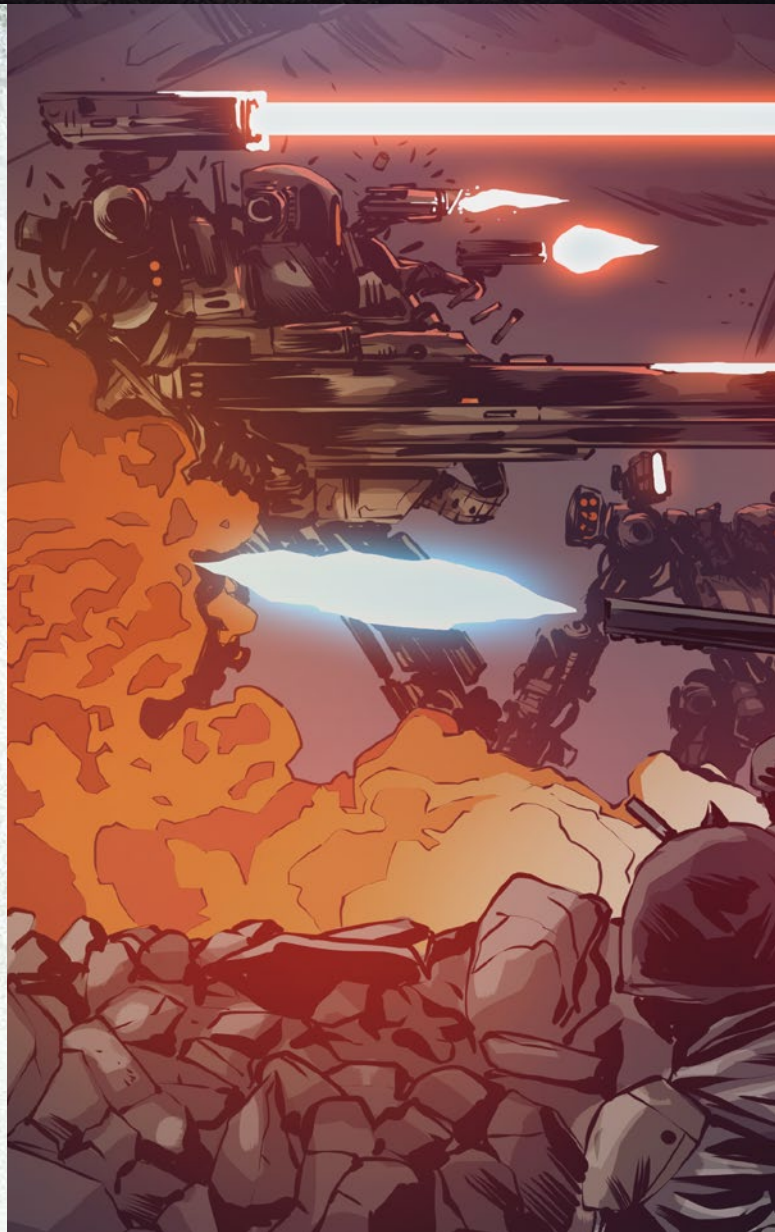
You decide what your PC thinks and feels, what he does and says – but not what happens to him. It is your job as a player to breathe life into your PC. Imagine you are him. Think – how would you react

if you were in his shoes? What would you do? Your PC, and those of the other players, are always the protagonists of the story. This game is about you. Your decisions, your lives.

THE GAMEMASTER

One person in your group takes the role of Gamemaster, or GM. Her job is to create Elysium I. The GM portrays all other residents in the enclave. She controls your friends and your enemies.

The GM has many tools to aid her in accomplishing this. To learn what they are, read more below and in the *Gamemaster Section*. The game is a back and forth conversation between players and





the GM, until a situation arises where the outcome is uncertain. Then it's time to get the dice – read more in Chapter 3.

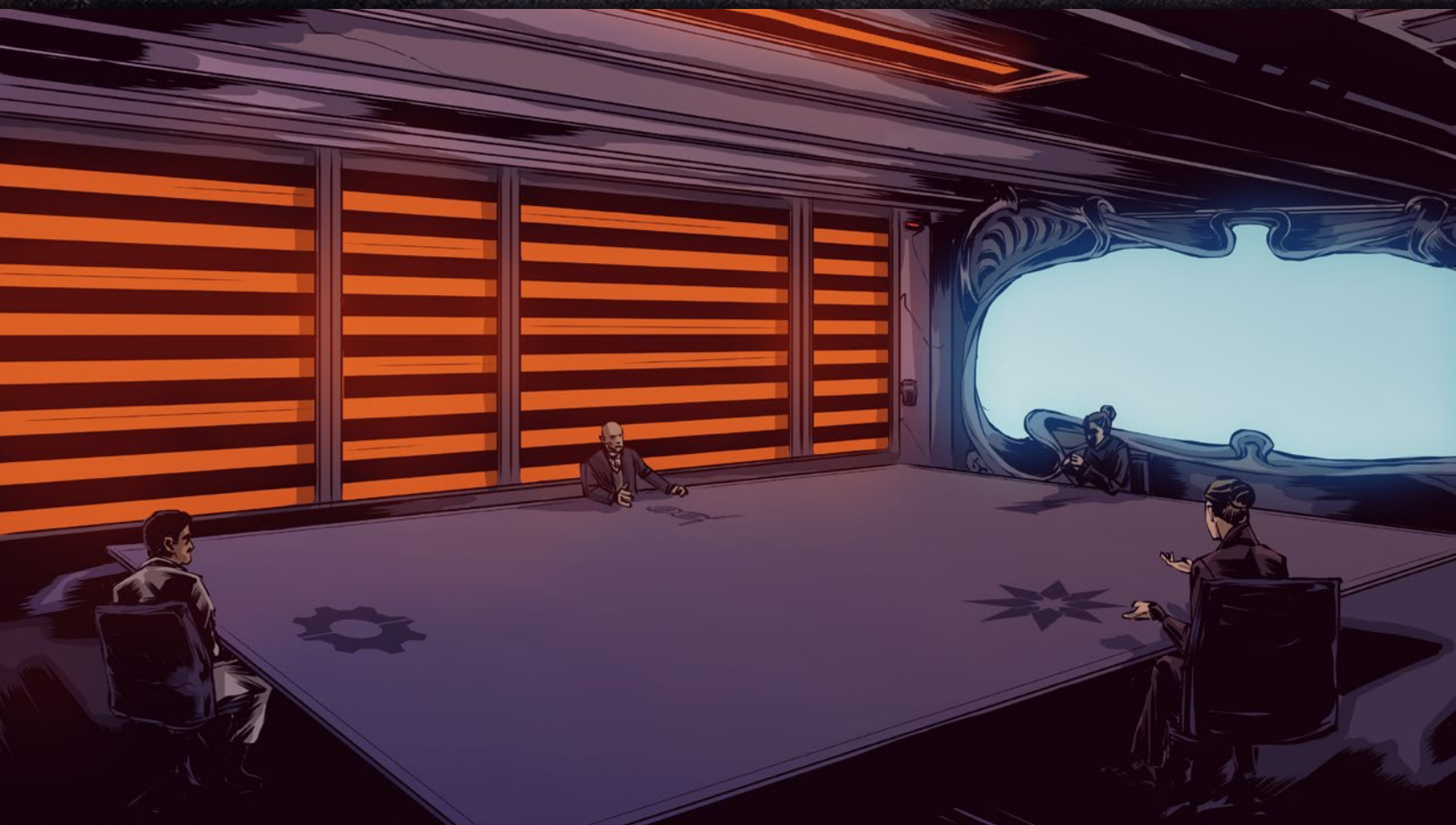
The GM is not the players' enemy – her job is to challenge the PCs to create the most exciting story possible. It is not the GM's job to decide what's happening in the game – and certainly not how your story will end. The game will determine that. That's what you are playing to find out.

THE ENCLAVE ELYSIUM I

This book contains a unique game setting and a complete campaign for you to play, called *Guardians of the Fall*.

Mutant: Elysium does not begin in the Zone like *Mutant: Year Zero*, but in the enclave known as Elysium I. It is a huge underground facility, created to save mankind from extinction. The enclave is governed by the four great Houses: Warburg, Fortescue, Morningstar, and Kilgore. You can read more about these in the next chapter. Elysium I is described in more detail in Chapter 7, as well as in the *Gamemaster Section*, where the campaign *Guardians of the Fall* is found – only for the GM's eyes.

Your actions in the course of the *Guardians of the Fall* campaign can have major consequences – they can even determine the final destiny of humanity in the world after the fall.



TOWARDS YEAR ZERO: HUMANS IN THE ZONE

When the campaign is over, the people of Elysium I can spread in the devastated world as described in *Mutant: Year Zero*. The game then continues in the Zone, where people meet both human mutants, mutant animals, and robots (see *Mutant: Genlab Alpha* and *Mutant: Mechatron*).

You can then choose to play as humans from the enclave, characters from the Zone, or create a new group with a mix of different types. How humans can live in the Zone and create new settlements is explained in Chapter 12 of the *Gamemaster Section*.

RULES

This book contains the complete rules for playing a non-mutant human in the world of *Mutant*. The core game engine is the same as in *Mutant: Year Zero* and the two systems are completely compatible, but there are differences that highlight how humans differ from mutants.

If you wish, you can skip the campaign in Elysium I, and use this module to introduce enclave

humans as a playable class in *Mutant: Year Zero*. You'd be missing out on an exciting experience, but if you already have an ongoing campaign in the Zone and want to continue without interruption, go right ahead.

WHAT DO YOU DO?

The *Guardians of the Fall* campaign sets the framework for your game in Elysium I. However, the campaign has an open-ended structure that gives the players a great deal of flexibility in what can be done. And there is a lot to do.

STAGE INCIDENTS

As a player in *Mutant: Elysium* you don't only control your character. On special occasions, called strategic turns, you represent the leader of your House. The Houses are tangled in intrigues trying to outmaneuver each other and engineer what in game is called Incidents – operations that increase the power and influence of one House at the expense of the others.

INVESTIGATE INCIDENTS

A central part of the game consists of sending your PC, a judicator, to investigate Incidents in Elysium. Each Incident is a short scenario tied to a certain location in the enclave, and can be resolved in a variety of ways. Most (but not all) Incidents are staged by the opposing Houses. When you investigate an Incident involving your own House you will be torn between your duty as a judicator and your loyalty to your House.

MAINTAIN LAW AND ORDER

There is dissent in the lower levels of Elysium I. The workers of the enclave have begun to express their dissatisfaction over their heavy workload and deteriorating living conditions, and some are turning to crime and violence, seeing no other way out. So far, the respect and fear of the Houses is too great for an open revolt, but that will not be the case forever. As a judicator, it is your difficult role to quench all attempts at rebellion in their infancy.

STAND FOR YOUR HOUSE

Being a judicator is your daily work, but your deepest loyalties are to your family. When the House calls you answer, even if it would mean that you neglect your duty as a judicator. Without your House, you would be nothing. The House is your blood, your life. This is what has been repeated to you since you were a child.

SAVE THE ENCLAVE FROM RUIN

Elysium I is racing towards an unavoidable collapse. The power struggle between the Houses is sometimes so intense that you risk losing sight of what is best for the enclave. Yet sometimes you will have to place the enclave's future ahead of the interests of your family. This is when your character is truly tested. Your actions can determine the place of mankind in the world after the fall.

TOOLS OF THE GAME

In *Mutant: Elysium* your creativity and improvisational ability are the most important assets. But there are a number of tools available to help you create your story.

CHARACTER SHEET

Your characters may be judicators, but they are also individuals with unique qualities, relationships, and dreams. You record everything about your character on a character sheet. One is provided at the back of this book. They are also available for download at the Free League website.

Enclave and Incident Sheets: In addition to the character sheets, there are special sheets used in the strategic game – read more about this in the *Gamemaster Section*.

DICE

There is a unique dice set for this game, available for purchase separately. The set contains 12 custom dice, in three different colors. The yellow ones are called Base Dice, the green ones Skill Dice and the black ones Gear Dice. You roll the dice when you use your skills to perform a difficult and dramatic action in the game – for the specifics of how to do that, see Chapter 3.

The dice are exactly the same as those used in *Mutant: Year Zero* and used in almost exactly the same way. The symbol ☢ usually means something good happens, while the symbols ☣ and ☠ usually means something goes wrong.

D6 AND D66

The Players and GM sometimes roll what's called a D6 or a D66. D6 means you ignore the symbols ☢, ☣, and ☠, and just read the number on the die. 2D6 means you roll two D6s and add the results together, for 3D6 you roll three dice and add, etc. Another type of roll is the D66, which means you roll two D6s of different colors – such as a Base Die and a Gear Die. Consider the first die the tens and the second die the ones. That gives you a result between 11 and 66. You can even roll a D666 – roll three dice and consider the first die the hundreds, the second die the tens and the third die the ones. That gives you a result between 111 and 666.

THE ELYSIUM CARD DECK

There is also a custom card deck for *Mutant: Elysium*, sold separately, that includes four different kinds of cards.

Incident Cards: These cards are used when you, as a player, plan Incidents as a representative of your House during a strategic turn. Read more in Chapter 10 of the *Gamemaster Section*.

Contact Cards: Describes contacts you have collected during your years in Elysium. Read more in Chapter 5.

Artifact Cards: Describes high-tech items you can find during the game. These cards are compatible with the artifacts of *Year Zero*, *Genlab Alpha* and *Mechatron*.

NPC Cards: Describes the dramatis personae or most important non-player characters in the *Guardians of the Fall* campaign. Read more in the *Gamemaster Section*.

THE MAP OF ELYSIUM

On the inside covers of this book you will find a full-color map of Elysium I. It shows the enclave's overall layout and levels, with highlights showing how its different sections look. A large full-color version of the map is available for purchase separately.

Unlike the Zone of *Mutant: Year Zero*, most of the enclave is well known to your PCs. All sections within the map of the enclave are described in more detail in Chapter 7. The map has a specific in-game mechanic that will come into play during strategic turns, as explained in the *Gamemaster Section*.

THE PLAYER GROUP

Unlike the previous three parts of the *Mutant* role-playing game, in Elysium the PCs form a formal unit – they are judicators. This straightforward dynamic makes it easy to give the PCs common goals and tasks to solve. It is also easy to introduce new PCs into the group as needed.

However, in *Mutant: Elysium*, there is a built-in conflict between your commitment to duty and

your loyalty to your House. This conflict is a central part of the game, but it must be handled with some caution. The GM must be responsive and intervene if conflicts between PCs escalate into conflicts between players. The best solution is to simply take an hour out of the game and talk directly about the matter, player to player.

In addition to the above conflict, each player character is also a person with his own driving force, relationships, and dreams. This third aspect of your PC's existence can have an effect on the conflict between duty as a judicator and duty to your House in unexpected and exciting ways.

A NOTE ON GENDER

The ruling Houses of Elysium rarely make a difference between the sexes. Men and women can become judicators on equal terms. In *Mutant: Elysium*, you can play male or female characters without gaining any special benefits or hindrances. You don't need to be confined by binary notions of sex and gender at all, and your sexual orientation is yours to decide. For the sake of convenience, we refer to unnamed characters as “he,” while the GM is referred to as “she.”

ROLEPLAYING? WHAT'S THAT?

If this is your first role-playing game, congratulations – welcome to a fun and creative hobby! Role-play combines storytelling and games in a way that allows you to create your own story with your friends, with the game's rules as a frame.

Sound complicated? Please visit our forum at frialigan.se/forum – there you can ask any questions you wish and receive answers from both our designers and other *Mutant* players. Welcome!

PLAYING WITHOUT CARDS

All the information on the cards is also available in this book. If you prefer playing without the cards, you can simply keep track of the artifacts, contacts and more on your character sheet.

A TYPICAL GAMING SESSION

1. Get your character sheets, dice, and cards.
2. Play a strategic turn and decide which Incident to investigate (see Chapter 10).
3. Play your characters. Investigate the chosen Incident, balancing your duty as a judicator with your loyalty to your House.
4. Finish the game session with an evaluation.
 - a. The patrol leader designates a PC in the group to Judicator of the Day (see page 23).
 - b. All players vote on which PC they think was the “double agent” during the Incident (see page 23).
 - c. Players and the GM decide together which actions deserve to be rewarded with Experience Points (page 25).
 - d. Players may then use the XP to increase their skills or learn new talents.
 - e. Players can change their PC’s relationships and dreams, if they wish.
 - f. The players vote for appointing a new patrol leader (see page 23).

ABBREVIATIONS

PC = Player Character

XP = Experience Points

GM = Gamemaster

NPC = Non-Player Character







YOUR HEIR

In *Mutant: Elysium* you play a judicator sent to represent your House while maintaining law and order in Elysium I.

Your judicator is your player character (PC). He is your avatar, your eyes and ears in the enclave. But your PC depends on you, the player, to make wise choices for him. Take your PC seriously and play him as if he were a real person. It will be a more rewarding and fun experience if you do so. On the other hand, do not overprotect your character against danger. The goal of the game is to create an exciting story – if you are going to be successful in this endeavor you must take risks.

Throughout the game, your PC will change and evolve. His skills can be improved upon with experience points, but you will also discover how his personality changes and is shaped in ways that cannot be quantified in numbers. This is when your PC really takes on a life of his own.

Character Sheet: To create your PC you need a character sheet. You can copy one from the back of this book, download it from the Free League website, or buy a pack of ready-made character sheets.

Small and Large Groups: A typical patrol of judicators has four members – one from each great House. However, patrols are sometimes larger or smaller in number. Read more about it below.

TO CREATE A CHARACTER

Character creation is explained in detail in this chapter. The summary below will give you an overview of the process involved. Grab a character sheet, a pencil, and follow these steps:

1. Choose your House.
2. Choose your profession.
3. Choose your name.
4. Choose your appearance.
5. Choose your age.
6. Distribute your attribute points.
7. Distribute your skill points.
8. Choose your talent.
9. Calculate your starting Reputation score.
10. Describe your relationship with the other PCs as well as NPCs.
11. Establish your character's big dream.
12. Choose your gear.
13. Describe your home.
14. Choose the designation of your patrol.
15. Start the strategic turn and appoint the patrol leader.

HOUSE

The first thing you must choose for your character is his House. The four great Houses that rule Elysium I are briefly described below, and in more detail in Chapter 7.

According to enclave law, every patrol must balance representation from all four Houses as much as possible. If the number of PCs is four or less, then they must all belong to different Houses. You and the other players need to decide who the representative for each House will be or choose randomly if an agreement cannot be reached.

Your House also determines which attribute that you have a special predisposition for. This is explained in more detail in Chapter 3.



WARBURG

To be a Warburg is to build and create. You make sure that food is always on every table, that materials are available when repairs need to be carried out, that new goods are manufactured, and that the energy the enclave needs is produced. Without House Warburg, Elysium will stand still.

- ▣ **House Color:** Blue
- ▣ **Predisposition:** Strength



FORTESCUE

House Fortescue is Elysium's first and last line of defense against any enemy. Loyalty, pride, and justice are words you live by. Everyone knows that you always follow orders and are ready to make the difficult decisions sometimes needed to combat threats to the enclave.

- ▣ **House Color:** Grey
- ▣ **Predisposition:** Agility



MORNINGSTAR

For a Morningstar, life is a blend of enjoyment and leisure, refinement and creativity. You provide Elysium with the pleasures, culture, history, and art at your

disposal. Celebrations and entertainment, decadence and tradition – all are mixed in the whirl of impressions that is your House.

- ▣ **House Color:** Green
- ▣ **Predisposition:** Empathy



KILGORE

To belong to House Kilgore is to be an explorer, a researcher or scientist seeking answers or even new questions. It was a Kilgore who created the first xenogenetic creatures and took the decisive steps to combine man with machine. There is power in knowledge, of course. And with every new discovery you make, the greater your House's influence grows.

- ▣ **House Color:** Red
- ▣ **Predisposition:** Wits



PROFESSION

A judicator's job is to maintain law and order, but this can be achieved in different ways. Judicators have different backgrounds and specialist skills. In *Mutant: Elysium* you can choose from six different professions, as described at the end of this chapter. It is recommended, but not mandatory, that all PCs have different professions. The professions correspond to Roles in *Mutant: Year Zero* and *Genlab Alpha*.



PROFESSIONS IN THE ZONE

If the citizens of the enclave reach the Zone, they will bring their knowledge and culture with them. The six professions described in *Mutant: Elysium* will then be available for the mutants in the Zone. Likewise, enclave dwellers can learn a lot from encounters with the mutants. The eight roles described in *Mutant: Year Zero* will also be available to non-mutated people. The GM can read more about the effects of humans' arrival to the Zone in Chapter 12.

A JUDICATOR'S AUTHORITY

- ❑ You are authorized to use violence if you deem it necessary when defending the enclave's safety.
- ❑ You are authorized to seize and arrest an individual who is an obvious threat to the safety of the enclave. In disputed cases, a Procurator (see page 32) may decide.
- ❑ You are authorized to question citizens that potentially have relevant information concerning the enclave's security.



Specialist Skills: Just as in *Year Zero* and *Genlab Alpha*, every profession has a specialist skill beyond the twelve general skills that everyone can learn. Read more about skills in Chapter 3.

EXAMPLE

The player Sylvia will create her first character. After discussions with the other players, she decides to play an investigator from House Kilgore.

NAME

Each profession suggests three male names and three female names that are typical of the profession. Choose one of these names, or if you prefer, use any name you like.

EXAMPLE

Sylvia gives her investigator the name Pandora Kilgore.

APPEARANCE

On the character sheet you can record what your character's face, body, and uniform look like. The description of your profession contains suggestions – you can choose one or more words from

each category. You are also free to describe your PC as you prefer. The suggestions listed under each profession have no in-game impact on the rules.

Uniform: As a judicator, you have to wear a uniform. Tradition requires that the uniform display the color of your House. That being said, you are free to modify your uniform to better suit your profession.

AGE

Patrols of judicators often have members of different ages to give the group a wide range of experience. In game terms, age is divided into three levels: young, middle aged, and old. You may choose the starting age of your character. Record your choice on your character sheet.

Your choice of age level affects your starting attributes, skills, reputation, and your contacts. Read more about these below.

AGE		YEARS	
Young		18–31	
Middle Aged		31–50	
Old		50+	

ATTRIBUTES

Just like in *Mutant: Year Zero*, you have four attributes that show your basic physical and mental capacity. They are measured on a scale from 1 to 5, the higher the better. Your attributes are used partly when you roll dice to perform actions in the game, and partly to determine how much trauma you can withstand before breaking. Read more about this in Chapter 6.

Starting Scores: When you create your character, you distribute a number of points amongst the four attributes. The specific amount of points you can spend is determined by your age – see the table. You must use no less than 2 and no more than 4 points on each of the attributes. However, you can spend 5 points on the attribute listed as “key attribute” for your profession.

AGE	STARTING ATTRIBUTE POINTS
Young	16
Middle Aged	15
Old	14

STRENGTH

Raw physical power and endurance. Determines how much damage you can withstand. Is recovered with food.

AGILITY

Body control, fitness, and fine motor skills. Determines how much fatigue you can withstand. Is recovered with water.

WITS

Intelligence, alertness, and sharpness of mind. Determines how much confusion you can withstand. Is recovered with sleep.

EMPATHY

Your personal radiance, charisma, and ability to manipulate others. Determines how much doubt you can withstand. Is recovered through sympathy from other people.

EXAMPLE

Having decided that Pandora is middle-aged, Sylvia has 15 points to spend on attributes. She gives Pandora Strength 3, Agility 4, Wits 5 and Empathy 3.

SKILLS

Your skills are specialized knowledge, education, and experience gained during your life as a judicator. There are twelve basic skills that anyone can use. You also have a thirteenth, specialist skill unique to your chosen profession. Skills can range from a rating of 0 to 5.


You can use a general skill even if you have a rating of 0. Specialist skills however, require at least a rating of 1 in order to be used.

A JUDICATORS' DUTIES


- ❑ Follow orders from commanding officers. This applies only to other judicators. For example, you have no obligation to obey officers of the Deep Watch (see page 106) – unless you have been ordered to do so by your own commander.
- ❑ Protect the enclave's order and safety. It is up to you to interpret what this means, as long as it does not go against direct orders from higher ranking officers.
- ❑ Protect fellow patrol members. You have the right and obligation to protect other members of your patrol, as long as it does not threaten the security of the enclave.
- ❑ Be mindful of the interests of the dynasties. This is not a formal duty, but since all judicators belong to a House, trying to achieve and maintain balance is an implicit duty that must be constantly juggled with your formal duties.

The twelve basic skills are listed on the character sheet, and all skills are described in detail in the next chapter.

Starting Scores: When creating your character, you get to distribute a number of points across your skills. The exact number you have to distribute is determined by your age, see the skill table. The maximum starting rating for a skill is 3, and you must have at least a rating 1 on your specialist skill. Aside from these two limitations you can allocate your points freely.



AGE	STARTING SKILL POINTS
Young	8
Middle Aged	11
Old	14



EXAMPLE

Sylvia distributes her 11 skill points, giving Pandora level 3 in Investigate, level 2 in Fight, Sneak, and Shoot, and finally level 1 in Scout and Comprehend.

TALENTS

Mutant: Elysium has a whole new and different set of talents. Talents describe small tricks and abilities. Talents can provide an advantage in some specific situations or let you use skills in different ways.

Once the denizens of the enclave arrive in the Zone, they can also learn the talents described in *Mutant: Year Zero*, just as the mutants will gain access to the talents contained in Chapter 4.

You can choose one talent during character creation. Your profession determines which talents are available to you. You can learn more talents during play.

BIOMECHATRONICS

The researchers in Elysium I have, over the years, developed the knowledge and skill to graft mechanical implants into the human body. These implants can make a human being stronger and more

resilient. Unfortunately, biomechatronics have been shown to have severe side effects on both body and mind, typically referred to as machine fever. Members of the Houses rarely use such implants. They are used primarily by the judicators, in order to carry out their dangerous, often violent, work.

Biomechatronics have gradually become a symbol of status within the enclave. In recent years, some younger members of the Houses have begun to acquire small and discreet biomechatronic implants, which are seen as avant garde within younger circles, but often scoffed at by older nobles.

You can choose a discreet implant during character creation, but you must choose the talent Biomechatronic. Read more about biomechatronics and how they work in Chapter 9.


EXAMPLE

Sylvia chooses the talent Intuition for Pandora.


CONTACTS

You are a judicator, but you are also a member of a powerful dynasty. As a human in *Mutant: Elysium*, your most important asset is the influence wielded by your contacts that can help you in large and small ways.

At character creation you get one or more contacts. These are explained in more detail in Chapter 5. You cannot have the same contacts as another player – you must agree who gets which contacts or let chance decide. How many contacts you get during character creation depends on your starting age:



AGE	STARTING CONTACTS
Young	1
Middle Aged	2
Old	3



New Contacts: You can gain new contacts during gameplay. Learn more about how this works on page 60.

CUSTOM CARDS

In the custom card deck for *Mutant: Elysium*, there is a card for each contact included in the game. The card briefly describes what the contact can do for you. Take your contact cards and place them next to your character sheet during play.

PSIONICS

Through genetic engineering, Elysium's scientists can trigger paranormal mental abilities in humans. Termed psionic mutations, research of these abilities is extremely restricted, for in many cases subjects turned their newfound abilities against the researchers or used them for their own gain. All psionics must be registered and are monitored regularly. There are a handful of psionics among the judicators, who are treated with great suspicion by their peers.

If you have access to *Mutant: Year Zero*, you can choose to play a psionic. You will not get any contacts at all and your Reputation (below) will be lowered. In return, you get a random mental mutation.

REPUTATION

Elysium I is a strict hierarchical society. The Houses control the workers, and within these two groups there are different levels of power, prestige, and access.

Formally, enclave residents are divided into security classes (see the next page) but equally important is your informal position and reputation. This is measured by a value called Reputation. Your starting value is determined by your age and modified by your profession, see table below. Your reputation can change during the game (page 25).

Your Reputation affects social interactions – a higher value makes it easier to impose your will (Chapter 6).



STARTING REPUTATION

Young	3
Middle Aged	4
Old	5

STARTING REPUTATION

Investigator	±0
Officer	+2
Procurator	+1
Scholar	+1
Soldier	±0
Technician	±0
Psionic	-2



SECURITY CLASS

All residents of Elysium I are divided into security classes which determine the parts of the enclave they have access to. Security classes are identified with Roman numerals, from I to VII. All residents are assigned an ID card indicating their security class. The ID card is also used for electronic payments. As a judicator you belong to security class IV. Read more about security classes on page 103.

RELATIONSHIPS AND DREAMS

As a judicator you have a duty to both your House and your profession, but you are also a person with relationships and dreams of your own.

Your relationships and dreams affect how you are awarded Experience Points (page 25). Your choices are also important for the GM, who can use these to create exciting situations in the game (see Chapter 8).

RELATIONSHIPS TO PCS

When your characters enter the game, they already have a relationship with the other characters – they belong to the same patrol.

When creating your PC, you should describe your relationship to each of the other characters you know, with a brief opinion on your character sheet. Under your profession there are suggestions you can choose from or modify. Alternately, you can simply come up with your own.

RELATIONSHIPS TO NPCs

The next step is selecting two NPCs with which you have a special relation. You should choose an

NPC you hate and another you want to protect. Just as before, your profession provides the options – it is recommended you choose from these NPCs, as they play a role during the *Guardians of the Fall* campaign (see Chapter 10).

FAMILY

The people in the enclave are not infertile like the Ark mutants in *Year Zero*. Children are born and raised in Elysium I – but live under the strict regulation of authority. The sons and daughters of the Houses are drilled from birth, conditioning them to hold a specific set of values. The upbringing of the workers is simple and harsh – they are to be prepared for a long life of hardship in the depths.

The number of children that can be born in Elysium I is limited. The consortium applies strict population control in order to prevent overload that may thin the resources of the enclave. A license to have children is not easy to come by, so not everyone gets the chance. Those seeking such a license will do their utmost for the good of the enclave – in order to prove themselves worthy.

YOUR BIG DREAM

Finally, you have to choose what your big dream is, what you desire above all else. As with the relationships, the profession has pre-made options for you to choose from.

CHANGES TO RELATIONSHIPS AND DREAMS

What takes place during the game will affect your character. Your relationships with other characters, NPCs, and your big dream can change. At the end of each game session, after the XP has been distributed (page 25), you can change your entries. You may not change during the game session.

GEAR

Your House provides you with what you need to survive, but trade and the right to ownership are the pillars of Elysium's four great Houses. This right is also something that separates nobles from the masses. In practice, there is not much space in the enclave to accumulate large amounts of



gear, therefore the possessions you have become that much more important.

You must list all the possessions you carry with you on your character sheet. Write one item per row. If it's not there, you do not have it.

Starting Gear: Your profession determines the starting gear you can choose during character creation.

ENCUMBRANCE

You can easily carry a number of regular items equal to double your Strength score. Use the base rating, not the temporary value if your character is injured (page 76).

HEAVY AND LIGHT ITEMS

An item designated as heavy counts as two regular items and takes two rows on the character sheet instead of one. In the same way, there are items designated as light – they count as half a regular item and you can then enter two light items on the same row on your sheet.

Food and Water: Up to four rations of food and/or water count as one regular item.

TINY ITEMS

Any gear smaller than light items is referred to as tiny. They are so small that they do not count

against your encumbrance limit. Your ID card as well as cash credits, are all tiny items. The rule of thumb is this: if the property can be hidden in a closed fist, it is a tiny item. Tiny items must still be listed on the character sheet even if they do not encumber you.

FOOD AND WATER

Food and water are easy to come by for those belonging to a powerful House. That being said, judicators can surely still starve or die from thirst. As a judicator, you do not usually need to worry about food or water for as long as you are in the enclave, but if for some reason you find yourself without these resources you may be in danger of getting trauma. Two rations of both food and water are included in your starting equipment.

E-PACKS

Energy weapons and other devices that require electricity are charged with E-packs. These are separate artefacts and are described in Chapter 9. Read more about the reloading of weapons in Chapter 6. E-packs are treated as tiny items.

OVER-ENCUMBERED

You can temporarily carry more than your maximum limit (double your Strength rating in gear rows). The drawback is that you must make a Force skill check in order to move a significant distance. The same rule applies if you are dragging heavy objects. Failing the skill check means you must either release what you are dragging, stay where you are, or suffer 1 point of damage to carry on a little longer.

YOUR HOME

As a scion of a noble dynasty and a judicator you are entitled to a simple dwelling either in the high-quarter of the town or further down the enclave if you prefer. The accommodation is a small apartment, usually with only one room. Describe your residence with a few short words on the character sheet. For inspiration, please read Chapter 7.

DEVELOPING YOUR PATROL

There are a total of 24 judicator patrols in Elysium I. These are divided into two shifts: Alpha and Beta. Each patrol has a designation consisting of the shift name and a number from 1 to 12, for example Alpha-3 or Beta-11. Some patrols add a nickname to their moniker, while others have nicknames bestowed upon them. Some examples are the Lions, the Monarchs, or the Wolves.

Choose a designation for your patrol and include a nickname if you like.



JUDICATOR RANKS

There are around one hundred judicators in Elysium I, divided into 24 patrols, assigned to two shifts with 12 patrols each (read more on page 107). Judicators are divided into the following ranks:

RANK	DESCRIPTION
Aspirant	A new recruit. Will usually become a Commissar after one year's service.
Commissar	These form the bulk of the judicators. Characters are usually Commissars.
Chief Inspector	Commander of a Shift.
Superintendent	Commander of all the Judicators.



PATROL LEADER

Every judicator patrol has a patrol leader that can act as the group's spokesperson. The patrol leader does not actually have the power to impose orders on his fellow patrol members, as this would disturb the delicate balance between the Houses – even within a single patrol. That being said, as a patrol leader you have the right to settle disputes between other members of the patrol. The position also has a number of other in-game features:

Report: The patrol leader's most important task is to report to the judicators' headquarters. This happens immediately after each completed Incident. An

Incident is an event within the enclave which you are sent to handle as an emissary of the law. The GM can read more about Incidents in Chapter 10.

As a patrol leader, you do not need to come up with a fully comprehensive report. All you need to do is specify one of the PCs you want to highlight as being particularly active or competent. This PC is named “Judicator of the Day” and gets an additional Experience Point (XP) at the end of the session (see below). You must justify your choice with something that the PC did during the Incident.

Experience: As a patrol leader, you also automatically receive an extra XP at the end of the game session.

Strategic Game: The patrol leader has a tie-breaking vote in case there is a tie when determining which Incident the PCs are to be sent to handle. Read more in Chapter 10.

VOTING FOR PATROL LEADER

Patrol leaders are appointed by the players themselves through a secret vote. Have the vote at the beginning of the first session. Do so again after each session once you have completed an Incident, after the Experience Points have been distributed. A current patrol leader may be re-elected. Follow these steps:

1. Select a number between 1 and 6 and place a die showing this number in front of you. You may not take the same number as anyone else.
2. Then, secretly write down the number of the person you are voting for. You may not vote for yourself. You may not disclose who you are voting for or tell anyone who to vote for.
3. Reveal your votes at the same time. You are not allowed to change your vote after the votes have been revealed.
4. Not all votes are equal – instead, your vote is worth as much as your House’s total number of Control Points in the sectors of the enclave. Control is explained in Chapter 10.
5. In case of a tie, the dispute is settled by the patrol leader.



MORE THAN FOUR PLAYERS?

A typical judicator patrol consists of four individuals, one from each great House. But there are patrols with more members, who have more than one representative from the same House. If you have five or more players in the group you are one of these patrols.

Characters from the same House may take turns being its official representative and can, for example, alternate amongst themselves each session. Only the character officially representing the House can participate in a vote for – and be nominated to – patrol leader. The same applies for the vote on the double agent (below) and on strategic rounds (see Chapter 10) – these are all limited to the player whose character currently speaks for his House during the session being played.

FEWER THAN FOUR PLAYERS?

There are also patrols with only two or three members. And even cases, although very rare, where a judicator works alone. The game therefore works even if you have fewer than four players in the group.

With three players, voting for the patrol leader and double agent (below) takes place in the usual way with the players available – without the GM’s participation. However, if the group consists of only one or two players, there is no vote for patrol leader or double agent.



DOUBLE AGENT

During the *Guardians of the Fall* campaign, described in detail in Chapter 10, you and the other players will be sent to solve various Incidents occurring in Elysium I.

These Incidents do not happen by chance. They are, with few exceptions, triggered by the Houses themselves in their struggle to either expand their influence or sabotage their rivals’ attempts at the same. The planning of Incidents is carried out by

you and the other players, as representatives of your Houses, during the strategic turns.

This means that you will occasionally be sent to solve an Incident that you, plotting on behalf of your House, are responsible for staging in the first place. This also puts a burden on your character, because it is in your character's interest that the patrol's mission fails.

PLAYING THE DOUBLE AGENT

Each time your characters are sent to an Incident, one of you will be the secret "double agent." As a double agent you need to be very subtle – if it becomes obvious that you are trying to sabotage the patrol's efforts you will be reprimanded for failing your duty as a judicator. The more this happens, the harsher the punishment will be.

As a double agent your efforts should be focused on causing the mission to fail, but in a manner that does not reveal you as the culprit. Most of the time, it's worse for your House to be exposed as the cause of an Incident than for the Incident to be stopped, so don't take unnecessary risks.

REVEALING THE DOUBLE AGENT

It is not just the patrol leader who provides a report to the commanders of the judicators after the Incident has ended. All members of the patrol must comment on the behavior of the other judicators in the patrol. The purpose of this is to reveal and punish any and all who put their family's interests before those of the enclave.

In game mechanics this is managed by a secret vote after each session where an Incident has been completed, and before the Experience Points have been awarded. This is done in the same way as voting for the patrol leader (above), with the difference that every player has one vote each (House Control means nothing for this vote).

When presenting your vote, you must provide evidence to support your claim – state anything suspicious that the accused PC did during play. If you cannot provide anything, your vote is annulled. The GM has the last word.

You all cast a vote of course, even if you are the double agent – with luck and skill, you will be able to successfully deflect all suspicions onto someone else.

Note that only a maximum of four players (one per House) can cast a vote. See the sidebar entitled "More than four players?"

Results: If a single PC is accused of being the double agent by *all* other players, the PC is found guilty. It does not matter whether this PC was actually the double agent or not. If no PC is unanimously voted as the double agent by all other PCs in the patrol, then no one is revealed as a double agent – the guilty character gets away with it.

When a double agent is "revealed" (whether guilty or not), all PCs who voted for him get an additional XP each at the end of the session.

Penalty: A revealed judicator will be punished for misconduct, see below.

MISCONDUCT

Judicators who have been revealed as double agents or who otherwise failed to fulfill their duties are punished for misconduct. However, they usually keep their position the first and second time they are revealed, as suitable people to fill the ranks are scarce and the balance between the Houses is very sensitive.

PENALTIES FOR MISCONDUCT

First Infraction	A fine of half of the PC's credits, rounded up. The PC's Reputation score is reduced one step. The PC's House loses one point of Control (see page 146).
Second Infraction	A fine of all the PC's credits and one week of hard labor in the Deep. The PC's Reputation is reduced by two steps. The House loses one point of Control.
Third Infraction	Permanent banishment to the Catacombs (page 100). Time to create a new character. The House loses one point of Control.

Punishment for the House: A judicator being punished for misconduct brings shame upon the whole House, thus the loss of a point of Control. Control comes into play during the strategic game (read more in Chapter 10).

CONFLICTS IN THE GROUP

There is a risk that the system for voting for the double agent can lead to resentment within the patrol, or worse, between the players themselves. Roleplaying is usually about collaborating. If this mechanism is a poor fit for your group, feel free to discard it. The game and the campaign will work fine without it.

DEVELOPING YOUR CHARACTER

Life as a judicator consists of many challenges and you can be sure that surviving these challenges will change your characters. They may even learn a thing or two along the way. You can develop your character in several ways during the game.

EXPERIENCE

The lessons you learn during the game are measured in experience points (XP). You will get your XP after the end of the session. Have a debriefing and let the entire group discuss the session's events. For each of these questions you can answer yes to, you will win 1 XP:

- ❑ Did you attend the game session? (You get an XP just for being present.)
- ❑ Have you sacrificed or risked anything for the NPC you want to keep safe?
- ❑ Have you sacrificed or risked anything to confront the NPC you hate?
- ❑ Have you sacrificed or risked anything to reach your big dream?
- ❑ Are you the patrol leader?
- ❑ Were you selected as the "Judicator of the Day" by the patrol leader?
- ❑ Were you the double agent during an Incident without being discovered, and the patrol failed to resolve the Incident? You get 2 XP for this.
- ❑ Did you reveal through votes a double agent in the group?

The GM has the last word about how much XP each PC will be awarded, but let all players participate in the discussion.

RAISE A SKILL OR GAIN A NEW TALENT

Once you have accumulated 5 XP you can improve your character. You can either increase a skill by one level or gain a new talent. Once you've decided, delete the XP used and start collecting experience again. When you have accumulated another 5 XP you will be able to make a new improvement.

CHANGING REPUTATION

Your Reputation in Elysium I will fluctuate depending on your actions during games. This happens during the debrief after XP is awarded.

For each of these questions you can answer yes to, your Reputation score increases by one step:

- ❑ Did you successfully resolve an Incident during the game session?
- ❑ Were you appointed patrol leader during the game session?
- ❑ Were you chosen as the Judicator of the Day during the game session?

For each of these questions you can answer yes to, your Reputation is decreased one step:

- ❑ Did your patrol fail to resolve an Incident during the game session?
- ❑ Were you revealed to be a double agent, or were you caught committing a crime or breaking protocol during the game session?

The GM may also raise or lower the Reputation of a character as a result of exceptional actions during play, provided such actions were made public knowledge.

NEW RELATIONSHIPS AND DREAMS

After each game session you can change which NPC you want to protect, your rival, or change your dream.

NEW CONTACTS

You can gain new contacts during gameplay, and you can also lose contacts if you abuse, mistreat or cross them somehow. Read more in Chapter 5.

ELYSIUM MUTANT YEAR ZERO

ATTRIBUTES	
Strength	3
Agility	4
Wits	5
Empathy	3

CONDITIONS	
Starving	<input type="checkbox"/>
Sleepless	<input type="checkbox"/>
Dehydrated	<input type="checkbox"/>
Hypothermic	<input type="checkbox"/>
Critical Injuries:	

SKILLS	
Endure (Strength)	
Force (Strength)	
Fight (Strength)	2
Sneak (Agility)	2
Move (Agility)	
Shoot (Agility)	2
Scout (Wits)	1
Comprehend (Wits)	1
Know the Zone (Wits)	
Sense Emotion (Empathy)	
Manipulate (Empathy)	
Heal (Empathy)	
Investigate	3

ROT POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

EXPERIENCE POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Name: PANDORA	Age: 36
Profession: INVESTIGATOR	House: KILGORE
Reputation	4

APPEARANCE
Face: HOLLOW CHEEKS, PALE
Body: SKINNY
Clothing: WORN, ILL-FITTING, COAT

GEAR
1 E-PACK
2 2 EMERGENCY RATIONS OF FOOD
3 2 EMERGENCY RATIONS OF WATER
4 CLASS IV ID CARD
5 COMM RADIO
6
7
8
9
10
Credits: 3

WEAPONS	Bonus	Damage	Range	Special
GYROJET PISTOL	+3	3	SHORT	4 ROCKETS
VIBRO KNIFE	+2	2	ARM'S	LIGHT WEAPON

RELATIONSHIPS	Patrol Leader
PC1: SEEMS TO BE HIDING SOMETHING	<input checked="" type="checkbox"/>
PC2: IS USEFUL AND WILLING TO HELP, BUT MAY BE A BIT SLOW	<input type="checkbox"/>
PC3: SHOTS FIRST AND ASKS QUESTIONS LATER, BUT I TRUST HE HAS MY BACK	<input type="checkbox"/>
PC4:	<input type="checkbox"/>
I Hate: THE GRAY EMINENCE CREON. HE SABOTAGED MY MURDER INVESTIGATION.	
I Need to Protect: MY LITTLE SISTER THEODORA WHO TEACHES AT THE ACADEMY.	
My Big Dream: TO BE ABLE TO TRUST ANOTHER PERSON.	

TALENTS
INTUITION

CONTACTS
PARAMOUR
SNITCH

INFLUENCE POINTS
<input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ARMOR	Rating

ELYSIUM

MUTANT

YEAR ZERO

PEOPLE I'VE MET	Role	Notes
EMINENCE CREON	TEMPLE LEADER	HE SABOTAGED MY MURDER INVESTIGATION
THEODORA KILGORE	SCHOLAR	MY LITTLE SISTER. TEACHES AT THE ACADEMY.

THE PATROL

Designation: ALPHA 4

Patrol Leader: DOUGLAS FORTESCUE

Other: ALPHA 4 IS NICKNAMED "THE WOLVES"

MY DEN

Description: SHABBY, SMOKED-IN APARTMENT
IN HINDENBURG.

Gear Stashed:

Other: PANDORA IS ALWAYS BEHIND WITH THE RENT
AND AVOIDS HER LANDLORD.

TINY ITEMS

NOTES



INVESTIGATOR

They say that Elysium I is the paragon of society. The type the world will be modeled after once humanity returns to the surface. But you know better. In the enclave's underbelly, behind the polished facade of the Houses and in the depths of the tunnels bloom dark dealings, corruption, and violence. It is your job to reveal the criminals for what they are, and bring the truth to light. You are an Investigator.

Key Attribute: Wits
Specialist Skill: Investigate

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Aiken, Conrad, Walter, Avon, Nara, Pandora

APPEARANCE

- ❑ **Face:** High cheekbones, combed hair, stubble beard.
- ❑ **Body:** Skinny, gangly, muscular.
- ❑ **Uniform:** Worn, ill-fitting, long coat.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Intuition**
- ❑ **Many Faces**
- ❑ **Well Connected**

RELATIONSHIPS TO OTHER PCS

Choose from one of the options below or come up with one on your own:

- ... seems to be hiding something.
- ... is useful and willing to help, but may be a bit slow.
- ... shoots first and asks questions later, but you trust that he has your back.

RELATIONSHIPS TO NPCS

Choose from one of the options below:

You hate:

- ❑ The Gray Eminence Creon, Temple leader. Sabotaged your murder investigation by silencing all the witnesses. The Council does not understand the extent of the Temple's influence.
- ❑ The Scrap King. Gang leader in the Catacombs, responsible for the loss of more lives than anyone else in the enclave. One day you will put him where he belongs.

- ❑ Valentino Morningstar, host of the Voice of Dawn. You were childhood friends but have followed different paths in life. He symbolizes everything that is wrong and corrupt with Elysium I.

You want to protect:

- ❑ Ephraim Dunkle. A scarred and belligerent reconstructed worker who hates the social order. Despite the difference in status, you have enjoyed each other's company in the past.
- ❑ Molly Finkel. Bar owner in the Core. You have drowned your sins at Molly's bar counter many a dark evening over the years.
- ❑ Theodora. Your little sister and a skilled teacher at the Academy. You have tried to protect her from all evil and so far, have succeeded quite well.

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ To get the heads of the Houses to pay for the crimes they have committed.
- ❑ To become part of a new community where you can finally be yourself.
- ❑ To be able to trust another person.

GEAR

Choose one of the following weapons during character creation: Gauss pistol, gyrojet pistol (with D6 rockets). You also get a vibro knife, an E-pack, two emergency rations of both food and water, a class IV ID card and a comm radio.

Credits: D6



OFFICER

Leading others is not just your right – it is your duty. Your destiny is to lead humanity into a new dawn, and you will be at the forefront when it is time to return to the surface world. Until then, you will lead the way for the other judicators in your patrol. They follow your word as if it were the law – for the most part. You are an Officer.

Key Attribute: Empathy
Specialist Skill: Command

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Cameron, Douglas, Rayburn, Audrey, Blythe, Farrah.

APPEARANCE

- ❑ **Face:** Hawk nose, high cheekbones, well-trimmed mustache.
- ❑ **Body:** Slender, straight-backed, short.
- ❑ **Uniform:** Well-groomed, decorated, worn out.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Commander**
- ❑ **Feared Enemy**
- ❑ **Icy Voice**

RELATIONSHIPS TO OTHER PCS

Choose from the options below or come up with one on your own:

- ... is always eager for action. What are his true intentions?
- ... has rebellious tendencies. Someone should put him in his place.
- ... is your right hand. If he were not from another House, you would not hesitate to put your life in his hands.
- ... seems to be hiding something. Best to keep an eye on him.

RELATIONSHIPS TO NPCs

Choose from the options below or come up with one on your own:

You hate:

- ❑ Antonius Block, labor activist and your brother. Once, he was an Officer like yourself, but was sentenced to hard labor after killing another officer during a riot in the Deep.

- ❑ Creon, Gray Eminence. The bearded hierophant of the Temple and his annoying novices are always putting their noses where they don't belong.
- ❑ Toddy Somerset, socialite. Party, dinner, or theater – whatever social event you attend, he is always there to steal the spotlight from you.

You want to protect:

- ❑ Casimir Montague, colonel of the Deep Watch. A competent officer you met when you were both in the school for cadets. You have always admired him.
- ❑ Valeria Warburg, actress. You were close friends or even lovers a few years ago, and she is still in love with you.
- ❑ Melina. Old childhood friend, now a brilliant Scholar at the Academy. (Which House Melina belongs to is decided by the GM during play).

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ To finally retire, if only you could trust your successors.
- ❑ To start a revolution and take your place among the enclave's leadership.
- ❑ To lead the people out of the enclave to repopulate the surface world.

GEAR

Choose one of these weapons during character creation: Gauss pistol, gyrojet pistol. You also get one E-pack or D6 gyrojet rockets. Additionally, you get two emergency rations of both food and water, a class IV ID card, and a comm radio.

Credits: 2D6



PROCURATOR

Elysium is a society founded on laws and rights. Certainly, the laws are written by and for the great dynasties. Even so, without rules and regulations to keep these powerful Houses in check, the enclave would surely collapse. You understand the law inside and out, you know where the loopholes and contradictions exist, and you can turn every paragraph to your advantage. You are a Procurator.

Key Attribute: Wits
Specialist Skill: Prosecute

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Aston, Aldrich, Stanley, Beverly, Godiva, Hazel.

APPEARANCE

- ❑ **Face:** Sharp eyes, well-combed hair, big mustache.
- ❑ **Body:** Upright, overweight, graceful.
- ❑ **Uniform:** Polished shoes, short cloak, trouser stripes

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Defender**
- ❑ **Pettifogger**
- ❑ **Public Servant**

RELATIONSHIPS TO OTHER PCS

- ... has no respect for law and order.
- ... has admirable principles, but what are his true intentions?
- ... exercises his right to kill with perhaps an excessive zeal.

RELATIONSHIPS TO NPCS

Choose from the options below or come up with one on your own:

You hate:

- ❑ The Gray Eminence Creon, Temple leader. Respected by all except for you – he won a court case over you a few years ago.
- ❑ Antonius Block, labor activist. A former heir and Officer accused of murdering another commander. You got him convicted, but he avoided being exiled to the Catacombs and was sentenced to hard labor in the Deep instead.

- ❑ Ephraim Dunkle, Informant. You condemned him for stealing in the Bazaar. He claimed he was innocent and swore revenge.

You want to protect:

- ❑ Rupert Acton, security officer. He lied in order to support you in an important legal case.
- ❑ Florian, judicator. Your son or younger brother. Has spent his whole life trying to prove himself to you and make you proud.
- ❑ Toddy Somerset, socialite. He has some dirt on you and you are prepared to do anything to keep what he knows a secret.

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ To build a new society on the surface world, one based on the rule of law.
- ❑ To reform the laws of Elysium, which you know to be corrupt.
- ❑ To break the law for a change.

GEAR

As a field Procurator, you get a stun gun with an E-pack. You also carry your beautifully bound law-book and two emergency rations of both food and water. Additionally, you have a class IV ID card and a comm radio.

Credits: 2D6.



SCHOLAR

As always, knowledge has been the torch that showed humanity the way through darkness and chaos. It is your holy mission to make sure that this torch never goes out. Elysium's inhabitants may be the last people of the world, and so you carry the most precious of burdens, the seeds of a new civilization. You are a Scholar.

Key Attribute: Wits
Specialist Skill: Enlighten

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Alvin, Erskine, Milton, Alcott, Edith, Isolda.

APPEARANCE

- ❑ **Face:** Pale, vacant stare, glasses.
- ❑ **Body:** Slender, short, hunched.
- ❑ **Uniform:** Smooth and buttoned, long coat, short coat.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Bearer of Knowledge**
- ❑ **Crucial Insight**
- ❑ **Judge of Character**

RELATIONSHIPS TO OTHER PCS

Choose from one of the options below or come up with one on your own:

- ... is your apprentice and you wish to teach him everything you know.
- ... is ill-mannered and should be disciplined.
- ... has knowledge you thought was unimportant that proved to be otherwise.

RELATIONSHIPS TO NPCS

Choose from the options below or come up with one on your own:

You hate:

- ❑ Sonya Carp, labor leader. She's an agitator who questioned your assessment after a mine explosion. It was not your fault that the tunnel collapsed.
- ❑ Theodora, a fellow Scholar and your former colleague. An imbecile, totally undeserving of her career at the Academy. It should have been you. If Theodora is another PC's sister, she belongs to the same House as this PC.

- ❑ Valentino Morningstar, the host of Voice of the Dawn, spreading rumors and lies to increase his own fame and influence.

You want to protect:

- ❑ Melina. Brilliant Scholar of the Academy and your former teacher. You've always looked up to her. (The GM will determine which House Melina belongs to during gameplay).
- ❑ Creon, Gray Eminence of the Temple. He possesses a knowledge and wisdom that is unappreciated by the Council.
- ❑ Oswald Bentick. A Scholar at the Academy and an old classmate of yours. Long ago, you once had a romance.

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ Record the history of the enclave and safeguard it for future generations.
- ❑ Learn about the surface world and maybe even experience it. You suspect that the Council is not saying everything they know on the subject.
- ❑ Find out the truth about the Temple and its eminence. You are sure they are hiding something.

GEAR

Choose one of these weapons during character creation: Gauss pistol, stun gun. You also get an E-pack, two emergency rations of both food and water, a class IV ID card, and a comm radio.

Credits: 2D6



SOLDIER

Elysium has enemies – both inside and outside its walls. You are the sword that cuts down any threat to the enclave's survival. When so much is at stake, there is no room for doubt or hesitation. The only things that matter to you are your orders and your mission. They are all need when you fight. You are a Soldier.

Key Attribute: Agility
Specialist Skill: Press On

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Brock, Cade, Nash, Afton, Holly, Kyla

APPEARANCE

- ❑ **Face:** Scarred, sharp features, blank stare.
- ❑ **Body:** Muscular, wiry, maimed.
- ❑ **Uniform:** Armored, worn, unkempt.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4:

- ❑ **Beefy**
- ❑ **Biomechatronic**
- ❑ **True Grit**

RELATIONSHIPS TO OTHER PCS

Choose from one of the options below or come up with one on your own:

- ... can't be trusted. Do not turn your back on him.
- ... is a true fighter. You like him, even though you belong to different Houses.
- ... is an inflated snob who thinks he is better than you.
- ... is a true leader, worth fighting and dying for.

RELATIONS TO NPCS

Choose from the options below or come up with one on your own:

You Hate:

- ❑ Casimir Montague, colonel of the Deep Watch. Your former commander, who never missed a chance to torment the soldiers. A real bastard.
- ❑ The Scrap King, gang leader. Leads the Cravats gang, based in the Catacombs. Several of your squad mates were killed during a raid against them a couple of years ago.

- ❑ Valentino Morningstar. Host of Voice of the Dawn and the most famous celebrity in the enclave. He interviewed you once and made you say something you regret to this day.

You want to protect:

- ❑ Antonius Block, labor activist. Was once your commanding officer but was sentenced to hard labor in the depths after killing another officer who opened fire against protesters.
- ❑ Rupert Acton, security officer. A former lover and still good friend who can be trusted with anything.
- ❑ Valeria Warburg, childhood friend. You've kept in touch over the years despite her becoming a famous actor.

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ To one day lead your own squad and get the respect you deserve.
- ❑ To stop fighting and find a place where you really feel safe.
- ❑ To give your life fighting to defend the enclave.

GEAR

Choose two of the following weapons during character creation: Gauss rifle, gyrojet carbine, explosive grenade, stun baton. You also get two E-packs, one set of combat armor, two emergency rations of both food and water, a class IV ID card and a comm radio.

Credits: D6

TECHNICIAN

When Elysium I was built, it was an unprecedented monument, a modern wonder, proof that necessity can drive humanity to perform miracles. That was then. Now, several centuries later, the enclave is a crumbling underground maze. It is your duty to repair whatever breaks down or needs improving. You know the tunnels, shafts, and cables of the enclave like the back of your hand. You are a Technician.

Key Attribute: Wits
Specialist Skill: Tinker

Name: Your last name is the same as the name of your House. You can come up with your own first name or choose one of the following: Bromley, Chilton, Hilton, Alvina, Ethel, Locke.



APPEARANCE

- ❑ **Face:** Glasses, double chin, receding hairline.
- ❑ **Body:** Short, wide, gangly.
- ❑ **Uniform:** Stained, extra pockets, reinforced knee pads.

TALENTS

Choose one, you can learn more later. Talents are explained in Chapter 4.

- ❑ **Biomechatronic**
- ❑ **Field Surgeon**
- ❑ **Grease Monkey**

RELATIONSHIPS TO OTHER PCS

Choose from one of the options below or come up with one on your own:

- ... has no respect for his equipment. He'll have himself to blame if his weapon malfunctions when he needs it the most.
- ... has your back so you can work undisturbed.
- ... is good to have around because he does as you say.

RELATIONSHIPS TO NPCs

Choose from the options below or come up with one on your own:

You hate:

- ❑ "Nuttu Nadya," psychopath and gang leader in the Deep. Her gang, the Sooty Hand, killed your best friend and colleague, Althea.
- ❑ Reginald, overseer in the mines. Your father. He always favored your brother over you when you were growing up, and you cannot stand the sight of him.

- ❑ Toddy Somerset, socialite. A diva who does not respect you or other judicators, even though he does not belong to any of the ruling Houses.

You want to protect:

- ❑ Sonya Carp, labor leader in the Deep. She is a threat to the Houses' authority, but you support her and her struggle.
- ❑ Cassandra. Your sister, who was named Ashley before she changed it. She left her prestigious position at the Academy to become a novice in the Temple.
- ❑ Beldon, mining technician. Your younger brother. You wish for him to be more self-sufficient but cannot help but take care of him.
- ❑ Molly Finkel. Bar owner in the Core. A source of stability in your life.

YOUR BIG DREAM

Choose from the options below or come up with one on your own:

- ❑ To build something new from scratch instead of just maintaining and tweaking old machines.
- ❑ Building a brand-new settlement for the people of Elysium I.
- ❑ To create a machine intelligence with its own consciousness.

GEAR

Choose one of the following weapons during character creation: Gyrojet pistol, stun gun, stun baton. You also get an E-pack or D6 gyrojet rockets, two emergency rations of both food and water, a class IV ID card and a comm radio.

Credits: D6





SKILLS

Role playing is a conversation. The GM sets the scene, you describe what you do, the GM describes how the NPCs react – then you respond, and so on, back and forth. The story develops one step at a time. But sooner or later you will come to a decisive position, the point without return, a conflict that the cannot be solved through conversation. This is when you get the dice out and use your skills.

ROLLING THE DICE

There are twelve basic skills in *Mutant: Elysium*. These can be used by any human. Additionally, each profession adds a unique thirteenth skill. Every skill is connected to one of the four basic attributes: Strength, Agility, Wits, and Empathy.

♣ MEANS SUCCESS

After you describe what your character wants to do, grab a number of Skill Dice (green) equal to your skill level, and a number of Base Dice (yellow) equal to the current rating of the connected attribute. If you are using an applicable tool you also get a number of Gear Dice (black), see page 44 for more information. Then roll all the dice together.

In order for your action to succeed you must roll at least one ♣ symbol – otherwise the action fails. If you roll more than one ♣ you can perform stunts (see page 46).



THE TWELVE SKILLS

- Endurance (Strength)
- Force (Strength)
- Fight (Strength)
- Sneak (Agility)
- Move (Agility)
- Shoot (Agility)
- Scout (Wits)
- Comprehend (Wits)
- Know the Zone (Wits)
- Sense Emotion (Empathy)
- Manipulate (Empathy)
- Heal (Empathy)



The ♣ symbol: On the Base Dice the 1 is replaced with the ♣ symbol. It does not come into play unless you push your roll. Read more about pushing rolls on the next page).

ROLLING WITHOUT SKILL LEVELS

You can always roll for a skill even if your current level is 0 – just roll the Base Dice for the corresponding Attribute plus any Gear Dice. The only exemptions to this rule are the specialist skills – in order to use these, you need at least a skill level of 1.

EXAMPLE

The judicator Pandora Kilgore is sitting in an interrogation room with Nutty Nadia, the gang leader of the Sooty Hand. She tries to determine if Nadia is lying to her and rolls for Sense Emotion. Sylvia describes how Pandora locks eyes with the gang leader, shoves her, and tries to read the reactions. She rolls three yellow Base Dice (Empathy 3) and 1 green Skill Die (Sense Emotion 1).

THE ART OF FAILURE

If you roll no ☢, something goes wrong. You are now at the GM's mercy, and she decides what happens. The only thing she can't say is "nothing happens." Failure should always have consequences. The final decision is up to the GM. It could be that you suffer trauma, lose something valuable, need to make a detour, or face a new threat or obstacle of some kind. But if you desperately need to succeed there is one final lifeline available – you can push your roll (more below).

Conflicts: In conflicts (Chapter 6), a failed attack doesn't need to have further consequences. It is usually enough for your attack to miss the opponent – it is now his turn to act. However, the GM may introduce further complications such as the missed shot hitting someone other than the intended target.

PUSHING YOUR ROLL

If you are in a desperate situation you can push your roll. This means that you can take all dice that did not land on a ☢, ☣, or ☤, and roll them again. You get a second chance at rolling more ☢. You can never push dice that landed on ☣ or ☤ – they remain as they are on the table.

ONLY ROLL WHEN NEEDED

It's hard to succeed with actions in *Mutant: Elysium*. If you do not have good gadgets or friends that help you, chances are you are going to fail. Don't roll unnecessarily. Save the dice for truly dramatic situations.

DESCRIBE YOUR ACTION

In *Mutant: Elysium*, you are all creating a story together. Rolling for a skill is a dramatic highlight – first describe what you want to achieve, so that everyone knows what is at stake. Then you roll the dice. Interpret the result and tell everyone what is happening. Describe what you are doing, what you say or how you think. How your opponent reacts. If you push your roll, describe how. Do it yourself, do not wait for the GM – only if you go beyond the results you achieved will the GM step in.

You cannot pick and choose which dice to reroll – when you push your roll you must reroll all remaining dice that show neither ☢ nor ☣.

For the most part you will only push failed rolls. However, you can still push a roll that successfully got ☢ during the first roll in order to score additional successes and unlock stunts. But pushing a roll is not without risk – read more about risks below.

How a pushed roll plays out in the story depends on the skill being used. It could be a great physical exertion, a moment of total mental focus, or an emotional strain.

Gear Dice: When you push a roll, you must also push any Gear Dice (below).

Only Once: You can only push a roll once. If you don't succeed on the second attempt your luck has run out – all that is left to do is to take the hit and suffer the consequences.


☣ HURTS YOU

When you push yourself there is always a risk of injury or fatigue. For every ☣ you roll, you suffer one point of trauma to the attribute rolled. Read more about trauma and its various forms in Chapter 6.

PREDISPOSITIONS





The four ruling Houses of Elysium are great dynasties comprised of individuals from many different

backgrounds. The Houses each have a specific and fundamental purpose, one that requires members to be particularly suited to performing certain tasks.

In game terms, this is reflected by the fact that each House is bound to one of the four attributes – see table below. When you push a roll for the attribute associated with your House, you can re-roll all the dice you want – even those that show  from the original roll. This means that you run less risk of trauma, and have a greater chance of success, when pushing a roll for the attribute associated with your House.

HOUSE	ATTRIBUTE
Warburg	Strength
Fortescue	Agility
Kilgore	Wits
Morningstar	Empathy

EXAMPLE

Sylvia did not roll any  when she used Sense Emotion against Nutty Nadia, but she did roll one . Sylvia is considering whether to push the roll. Because she belongs to House Kilgore and their main attribute is Wits, she must avoid rolling any more  – she will take at least 1 point of trauma to Empathy if she pushes the roll. She nevertheless chooses to do that and re-rolls two Base Dice and one Skill Die. Now she gets one ! Sylvia and the GM together describe how Pandora refuses to give up and continues to push Nadia, even though the gang leader tries to throw the judicator off balance by talking about her dead partner. Finally, Pandora realizes that Nadia is lying, but as a consequence of pushing the roll, she also gains 1 point of doubt (trauma to Empathy).

ONLY ONE SHOT

As a rule, you usually only have one shot at a particular action. Once you have rolled the dice and

CHANCE OF SUCCESS

When you are rolling a lot of dice it can be hard to judge your chances of success. The table below shows the chances of success in percentages when rolling from 1 to 10 dice. The third column shows the chances of success if you push the roll.

NUMBER OF DICE	CHANCE OF SUCCESS	PUSHED ROLL
1	17%	29%
2	31%	50%
3	42%	64%
4	52%	74%
5	60%	81%
6	67%	87%
7	72%	90%
8	77%	93%
9	81%	95%
10	84%	96%

perhaps pushed the roll you cannot roll again for the same action. You must try something else, wait until the circumstances have changed in a tangible way, or let another PC give it a try.

During conflicts (Chapter 6) the GM should be more forgiving. You can attack the same enemy over and over until you bring it down – it is enough to simply describe the different methods you employ.

NPCS AND SKILLS

NPCs use skills in the same way as the PCs. The GM rolls dice for them and they can push their rolls just like the PCs. But the GM only needs to roll for actions that directly affect a PC – for example, if an NPC attacks or tries to Heal a PC. When an NPC performs an action that does not directly affect a PC, the GM can simply decide what happens, without rolling dice.

GEAR BONUS

With the right gear you can increase your chances of success. For example, it might be a weapon in combat or a sensor when investigating a crime scene.

A useful item gives you Gear Dice (the black dice in the *Mutant: Year Zero* dice set). How many Gear Dice you get depends on the gear, as shown on the weapons table on page 74 or on the Artifact Cards. You roll the Gear Dice along with the Basic Dice and Skill Dice, counting successes in the same way: ☼ mean success.

You can normally use only one piece of gear for any given action.

GEAR BREAKS

When you use a piece of gear and push your roll (above) you run the risk of damaging or even breaking it. When you push, you must reroll all dice that do not show ☼ or ☼. For each die that shows ☼ after you have pushed the roll, the item's Gear Bonus is reduced by one. The gear simply will not work as well anymore.

If the Gear Bonus reaches zero, the gear will no longer work at all. A Technician can repair gear. It takes a couple of hours of work and a successful Tinker roll. If the roll is successful, the gadget is restored. If the Technician fails, the Gear Bonus is permanently decreased to the current level. If the Gear Bonus is lowered to zero, the gear is permanently rendered useless.

EXAMPLE

Pandora is down in the Deep and comes into conflict with striking workers. One of them attacks her using a bottle. He has a Strength of 4 and a Fight skill level of 2, and the bottle gives him a Gear Bonus of +1. He then rolls four Basic Dice, two Skill Dice and a Gear Die.

MODIFICATIONS

Sometimes certain factors can help you succeed at an action. These may grant extra dice to your roll. At other times, factors will hinder your efforts. In

COMMON GEAR

Here are some examples of gadgets you can use:

- ☐ **Rope:** Grants a +2 Gear Bonus to Move rolls when climbing.
- ☐ **Weapon:** Grants a +1 Gear Bonus to Fight rolls.

Artifacts often grant Gear Bonuses. See Chapter 9 or Artifact Cards.

those cases, you may be forced to roll fewer dice than the situation would normally call for. These are called modifications.

A modification of +1 means you may roll an extra Skill Die, +2 that you can roll two additional Skill Dice, and so on. A modification of -1 means you roll one less Skill Die than usual, -2 means two fewer, and so on.

Modifications only affect Skill Dice - never Base Dice or Gear Dice.

You can have multiple modifications affecting you at once - combine them all to calculate the total. For instance, a modification of +2 and a -1 will be combined into a +1.

Negative Dice: If, after modification, you end up with exactly zero Skill Dice, you only roll your Base Dice and any Gear Dice you are entitled to. If your Skill Dice pool goes below zero, you must roll a die for each point that the pool drops below zero. These are called negative dice. Any ☼ on a negative die negates a ☼ rolled on the Base Dice or Gear Dice. If you push the roll, you have to re-roll the negative dice too (except those that show ☼).

You can get modifications in two ways: through the difficulty of the action itself or through help from others.

DIFFICULTY

The GM, most of the time, won't fuss over the difficulty of an action. You roll the dice during challenging situations - plain and simple. But there are times when the GM might want to highlight that external



factors either help or hinder the PCs during an action. The GM can use the table below for guidance:

DIFFICULTY	MODIFICATION
A Breeze	+3
Simple	+2
Easy	+1
Normal	±0
Demanding	-1
Hard	-2
Insane	-3

There are also cases when modifications are imposed by the rules, like when you aim carefully with a gun (Chapter 6), shoot at long range, or if you are in a bad bargaining position when trying to Manipulate someone. Some talents can also grant a positive modification.

HELP FROM OTHERS

Other PCs or NPCs around you can help you succeed. An attempt to help must be declared before

the dice are rolled. It must also make sense within the context of the story – those helping have to be physically present and be able to support your action in a direct and tangible way. The GM has the final say.

For each person helping you, you receive a +1 modification. No more than three people can help for any given roll, making the maximum possible modification through help to be a +3.

Anyone who is helping you with a roll during a conflict (see Chapter 6) loses their own action for that turn. However, you can help another PC while simultaneously making a maneuver (page 68).

NPCs can help each other in the same way as the PCs. Having the NPCs act in groups instead of individually is often an easy way to handle a large number of NPCs during conflicts.

EXAMPLE





Three more workers join the conflict. Instead of making a separate roll for each of them, the GM rolls for only one of the workers, who gets a bonus of +3 (+1 from each of the three additional opponents lending a hand).

SIMULTANEOUS ACTIONS

You and the other PCs cannot help each other when you are acting simultaneously, that is, performing the same action side by side – you would have to all roll individually. If you wish to help someone you must sacrifice your own action in order to do so.

If your roll is very successful some skills allow you to still help a friend, who in turn would not have to roll for himself. You can help them in this way even after they have rolled and failed themselves.




OPPOSED ROLLS

Sometimes rolling  is not enough to succeed at a skill roll. In certain cases, you will need to overcome your opponent in an opposed roll. In order to win an opposed roll, you must score more  than your opponent. Every  rolled by your opponent negates a  of your own. Only the person initiating the roll can push the roll.


You and your opponent can roll for the same skill or different skills, depending on the situation. Opposed rolls are used when you attempt to Manipulate or Sneak, and when someone uses these skills against you. The GM can also use opposed rolls when she feels it is appropriate, for example a Force vs Force roll to resolve an arm-wrestle.

Conflict: During a conflict (Chapter 6) an opposed roll only counts as an action for you (the initiator of the roll), not for your opponent (the defender).

EXAMPLE

Pandora tries to persuade Casimir Montague, colonel of the Deep Watch, to grant her passage into a restricted sector. She rolls for Manipulate while Montague rolls Sense Emotion to see through the Manipulation attempt. They each roll a . Pandora chooses to push her roll. She gets one more  but also one . Montague eventually yields, but Pandora takes 1 point of doubt (trauma to Empathy).

BASIC SKILLS



This section describes the twelve basic skills that PCs and NPCs can use regardless of their profession. Some skills also describe the special stunts you can perform when rolling more than one .

ENDURE (STRENGTH)

Life for a patrician is rarely one of manual work or toil, after all that's what the workers are for. Nonetheless, your physical endurance will sometimes be tested.

Failure: You just can't take it anymore. You must rest, if only for a while.

Success: You manage to push on, ignoring the pain just a little longer.


Stunt: For each  you roll in addition to the first, you can help a friend (PC or NPC) in the same trouble you are facing. He succeeds without having to roll the dice. You can choose this stunt even if you only rolled a single  – you will then help your friend succeed at your own expense.

FORCE (STRENGTH)

Physical roughness is usually the workers' bread and butter, but the job of a judicator is full of unexpected surprises. You use Force for all tests of physical strength.

Failure: It's just too heavy. You need to find another way. And what if the noise you made attracted unwanted attention?

Success: With a groan, you push through and get whatever it was out of your way.

Stunt: For each additional  rolled beyond the first, you can choose one of the following effects:

- ❑ You push or throw the object with great force. An enemy within Arm's Length range will

receive an amount of damage equal to the amount of extra 🎲.

- ❑ If it is reasonable within the scene, you find a hidden passage or a hidden object. The GM determines exactly what it is.

FIGHT (STRENGTH)

Regardless of the specialization, all judicators receive some training in close combat to protect themselves and their colleagues. Roll for Fight when you attack someone in close combat.

Failure: You stumble and miss. Now it's your opponent's turn...

Success: You hit and inflict weapon damage (page 76) on your opponent.

Stunt: For each additional 🎲 rolled, you can choose one of the following effects:

- ❑ You inflict one additional point of damage. You can select this effect multiple times.
- ❑ You subdue or tire your enemy. He suffers one point of fatigue (page 76).
- ❑ You increase your initiative score by 2 (page 67), starting next turn.
- ❑ You knock or pull a weapon or other object from your opponent's grasp. You choose which. During a conflict, picking up a dropped object counts as a maneuver (page 68).
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.
- ❑ You hold the opponent in a grapple. He needs to successfully Fight you to break free and can't perform any other action (or maneuver) until he has done so – or until you are Broken or let him go.



SNEAK

03

Weapon: When you fight you can use weapons. See page 75.

Defend: When someone Fights you, you can try to defend yourself. When you defend, you also roll for Fight, with a specific set of stunts available. Read more on page 72.

SNEAK (AGILITY)

Often enough, it's wiser to avoid conflict and instead Sneak by your enemies. Use this skill when you try to move without being noticed or when you attempt a sneak attack (see page 69). Roll an opposed roll using your Sneak score against a Scout roll for your enemy.

Failure: Your enemy sees you or hears you, and the element of surprise is lost.

Success: You move like a shadow, noticed by no one.

Stunt: When setting up a sneak attack, you get a +1 modification to your first attack for every extra 🎲 rolled after the first.

MOVE (AGILITY)

A competent judicator knows it's better to flee than to die needlessly. Roll Move to get out of a conflict or another dangerous situation.

Failure: You are pinned down, backed into a corner with no way out. Get ready for a fight.

Success: You get out of the sticky situation and live to fight another day.

Stunt: For every 🎲 you roll, you can help a friend (PC or NPC) in the same spot of trouble as you. He makes it out and doesn't have to roll himself. You can even choose this stunt when you only roll one 🎲 – that means you help your friend while sacrificing yourself.

Acrobatics: Also use the Move skill when balancing, jumping or climbing. Failure in these cases can be fatal!

SHOOT (AGILITY)

As a judicator you are issued your service weapon – usually a gauss pistol, but specialists can also use more powerful weapons. Roll for Shoot when you fire the weapon against an opponent.

Failure: The shot misses your target. Maybe it hits something else? And the sound of gunfire could attract unwelcome attention...

Success: You hit and inflict weapon damage (see page 76) on your target.

Stunts: For every extra 🎲 you roll, choose one of these stunts:

- ❑ You inflict one more point of damage. You can choose this stunt multiple times, if you roll several extra 🎲.
- ❑ You pin down your enemy. He suffers one point of fatigue (see page 76).
- ❑ You increase your initiative score by 2 (see page 67), starting next turn.
- ❑ Your target drops a weapon or another hand-held object. You choose which.
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.

E-Pack: Most firearms in the enclave must be loaded with an E-pack in order to work. If your E-pack is depleted, the weapon must be reloaded, which counts as a maneuver in a conflict. Read more in Chapter 6.

SCOUT (AGILITY)

Careful observation is the key to success as a judicator, and you must always be mindful of your surroundings. You use your Scout to detect someone

DO NOT ROLL TO SPOT HIDDEN THINGS

Don't roll Scout when searching for hidden objects close to you, such as secret doors or hidden clues. If you describe searching in the right place, the GM should simply let you find whatever is there. No dice roll is needed.

who is sneaking (opposed roll, see above). You can also use this skill when you see something or someone at a distance and want to know more about them.

Failure: You can't really make out what it is, or you mistake it for something else (the GM feeds you false information).

Success: You can make out what it is, and whether it looks like a threat to you or not. The exact information you get is up to the GM.

Stunts: For every extra 🎲 you roll, you get to know the answer to one of these questions:

- ❑ Is it coming for me?
- ❑ Are there more of them close by?
- ❑ How do I get in/past/away?

COMPREHEND (WITS)

Technical knowledge and scientific education are what distinguishes the heirs of the Houses from the servants. For Scholars, this skill is particularly important. Whenever your understanding of something is put to the test, you make a Comprehend roll.

Failure: The object of your study makes no sense to you at all, or you are mistaken (in this case, the GM can feed you false information about the object):

Success: You understand the nature or function of the object. If it's an artifact, you can use it, provided it's in working order.

Stunts: For every 🎲 rolled beyond the first, you can teach someone else how to use the artifact.

KNOW THE ZONE (WITS)

Areas outside of the enclave are forbidden even to judicators – expeditions to the outside world are extremely rare. Even Elysium's experts have limited knowledge on the matter, but they try to piece together the puzzle with what little has been uncovered. Roll for Know the Zone when you want to know something about a creature or phenomenon out in the Zone.

Failure: You have no, or the wrong, idea. The GM can feed you false, or a mix of true and false, information (in this way, you will know that you have failed your roll, but not what information to trust.)

Success: You know what it is, and its basic traits or effects.

Stunts: For every extra 🎲 you roll, you get the answer to one of these questions about the creature or phenomenon:

- ❑ How can it hurt me?
- ❑ How can I hurt it?

SENSE EMOTION (EMPATHY)

Being able to read other people and see through lies and bluffs is a pivotal ability for a judicator. Roll Sense Emotion when someone tries to Manipulate you (opposed roll). Read more below. You can also use the ability to assess an NPC's mood. You must be close and have a few minutes for observation.

Failure: You fail to read, or misread, the NPC. The GM can feed you false, or a mix of true and false, information.

Success: The GM must reveal the NPC's current, most powerful emotion – hate, fear, contempt, love, etc.

Stunts: For every extra 🎲 you roll, you get the answer to one of these yes/no questions about the NPC:

- ❑ Is he telling the truth?
- ❑ Does he want to hurt me?
- ❑ Does he want something from me?

MANIPULATE (EMPATHY)

As a judicator, you have the right to use violence in the line of duty, but you can often achieve your goal through persuasion, threats or cold reasoning. There are many ways to get another person to see things your way. Make an opposed roll (page 46) using your Manipulate against the opponent's Sense Emotion. Your chances of success are affected by your bargaining position (see page 70) and the Reputation score of you and your opponent.

Failure: He won't listen, and he won't do what you want. He might start to dislike you, or even attack you if provoked.

Success: He reluctantly does what you want but requires something in return. The GM decides what this is, but it must be something you can reasonably do. It is up to you whether to accept the deal or not.

Stunts: Rolling extra 🎲 means you sow fear and doubt in your opponent's heart. He suffers one point of doubt (see page 76) for every additional 🎲 you roll after the first one. If he is broken by doubt, he does what you want without demanding a favor in return.

NO MIND CONTROL

Manipulating someone does not give you mind control. In order to persuade an opponent, you must be reasonable, otherwise the GM has the right to deny the attempt.

SHOOT



Being Manipulated: NPCs and other PCs can Manipulate you. If their roll succeeds, you must offer them a deal of some sort. It's then up to the GM (or the other player) to accept or decline it.

HEAL (EMPATHY)

Caring for a fallen colleague is a matter of course for a judicator, even when you belong to different Houses. The skill can be used in two ways:

Mend the Broken: A person who has suffered enough trauma to reduce any of the four attributes

to zero is broken and can't carry on. If you successfully Heal a broken person, he gets back to his feet and immediately recovers a number of attribute points equal to the number of 🎲 you rolled. No resources are needed for this recovery. A failed roll has no further effect.

Save a Life: The most important use of the Heal skill is to give first aid and stabilize critical injuries – which might save your patient's life. A failed roll in this situation could kill him, however, so be careful. Read more about this on page 79.

SPECIALIST SKILLS

In addition to the twelve general skills available to all PCs and NPCs, each profession has a unique specialist skill.

THE INVESTIGATOR'S SKILL: INVESTIGATE (WITS)

You see what others usually miss. Your job is to notice small details and make sense of them. Roll to Investigate when you want to study a room or similar location. Each attempt takes a few minutes.

Failure: You can't find any significant clues. What are you missing?

Success: You may ask the GM one of the following questions:

- ❑ Is there anything hidden here, and if so, where?
- ❑ Are there any details here that are out of place, something that's out of the ordinary?

Investigate can also be used for studying a dead body. In this case, each 🎲 gives you the answer to one of these questions:

- ❑ What was the cause of death?
- ❑ How long has the person/creature been dead?

The GM must answer truthfully, but she does not need to provide exhaustive answers or answer follow-up questions. The GM can provide ambiguous answers.

Stunt: For each additional 🎲 rolled, you can ask the GM an additional question.

THE OFFICER'S SKILL: COMMAND (EMPATHY)

As an Officer, it's your duty to lead. Your subordinates need to trust that your orders are the right ones. Roll for Command when you order someone else to Endure, Force, Fight, Sneak, Move, or Shoot. The order must be simple enough to perform with one dice roll. During a conflict, giving an order counts as an action (however, see the Quick Command talent).

Failure: Your underlings take no heed of your words. What is the world coming too?

Success: You give a +2 bonus on the person's roll to complete the action. If you Command the same person again before the first order is completed, the bonus of the first order is lost.

Stunt: For each 🎲 you roll beyond to the first, the person you Command receives an additional +1 bonus on the roll to fulfill the order.

THE PROCURATOR'S SKILL: PROSECUTE (WITS)

Elysium is an orderly society built upon laws and regulations. You are a master at bending these in your favor and using any legal loophole to maximum effect. Roll for Prosecute instead of Manipulate when you need to get your way by citing a specific clause in the law that would support your actions. The exact phrasing is up to you. The effect is the same as with Manipulate, but instead of an opposed roll you make just a straight roll (see the sidebar for legal restrictions).

Reputation: Just as when you Manipulate, your chances of succeeding with the Prosecute skill are affected by the Reputation score of you and your opponent. In Elysium I, the law is not equal for all. However, your bargaining position (see page 70) will have no effect on the roll.

Conflict: When used in a conflict, using the Prosecute skill counts as an action.

Law Duel: If you use this skill against another Procurator, make an opposed roll against your opponent.

Please note that this skill can only be used against individuals living under the same set of

IN THE NAME OF THE LAW

You cannot use the Prosecute skill to make someone do something that is blatantly illegal. For example, you can't make someone kill an innocent person in cold blood. The legal interpretation that you invoke must be within reason. The GM has the last word.

laws as you, such as Elysium I or a community that has developed the Rule of Law project (see Chapter 12).



FIGHT

**THE SCHOLAR'S SKILL:
ENLIGHTEN (WITS)**

You know everything. That's what others say about you anyway. Of course, that's not true, but, unquestionably, over the years you've accumulated huge amounts of what others rarely call "useless knowledge." Roll for Enlighten when the road ahead is unclear and you or your colleagues need a pointer towards what the next step could be.

In order to keep the result of your roll secret, the GM rolls for your skill behind the GM screen if she has one. This is, therefore, an exception to the basic rule in *Mutant: Year Zero* – that all rolls are open. You must also decide whether to push the roll without knowing whether you succeeded or not, or how many 🃏 you rolled – the GM only announces how many points of confusion you get if you decide to push the roll.

Failure: You think you know something, but in fact the conclusion you've drawn is false and leads the group in the wrong direction.

Success: You have some odd piece of knowledge that may actually be helpful. Exactly what is up to the GM, who gives you a little bit of information that can nudge you in the right direction. The GM may provide incomplete or ambiguous information.

Stunt: Unlike other skills, rolling additional 🃏 provides no bonus because this would immediately reveal whether the roll was a success.

**THE SOLDIER'S SKILL:
PRESS ON (AGILITY)**

As a Soldier you fulfill your orders, no matter the pain. Roll to Press On when broken by damage (see page 77).

Failure: The damage is too much to bear. You stay down. You can push the roll, but if you fail you cannot try again.

Success: You immediately recover as many points of damage as the number of 🃏 rolled. The skill has no effect on critical injuries.

Comment: The Press On skill can be combined with the Never Surrender talent (see *Mutant: Year Zero*). You can then roll for both Press On and Never Surrender if you have been broken.

**THE TECHNICIAN'S SKILL:
TINKER (WITS)**

You are a master at operating and exploiting technical systems and structures. You can roll for Tinker to achieve a variety of outcomes. Examples:

- ❑ Open a locked door
- ❑ Shut off an alarm.
- ❑ Control a surveillance camera
- ❑ Find a hidden passage
- ❑ Destroy an item
- ❑ Weaken a structure such as a wall or building

The GM can give you a modification on the roll if what you are trying to achieve is particularly difficult. In order to be able to Tinker with an object or technical system, you must first understand it.

Failure: The effects of your attempt are completely different from what you hoped – the GM determines the details.

Success: You achieve the desired result.

Stunt: For each additional 🃏 you roll, you gain an unexpected side effect. You may suggest what it is, but the GM has the last word. The bonus effect must be less significant than the original objective.

Optimize: You can also use Tinker to optimize an item for a particular purpose. It takes a few hours of work. For each 🃏 you roll, the item grants the user a +1 bonus for a specific task, which you must describe when you make the roll. The bonus applies only to a single roll. If your roll fails, the gear is rendered unusable, its Gear Bonus reduced to zero.





TALENTS

As a judicator in a patrol you are constantly cooperating with others, while simultaneously seeking your own niche, something you and no one else can do. One way of doing this is through *talents*. Talents can change how you use skills or allow you to do things that would otherwise be impossible.

STARTING TALENTS

You start with one talent. Your profession determines which three talents you can choose from during character creation.

NEW TALENTS

You can learn new talents by spending XP (see page 25). When you have earned 5 XP you can trade them in for a new talent. You can then choose to learn one of the talents unique to your profession or one of the general talents available to all professions.

YEAR ZERO AND GENLAB ALPHA

Mutant: Year Zero and *Mutant: Genlab Alpha* include more talents. If you have access to these books you can use all the general talents included therein – your PC in Elysium can learn general talents from *Year Zero* or *Genlab Alpha* and vice versa.

THE INVESTIGATOR'S TALENTS

□ INTUITION

You have an empathic understanding of when something is not right. You can roll for the Investigate skill using Empathy instead of Wits.

□ MANY FACES

You are skilled at changing your appearance with the help of clothes and makeup. You can use this skill to avoid being recognized or to resemble someone else. Creating a disguise requires some hours of work. To see through your disguise, others must roll for Sense Emotion against your Manipulate roll. If you are trying resemble someone the target knows, the GM can impose a negative modification to the roll.

□ WELL CONNECTED

You always take good care of your contacts. You get one extra Influence Point at the start of each game session, but you must state which of your contacts you have curried additional favor with and how.

THE OFFICER'S TALENTS

❑ COMMANDER

You can roll for the Command skill instead of Heal to get a broken person back on their feet (see page 50). You cannot however, use Command to heal critical injuries.

❑ FEARED ENEMY

You can use the Command skill to strike terror in your enemies. Make an opposed roll for Command against your target's Sense Emotion. The target must be able to hear and understand what you are saying. If you win the roll, the target takes one point of doubt for each ♣ you roll more than the target.

❑ LEADER FROM THE FRONT

You lead by example rather than by barking orders. You can roll for Command using Agility instead of Empathy.

THE PROCURATOR'S TALENTS

❑ DEFENDER

You can roll for Prosecute if you or another patrol member has been exposed as a double agent (see page 23). If the roll succeeds, you successfully exonerate yourself or your client, avoiding any punishment. When defending someone in your patrol you can always stipulate a form of payment for your service, whether it be currency, a favor or something else.

❑ PETTIFOGGER

You have mastered the art of manipulating other people's emotions to make them see things your way. When using the Prosecute skill, you can roll for Empathy instead of Wits.

❑ PUBLIC SERVANT

When working on the projects Tribunal, Surveillance, Free Enterprise, Autocracy, Collectivism, Suffrage, Currency, or Code of Law, you can use the Prosecute skill instead of the indicated skill. You also get +2 modification to the roll. Read more about projects in *Mutant: Year Zero*.

THE SCHOLAR'S TALENTS

❑ BEARER OF KNOWLEDGE

When you roll for a project in a Zone settlement (see Chapter 12), you can replace the Comprehend skill with Enlighten. You also get a +2 modification to the roll.

❑ CRUCIAL INSIGHT

You always find a way out of the most desperate situations. You can roll for Comprehend instead of Move when the skill is used to get out of a dangerous situation.

❑ JUDGE OF CHARACTER

You have studied human body language carefully and have learned to see signs of lies and manipulation. You can roll for Enlighten instead of Sense Emotion when resisting someone's attempt to Manipulate you.

THE SOLDIER'S TALENTS

❑ BEEFY

Your body can withstand large amounts of punishment. You can roll for Strength instead of Agility when you roll for Press On. Use your unmodified rating in Strength, not your temporary score (which is zero when you are broken).

❑ BIOMECHATRONIC

You have a biomechatronical implant – choose from the list on page 139. You can only choose this talent during character creation – during play, all professions will be able to buy biomechatronical implants.

❑ TRUE GRIT

You can roll for Press On immediately when you get broken by damage. This roll does not count as an action. If the roll succeeds, you can immediately perform one bonus action or maneuver before your collapse. If your action requires a roll, this roll is made with your full attribute score.

THE TECHNICIAN'S TALENTS

❑ BIOMECHATRONIC

You have a biomechatronical implant – choose from the list on page 139. You can only choose this talent during character creation – during play, all professions will be able to buy biomechatronical implants.

❑ FIELD SURGEON

You have knowledge of human anatomy and can use the Tinker skill instead of Heal to save the life of someone who has suffered a lethal critical injury. You cannot replace Heal in other situations (for example, getting a broken person back on their feet).

❑ GREASE MONKEY

You get a +1 modification when you roll Tinker to repair an item. This modification applies only when making repairs, not for other uses of the skill.

GENERAL TALENTS

❑ BACKSTAB

You can roll for the Sneak skill instead of Fight when performing a sneak attack (see page 69).

❑ DOUBLE WIELDER

You have mastered the art of fighting wielding a weapon in each hand. Only one-handed weapons such as pistols and knives can be used with this talent. As a single action on your turn, you can perform one attack with each weapon. If you attack the same enemy with both weapons you get a -2 modification on both attacks. If you attack separate enemies, you get -3 on both attacks and you also lose your maneuver during that turn.

❑ ELUSIVE

In combat, parrying for you counts as a maneuver instead of an action. It can be combined with Good Footwork (see *Mutant: Year Zero*) or Defensive (see *Mutant: Genlab Alpha*), but not with Stonewall (*Mutant: Genlab Alpha*).


❑ FAST HEALER

You are very resilient and recover quickly from injuries. The healing time of critical injuries (see page 79) is halved for you.

❑ FENCER

The saber is mostly used by the Honor Guard during official ceremonies, but some within the Houses have taken pride in learning to fight with this ancient weapon. With this talent, you can roll for Agility instead of Strength when you Fight with a saber.

❑ MACHINE AT HEART

You are abnormally resistant to machine fever, that is, the side effects caused by biomechatronical implants. You can ignore one  rolled when reading the fever table on page 138.

❑ OVERSEER

When you work on a project in a community or an Ark (see *Mutant: Year Zero*) you can always choose to roll for Manipulate instead of whichever skill is specified by the project.

❑ RAPID FIRE

During overwatch (see page 74), you can fire two shots in quick succession as a single action. Both shots get a -2 modification. This talent can only be used with a weapon that does not need to be reloaded after each shot.

❑ REPUTABLE

You are adept at cultivating and maintaining your reputation. When deciding how your Reputation changes after a gaming session, you may refrain from answering one of the questions on the list (see page 25).

❑ ROBOT HUNTER

When using this talent while attacking a robot, you can choose which attribute of the robot you want to damage, or if you want to damage a specific module. That means you can select your result on the table on page 88 of the *Mutant: Mechatron* core book, instead of rolling a random result.

❑ ROT RESISTANT

You have a natural resistance to the Rot. It gives you an Armor Rating of 3 against Rot Points. This can be combined with the effects of protective gear.





CONTACTS

You are a dynast, a descendant and heir to the rich and powerful elites who against all odds escaped the Fall and survived in the depths. As a member of one of the Houses, you are never alone – you are part of a vast and powerful social network.

Despite your role as a judicator, your most important assets are neither biomechatronics nor gauss guns. Your most powerful resources and weapons are your contacts.

This chapter describes the 20 different in-game contacts. These contacts are also available on the playing cards included in the custom card deck for *Mutant: Elysium*. At the beginning of the game, you get a number of contacts determined by your age, see page 19. You can gain more contacts during gameplay.

You choose which contacts you want, but each is unique and may not be shared by any other player. You will have to agree on who gets which contacts, allowing chance to decide through dice rolls if there is no consensus.

NPCs AND CONTACTS

NPCs don't have contacts in terms of a game mechanics point of view. Only PCs have contacts and IP.

ACTIVATE CONTACT

You can impel a contact at any moment during gameplay by using one or more Influence Points (IP). There is no dice roll required, but you always run the risk of backlash (below).

Communication: This is an important caveat – to employ a contact, you must be able to communicate with it in some way that the GM finds reasonable. Some contacts are specifically exempt from this rule.

INFLUENCE POINTS

To use your contacts, you need Influence Points (IP). These measure the extent of your social influence.

- ❑ Prior to each gaming session you will receive a number of IP equal to your House's total number of Control points in the strategic game (see page 146).
- ❑ You can gain additional IP by cultivating your contacts (below).
- ❑ You may not save unused IP from one gaming session to the next – influence is renewed each session.
- ❑ You can never have more than 10 IP.

CULTIVATING CONTACTS

In the social game you must both give and take. Your contacts have their own interests and in

order for them to help you, you sometimes need to help them.


Once per game session you can cultivate a contact. Select one of your contacts and describe a service you perform to care for the contact. You are free to come up with what you like, but it's usually something related to your profession.


You can handle this summarily with a simple dice roll, or play out in detail how to help your contact with something. It can even give the GM ideas for whole storylines in your campaign.

Cultivating a contact gives you 1-3 extra IP. See the table for details.


CULTIVATING YOUR CONTACTS	
SERVICE	INFLUENCE POINTS
You perform a significant service, but without risk to yourself.	1 IP
You sacrifice something valuable to you for your contact.	2 IP
You risk your life for your contact.	3 IP

BACKLASH

Your contacts can be of great help, but the social arena is full of pitfalls. For each IP you use when you activate a contact, roll a Base Die. If you roll one or more , something unexpected happens. Roll another Base Die and check the table to see what happens.

ROLL EFFECT	
	The contact feels offended and exploited by you. The contact refuses to help you and you lose the contact, which becomes an enemy instead and will do everything in its power to hamper your actions. The GM determines the details. If this contact was your only one, you can choose a new one for the next game session. If you want, you can roleplay in detail how you acquired this new contact.
2	The contact does as you asked, but requires in return that you first do some favor. There is some risk involved but it should be resolved quickly. The GM determines the details.

ROLL EFFECT

3	The contact does as you asked, but requires you to perform a difficult service at a later moment. You cannot activate this contact again until you complete this task.
4	The contact does as you asked, but wants a payment of D6 credits for its efforts.
5	The contact does as you asked, but also takes some other action to benefit itself. This should be something that can create problems for you. The GM determines the details.
	The contact gets really invested in the case, and convinces an additional individual to support your cause. You get a new contact – you can choose which one. If you want, you can roleplay in detail how you acquire this new contact.




CONTACT DESCRIPTIONS

Below are the 20 available contacts in the game. Each contact is a specific individual, but they are not named because your contacts often belong to the same House as the intended player and will share their same last name. Instead, the players and the GM should work together to name the contacts and then record their names on their individual character sheets.

ASSASSIN

You have a contact in the underworld that can make people disappear. Permanently. The cost in IP varies from 1 to 3 depending on who the target is. Some individuals, such as the heads of the Houses, cannot be targeted by your contact, as the security around them is too strong.

Effect: The targeted NPC dies. If you suffer a backlash and roll a  on the backlash table, the assassin will try to kill you.

BLACK SHEEP

You have a sibling who has developed psionic powers. This, of course, is extremely shameful and the sibling is rarely released from the family's estate. But sometimes his/her powers can come in

handy. Note that this contact can only be used if you have access to the *Mutant: Year Zero* core book. *Zone Compendium 5: Hotel Imperator* has even more information about psionic powers.

Effect: Determine randomly which psionic mutation your sibling has. In exchange for IP, the sibling will use his/her mutation to help you. The number of mutant points (MP) that can be used is equal to the number of IP you spend.

BUTLER

You have a faithful servant at your beck and call. For the most part. Sometimes the Butler utters a candid word or two, without you asking for it.

Effect: Your Butler is always available and can perform everyday tasks in your home. This does not cost any IP. However, for an expenditure of one IP, the servant can also help you out in the field with a single task. The servant has a rating of 3 in all attributes and level 3 in a skill of your choice.

CLUB OWNER

You are friends with the owner of a club, casino, or brothel within the enclave (or community if you play out in the Zone). This contact is well informed and knows almost everyone's dirty secrets.

Effect: Through this contact you can gain the upper hand on an NPC in the enclave/community. The more IP you spend, the better the dirt you dig up on the target. For every IP you spend, you get a +2 modification to Manipulate this NPC. The effect lasts until the secret becomes public knowledge – unless the target tries to silence you first.



THUG

DEADBEAT CHILD

You have an adult son or daughter who constantly disappoints you. He or she never succeeds in living up to your very reasonable expectations. To help you when needed is the least he/she can do.

Effect: When you spend one IP, your child comes immediately and helps you complete a dice roll for a general skill. The roll succeeds automatically.

DEAR UNCLE

Since you were a child, you have always been close to your uncle. All throughout your life, he has appeared in the most unexpected situations to save the day.

Effect: Your uncle comes to the rescue and saves you in the nick of time. You do not need to communicate with your uncle to activate this contact – surprisingly, he seems to always pop up just when he is needed the most. A rescue in the enclave/community costs one IP, while help outside in the Zone costs two IP. The GM can increase the cost further if whatever trouble you got into is particularly difficult. Note that your uncle will not solve your tasks for you, just save your skin for the moment.

FAITHFUL SPOUSE

You are married and have a spouse who brings you both joy and heartache. Life as a married person is not always easy. When life gets difficult, your spouse is a solid foundation that supports you.

Effect: When you spend a little time with your spouse (talking via link is not enough) you will immediately heal one point of trauma (of any kind) for each IP you spend. This has no effect on critical injuries.

FAVORITE CHILD

One of your children is your favorite, the light of your eyes, and can do no wrong.

Effect: The first time you activate this ability, you must choose which profession (or role, out in the Zone) your child has. For one IP, your child will immediately assist you on a roll using his or her special skill. The roll succeeds automatically.

FEARED FATHER

Your father is a prominent officer, rock-hard and infamous for his ruthlessness. The mere mention of his name can make anyone shudder in horror.

Effect: If you are going to Manipulate someone, you can first consult your father and ask him to apply some pressure on your behalf. The attempt then succeeds automatically without requiring a dice roll. This costs one IP. This effect can only be used on an NPCs living in the enclave or belonging to the same community as you (in the Zone).

GANGSTER

You have contacts in the underbelly of the enclave/community. You are a personal friend of a gangster boss who can provide anything for you – for a service in return.

Effect: By spending IP your criminal friends can get any item for you. A normal item available for purchase in the community costs one IP, a rare or expensive item costs two IP, and a specific and unique item costs three IP. The GM has the last word about what is possible. In exchange, the gangster requires an appropriate favor or service in return – the GM determines what this favor will entail.

GRANDFATHER'S TROVE

Your House has accumulated precious items for generations. Your old grandfather has made it his life's mission to safeguard this legacy.

Effect: Your grandfather can search for any object within the family's vaults. A normal item available for purchase in the enclave/community costs one IP, a rare or expensive item costs two IP, and a specific and unique item costs three IP. The GM has the last word about what is possible. You must return the item after you have used it – you cannot activate this contact again until you do so.


JUDGE

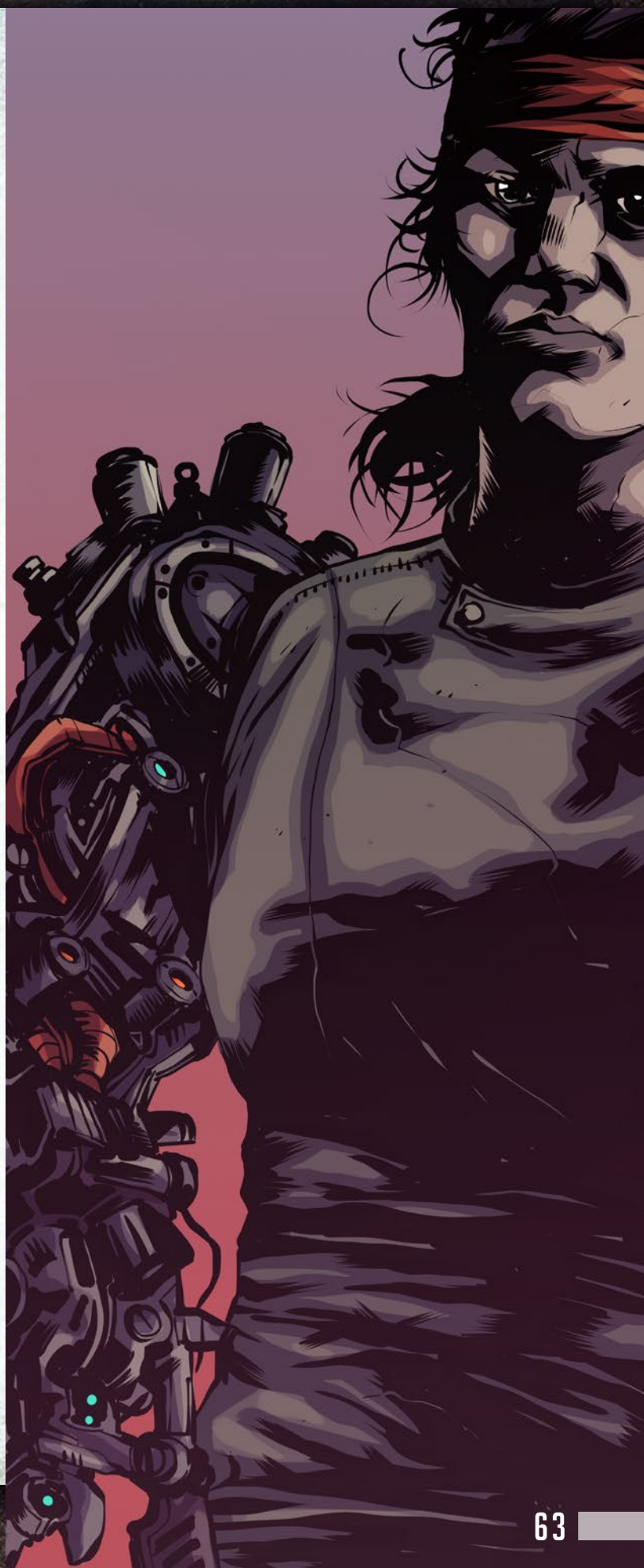
You have close ties with one of the four judges in the Tribunal (see page 105), which gives you the opportunity to trump up charges against specific victims.

Effect: By spending IP, you can have your contact make an accusation against a specific NPC. An accusation of a minor crime costs one IP. The cost increases to two or three IP for serious crimes. As a judicator, you have the right to impose the appropriate punishment. Out in the Zone, this contact can only be used when the Tribunal project has been completed.

LOAN SHARK

You are familiar with Elysium's underworld and have a contact that can always offer a loan when you are low on credit. But make sure you pay it back ...

Effect: Effect: For each IP you spend, you can get a loan of 2D6 credits. However, these must be repaid within D6 days. In addition, the loan shark charges an interest rate of 1 credit for every D6 borrowed. If you fail to pay back the full amount on time, you lose this contact and it becomes your enemy, as if you would have rolled a  backlash on the table.



MENTOR

You have an old teacher who contributed a lot towards your personal and professional development. You often turn to your mentor for advice and support.

Effect: By talking with your mentor for a while, you get one extra XP for each IP you spend. You can use this contact when the XP is awarded at the end of the game session.

SNITCH



PARAMOUR

You have a secret romantic relationship with someone you should not. He or she is influential, has a large network of contacts, and wields extensive influence that you can use for your own pursuits – but the costs are great.

Effect: When you enable this contact, you can use any of the other available 19 contacts in the game. This is your lover's contact, not your own. However, the cost in IP is double the normal amount.

POWERFUL MOTHER

Your mother has great influence within the Council and can pull the right strings to help you in the enclave's political game.

Effect: You can enable this contact when designating who will be the patrol leader (see page 23) and when determining which incidents the patrol should be sent to investigate (see page 150). Each IP you spend gives you an extra point of Control on the vote for both.

Out in the Zone, this contact is used to implement projects (see *Mutant: Year Zero*). Each IP you spend immediately reduces the number of remaining Work Points by one. You can work on the same project yourself, but you can choose not to.

RICH AUNT

Your aunt has always been well off. She seems to have a credit stash for you whenever you are in a pinch.

Effect: For each IP you spend, you get D6 credits from your aunt. In a community in the Zone, the Currency project must be implemented before this contact can be used.

ROBOT SERVANT

You have a mechanical servant who obeys your every command but has the annoying inclination to always point out errors and flaws in your behavior.

Effect: Your robot servant is always available and can perform everyday tasks in your home. It does not cost any IP. The robot has Processor 2 and Network 2 (see *Mutant: Mechatron*), and one module (you decide which one). For one IP, the robot butler can also help you out in the field with a single task. If the robot is to use its module, you must spend additional IP – one IP for each Energy Point that the robot will use. This contact can only be used if you have access to the *Mutant: Mechatron* core book.

SNITCH

You have a friend in the underworld who has eyes on everything that happens in the enclave.

Effect: For one IP you can get information about an individual or event in the enclave/community, such as the location of a person or something they have done. If the information might put the informant at risk, the GM may raise the price to two or three IP. Note that this contact cannot be used to reveal which House is behind an Incident in the enclave.

THUG

You have contacts in the seedy underbelly of the enclave/community, something that can be very useful when a bit of extra muscle is needed.

Effect: For each IP you spend, one thug (stats as a robber, see page 127) or enforcer (out in the Zone) shows up, ready to help you during a roll or conflict. These contacts are handled as NPCs. How long it takes for help to arrive depends on the situation. The GM determines what is reasonable.





CONFLICT & TRAUMA

As resources dwindle inside Elysium I, distrust and hostility grow. As a judicator your first option should always be to seek out peaceful resolutions to conflicts. Sometimes however, you have no choice but to use force in order to maintain order. Whether it is with words or violence, a conflict arises when you clash with someone else.

TURNS & INITIATIVE

A conflict starts when you use the Fight or Shoot skills against someone – or when someone else does the same to you. Then it's time to roll initiative. Roll initiative before you make any skill rolls.

The Manipulate skill can also be used to initiate conflicts of a nonviolent kind, but these generally don't require an initiative roll – the one who initiates such a conflict simply rolls first. Then, if the conflict continues, roll initiative.

INITIATIVE ROLL

Each participant in the conflict, voluntary or not, rolls a D6. No skill is used, and you can't push the roll. The result is your initiative score.

The initiative scores determine the order in which you act. Break any ties using current Agility score. If it's still a tie, break it with any unmodified die roll.

THE TURN

When all combatants have acted, the turn is over, and a new turn starts. The order of initiative is set for the entire conflict – you only roll initiative on the first turn. Initiative scores can be modified during a conflict however, changing the turn order.

Time: In the game, a turn can represent between ten seconds and several minutes, depending on circumstances and the actions taken.

NPCs: The GM makes initiative rolls for all NPCs. For groups of NPCs with identical stats, the GM only needs to roll one initiative roll for the entire group. These NPCs act at the same point in the turn order. The order in which the NPCs within the group act is up to the GM.

INCREASING INITIATIVE

You never re-roll your initiative during a conflict, but you can boost your initiative in a number of ways:

- ❑ A surprise attack (see below) will increase it by +2. You keep this bonus throughout the combat.
- ❑ The Overdrive biomechatronical implant (page 140) lets you increase your initiative score.
- ❑ Stunts for some skills (Chapter 3) can also increase your initiative on upcoming turns.

DECREASING INITIATIVE

When it's your turn, you can, instead of acting, decrease your initiative to any lower number you like. You simply bide your time and hold your action. When it becomes your turn again, you can choose to act or wait further. If all other combatants have acted, you must then act or forfeit your chance to do anything during that turn.

A voluntarily decreased initiative score stays in effect for upcoming turns as well. You cannot go back to your previous initiative score. Some stunts for attacks can lower your enemy's initiative score. More on that below.

EXAMPLE

In an unexpected moment, the gang leader Nutty Nadia attacks the judicator Pandora. They roll for initiative. Pandora rolls a 4, Nadia a 3. Because it is a surprise attack, Nadia gets a +2 bonus to her initiative for a total score of 5. The gang leader acts first.

ACTIONS & MANEUVERS

During your turn, you can perform one action and one maneuver, or two maneuvers. An action usually means that you roll for a skill, but some actions don't require a roll. Maneuvers always succeed automatically. Some examples of a maneuver are:

- ▣ Move one range step
- ▣ Seek cover
- ▣ Get up from the ground
- ▣ Get an item from your gear
- ▣ Pick up an item from the ground
- ▣ Draw a weapon (not needed for mounted weapons)
- ▣ Aim a ranged weapon
- ▣ Reload a weapon
- ▣ Assume an overwatch position
- ▣ Use an item

HELPING

Helping another PC or NPC (see page 45) will replace your own action for that round. However, you can still perform a maneuver while helping someone else.

NPC GROUP ROLLS

NPC groups that are working together can attack as a single unit, making one adjusted roll instead of making multiple rolls. This works the same as getting help from others (see page 45). Anyone who helps gives a +1 modification to the attack. This makes the encounter easier and quicker to handle for the GM.

BIOMECHATRONIC

Biomechatronic implants usually have reinforcing or reactive effects and require no action or maneuver to activate. Any exceptions to this rule are specified under entry for the respective implant. Read more in Chapter 9.

IN A TURN YOU CAN:

- ▣ Perform an action and a maneuver
...or...
- ▣ Perform two maneuvers

RANGE & MOVEMENT

During conflicts, the distance between you and the enemy is expressed in five range categories:


- ▣ **Arm's Length:** Right next to each other, within reach
- ▣ **Near:** A few steps away
- ▣ **Short:** Up to 20-30 yards
- ▣ **Long:** Up to a few hundred meters
- ▣ **Distant:** As far as you can see

ADVANCING & RETREATING


To move towards or away from an enemy, you use maneuvers. As long as you go no further than a Short distance (20-30 yards), moving one range category requires one maneuver. To move more than a Short distance, you need two maneuvers in direct succession in the same turn to move one

range category – meaning you can't perform an action in the same turn.

Some artifacts and biomechatronic implants can make you move faster than normal.




MOVEMENT		
BETWEEN	AND	REQUIRES
Arm's Length	Near	One maneuver
Near	Short	One maneuver
Short	Long	Two maneuvers
Long	Distant	Two maneuvers




FLEEING A CONFLICT

When a fight is not going your way, it may be better to retreat, and perhaps return later with reinforcements. If you want to get out of a conflict, roll for the Move skill – a successful roll means you find a way out, and the conflict ends. However, if you flee you must go back the way you came – you can't use this option to get around an enemy blocking your way forward.

The GM can modify your roll depending on how hard the environment is to hide in. The distance to your closest enemy also matters – see the table below.



FLEEING A CONFLICT	
DISTANCE	MODIFICATION
Arm's Length	-2
Near	-1
Short	±0
Long	+1
Distant	No roll needed



Note that you only need one successful roll to get out of harm's way and leave the conflict. Also note that you don't need to roll at all if you are at Distant range.

If your roll fails it means that you are pinned down and unable to get away for the moment – you

remain at the same range. The GM can let some other misfortune happen to you as well. You can try to flee again next turn.

EXAMPLE

Nutty Nadia tries to escape from Pandora. She has no skill level in Move, but Agility 5. She is at Arm's Length (-2 modification) and thus gets only 3 Base Dice (5 - 2). She rolls them, but does not get any ☢ and is unable to escape from Pandora's reach.

OTHER TYPES OF MOVEMENT

There are, of course, other types of movement in conflict besides advancing, retreating and fleeing. For these, the GM assesses the situation and what you are trying to accomplish. To run a short distance to seek cover, for example, only requires a maneuver. If the movement is harder to complete, like lunging through a bunker gate that is about to close, you'll need a Move roll to succeed.

AMBUSHES & SNEAK ATTACKS

The key to winning a conflict is often to attack when your enemy least expects it. You can achieve this advantage in several ways.

Surprise: If you attack in a way that the GM deems likely to surprise your enemy, you get to add +2 to your initiative roll.

Sneak Attack: When you stalk someone and your attack catches them unawares, it's called a sneak attack. First, roll an opposed roll for Sneak vs Scout (page 46). You get a modification according to how close you are to your target, see the table below. To attack in close combat, you'll most often need to get within Arm's Length. If you fail, your target spots you at your starting distance – roll initiative. If you succeed, you get a free action (but not a maneuver) before you roll initiative.

If several people attempt to sneak attack together, all must make separate rolls for the sneak attack to work. If anyone fails, the attackers are spotted.

Ambush: A special kind of sneak attack is the ambush – you hide and attack your enemy when he passes. When you ambush someone roll to Sneak, but instead of the roll being modified by the distance to your target, you automatically get a +2 modification because you are lying in wait while the enemy approaches.



SNEAK ATTACK

DISTANCE	MODIFICATION
Arm's Length	-2
Near	-1
Short	±0
Long	+1
Distant	+2



SOCIAL CONFLICTS

During conflicts without physical violence, roll for the Manipulate skill (see page 50). Procurators can also roll for Prosecute. Make an opposed roll against your opponent's Sense Emotion. Both you and your opponent roll dice, but it only counts as an action for you.

Whatever you wish to obtain from the other person must be reasonable. The GM has final say as to what lies within reason, but remember, NPCs will never act entirely against their own interests, no matter how successful the roll.

BARGAINING POSITION

To be able to Manipulate someone, you need:

- ❑ A subject that can hear or otherwise understand you.
- ❑ An offer that isn't completely unreasonable.

If the GM thinks both of these conditions are met, she will determine your bargaining position and give you a modification based on it.

Each of the following factors give you a +1 modification:

- ❑ You have more people on your side.
- ❑ What you ask for doesn't cost your opponent anything.
- ❑ The opponent has suffered trauma.
- ❑ You have helped your opponent earlier.
- ❑ You plead your case very well (GM's judgement).

Each of the following factors give you a -1 modification:

- ❑ Your opponent has more people on his side.
- ❑ What you ask for is valuable, or dangerous.
- ❑ Your opponent has nothing to gain by helping you.
- ❑ You have difficulties understanding each other.
- ❑ The range between you is Short or longer.

REPUTATION

Your ability to Manipulate is also affected by your Reputation, as well as that of your opponent. If your Reputation is higher, you'll gain a +1 modification. If your Reputation is twice as high or more, you get a +2 modification. If your Reputation score is lower, you get a -1 modification. If your opponent's Reputation is twice that of yours or more, you get a -2 modification.

Note that Reputation only comes into play when you Manipulate someone living in the same community as you.

GROUPS IN SOCIAL CONFLICTS

When you want to Manipulate a group of people, it is normally the group's leader or spokesperson that you will make your skill roll against. Remember that you get a -1 modification if he has more people behind him. If you push the leader in your preferred direction, the other NPCs will generally follow. If there is no clear leader in a group of NPCs, you'll need to Manipulate them separately.

GEAR

Some gear – most often artifacts – can provide a Gear Bonus to your attempts to Manipulate.



EXAMPLE

The judicator Pandora tries to persuade Nadia to surrender. Pandora has no skill level in Manipulate, but her Empathy is 3. Nadia has level 5 in Sense Emotion and Empathy 4. No easy feat! However, Pandora gets a +2 bonus, as she has a Reputation of 4 against the gang leader's 2.

EFFECTS

When you successfully Manipulate someone this usually means that they do what you want – but only if you give them something in return. They decide what it is they want, but it must be something that you can reasonably accomplish. It is up to you whether to accept the deal or not.

Stunts: Extra ♣ on your roll mean you sow fear or doubt in your opponent's heart. He suffers one point of doubt for every additional ♣ you roll beyond the first one. If he is broken by doubt, he does what you want without demanding a favor in return.

CLOSE COMBAT

When you attack in close combat you roll for the Fight skill. Melee usually occurs at Arm's Length.

You can attack from Near range with certain weapons. The opponent decides whether to give up his own action to defend himself (see below) or risk taking the hit so he can take an action during his turn.


Stance: To be able to attack an opponent in close combat, you must be standing up. If you are prone, you must first use a maneuver to get up before you can attack.




EFFECTS

When your Fight roll succeeds the enemy takes weapon damage. For each extra ♣ you roll in addition to the first you may choose one of the following bonus effects:

- ❑ You inflict one additional point of damage. You can select this effect multiple times.
- ❑ You subdue or tire your enemy. He suffers one point of fatigue (see page 76).
- ❑ You increase your initiative score by 2 (see page 67), starting next turn.
- ❑ You knock or pull a weapon or other object from your opponent's grasp. You choose which. During a conflict, picking up a dropped object counts as a maneuver (see page 68).
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.
- ❑ You hold the opponent in a grapple. He needs to successfully Fight you to break free and can't perform any other action (or maneuver) until he has done so – or until you are Broken or let him go.

DEFENSE

When someone Fights you, you can try to defend yourself. When you defend, you also roll for Fight. Roll your dice at the same time as the attacker. For each  you roll, choose one stunt:

- ❑ You eliminate one  rolled by the attacker. If he has no  left, his attack has no effect.
- ❑ You increase your initiative score by 2 (see page 67), starting next turn.
- ❑ You knock or pull a weapon or other object from your opponent's grasp.
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.
- ❑ You tire your enemy, inflicting 1 point of fatigue.
- ❑ You counter-attack against your enemy and inflict weapon damage. You cannot increase this damage by using several .



Note that you can choose to make a counter-attack instead of stopping your opponent's attack. That means you may hit each other simultaneously.

Limitations: There are several limitations to the defense move:

- ❑ You must declare that you are defending before the attacker rolls his dice. If he misses anyway, your defense is wasted.
- ❑ If you defend, you lose your next action – in this turn if you haven't acted yet, otherwise in the next turn. You keep your maneuver.
- ❑ You can only defend yourself against one attack per turn.
- ❑ If the attacker uses a close combat weapon of some kind but you don't, you get a -2 modification to your defense roll.

EXAMPLE

The gang leader Nutty Nadia attacks the judicator Pandora in close combat. Nutty Nadja has Strength 4 and skill level 5 in Fight, for a total of nine dice despite being unarmed. Pandora chooses to defend. She has Strength 3 and level 2 in Fight, but she is

also armed with a stun baton that grants a +2 Gear Bonus. Pandora rolls seven dice in total. She's lucky enough to roll two  while Nadia rolls only one. Pandora uses one  to stop the gang leader's attack and the other to counterattack with the stun baton.

GRAPPLING

As a stunt when you Fight someone, you can choose to grapple him. To break loose, your opponent needs to win an opposed Fight roll against you. This roll counts as an action for your opponent but not for you. While pinned, your opponent can perform no other action requiring physical movement.

Grapple Attack: While grappling someone, the only physical action you can perform is a grapple attack. This counts as a close combat attack, with these differences:

- ❑ You can't use a weapon.
- ❑ You get a +2 modification.
- ❑ Your enemy cannot defend against the attack.



GYROJET CARBINE

RANGED COMBAT

When you attack someone at a distance you roll for the Shoot skill. You'll need a ranged weapon of some kind. The table on page 75 indicates the maximum range at which the weapon can be used.

Cover: You can't defend against ranged attacks. Instead, you can seek cover (page 77) to avoid harm.

MODIFICATION

The farther away your target is, the harder it is to hit. At Short range you get a -1 modification, and at Long range you get -2. At Arm's Length you get -3, because it's hard to aim at an enemy in close combat. This -3 modification does not apply if you fire at a defenseless or unwitting enemy.



RANGE MODIFICATION

DISTANCE	MODIFICATION
Arm's Length	-3*
Near	±0
Short	-1
Long	-2
Distant	-3†

* Does not apply for defenseless enemies.

† Requires aiming.



AIMING

Before you Shoot you can spend one maneuver to aim carefully. That gives you a +1 modification. If you also have some solid piece of cover to lean on, the modification increases to +2. You must aim and fire in the same turn – you cannot save the bonus for a later turn.

EFFECTS

When your Shoot roll succeeds, the opponent is hit and suffers weapon damage. For each extra ☢ you roll after the first you can choose one stunt:

- ❑ You inflict one more point of damage. You can choose this stunt multiple times, if you roll several extra ☢.
- ❑ You pin down your enemy. He suffers one point of fatigue.
- ❑ You increase your initiative score by 2, starting next turn.
- ❑ Your target drops a weapon or another hand-held object. You choose which.
- ❑ Your opponent falls to the ground or is pushed back, for example through a doorway or down a shaft.

AMMUNITION & RELOADING

Depending on the weapon type, firearms must be loaded with either bullets, gyrojet rockets, or E-packs. The ammunition type will determine when each weapon needs to be reloaded. Reloading a weapon requires a maneuver.

Bullet Weapons: Scrap weapons and simple firearms like revolvers must be loaded with bullets. Each time you fire the weapon, one bullet is consumed.

Scrap weapons must be reloaded after each shot. Weapons that use magazines can be fired several times before they need to be reloaded. To minimize book keeping, simply assume that magazines will last the entire conflict as long as you have bullets left.

For the sake of simplicity, no distinction is made between different types of bullets. You can read more about this in *Mutant: Year Zero*.

Gyrojet Weapons are loaded with small gyrojet rockets, which are rare and expensive. Each time you fire the weapon, one rocket is consumed. Some gyrojet weapons have magazines and don't need be reloaded after each shot. The magazine is assumed to last for the whole combat, as long as you have gyrojet rockets left.

Energy Weapons are powered by electricity. Gauss weapons fall in this category – they hold hundreds of very small projectiles, but it is the energy required to fire them that is the limiting factor.

Energy weapons are charged with E-packs (artifact, see page 135). A weapon loaded with an E-pack can be fired multiple times – but if all rolled Gear Dice show ☄ (on the initial roll, not after pushing the roll), the E-pack is exhausted. If this happens the attack then has no effect, and the weapon cannot be fired again until you load it with a new E-pack.

EXAMPLE

Nutty Nadia acts first in the next round and moves a to Short range from Pandora. The judicator draws her gauss pistol (one maneuver) and shoots (one action). Pandora has skill level 2 in Shoot and

Agility 5. The gauss pistol gives a +2 Gear Bonus. The Short distance gives a -1 modification. Pandora rolls a total of eight dice (five from the attribute, two from the skill, two from the weapon, minus one for the distance).



GAUSS RIFLE

OVERWATCH

As a maneuver, you can assume an overwatch position in a specified direction, as long as you have a ranged weapon and no enemies within Arm's Length.

Effect: Overwatch means that you aim in the specified direction and are ready to shoot. Between the time you assume the overwatch position and the beginning of your next turn, you can fire your weapon against a target in the chosen direction.

You can fire whenever you want in the turn order, and your shot is resolved before all other actions – even if they are already declared. For

example, if an enemy in the direction you are aiming declares that he wants to Shoot, you can Shoot first. The enemy is not allowed to change his attack after your overwatch attack.

Firing when in overwatch position counts as a regular action. Therefore, you must save your action in the turn for any overwatch attack you want to make.

If both you and an enemy assume overwatch positions against each other, and one of you chooses to fire against the other, then an opposed Shoot roll (without any Gear Bonus) will determine which attack goes first. This roll does not count as an action for either of you.

Losing Overwatch: You keep your overwatch position as long as you do nothing but shoot in the chosen direction. If you perform any other action or maneuver, the overwatch position is lost. It is also immediately lost if either of the following occurs:

- ❑ You are attacked in close combat.
- ❑ You suffer damage.

FULL-AUTO FIRE

Some weapons may fire in full-auto mode. When firing in full-auto, roll for Shoot as usual. The difference is that you can push the Shoot roll as many times as you want. As usual, you risk fatigue and damage to your weapon (see page 44).

Ammunition: For weapons loaded with bullets or gyrojet rockets, one bullet/rocket is spent each time you push the roll.

CLOSE COMBAT WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COST	COMMENT
Unarmed	—	1	Arm's Length	—	
Blunt Instrument	+1	1	Arm's Length	—	
Stun Baton	+2	1	Arm's Length	2	Inflicts D6 fatigue. Energy weapon.
Stun Whip	+1	1	Near	3	Inflicts D6 fatigue. Energy weapon.
Laser Welder	+2	2	Arm's Length	2	Light weapon. Energy weapon.
Vibro Knife	+2	2	Arm's Length	3	Light weapon. Energy weapon. Reduces armor value by 3.
Combat Saw	+2	3	Arm's Length	4	Energy weapon.
Saber	+2	2	Arm's Length	2	

Multiple Targets: When firing on full-auto, you can add targets for each roll you push. The first 🎲 you roll for a new target will deal weapon damage to that target. Additional 🎲 on the same target each increase the damage by one.

PCs from House Fortescue may reroll a 🎲 only once, even when firing on full-auto. After the first pushed roll, even a Fortescue leaves 🎲 dice on the table. Read more about predispositions on page 42.

WEAPONS

Weapons increase your effectiveness in combat and are needed for ranged combat. Below you will find lists of weapons that can be found in the enclave.

ADVANCED WEAPONS

Judicators usually use gauss weapons, which generate strong magnetic fields that hurl tiny projectiles at devastating speeds. The gauss weapons were developed by Elysium during the Enclave Wars, when their armor-piercing properties were used

to great effect against the robot armies of enemy Titan Powers.

Other types of advanced weapons, such as gyrojet and ultrasonic weapons, are more rare and used mainly by the Deep Watch, the military force of the enclave.

All advanced weapons are described in more detail in the artifacts section of Chapter 9.



GAUSS PISTOL

SCRAP WEAPONS


Gang members and other criminals in the enclave often use simple scrap weapons, which are secretly manufactured and are prohibited by Elysium law.


RANGED WEAPONS

WEAPON	BONUS	DAMAGE	RANGE	COST	COMMENT
Thrown Object	—	1	Short	—	
Scrap Pistol	+1	2	Short	1	Light weapon.
Scrap Rifle	+1	2	Long	1	
Scrap Thrower	+1	2	Short	3	Full-auto.
Stun Gun	+2	2	Short	3	Light weapon. Energy weapon. Deals fatigue instead of damage.
Gauss Pistol	+2	2	Long	3	Light weapon. Requires E-pack. Ignores 3 points of armor.
Gauss Rifle	+2	2	Distant	5	Requires E-pack. Ignores 3 points of armor.
Gauss Carbine	+2	2	Long	6	Full-auto. Requires E-pack. Ignores 3 points of armor.
Gyrojet Pistol	+3	3	Short	4	Requires gyrojet rockets. Ignores range penalties. Weapon damage of 1 within Near range.
Gyrojet Carbine	+3	3	Long	6	Requires gyrojet rockets. Full-auto. Ignores range penalties. Weapon damage of 1 within Near range.
Ultrasonic Carbine	+2	2	Short	7	Deals both damage and fatigue. Armor does not offer protection against the fatigue.

WEAPON FEATURES

Below are tables describing specific weapons and their features.

Bonus: Bonus indicates how many Gear Dice you roll when using the weapon. Remember that the Gear Bonus can be degraded if you push your roll – the bonus will decrease by one for each  rolled when pushing (see page 44). If the Gear Bonus reaches zero, the weapon is broken and must be repaired by a Technician.

Damage indicates how much damage the enemy will take if you succeed with your attack. For every additional  rolled, you can increase the damage by one.

Range indicates the maximum range category at which the weapon can be used.

Light Weapons only take up half an inventory line on your character sheet.

Automatic Weapons: Weapons with this feature can fire on full-auto mode.

Armor Piercing: Gauss weapons are effective against armor. When rolling for armor hit by a gauss weapon, the Armor Rating is counted as three steps lower than normal.

TRAUMA

There are four types of trauma in the game. Each type will decrease one of your four attributes. You indicate trauma that you suffer by using the checkboxes on your character sheet.

Damage: Bruises, bleeding wounds and broken bones. Decreases your Strength.



Fatigue: Physical exhaustion, sweating and panting. Decreases your Agility.

Confusion: Lack of clarity, bewilderment and misjudgment. Decreases your Wits.


Doubt: Lack of confidence, distrust, disappointment and sadness. Decreases your Empathy.

SUFFERING TRAUMA

You can suffer trauma in several different ways:

- ▣ **From external attacks.** When someone successfully Fights you or Shoots at you, you suffer damage equal to the weapon damage – more if the attacker gets stunts and spends them on increasing the damage. You can suffer doubt when someone Manipulates you.
- ▣ **By getting ** when you push a roll. If this happens you suffer one point of trauma for each  rolled. The kind of trauma depends on the attribute you were rolling for – damage when rolling for Strength, fatigue for Agility, confusion for Wits, and doubt for Empathy.
- ▣ **From exposure to the Rot** (see page 85), from dehydration, starvation and extreme cold (page 81) and from explosions (page 82).


ARMOR & SHIELDS

The effect of armor is determined by its Armor Rating. You can only wear one piece of armor at a time. When you suffer damage, roll a number of Gear Dice equal to the Armor Rating. For each  you

ARMOR & SHIELDS

TYPE	ARMOR RATING	COST	COMMENT
Scrap Armor	3	1	
Reconnaissance Armor	6	12	Also protects against Zone Rot. Provides ability to fly. Requires special fuel.
Combat Armor	9	5	Also protects against Zone Rot.
Energy Armor	12	15	Also protects against Zone Rot. Gives a Gear Bonus of +3 to Force, Fight, and Move. Requires an E-pack.
Riot Shield	6	2	

roll, the damage is reduced by one. This roll is not an action and cannot be pushed.

Unless all damage is absorbed by the armor, each  you roll degrades the Armor Rating by one. Armor can be repaired by a Technician.

Armor does not protect against any trauma you inflict on yourself while pushing a roll.

Shields work just like armor. You can carry a shield and wear armor at the same time. When you are hit, first roll for the shield's Armor Rating, then the armor.

COVER

When you get into a firefight, finding adequate cover may save your life. Taking cover counts as a maneuver. Cover has an Armor Rating and works exactly like armor, but only protects against ranged attacks.

Cover can be degraded in the same way as armor. Cover can be combined with armor and/or a shield – first roll for the cover, then the shield, and finally, the armor.

Aiming: Cover can also be useful to rest your arms on when Shooting. The bonus for aiming carefully (see page 73) increases to +2 when firing from cover.



TYPICAL COVER	
COVER TYPE	ARMOR RATING
Furniture	3
Wooden Door	4
Metal Door	5
Brick Wall	6
Concrete Wall	7



BROKEN

When an attribute score hits zero, you are broken. You've had enough and lack the will or ability to keep going. Exactly what it means to be broken depends on what attribute has been depleted.

Strength: You are knocked out, or in paralyzing pain. Being broken by damage is much more dangerous than by other types of trauma, because it also means you suffer a critical injury (below).

Agility: You are physically exhausted.

Wits: Your brain is overloaded and you can't think straight.

Empathy: You break down in fear, self-pity or sorrow.


EFFECT

When broken, you cannot use any skills, perform actions or activate mutations (not even reactive ones). You can, however, perform one maneuver per turn (see page 68).

BROKEN NPCS

NPCs are broken in the same way as PCs. An NPC can Heal a PC, and vice versa. However, the GM doesn't roll dice when an NPC Heals another NPC – instead, she simply dictates the outcome. The GM can also rule that a minor NPC who is broken by damage is simply killed outright.

COUP DE GRACE

When broken, you are an easy target. An enemy can attempt to perform a coup de grace and kill you outright. To do this, he only needs to make a Fight or Shoot roll. As long as he rolls at least one , you are dead. Conversely, you can finish off broken enemies in the same way.



GYROJET PISTOL

CRITICAL INJURIES TABLE

D66	INJURY	LETHAL	TIME LIMIT	EFFECT DURING HEALING	HEALING TIME
11	Lost Breath	No	—	None.	—
12	Stunned	No	—	None.	—
13	Sprained Wrist	No	—	–1 to Shoot and Fight.	D6
14	Sprained Ankle	No	—	–1 to Move and Sneak.	D6
15	Concussion	No	—	–1 to Scout and Comprehend.	D6
16	Damaged Shin	No	—	–1 to Move and Sneak.	2D6
21	Broken Nose	No	—	–1 to Manipulate.	2D6
22	Broken Fingers	No	—	–1 to Shoot and Fight.	2D6
23	Broken Toes	No	—	–1 to Move and Sneak.	2D6
24	Teeth Knocked Out	No	—	–1 to Manipulate, +1 Intimidate.	2D6
25	Groin Hit	No	—	You suffer one point of damage for every roll you make to Force, Move or Fight.	2D6
26	Thigh Wound	No	—	–2 to Move and Sneak.	2D6
31	Biceps Wound	No	—	–2 to Shoot and Fight.	2D6
32	Severed Achilles Tendon	No	—	–2 to Move and Sneak.	2D6
33	Dislocated Shoulder	No	—	–3 to Force and Fight, can not use two-handed weapons.	D6
34	Broken Ribs	No	—	–2 to Move and Fight.	2D6
35	Broken Forearm	No	—	Can not use two-handed weapons.	3D6
36	Broken Leg	No	—	–2 to Move and Sneak.	3D6
41	Ear Torn Off	No	—	–1 to Scout.	3D6
42	Gouged Eye	No	—	–2 to Shoot and Scout.	3D6
43	Punctured Lung	Yes	D6 days	–2 to Endure and Move.	2D6
44	Damaged Kidney	Yes	D6 days	You suffer one point of damage for every roll you make to Force, Move or Fight.	3D6
45	Crushed Knee	Yes	D6 days	–2 to Move and Sneak.	4D6
46	Crushed Elbow	Yes	D6 days	–2 to Force and Fight, can not use two-handed weapons.	4D6
51	Crushed Foot	Yes	D6 days	–3 to Move and Sneak.	4D6
52	Bleeding Gut	Yes	D6 hours	You suffer one point of damage for every roll you make to Force, Move or Fight.	D6
53	Crushed Face	Yes	D6 hours	–2 to Manipulate.	4D6
54	Busted Intestine	Yes	D6 hours	You suffer one Rot Point per hour until Healed.	2D6
55	Damaged Spine	No	—	Paralyzed from the waist down. Effect is permanent unless Healed during healing time.	4D6
56	Neck Injury	No	—	Paralyzed from the neck down. Effect is permanent unless Healed during healing time.	4D6
61	Internal Bleeding	Yes, –1	D6 minutes	You suffer one point of damage for every roll you make to Force, Move or Fight.	2D6
62	Severed Arm Artery	Yes, –1	D6 minutes	–1 to Endure and Move.	D6
63	Severed Leg Artery	Yes, –1	D6 minutes	–1 to Endure and Move.	D6
64	Severed Jugular	Yes, –1	D6 turns	–1 to Endure and Move.	D6
65	Pierced Heart	Yes	—	Your heart beats one last time, then you die. Time to make a new PC.	—
66	Crushed Skull	Yes	—	You die instantly.	—
—	Non-Typical Damage	Yes	D6 days	You are incapacitated until you die or you are Healed.	—
—	Pushed Roll Damage	No	—	None.	—

CRITICAL INJURIES

Being broken is always bad but being broken by damage is especially dangerous – it can mean your death.

Before you are broken, damage points represent bruises and minor cuts. Painful, but quickly recovered (below). But when your Strength falls to zero, you suffer a critical injury. Roll D66 on the table to the left to determine what your critical injury is. Note it on your character sheet.

DEATH

If your critical injury is listed as lethal, someone must make a successful Heal roll to save you – otherwise you die when the time period indicated has passed. If you get back up on your own (below) before you die, you can try to Heal yourself – but with a -2 modification to the roll. Each person trying to Heal you can only roll once.

Instant Kill: Note that there are two critical injuries that kill you outright. If you roll either of these, that's it. Time to create a new judicator to join the ranks.

RECOVERY

The fastest way to recover from being broken is for someone else to successfully Heal you.

In most cases though, you don't need to be Healed to get back on your feet. As long as you're not dehydrated, starving or hypothermic (below), you recover after D6 hours even if no one Heals

FOOD & WATER IN THE ENCLAVE

As members of a powerful House in Elysium, your basic physical needs are taken care of. Food and water are usually available to you – so far. When you are inside the enclave, you don't need to worry about tracking rations of food and water, simply assume you have what you need. In extraordinary conditions, lack of food and water can become a factor.

you. You get back one point of the relevant attribute score, and you can keep going.

Once back on your feet, you can recover the rest of your trauma with the help of resources (below).

Critical Injuries: If you are broken by damage and have suffered a critical injury (above), you might die unless someone Heals you in time. Read more below.

RESTORING ATTRIBUTE POINTS

To recover trauma and restore lost attribute points, two things are needed:

- At least four hours of rest.
- A resource that is determined by the type of trauma.

When these conditions are met, you restore lost attribute points of the relevant type. You can even recover multiple types of trauma simultaneously, as long as you have access to the resources needed:

Strength: A ration of food per point of Strength to be restored.

Agility: A ration of water per point of Agility to be restored.

Wits: At least four hours of sleep. Restores all lost Wits.

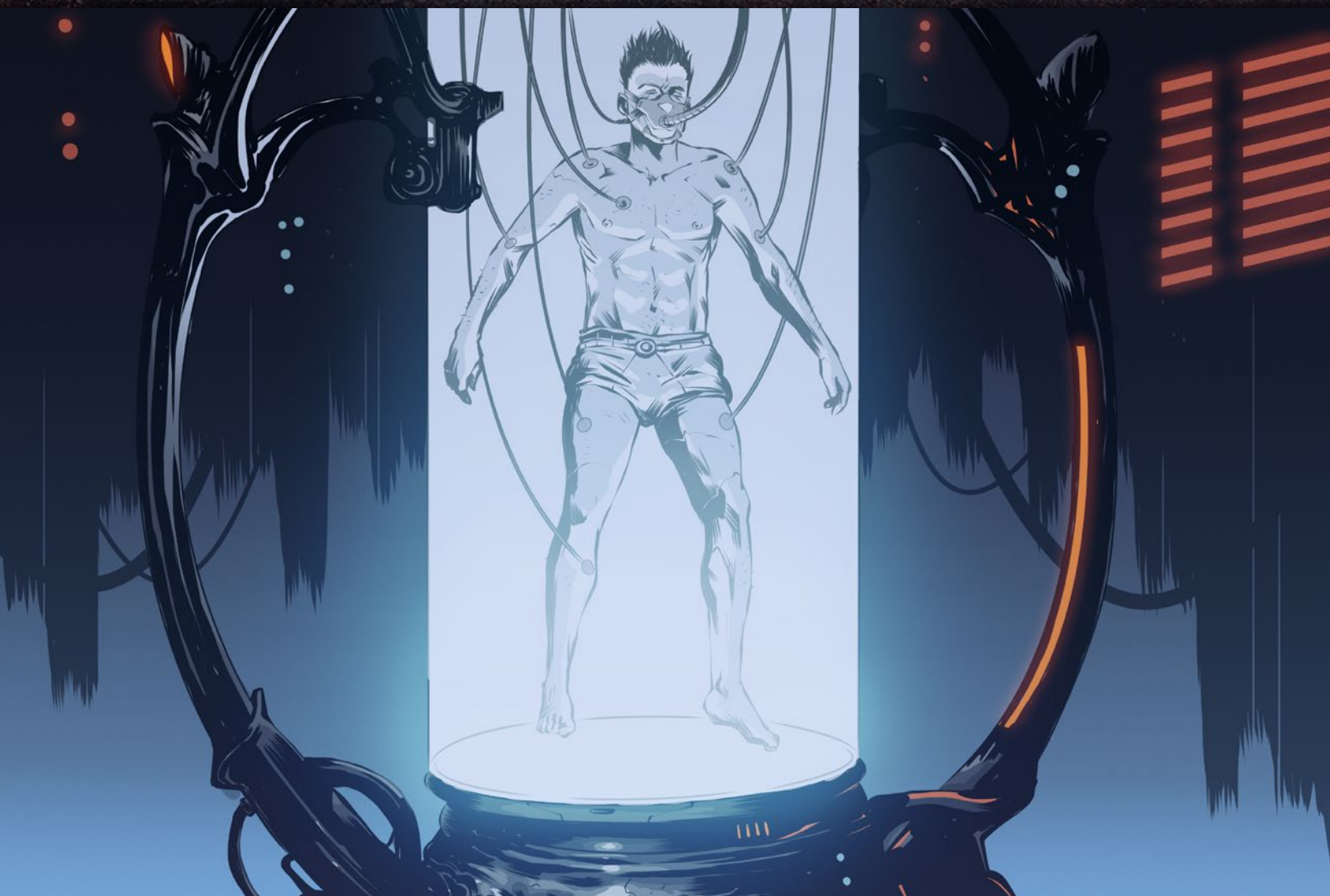
Empathy: A moment of closeness with another person. It could be a deep conversation, a trip to the theater with someone, enjoying a good dinner together, or physical contact. Restores all lost Empathy.

The resources needed for recovery are in addition to your daily needs of food, water and sleep (below).

HEALING CRITICAL INJURIES

Each critical injury has a specific effect that you suffer during the healing time indicated (measured in days).

Care: If someone rolls to Heal you during the process of healing a critical injury, the remaining healing time is reduced by half. Any roll to save your



life (above) does not count toward this – a new Heal roll needs to be made to reduce the healing time.

Trauma: Note that you can restore all of your Strength (all damage points are recovered) but still suffer the effect of your critical injury.

NON-TYPICAL DAMAGE

For some types of damage – for example from noxious gas, acid, or fire – the critical damage table doesn't work very well. If you are broken by a non-typical kind of damage like this, don't roll on the table – instead, use the line at the bottom named "Non-Typical Damage."

PUSHED DAMAGE

There is one case where you don't suffer any critical injury at all when broken by damage: When you

push a Strength roll so hard that you break yourself (see page 42). It's very rare, but it can happen. This means you can never kill yourself by pushing a dice roll.

CONDITIONS

In the game there are four conditions: starving, dehydrated, sleepless and hypothermic. These conditions can cause trauma and block recovery.

STARVING

Every day, you must eat at least one ration of food, on top of what is needed to recover lost Strength (above). After one day with no food, you are starving. Note this in the checkbox on your character sheet. Starving has several effects:

- ❑ You cannot recover damage (restore Strength) in any way. If broken by damage, you need to eat some food before you can get back on your feet. You can recover other types of trauma.
- ❑ You suffer one more point of damage per day without food. If broken by damage while starving you will die after another day has passed, unless you are given food.
- ❑ As soon as you have eaten one ration of food, you are no longer starving, and can recover normally. To recover all damage (above) you need to consume another ration of food.

DEHYDRATED

Every day, you must drink at least one ration of water, on top of what is needed to recover lost Agility (above). After one day with no water you are dehydrated. Note this in the checkbox on your character sheet. Being dehydrated has several effects:

- ❑ You cannot recover any type of trauma. If broken, you need to drink some water before you can get back on your feet.
- ❑ You suffer one point of damage and one point of fatigue per day without water. If broken by trauma (of any type) while dehydrated, you will die after another day has passed.
- ❑ As soon as you have imbibed one ration of water, you are no longer dehydrated, and can recover normally. To recover all fatigue, you need to consume another ration of water.

SLEEPLESS

Every day, you must get at least four hours of continuous sleep. After one day without enough sleep, you become sleepless. Note this in the checkbox on your character sheet. Being sleepless has several effects:

- ❑ You cannot recover confusion (restore Wits) in any way. If broken by confusion, you need to sleep for four hours or more before you can get back on your feet. You can recover other types of trauma.

- ❑ You suffer one more point of confusion per day without sleep. If broken by confusion while sleepless you will collapse and fall unconscious for four hours or more.
- ❑ As soon as you sleep for at least four hours, you are no longer sleepless, and can recover Wits normally. To recover all confusion, you need to sleep another four hours.

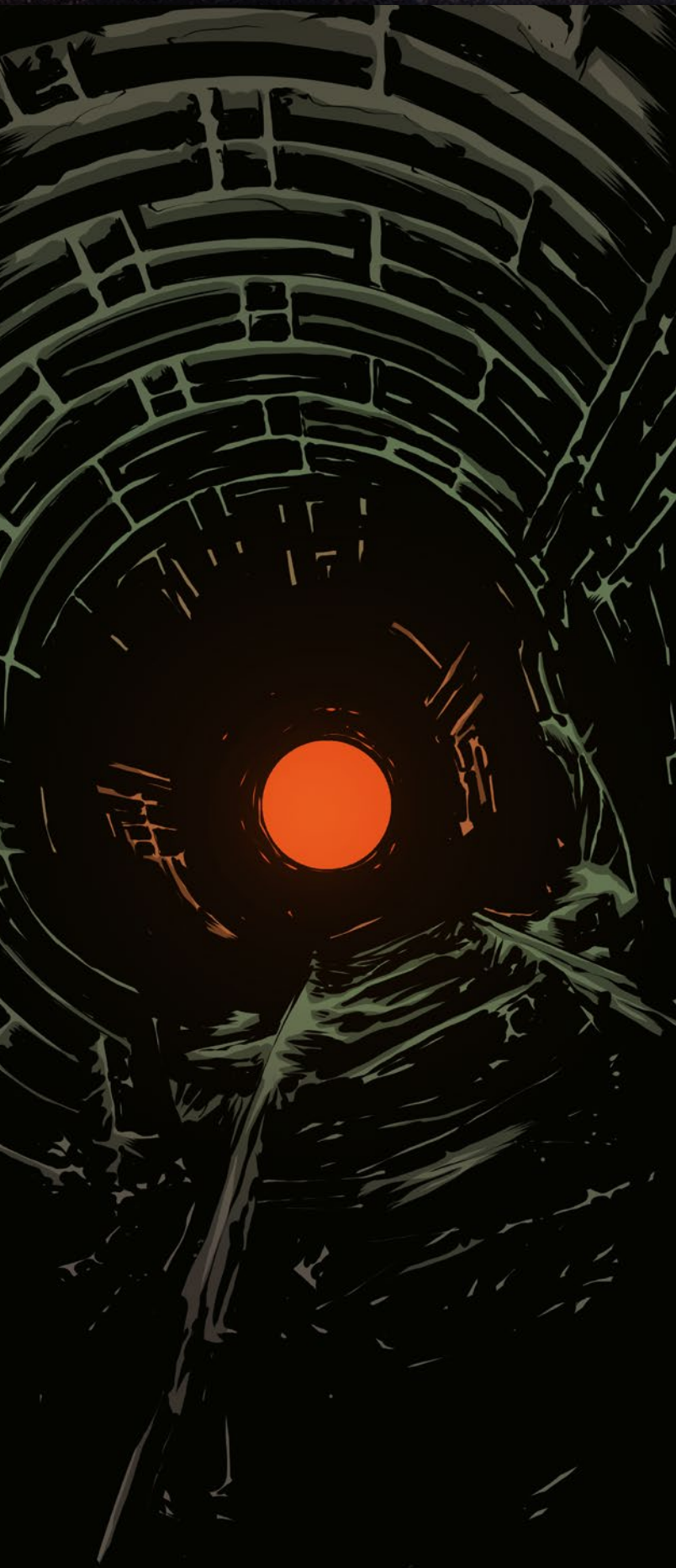
HYPOTHERMIC

You are usually protected from severe cold within the enclave, but in the outer world, the cold can be a threat as deadly as the Rot. It doesn't have to be a frozen atomic winter either – if you're poorly dressed for the weather, the cold can take your life even when wandering around in above-freezing temperatures.

When you are exposed to a cold environment, the GM can have you make Endure rolls at regular intervals. The colder it is, the more often you must roll. Around the freezing point, once per day or so is enough – in the deep atomic winter, you might need to roll every hour. Things that keep you warm, like an old blanket or a jacket, can give you Gear Dice to use.

If the roll fails, you become hypothermic. This has several consequences:

- ❑ You immediately suffer one point of damage and one point of confusion – the cold makes the blood flow more slowly to your brain.
- ❑ You may experience strange hallucinations – the details are up to the GM. It is said that someone who is freezing to death will experience a burning heat, making them tear their clothes off in the final moments before dying.
- ❑ You keep rolling to Endure at the same intervals, with the same effect if you fail a roll. If broken by damage when hypothermic, you die the next time you are called upon to roll.
- ❑ As long as you are hypothermic, you cannot recover Strength or Wits. It is only once you are warm again, even if heated by just a simple campfire, that you can sleep and eat to recover them.



DARKNESS

When you are in complete darkness, and you don't have any gear or mutations to light your path, you have no choice but to feel your way around. To make your way through the darkness, you need to make a Move roll. As a general rule, you suffer one point of damage or doubt (the darkness is frightening) if you fail the roll.

In total darkness you can attack targets at Arm's Length or Near range normally, but first need to make a Scout roll to get a good look at them. That roll does not count as an action in conflicts – you can Scout and attack in the same turn. You can't Shoot targets at Short range or further in total darkness.

FALLING

Falling on a hard surface from a height of more than two yards can cause damage. To determine how much, roll as many Base Dice as the height of the fall (in yards) minus two. Each ☼ will translate into a point of damage suffered (armor protects from this damage in the usual way).

EXPLOSIONS

The force of an explosion is measured in Blast Power. When the detonation occurs, the GM – or the player whose PC built the bomb – rolls a number of Base Dice equal to the Blast Power for each person within Near range of the blast. For every ☼ rolled, the victim suffers one point of damage. The roll cannot be pushed. Victims at Arm's Length from the detonation suffer one extra point of damage.

Effect Radius: Powerful charges, with a Blast Power of 7 or more, can harm people even at Short range. The Blast Power is then reduced by 6. If there are many people within Short range of the blast, the GM can simplify the process by rolling once and applying the result to all victims.

Shrapnel: Normal explosions have a weapon damage of 1 – the damage is simply equal to the number of ☼ rolled (except at Arm's Length, where it is

one point higher). But some explosives, like grenades, can be loaded with shrapnel. In this case, the weapon damage of the blast is increased to 2 – i.e. the first ☢ rolled inflicts two points of damage, and each additional ☢ increases the damage by one.

Vehicles: Explosions can harm vehicles (below). Roll for the damage to the vehicle as if it was a person.

VEHICLES

There are several types of vehicles within Elysium I, from hoverbikes to large transports like freight trucks. See the table below. Each vehicle has a Gear Bonus that reflects how maneuverable and fast it is.

Starting a Vehicle: To jump into (or onto) a vehicle requires a maneuver. To start the engine of a motor-powered vehicle takes another maneuver to accomplish. Thus, if you get into a vehicle and start the engine you can do nothing else in the same turn.

Fuel: Elysium’s hover vehicles, as well as reconnaissance armor (see page 137), are powered by high-octane jet fuel. The amount of fuel is measured in doses. Fuel consumption is measured in doses per day of active use. Hoverbikes cannot be jury-rigged to run on booze (see *Mutant: Year Zero*). Monorail trains run on electricity and don’t require an internal fuel source.



VEHICLES

VEHICLE	BONUS	FUEL	RESILIENCE	ARMOR	OCCUPANTS	COST
Kickbike	+1	—	1	—	1	1
Hoverbike	+3	1	1	—	1	6
Patrol Hovercraft	+3	2	2	3	4	10
Attack Hovercraft*	+3	3	3	12	8	30
Troop Transport	+2	4	4	9	12	18
Hover Freight	+2	6	5	3	3	15
Monorail Train	+1	—	15	3	50	—

* Has a gauss carbine mounted on the fore.



HOVERFREIGHTER

Passengers: Most vehicles can carry passengers. The vehicles table indicates how many people can occupy the vehicle in total, including the driver.

VEHICLES IN COMBAT

In a conflict, you can move faster in a vehicle than on foot. Every maneuver spent on movement counts as two. For example, with only one maneuver you can move directly from Short distance to Arm's Length, or from Long to Short distance.

Escaping From Danger: In a tight spot you can use your vehicle to escape. Roll to Move as usual but use the Gear Bonus of the vehicle.

Ramming Enemies: Most vehicles can be used as weapons to simply run over your enemies. The attack must occur at Arm's Length. Roll to Fight but use your Agility and your Move skill instead.

VEHICLE DAMAGE

Just like any other gear, vehicles can break down and lose Gear Bonus when you use them. When the Gear Bonus reaches zero, the vehicle won't start any more, and needs to be repaired.

Resilience: The Gear Bonus of a vehicle can also be reduced by external damage. When a vehicle has taken a number of damage points equal to its

Resilience rating, its Gear Bonus is reduced one step. When the total amount of damage inflicted on a vehicle reaches twice the Resilience rating, the Gear Bonus is reduced another step, and so on.

Armor: Some vehicles have a metal hull protecting the vehicle itself and its occupants.

Ramming a Vehicle: You can also use a vehicle to ram another vehicle – but only if your vehicle has an equal or higher Resilience rating than the target vehicle. You carry out the attack in the same way as you ram a person (above).

If you hit, first roll for the armor of the target vehicle. Any remaining damage is inflicted against every occupant in it. The target vehicle itself also suffers this damage, but multiplied by the Resilience of the attacking vehicle.

Hovercrafts are equipped with powerful turbines that keep them aloft. These vehicles can thus move freely in the air. If a hovercraft's Gear Bonus is lowered to zero it crashes, which can cause serious injury to passengers (see Falling, above).

THE ROT

Everyone knows what the Rot is, yet as a resident of Elysium I, the Rot is something you rarely have to face directly. The Rot is what killed the outside world, and once it is gone humanity will be able to rise to the surface world.


Here and there, the Rot has managed to worm its way into the enclave. This is particularly true in the Catacombs (page 100), where large parts are said to be contaminated.

The effects of the Rot are unpredictable. One victim might suffer pain and vomiting, another gets the shakes with fever and chills, and a third could suffer terrible nightmares and hallucinations.


ROT LEVEL

The worst thing about the Rot is that it permeates your body and will accumulate over time. When you are subjected to the Rot, you suffer a Rot Point.

Mark it down in the checkboxes on your character sheet. Contaminated areas have a Rot Level, from 1 to 3. The Rot Level determines how often you suffer Rot Points.




1	Weak Rot. You suffer one Rot Point every day.
2	Strong Rot. You suffer one Rot Point every hour.
3	Hotspot. You suffer one Rot Point every minute. You will die quickly here.



ROT ATTACK

You can also accumulate Rot Points from certain events such as consuming contaminated food or coming into contact with contaminated creatures.


EFFECTS OF THE ROT

Every time you suffer a Rot Point, you must immediately roll a number of Base Dice equal to your total amount of Rot Points. For every  you roll, you suffer one point of damage (trauma to Strength).

DECONTAMINATION

Once you have left the contaminated area, you remove one Rot Point every day. If you wash your body in clean water, half of your Rot Points are immediately eliminated (round up).

PERMANENT ROT POINTS

When you are contaminated by the Rot, there is a risk that it will stay in your body forever. Every time you are about to lose one Rot Point, roll one Base Die. If you roll a , the Rot Point stays, and becomes permanent. Mark this on your character sheet. Permanent Rot Points stay with you for the rest of your life, no matter how hard you scrub yourself

During decontamination, only non-permanent Rot Points will disappear – permanent Rot Points are not counted for this purpose.





LIFE IN ELYSIUM

When the world fell apart, the structures of society broke down. Nations, authorities and companies one by one collapsed as panic spread across the globe. In the end, only the most basic human structure remained – the family.

While the world burned, four powerful dynasties formed an alliance, a covenant to survive the fall of humanity. Their goal was as drastic as it was simple: create huge underground cities, enclaves where, alongside their offspring, they would wait for a new tomorrow. They named their aspiring society Elysium, after the meadows of eternal spring in ancient Greek mythology. In remote lands they dug into the bedrock and constructed their new homes. Each of these enclaves was to be self-sufficient, to allow the great families to survive the long atomic winters that followed.

The rich industrialist and landowning Warburg family provided the lands and tools for the project. The media and entertainment empire of the Morningstar family celebrated amidst the chaos of the Red Plague and made life tolerable. The private armies and security forces of the Fortescue family effectively silenced critics and protected the remote construction sites from prying eyes. The Kilgore dynasty, owning a global research conglomerate with unique patents in genetics and biotechnology, became the fourth member of the covenant.

Other powerful entities drew up plans similar to those of Elysium and formed their own alliances with similar goals. These alliances became known as the Titan Powers. Elysium was the first of them. Two of these Titan Powers took the names of Mimir and Noatun, monikers plucked from Norse mythology. The former fled into the cold darkness of space while the latter sought refuge at the bottom of the ocean.

THE SEED OF HUMANITY

Each of the Titan Powers built what they thought of as an ark for humanity – a seed for a new civilization and the path to a life in the new world after the fall. Elysium was inspired by the dynasties that formed the world hundreds of years earlier. The ambitions and traditional values of Victorian times became models for Elysium to follow, along with the design and culture of the era. This was blended with a form of society in which the family, not the individual, was of foremost importance. To highlight this message, the enclaves of Elysium were modeled after an architectural style mimicking that of the late 19th century. In this way too, the founders of Elysium wanted to show their disapproval of the wars and disasters that had followed that time, that “golden age,” as they believed it to be.

The first enclave was named Elysium I. Construction of more enclaves quickly followed. In

order to support and serve the families veritable armies of workers and staff were needed. Tens of thousands of carefully selected people employed by the houses were given the chance to accompany them into self-imposed exile. When the rest of the people of Earth finally realized that human civilization was doomed, the gates of the enclaves had been closed and sealed, their inhabitants safely underground.

While the outside world burned, work within the enclave continued at a hectic pace. Elysium's scientists searched for a way to re-populate the world and restore the civilization laid to ruins above their heads. Over the decades that followed, they made amazing discoveries. They created technologies superior to anything the surface world had ever seen. The researchers found materials stronger than carbon fiber and diamond. The manufacture of independent and intelligent machines and advances in medicine were now realities that surface dwellers had only dreamed of. Within what became known as the disciplines of xenogenetics and biomechatronics, the researchers attained mastery over life itself.

JUDICATORS

The first generation who populated Elysium soon realized they would never experience the new tomorrow they were trying to create. They understood that it would take many decades, maybe centuries, before the Earth's surface could be colonized again. Elysium's founders were forced to accept that their destiny was to live the rest of their lives underground and that their progeny would be the ones to carry out their ultimate goal. A small number of selected, so-called Eminences were placed in cryosleep, regularly awakened for year-long shifts, with the mission to ensure that the ruling Houses did not deviate from the founding values of Elysium.

New generations grew up underground, having never seen the sky above. A deceptive calm engulfed them as silent frustrations festered within. Despite its splendor, the enclaves were inescapable prisons. Anger and distrust grew among the residents and against the other Titan Powers. Strife between the four ruling families tore at the fabric of

their society. Already strong family ties grew even stronger, but at the same rate, confidence in society in general decreased.

Suspicious and uncertainty inevitably lit a spark of action. Members of the Morningstar and Fortescue dynasties clashed with bloody results. The enclave reeled in shock as hundreds died and the conflict seemed to escalate. Luckily, at that time enough people were able to regain their senses. Representatives of the four leading families met, and from this meeting the Council of Elysium was born.

The four families concluded that full insight into what was happening in the enclave was necessary and agreed to set up a force with the authority to intervene against anyone who tried to overthrow the established order. The officers of this force were called judicators, and they became the law of the enclave. In order to secure a balance between the Houses, it was decided that each unit of four officers would include one representative from each of the ruling Houses.

THE ENCLAVE WARS

The new order restored some calm, but under the surface resentment lingered. Perhaps as an outlet, envy and mistrust of the other Titan Powers increased. Nowhere was this more evident than in Elysium I. The enclave was built with outdated technology compared to its successors. Its people were said to enjoy a special status within Elysium as a symbol of the human spirit and the will to survive. But the enclave was in many ways a relic – cramped, dark, and worn by age. Plans were made to connect Elysium's many enclaves, plans that might have become reality had the Enclave Wars not broken out.

The causes that led the enclaves to declare war against each other were as narrow-minded and petty as humanity's previous attempt to annihilate itself on the surface world. Arrogant leaders promised their followers more than they could deliver, fragile egos misread the intentions of others, while some eyed what others had with jealousy or lust. Fateful words in closed chambers turned to action, this time without wiser wills prevailing.

ENCLAVE SOCIETY AND HIERARCHY

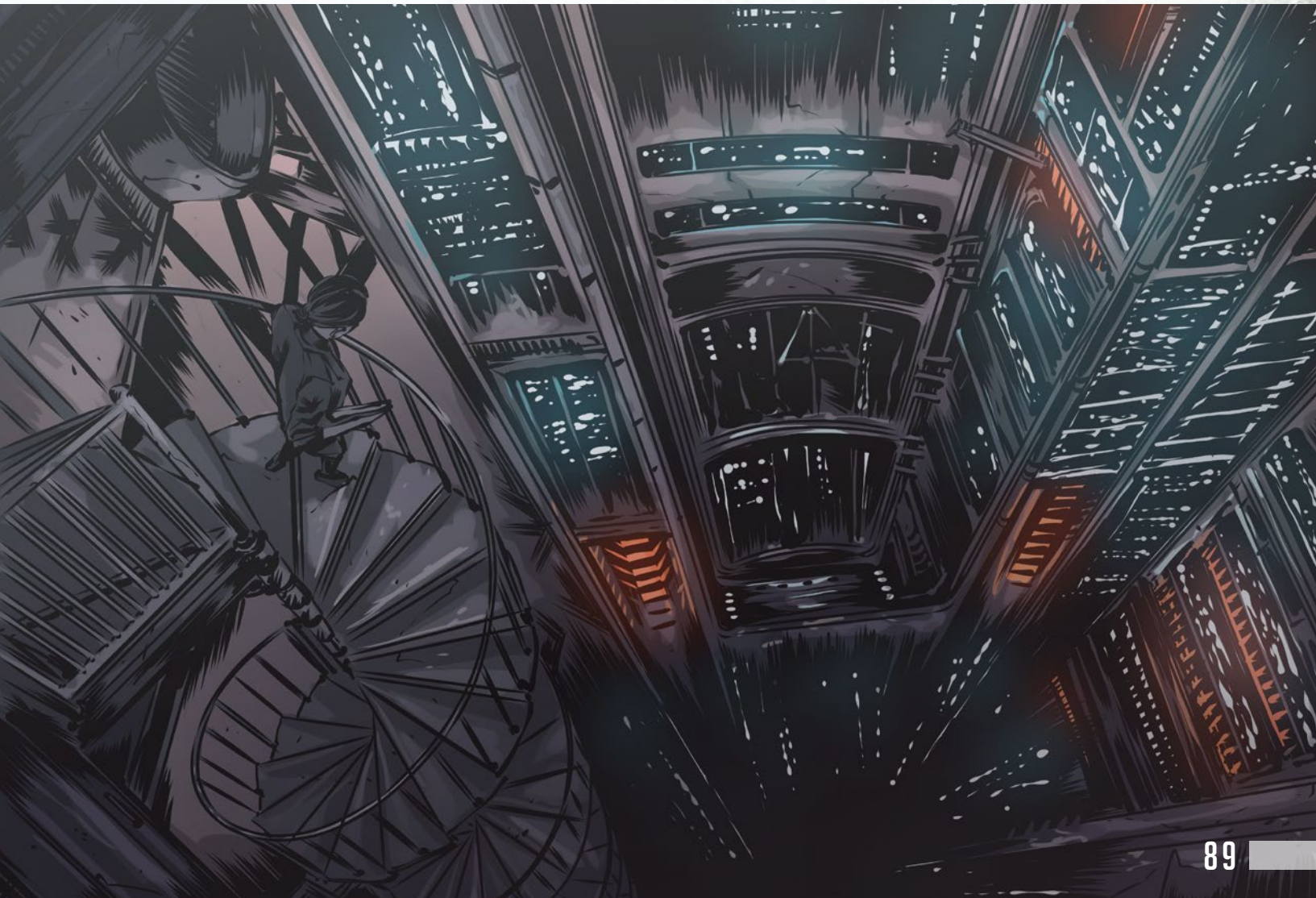
Elysium I is governed by the Council, which consists of the heads of each ruling House – Warburg, Fortescue, Morningstar and Kilgore. Each House oversees one aspect of the enclave in accordance with the specialty that they once brought with them into the alliance that became Elysium. There are other families of importance in the enclave, some even have significant influence, but nowhere close to the power or influential of the ruling Houses. All other families are connected in one way or another to one of the four main dynasties. Loyalties often shift, changing the balance of power in the enclave.

The vast majority of the enclave's population work in some way for the various leading families. A few people have been licensed to run their own businesses, but these are also part of the enclave's strict hierarchy.

Your ID card shows who you are and where you belong. Individuals can climb the social ladder, but the family you are born into will always be the most important factor when it comes to the status you enjoy. The social mobility of the lesser families is extremely limited. It is very rare for any of the lower dynasties to move up or down on the social ladder. Exceptional individuals are often held back by their families and those who violate rules and laws are disgraced and reprimanded, if they are allowed to keep their lives at all.

THE RULING HOUSES

Each of the four ruling Houses is in charge of a certain aspect of Elysium I. The Warburg family is responsible for production and energy, the Fortescue family for defense and security, the Morningstar family for culture and communication, and the Kilgore family for technology and science. Of the



approximately 10,000 inhabitants of the enclave, about 2,000 belong to one of the four main dynasties.



WARBURG

Being a Warburg means possessing a will to build and create. Your family ensures that food is available on tables, that materials are available when repairs are to be carried out, that new goods are manufactured and that the energy the enclave needs is produced. Without these things, Elysium grinds to a halt and its inhabitants would starve. On your shoulders rests the unimaginable burden and challenge that is meeting the essential needs of the enclave. Resources are already scarce while needs and requirements only grow.

Gertrud Warburg is responsible for everything produced in the enclave, from food to gadgets of

all sizes. Supporting her is her cousin Bertha, who is in charge of the maintenance of the enclave, and Manfred Warburg, responsible for power plants and energy supply. Among those of the Warburg family who have significant responsibilities are Ursula, Alvina, Herbert, Ernest and Otto.

House Color: Blue



FORTESCUE

The Fortescue family is Elysium's first and last line of defense against any enemy. Loyalty, pride and justice are words to live by for a Fortescue. Everyone trusts you to make the difficult decisions that are sometimes needed to combat any form of threat to the enclave. As a Fortescue, there are always challenges to face and your vigilance



GERTRUD WARBURG



VALERIA FORTESCUE

is constant. If it's not rebellion and dissent that threaten Elysium's delicate balance, it is the incursion of threats and dangers from the devastated outside world. Even when others refuse or can't assist you in protecting the enclave, you do not hesitate to tackle the threat yourself, armed with whatever is available.

The head of the Fortescue family, who also serves as the head of the Central Data Agency (CDA) is Valeria Fortescue. Almost as influential is General Margot Fortescue, commander of the Deep Watch, the main military force of the enclave. Other important people within the family are Alexis, Damien, Killian and Nadine.

House Color: Gray



MORNINGSTAR

For a Morningstar, life is a blend of enjoyment and leisure, refinement and creativity. Within Elysium, you are the providers of pleasure, culture, history and art. Celebrations and entertainment, decadence and tradition – everything is mixed in a whirl of impressions that is your everyday life. However, it's not a life without worries, even if you never appear to be under stress. Behind all the gloss and pomp hides a growing amount of dirty play and hard choices. For intertwined with dancing, drinks and performances, are politics, intrigue, debts, services and silent agreements. A Morningstar is an artist and a host, as well as a crucial force among the rulers of Elysium's underground world.

Constantine Morningstar sits on the Council, and has been the family's leader for decades. His formal role as Supreme Historian makes him responsible for the archives of the enclave. In reality, everyone knows that he mostly cares about what appears on the stages and screens of the enclave theaters and cinemas. It is whispered that no performance can be shown without Constantine's approval.

Other Morningstars with prominent roles include Sofia, Alessio, Valentino, Minerva, Marco, and the twins Serena and Bianca.

House Color: Green



CONSTANTINE MORNINGSTAR



KILGORE

A Kilgore is a thinker, a researcher, or scientist seeking answers and new questions. It was a Kilgore who created the first xenogenetic creatures and gave humanity several of the new and wonderful building materials that made the enclaves possible.

It was also Kilgore scientists who took the decisive steps to combine man and machine. The first reconstructed human was created in a Kilgore laboratory. As a Kilgore, there is always another question to find the answer to. There is power in knowledge, and for every new discovery you make, your influence grows.

The current leader of the House is Antonia Kilgore. She controls both the Council of Sciences and the Academy, and has a finger in almost all crucial research projects. Many believe that her son Aston, the Chief Scientist of the enclave, will one day inherit



ANTONIA KILGORE

her role. Other Kilgores of significance are Marsden, Ashley, Castor, Leslie, Osmond, and Lindsay.

House Color: Red

OTHER FAMILIES OF NOTE

In addition to the four ruling Houses of the enclave, there are other families that wield considerable influence in Elysium I. They are the heirs of people who stood by the founding rulers. Before the fall of civilization, some of them were as influential as the great families, but as the dust settled their significance waned.

Around 3,000 of the enclave's 10,000 inhabitants belong to these minor families. None of them have forgotten their origins and long for nothing more than to ascend and reclaim their lost glory. The power of the four Houses is so heavily cemented that something extraordinary would be required for this to occur.

THE LESSER FAMILIES

The lesser families of Elysium I are Acton, Arundell, Battenburg, Bentick, Calvert, De Vere, Fairfax, Montague, Loftus, Poulette, and Somerset.

COMMON FIRST NAMES AMONGST THE NOBILITY

Afton, Agrona, Aida, Aiken, Aislinn, Alden, Aldrich, Allard, Allston, Alvina, Ariana, Arleigh, Arlo, Ashley, Audrey, Avon, Bailey, Ballard, Bancroft, Beldon, Beverly, Blaine, Blossom, Blythe, Brea, Brenda, Brewster, Brinley, Buckley, Burne, Cade, Calhoun, Calvert, Cameron, Carleton, Carlyle, Carvell, Chilton, Claiborne, Clifford, Colbert, Colter, Corliss, Creighton, Dale, Dayton, Demelza, Digby, Donald, Douglas, Doyle, Duncan, Dustin, Eartha, Edda, Edgar, Edith, Edmund, Edward, Edwin, Egerton, Eldon, Eldridge, Elmer, Emerson, Esmond, Ethel, Farley, Farrah, Fern, Fiona, Gilford, Godiva, Golda, Gordon, Hadley, Haley, Halsey, Harlan, Harmony, Hayden, Haywood, Hazel, Hedwig, Hendrick, Henley, Herbert, Hertha, Hollace, Holly, Hope, Horton, Humphrey, Idina, Isolda, Ivy, Jocelyn, Kenley, Kenton, Kimberley, Kyla, Layton, Leigh, Leslie, Lindsay, Locke, Luella, Lyndon, Maida, Manley, Marsden, Millard, Milton, Misty, Nara, Nelson, Nyle, Ogden, Osmond, Oswin, Payton, Penley, Preston, Radella, Ransford, Ransley, Reginald, Remington, Ridley

OVERVIEW OF ELYSIUM I

Elysium I is far more than a simple shelter. Close to a mile from top to bottom, and almost half as wide at its widest point, it resembles an ancient skyscraper buried under the earth. Its vaulted ceiling is a dome reaching high above the Winter Garden, the only truly spacious area in the enclave.



The further down you get into the enclave the narrower the inverted tower becomes. People, homes, hydroponic farms, factories and everything else are given less space, and the ceilings are lower. Down here, repairs are low priority, and the lower you go, the worse it gets, a testament to decades of neglect.

SECTIONS, SECTORS, AND LEVELS

Elysium I is a single enclave, but its three distinct sections represent three different sections of society. The top of the enclave is called the Crown. It got its name for two reasons – because it is the top of the tower-like underground facility, and because most buildings here have ceilings of copper that once glistened like golden crowns. The middle section of Elysium I is the Core, the largest part of

the enclave. At the bottom is the Deep. The Core and the Deep are divided into seven and five different sectors, respectively. The Crown has only one sector.

THE SHAFT

The Shaft runs down through the center of Elysium, connecting all levels. The Shaft is roughly square in shape and about 70 yards wide. It opens into the Winter Garden in the Crown and ends at the bottom of the Deep. In each corner of the Shaft, there is an elevator restricted to authorized personnel only. There are also metal spiral staircases which see a lot of traffic. Workers, messengers, and couriers can be seen running up and down almost 24 hours a day.

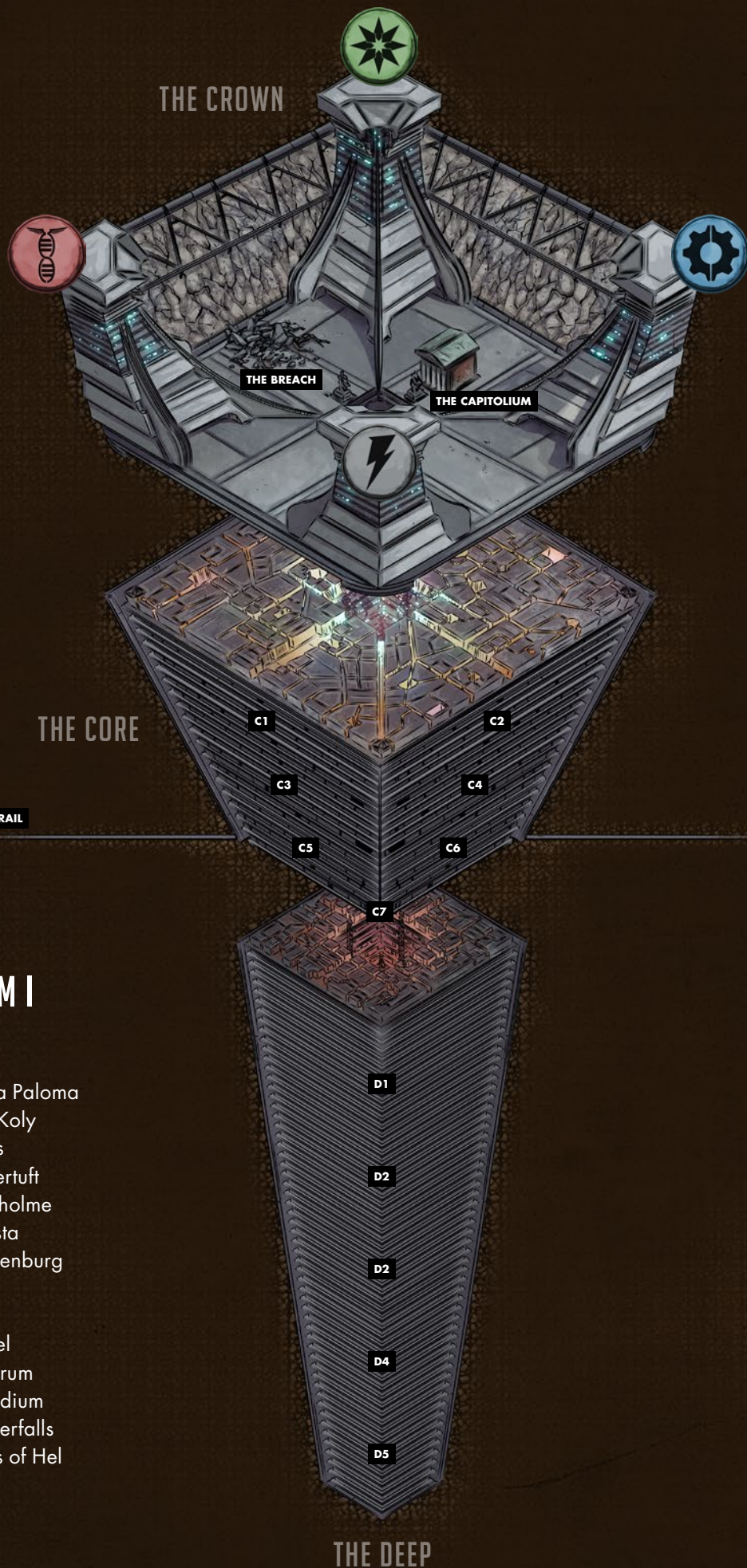
THE CROWN

The uppermost part of Elysium I belongs to you and to the rest of the enclave elite. It is here that each of the four ruling Houses has its palace. Each such complex is a massive structure of glass and stone with sloping, ornamented facades. Each palace occupies a corner of the section and runs up to the ceiling. Every palace is about 75 yards wide at the base and forty floors high. On the outside of each palace, glass elevators travel up and down the sloping walls.

The Crown is covered by a dome that extends from each of the corner palaces. Its highest point is 250 yards above the “floor” of the Crown, creating a sense of space that cannot be found anywhere else in the enclave. The walls lean outwards, 400 yards

MEMORIAL DAY

On the annual celebration of Memorial Day, Elysium’s fallen soldiers are honored. According to tradition, the Council of Elysium always convenes to discuss and decide on issues pertaining to the future of the enclave. Also on Memorial Day, leaders of the Houses host large crowds in the Winter Garden. A select number of workers and others coming from the lower sections are permitted into the Crown to attend the ceremony.



ELYSIUM I

THE CORE

- C1. Nova Paloma
- C2. Old Koly
- C3. Pirius
- C4. Tindertuft
- C5. Northolme
- C6. Calista
- C7. Hindenburg

THE DEEP

- D1. Mosel
- D2. Laborum
- D3. Arcadium
- D4. Cinderfalls
- D5. Cogs of Hel

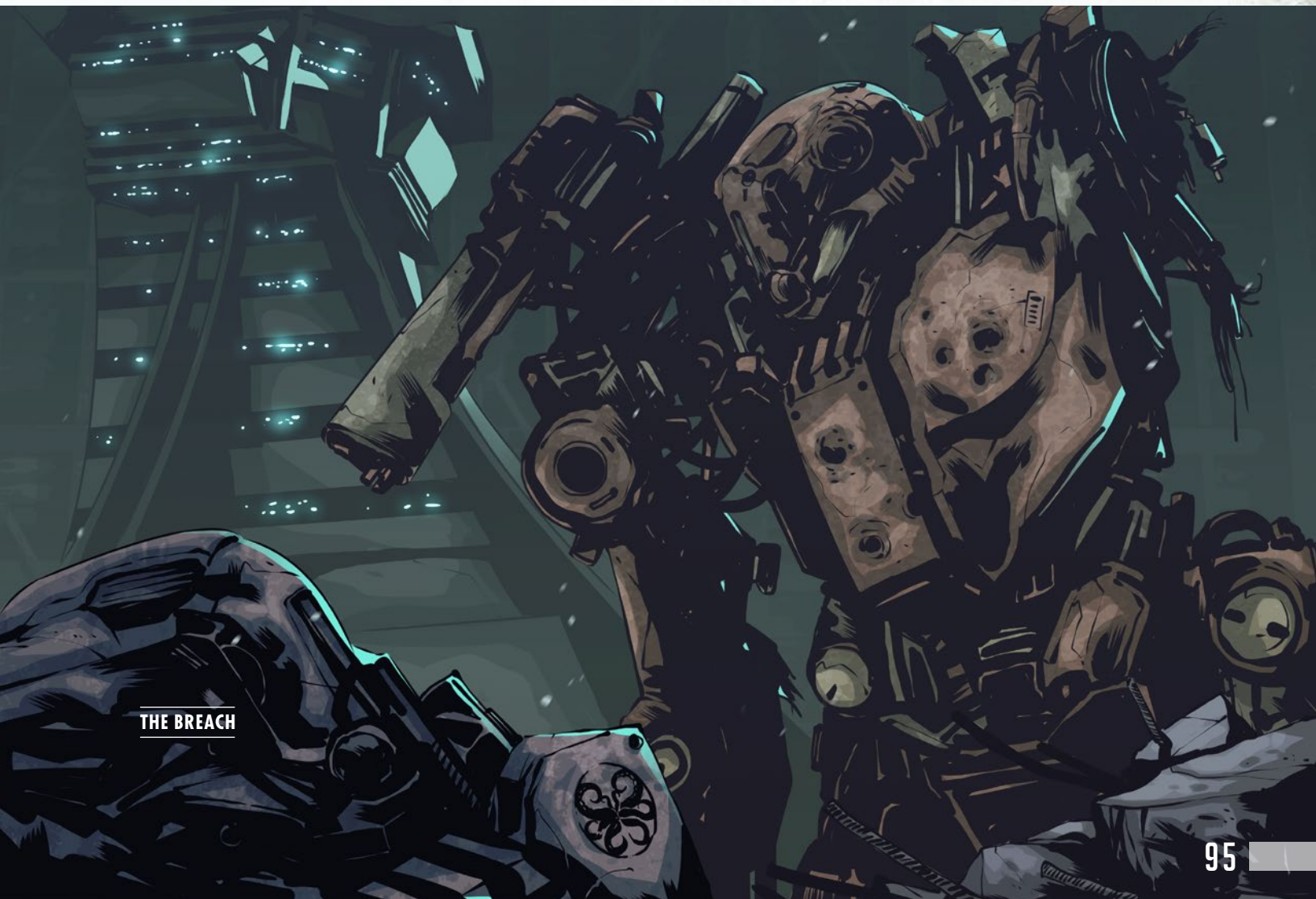
wide at the bottom, widening to almost 500 yards at the base of the dome that covers the Crown.

Only members of the ruling Houses (Security Class III and above) normally have access to the Crown. The exception to this is during Memorial Day (see the boxed text on page 93).

The Winter Garden: Between the vast palaces of the Crown lies the Winter Garden – a large park where fallen soldiers are honored. This was the site of the last stand of the Enclave Wars, and where Elysium won its most bloody victory. The park area in front of each palace belongs to, and is maintained by, its respective House. The Winter Garden is adorned with war memorials throughout the field. The Winter Garden is currently unkempt, its once-trimmed plants looking withered and sick. In the center of the park is the opening to the Shaft – a square abyss. The stairs and elevators that are located here can take you all the way down to the Deep.

The Breach: At one location in the Winter Garden, below the point in the dome where the robot armies of hostile Titan Powers broke through and entered the enclave, the rubble still remains. The huge and rusty wrecks of battle robots were left here, as an eternal reminder of the desperate battle fought, and the sacrifices made to save Elysium I from destruction. This place is known to the public as the Breach.

The Capitolium: Near the Shaft, one of very few free-standing buildings in the enclave can be found: the Capitolium. It's a decaying multi-story mansion in rust-brown bricks that still carries scars inflicted by bullets and beam weapons during ancient battles. The copper roof is worn and on the columns along the front are engraved the names of all fallen soldiers. It is in the Capitolium that the Council gathers to make decisions for the enclave. The Capitolium also contains the headquarters of the



THE BREACH



HYDROPONIC PLANTATION

judicators. This is where you go to make reports and get new orders. Read more about your HQ on page 107.

THE CORE

Unlike the Crown, the Core is not an open space. Instead, it is divided into 20 main levels, each about 10 yards high. The huge Shaft runs straight through the section and continues further into the Deep, all the way down to the bottom of the enclave.

In each corner of the Core, there is a large freight elevator that slowly moves goods and work teams to all levels, from the Crown all the way down to the Deep. The trip from top to bottom takes several minutes and the noise inside the lifts is deafening.

The uppermost levels of the Core are about 400 yards wide, while those nearer the bottom narrow to about 250 yards. Each level consists of several sections, which in turn are divided into blocks. Multi-story buildings run from floor to ceiling. Between

them are the streets and alleys that demarcate the blocks. Some of the buildings house homes, shops, and taverns. Others contain work facilities such as factories, workshops, farms, and offices.

The Core has seven sectors:

- ▣ Nova Paloma
- ▣ Old Koly
- ▣ Northolme
- ▣ Pirius
- ▣ Tindertuft
- ▣ Calista
- ▣ Hindenburg

Nova Paloma: Two things make Nova Paloma different from other sectors. The first is the amount of light, emitted by neon signs and ornamental facades, and the other is the sense of space and freedom. The area has a high ceiling, with only the

THE ACADEMY

The enclave's only institute of higher learning is called the Academy. Its 20 floors in the Core run through three levels, surrounded by footbridges and small, decayed parks. The sculpted ceramic facade and huge nano-glass windows of the Academy contrast sharply with the dark and often dirty composite tile walls around the compound. The library in the Academy once contained much knowledge collected by ancient human civilizations, but decay and internal strife have unfortunately led to the loss of large parts of the collection.

Winter Garden giving a greater sense of space. The shops and bars here always have licenses for their goods and proudly display them in windows and on shelves. You can find everything from savory foods and pure spirits to precious luxury products and costly fun in Nova Paloma. There are also plenty of street stalls and wagon cafes where you can get a simple meal or a mug of beer.

Old Koly: In this sector many students, academics, artists and actors have their homes. There are enclave theaters, a few smaller cabaret scenes, as well as a handful of galleries and studios. A few places proudly display signs that state they have been open since the enclave was first populated. The artists and students, as well as the nearby Academy, all contribute to making Old Koly the cultural center of Elysium.

Pirius and Tindertuft: A few decades ago, structural deficiencies were detected in parts of one of the large residential districts. The damaged sections were torn down and what was left untouched soon became known as Old Koly. The new parts formed the sectors of Pirius and Tindertuft, an architectural chaos of alleys, archways and columns in ceramic and plate glass. The ornate parks and plantations found here are airier than in other sectors and sometimes seem to be as much decoration as they

are practical. No enclave workers have their homes in these sectors. All families with influence, apart from the ruling Houses, have their palaces in Pirius or Tindertuft.

Northolme and Calista: Most of the licensed food in Elysium I is produced in Northolme and Calista. Aside some living quarters and service facilities, these sectors are dominated by large hydroponic plantations with carefully controlled water and lighting systems. In addition, there are vast ponds with fish farms, huge vats for growing synthetic meat, and dark, mile-long tubes used to grow mushrooms.

Hindenburg: The residential sector called Hindenburg is as old as Old Koly. The age of the sector is immediately apparent, as signs of heavy wear and tear are all around.

THE BAZAAR

Under the narrow and dark arches of the Core that make up the Bazaar there are lots of small shops, workshops, and shacks. Here you'll find simple as well as expensive crafts, foods, and drinks. The bazaar has become a popular gathering place, even for those who cannot afford the offered goods. The crowds and the atmosphere make it a popular haunt for many enclave dwellers. On the outskirts of the Bazaar lies the Exchange – a large hall where everyone can exchange goods with each other, whether licensed or not. The requirement is that the trade takes place on site and under the oversight of the Exchange Notary Office. Anyone who wants to shop must first register their name and goods. When the business is concluded, both parties must declare what was traded and with whom. It is not much of a secret that the Council encourages the trade in the Exchange – it makes it very easy to track and update records of both assets and people in the enclave.



HINDENBURG

THE CLINIC

The only hospital in the Enclave is called the Clinic, and it is also located in the Core. Officially, all inhabitants are entitled to free healthcare. However, in practice, members of the Houses are given a completely different level of care than those of lower status.

THE DATA WORKS

The area where the Data Works is located is under heavy and constant surveillance. Guards, cameras, and alarms secure the place. The monitors they watch are secret to all but the Council and their most trusted confidantes. The data collected by the different departments is crucial for Elysium I to exist. Everything is controlled from one of the most unassuming buildings in the area – the headquarters of the Central Data Agency. While many sectors are almost quiet at night, the activity in the Data Works never ceases. The staff work around the clock feeding data on everything that occurs in the enclave into massive but very old computer servers.

THE DEEP

The bottom section of the enclave consists of 57 levels. The height of the ceiling varies between the levels but is usually about ten yards. At the top of the Deep, the levels are approximately 250 yards wide, but narrow down to about 150 yards at the bottom. Because the enclave is so narrow here, you are never far from the Shaft. On some floors there is not much more than freight lanes and walkways. Those spaces are littered with sheds and dwellings crowded up against the walls, as if they were afraid of the darkness and the depths.

There is only one passenger elevator that reaches all the way down to the bowels of the enclave and it runs along the Shaft. The larger lifts available may only be used to transport goods, unless otherwise authorized by a judicator or the Council.

The Deep is where energy is produced and goods are manufactured for the entire enclave. Aside from the plantations in the Core, it is in the

INDUSTRY IN THE ENCLAVE

Today, the factories in the enclave are mostly only capable of repairing what is broken, not creating new goods. Elysium I simply lacks the resources. Equipment, buildings, and vehicles are patched up time and time again, made to last almost infinitely, but in spite of this, the number of things that need replacing grows each year. The focus of all large-scale manufacturing is towards this effort. Goods for decoration and pleasure are created only by licensed craftsmen.

Deep where the majority of the workers toil. Factories, power plants and mines occupy large parts of the sections. Tucked in between them are cramped and miserable housing quarters where the workers and their families have their homes.

A number of smaller plantations are also located here. The artistic sensibilities common to the Crown and the Core are absent in the Deep – here there is only concrete and steel, function over form being the rule.

There are five sectors in the Deep:

- ▣ Mosel
- ▣ Laborum
- ▣ Arcadium
- ▣ Cinderfalls
- ▣ Cogs of Hel

Mosel and Laborum: The oldest residential areas of Elysium I are found in the Mosel and Laborum sectors. Here, the majority of the reconstructed workers live alongside others while toiling away at the harshest and least wanted jobs in the enclave. The streets are dirty and crowded. It is well-known that some inhabitants grow vegetables and breed animals without permits in the narrow alleyways and courtyards here.

In Mosel, there is a path commonly known as the Stench. It runs along the dam that the Canal (see the boxed text) opens into. However, after its

journey through the enclave, the water is sometimes closer to that of the Sewer, and the smell of the pond is what gives the promenade its nickname. Along the Stench, several smaller power plants and factories that utilize the easy access to water can be found.

Arcadium is the oldest factory sector by far. When more modern facilities were built in Cinderfalls, parts of Arcadium were converted into walkways and parks filled with plants to generate oxygen. The homes in Arcadium are therefore sought after. There is a strong contrast between the relatively airy Arcadium and the floors below, in the sector Cogs of Hel.

Cinderfalls: The industrial sector of Cinderfalls was built after Arcadium, but it is still over a hundred years old. The decay and wear are evident on its facades, ceilings, and corridors – everything is covered in soot and dirt. The air is toxic, and the stench of chemicals and waste follows you wherever you go. The small number of homes and farms found here are as gloomy as the factory buildings.

Cogs of Hel: In the factory sector of Cogs of Hel, at the very bottom of Elysium I, the Reconstruction Works can be found. It's just as drab and somber as the rest of the area, not very different from the miserable and tormented creatures that stumble out of its halls.

THE CANTINA

The Cantina is the place where workers and others with limited funds gather to eat. It is a column-filled hall with a vaulted ceiling, with hundreds of tables filling the space. You eat with your ilk – engineers with engineers, farmers with farmers and so on. At the far end of the hall there is a large table without chairs. Here, reconstructed convicts and other individuals without work can eat whatever their very few credits can afford to buy.



TYPICAL WORKER FIRST NAMES

Abner, Ada, Aggie, Aldus, Aram, Baltus, Barb, Berton, Bessie, Birdie, Burch, Callie, Celia, Clane, Cleon, Daisy, Derris, Dolly, Dottie, Ebbon, Elma, Elos, Enid, Festus, Flossie, Garnet, Ginny, Grizzie, Haskell, Hattie, Heran, Ivey, Jobe, Josey, Lent, Lindy, Lissie, Lulu, Lyman, Lynk, Mallie, Molly, Morrie, Mott, Nettie, Odell, Ona, Peachie, Pell, Pimm, Quitman, Rena, Roxie, Sadoc, Suvia, Taron, Trixie, Willon, Winnie

TYPICAL WORKER LAST NAMES

Abram, Alton, Badger, Barlow, Barton, Benson, Bing, Brady, Budd, Coombs, Dudley, Hale, Harlan, Holton, Merton, Morley, Norton, Ogden, Reed, Skelton, Tenley, Tickle, Tinley, Vance, Weld



THE CANAL

The Canal is a waterway that runs throughout the enclave and provides its different floors with clean and fresh water. In a few places in the Core, the Canal flows in the open, but otherwise it is well protected by thick walls. Its counterpart is the Sewer, a fully sealed system where all sewage is collected and transferred to the extensive wastewater treatment plant in the Deep.

THE CATACOMBS

In addition to the mines that are drilled down into the bedrock beneath the Deep, there is a part of Elysium I that is not part of the central structure: the Catacombs. Once, it served as a spaceport and terminal for transportation to other Elysium enclaves and bunkers. It was also the headquarters of the military forces of the enclave.

Near the end of the Enclave Wars, geotorpedoes hit the facility and destroyed it. All but a few tunnels to the area collapsed. By now, all that





COGS OF HEL

remains therein has been stripped clean of anything valuable.

The Catacombs serve today as the enclave's maximum-security prison. Criminals not sentenced to death or reconstruction end up here. Among the inmates of the Catacombs, referred to as the Exiles, survival of the fittest is the rule of law. Neither you nor any other judicator needs to care what happens to a convict after they are sent to the Catacombs. The criminals and enemies of the enclave who end up here grow their own food and get by as best they can. If sent to the Catacombs, you will never return.

A heavily guarded tunnel opening out of Hindenburg connects the Catacombs with the main enclave. Those living in the vicinity of the tunnel avoid it, as if only daring to look down the tunnel leading to the prison would result in being tossed in among the criminals there.

IS THE ENCLAVE DOOMED?

Computer simulations clearly show that the population of Elysium I is very vulnerable. This is taught to every child in school. Failure of individual systems can have a ripple effect that may very well lead to the whole enclave falling into chaos. When the Elysium enclaves were built, their leaders were aware that even without war or direct sabotage, it would be difficult for the isolated settlements to survive. Every person living in Elysium I knows that survival depends on doing your job with complete accuracy, no matter what function you serve. A single mistake by a single person could spell doom for the entire enclave.

THE OUTSIDE WORLD

Beyond the enclave there is only death and destruction. Earth's surface was turned into a devastated wasteland many generations ago. The only creatures that can survive out there are the abominations created during the Enclave Wars – creatures capable of coping with the infections, poisons, and radioactive fallout that kills everything else. No human can survive outside the enclave for longer than it takes for the seal of a hazmat suits to fail, or for an oxygen tank to run empty.

Once a year, the Exploration Institute, a department of the Academy, sends a probe to measure the levels of hazardous material in the soil and any other changes of interest. The results are always the same, always depressing – the Earth remains just as toxic as ever. According to the more optimistic forecasts, the world will one day be populated by humans again, but it is a day that will be many generations in the future.

THE STRUCTURE OF ELYSIUM

The enclave's society has been developing for generations. The power of the ruling Houses, the focus on the family as the key pillar of society, scarce resources, and total isolation are factors that have been decisive in establishing order, rules, traditions, and the habits that shape Elysium I.

HIERARCHY

The society in the enclave rests primarily on the sense of devotion to family and secondly on the role each inhabitant fills. Each family provides their members with a status that rarely changes. One can win or lose influence, but an individual can never reach a status beyond that which is held within their own family. The only exception is those who break away and become lawless in one way or another in the eyes of the enclave.

The fact that four mighty dynasties created the Elysium Titan Power, and still hold sway over the enclave, is the reason for this heavy focus on the role of family. For you, as a member of one of the four ruling Houses, this means that you are born to the status and rights only afforded to the wealthy

LONGING FOR THE SURFACE

It does not happen often, but every now and then some individual develops the urge to escape the enclave, driven by the belief that survival is possible in the outside world. According to these fantasies, there are places free of radiation and sickness, places where intrepid individuals can make new lives for themselves. The longing for a different life on the surface is easy to understand but also extremely dangerous. Strict laws require immediate action against all such dangerous dreams. For milder cases therapy is often enough, but some individuals engage in subversive activities and must be handled swiftly and forcefully. Some are reconstructed, but most are sentenced to death.

and powerful. You have unbelievable privileges, the same as those fortunate enough to have been born under any of the other three Houses.

Everything in society revolves around the concepts of family and bloodlines. They are the social foundation on which the enclave was founded. Of course, your family also requires service from you, and it is unwise to ignore your family's responsibilities for long. Everyone carefully keeps track of their family ties as well as everyone else's. Even the most wretched servant in the Deep knows their ancestry in detail, just like you do. Not belonging to a family is to stand outside society. Most of the Exiles in the Catacombs have been ostracized by their families. Among the worst things you can imagine is to fall from grace and end up in the same situation, without a family.

In other words, your lineage controls what rights you have and also what your duties are. The family educates and protects you, but it also demands responsibility and duty. You must always care for and obey your family. It is the family after all, that has final word on the life choices that will impact you the most, be it career, love, or anything else. If you commit a serious mistake, your entire

CRIME & FAMILY

When someone commits a crime in the enclave, the family is responsible. Most often, the perpetrator is punished personally for the crime, but a family can choose other means to atone for the misdeed. Someone must pay for the crime, but it is not always the person who committed it. For a powerful family, the laws of Elysium are not absolute, but rather a framework for negotiations. When you mete out punishment as a judicator, make sure you consider what your family stands to gain, not only the nature of the crime itself. Perpetrators belonging to a family without influence are dealt with quickly and harshly – the actual perpetrator almost always the one who is punished, and their family will often suffer for the crime as well.

family will suffer for it. The only way for your family to exonerate itself from your misdeeds is to shun you forever.

The work task assigned to each resident of the enclave is another important part of society. This is true for all inhabitants of Elysium I. Everyone is needed and depended upon for the enclave to survive. Workers make sure the factories keep running, technicians are responsible for maintenance, information management and research knowledge, physicians take care of the medical needs, and so on. The size and hierarchy of the work teams vary, but they are all important and are controlled, directly or indirectly, by the Council.

There is often a strong link between family and the work task assigned to you. For example, as a child of a technician and a teacher, you are expected or even required to take one of those two jobs. It does happen that children are assigned to a different service than their parents, but it is not common. Personal qualities and talents weigh in, but the individual's family and its status always weigh heavier. For example, a child from a working family in the Deep can hardly expect a job in a particularly high position, no matter how talented the person

is. For you and others of noble birth, the opposite applies – a high position is given, no matter how useless or inexperienced you are.

SECURITY CLASS

Residents of Elysium I are divided into security classes that determine which areas in the enclave they have access to. Only class III and above have access to the Crown. Security classes are identified using Roman numerals, from I to VII. Each resident is assigned an ID card indicating their security class, and it is mandated for everyone to always carry it. The ID card is also used for electronic payments.

SECURITY CLASS	SOCIAL CATEGORY
I	Proles
II	Security Guards
III	Civilian House Members
IV	Judicators
V	Military
VI	High Command
VII	Heads of the Houses

LAWS AND REGULATIONS

The resources of Elysium are limited and must therefore be used as efficiently as possible. For the sake of the enclave, sacrifices must be made, including some of the inhabitants' own liberties. This has necessitated a system of harsh and absolute laws. Originally the laws were created to secure the resources of the enclave and give the next generations a chance to survive. Nowadays they are the tool to secure the power and influence of the ruling Houses. Many laws are open to different interpretations, affording judicators the opportunity to use their own discretion.

LICENSES AND PERMITS

In Elysium I everything is controlled. Life in the enclave is only possible if resources are managed carefully and nothing is wasted. Shielded from the

world and left without the ability to easily gather more resources, the residents have no other choice.

A limited amount of raw materials comes from mines that are dug deep below the enclave. Likewise, crops are grown in the hydroponic farms, but in very limited quantities. Recycling, repairing, and hard resource control are what make life possible. To maintain that balance, everything must be registered and regularly accounted for, a responsibility that rests with the Central Data Agency, or CDA. Its responsible manager, currently Valeria Fortescue, reports directly to the Council. Her reports can have major consequences for life in the enclave.

Getting a license varies in difficulty. The approval process for making a small garden at your home or selling some handmade craft is relatively easy. A license that allows something more than a small-scale operation is significantly harder to obtain. If a person is not assigned to a

task considered essential for the enclave, it is possible to obtain a license to operate a small business, as long as what is sold is carefully controlled and monitored. Innovative ideas or desirable products are rarely licensed. Instead, the creator or creators will be employed at an appropriate production or research facility.

Business licenses can be inherited. A background check is supposed to be performed by the CDA, however, they will not dig too deep if the licensee has a clean criminal record. There are shops and other establishments that families have owed for generations, often a great source of pride.

The right to procreate is one of the most sought after and difficult licenses to obtain. The enclave's resources and space are monitored to calculate sustainability. The wait can be very long, and is sometimes in vain. Most, however, are eventually granted permission. The average amount of children authorized per household is two, more in larger partnership units. Although everyone knows the risks of having illegal children, some do it anyway. The penalty for an unlicensed birth is reconstruction, and all licenses currently held are immediately withdrawn. The child is taken from those who birthed it and given to a new partnership unit.

FAMILY STRUCTURE

The core of the family are the bloodlines. There is more to it however, than mere genetic heritage. Children registered as kin in a household do not need to share blood with all parents. Larger partnership units often combine their genetic heritage in different ways, an opportunity that comes with the license to acquire children. This makes the family a broad concept in Elysium.

Who you will register partnership with is important, and often determined by consultations with your entire family, and that of your partner. Couples of two are still the most common, but partner collectives of up to a dozen individuals exist. Adoption also occurs, which in some cases may be the only way for a newborn to move up in society.

For you and any of those belonging to a ruling House, a license to have children is a given, but your choice of partner is strictly controlled. A lot is riding on the children born into the families after all.

MILITARY AND LAW ENFORCEMENT

Once, Elysium had a huge army of both machines and humans. Only a small fraction of that force remains today. Called the Deep Watch, it consists of about 200 well-trained soldiers under the command of General Margot Fortescue. The four ruling Houses have always been protected by their private forces, called the Honor Guards. You and other judicators are the judicial system of the enclave, along with the support provided by the Tribunal in the form of advice. Finally, there are various units of security guards who serve at important facilities or have the task of enforcing public order and calling for judicators if necessary.

JUDICATORS

You and the other judicators are responsible for ensuring that the laws of Elysium are maintained.

You are the first and last line of defense in the fight against criminals, traitors, and spies. If a security guard spots a crime, it is you who they call for. It rests on your shoulders not only to arrest those who violate the law but also to judge – and when necessary – punish them. It is your duty to sift through allegations and lies to find the truth and enforce the law.

The laws of Elysium are numerous and often contradictory, and you will face hard moral choices in your work. However, you are not without support. For help, you have the Tribunal, four old and highly experienced judicators who, after many years of experience, received the title of Judge. These Judges possess a wealth of knowledge acquired over their long years of service in Elysium I, but remember, like everyone else, their first loyalty rests with their family.

JUDICATORS AND THE TRIBUNAL

As a judicator of Elysium, it is your primary task to protect the enclave and to enforce its laws. You seek to both prevent and resolve crimes, but you can also impose punishment. The most common crimes, such as illegal gambling or trade, disobedience or theft, are to be dealt with on the spot. For more serious crimes, you have the support of the Tribunal. This is a panel of four judges who deliberate and propose appropriate punishments. The Tribunal never passes judgment itself – it only offers suggestions based on precedence, leaving it up to you and your patrol to deliver the final sentence.



THE DEEP WATCH

The enclave's military force is named the Deep Watch, the only regiment left from Elysium's once powerful army. General Margot Fortescue is the commander of the approximately 200 soldiers of the Watch. Slowly, as years pass and resources dwindle, some are concerned that the enclave will soon not be able to maintain a military force at all.

In addition to the command of the Deep Watch, General Fortescue has the right to commandeer large parts of the enclave's population in case of war. According to the ancient defense plans, the population is divided into local defense units with different tasks. Earlier generations practiced drills at least once a year for such an event, but it's been years since an exercise alert was issued and today the organization mostly exists on paper only.

SECURITY GUARDS

Simple security jobs in the enclave are handled by the numerous units of local guards. There is no single organization for these, instead every unit has its own local command and uniforms. The authority granted to the security guards is limited. Their task is to report incidents, issue warnings, and to provide a presence of security for the residents. Armed with a comm radio and a stun baton, the security guards are sufficiently equipped to handle most troublemakers. When the

EVERYONE IS A CRIMINAL

The many and sometimes arbitrary laws and regulations of Elysium mean that a judicator can almost always find something that an individual is doing wrong. Illegal plantations, unauthorized items, and unlicensed trade are all commonplace infractions. If you want to nudge someone into doing what you want, just look for leverage. Should you not find something, you can always make it up – your word weighs heavier than that of the common citizen. How to wield this power is up to you and your conscience.

WEAPONS

Elysium has very strict weapon laws. For all but military personnel, judicators and members of the Honor Guard, carrying weapons is forbidden. Security guards are allowed to carry stun batons and stun guns only. Even improvised weapons are strictly forbidden. Severe punishment awaits anyone caught violating this law, with penalties that range from immediate execution to a one-way ticket to the Catacombs. However, the exact definition of "weapon" is somewhat open to interpretation (and abuse, if you are that kind of judicator).

situation demands it, judicators are never more than a radio call away.

The security guards are obligated to follow orders given to them by judicators, even if they contradict orders from their own superiors, a fact that sometimes leads to frictions between the two groups.

In total, there are approximately 200 security guards in Elysium I. They generally wear simple uniforms with name tags and a comm radio.

THE HONOR GUARD

The four ruling Houses of Elysium are protected by a force known as the Honor Guard. Formally, they belong to a single organization, but they have no higher authority to report to, and everyone knows that there are actually four separate Honor Guards, one for each of the ruling Houses. The Honor Guards are very disciplined and drill regularly, but their equipment fits better in a parade than on the battlefield. They wear colorful uniforms with gaudy emblems, and they are armed with a saber and a gyrojet gun. Saber fencing is the Honor Guard's forte, and they are immensely proud of their skills with the weapon and the fact that they are the only ones in the enclave with the right to bear them. The practical use of the sabers is debatable, but they do look quite stylish.

THE JUDICATOR HEADQUARTERS

The headquarters of the judicators is located in the Capitolium building, in the Winter Garden. The judicators are divided into patrols, generally with four people each. In total there are 24 patrols, divided into two shifts. When one shift is active, the other is on-call. Each shift is led by a Chief Inspector, currently Astride Fortescue and Castor Kilgore. The Chief Inspectors are in turn subordinate to the Supreme Commander of the Judicators, Superintendent Minerva Morningstar, who reports directly to the Council.

The active patrols gather for a roll call and briefing before each shift. There, the Chief Inspector goes over any current incidents in the enclave and decides which of the patrols to send to handle them. A shift is typically twelve hours long but may be longer if the situation on the scene demands it. After five shifts you receive two days of rest, then a new shift begins. Normally, you alternate between day shifts and night shifts, but the distinction between the two has lost much of its meaning after decades underground.

In addition to the judicators themselves, the headquarters houses some assistants to the commanders, three communications officers, and a procurator who manages the archives of all legal matters you handle. The latter has the help of the ancient protocol robot TXS-012, nicknamed Texas Twelve. In addition, there is an old couple who manage various janitorial tasks such as washing and repairing your uniforms, cleaning, and cooking.

HQ PERSONNEL

- ▣ **Chief Inspectors:** Astride Fortescue and Castor Kilgore
- ▣ **Superintendent:** Minerva Morningstar
- ▣ **Assistants:** Eldon Montague and Audrey Battenburg
- ▣ **Communication Officers:** Godiva De Vere, Carleton Somerset, and Reginald Arundell
- ▣ **Procurator:** Luella Acton
- ▣ **Procurator's Assistant:** Unit TXS-012
- ▣ **Janitors:** Ada and Aldus Budd

Assembly Hall. A barren, run-down hall with benches made of artificial dark wood. This is where the judicators have their briefings before each shift. There is sitting space for about 100 people. At the front of the hall there is a stage, where the Chief Inspector stands. On the wall behind there is a large data screen, where maps of selected parts of the enclave are displayed as needed.

Communication Central. Wide screens cover one wall, next to a worn wooden table stained by decades of coffee mugs. The screens show maps of the enclave indicating the positions of judicators in the field, and where incidents have been reported. There is text flow with status reports. At least one person is sitting here at all times.

Workspaces. A large hall with small desks of artificial wood. Each is equipped with keyboards and shelves for data plates. Portraits of Council members hang on the walls.

The Superintendent's Office. A comparatively spacious room with a worn desk, metal storage cabinets, and pictures on the walls.

Warehouse. Naked light bulbs hang from the ceiling and illuminate a room filled with shelves and packing boxes. Everything from weapons and armor to uniforms can be found here, virtually all bearing signs of wear and use. The desk is usually littered with thick folders.

Locker Room. Two rows of tall, narrow lockers made of artificial dark wood are located along the walls in this room. Copper name tags on each cabinet indicate who its contents belong to. There are also baskets for labeled uniforms, towels or dirty laundry to be thrown in. A shelf next to the shower door always has clean towels. Even personal weapons can be stored in the lockers.

Training Hall. The ingrained sweat from generations of physical exercise permeates this space. Heavy and worn sandbags hang from the ceiling. There are slabs and weights available, as well as a mat used for practicing hand to hand combat.



Ground floor



Basement

1 x 1 meter

THE JUDICATOR HEADQUARTERS

- | | |
|--------------------------------|--------------------------|
| 1. Reception | 13. Food Storage |
| 2. Administration | 14. Locker Room |
| 3. Archives | 15. Training Hall |
| 4. Assembly Hall | 16. Showers |
| 5. Communication Central | 17. Toilets |
| 6. Workspaces | 18. Cantina |
| 7. The Superintendent's Office | 19. Lounge |
| 8. Chief Inspectors' Office | 20. Kitchen |
| 9. Procurator's Office | 21. Laundry Room |
| 10. Classroom | 22. Interrogation Room |
| 11. Warehouse | 23. Stairs to Cell Block |
| 12. Armory | 24. Cell Block |

Cantina. Three long tables with benches are in the middle of the room. The walls consist of dark wood panels. Brass lamps are mounted on the walls and lamps with yellowish glass hang from the ceiling.

Lounge. One of the most frequented rooms in the headquarters. Run-down sofas, a couple of hologram pinball machines, and a small table with chairs can be found here.

Kitchen. Almost everything here is made of polished steel or solid artificial wood. The kitchen is spotlessly cleaned every night, no matter how messy it gets during the busy hours.

Laundry Room. A damp and warm room where a massive washing machine runs almost 24 hours a day. Two large drying stations are located along one wall. A workbench stands along another wall. Large fans are mounted on the ceiling above the drying stand.

Interrogation Room. A bare room with a solid metal table welded to the floor, with a chair on each side. A pair of handcuffs can be locked to the table.

Cell Block. Reinforced cells with thick metal doors. The doors have a sliding slit. A metallic folding bunk, a pair of blankets and a hole in the floor for a toilet is all that can be found in each room.

LIFE IN THE ENCLAVE

Life in Elysium consists largely of hard labor in the name of duty. For most, there are at least a couple of hours of leisure time each day, and most weeks have one or two days of rest.

LIVING QUARTERS

When an enclave dweller turns 15 years of age, either further studies in the Academy or a first work task will be assigned. Simple accommodations are provided, either a bunk in a dormitory or sometimes even a small apartment. Registered families are generally provided with an extra room for the children. An individual who rises in the ranks can, over time, expect the opportunity to move to larger



and more comfortable accommodations. However, most people stay in the neighborhood where the rest of their family lives.

A private apartment is typically about 50 square feet in size, rarely over 100 square feet. At best, there is room for a bed, a closet, a chair, and small table. Most apartments have a simple computer terminal used to receive radio and text messages – most often decrees from the ruling Houses, but also some carefully controlled forms of entertainment.

THE DATA NETWORK

Most of the data transmitted via the enclave computer system is text-based. Image and video material are very limited. Reports are written, sent digitally, in some cases read, and then archived. Almost all information in the enclave is digitally stored. Books and paper are very rare and expensive.

The founders of the enclave believed that storage capacity would be almost infinite. But damage caused during the Enclave Wars, combined with the enormous amounts of data gathered throughout the decades, have turned storing data into a huge challenge.

All data is now preserved at the Central Data Archives at the Data Works (see page 98), but not everything has fared throughout the years. Much data has been corrupted or degraded, and as a result of the limited storage capacity, a large amount of data has been compressed as much as possible. For example, a video file might first be compressed into a series of image files, then later into a single image file, and then into a text file.

COMMUNICATION

Most communication throughout the enclave is done via text messages and voice calls, using the network of cables connecting most levels. A robot-controlled switchboard monitors all communication, flags any suspicious traffic and reports it to the judicators.

There is also a network of radio transmitters and receivers, but only the Deep Watch, the judicators and security guards are allowed to transmit radio messages. For civilians, radio transmitters are strictly prohibited.

MEDIA

Most homes in Elysium are fitted with a simple receiver for radio and text messages. There is only one radio channel on air, the rest of the bandwidth is just white noise. In case of an enclave-wide emergency these devices can be remotely activated to broadcast emergency messages, but it has been so long since it needed to be used that no one around today is certain of how it works. A few hours of music and a limited number of entertainment shows are aired every week.

In numerous plazas around the enclave, and in some of the homes of the elite, terminals that also receive video can be found. The video shows are broadcast directly from a decaying old television studio in Old Koly. Every evening, there is a short video news bulletin, and every Saturday at seven, the three-hour entertainment show *Voice of Dawn* is broadcast. The host, Valentino Morningstar, always draws large crowds to the streets during these shows, but he is not popular among the workers of the enclave. The *Voice of Dawn* is a mix of community information, propaganda, and entertainment.

In many sectors there are also cinema theaters that show movies for a few credits. Most cinemas show documentaries about the enclave's glorious history, although sometimes feature films are shown – a few newly recorded, but mostly classics from the Old Age. The cinemas are subject to strict censorship and cannot display any films that might have a negative impact on the moral values of the citizens or be considered subversive. However, some underground salons do take the risk of showing unauthorized movies.

VEHICLES AND TRANSPORTATION

Civilian vehicles in working order are rare in Elysium I, with the exception of simple kick bikes. A few sectors of the Core also have old, wired streetcars in working order. In some of the industrial sectors of the Deep, freight trains and cargo lifts are used for heavy transports.

The most advanced vehicles are restricted for use only by the military and law enforcement. As a judicator on patrol, you will often use the distinctive four-seat patrol hovercraft or a two-seat hoverbike, equipped with sirens and flashing lights.

DEALING WITH MONEY

As long as you live in the enclave and work as a judicator, you do not have to worry about keeping track of your salary and your daily expenses. Assume your salary is enough for your living expenses – if you want to buy something in addition to this, you need to access credits in another way, for example through contacts.

For transporting commons goods, elevators and sheer muscle power are used. Loads are drawn on wagons or carried, on foot or on kick bikes. Bicycle taxis are also used, but riding one is a privilege for the elite, or those who have plenty of credits to spare.

The Deep Guard has other vehicles, such as heavily armored hovercraft of different sizes. Armored troop transports with advanced weapons systems are rumored to be available for expeditions outside the enclave. As far as you know, these vehicles haven't been used for decades now.

CREDITS

The enclave still uses its ancient currency, the Elysium Credit. A credit is divided into 100 cents. Residents are given accommodation and equipment required for their service – everything else must be purchased with credits. For proles, pay is just enough for bare necessities, while the members of the ruling Houses can live well – some even in abundance. Salary is usually paid weekly, see the table on page 112. Payment is usually done electronically via the ID card that specifies your security class, and which you are required to always carry with you. On page 119, there is a price list for common goods and services available in the enclave.

Cash: Because many resources in the enclave are hard to come by and thus restricted, a black market has emerged in Elysium I. Electronic transactions are not used by these shady businesses, as they can be tracked. Instead, traders in the Bazaar (see page 97) have started to use an improvised hard currency – small pieces of metal with the Elysium eagle icon embossed on them. The Houses tried to combat this illegitimate currency but have since given up, and the trade of these coins is now tolerated.





Even as a judicator, sometimes it may be useful to spend some cash to pay informers without leaving an electronic trail.

SALARIES IN ELYSIUM I

CITIZEN	WEEKLY SALARY
Worker	1 credit
Foreman	2 credits
Security Guard	3 credits
Judicator	5 credits

FOOD, DRINKS, AND DRUGS

For most people in the enclave, food and drink are a necessity, not a joy. Most workers, and others with little credit, eat their meals in the Cantina (see page 99). This limits the diet to whatever is being served there, which is mostly mushroom-based products and root vegetables supplemented with crushed cakes of insect meat. Farm laborers in the plantations of Northholme and Calista are luckier, as they get to eat what they produce and thus have a diet more akin to what the elites eat.

Higher status means more credits, along with access to the restricted eateries at most factories, offices, and facilities. The food is not always much better than what is served in the Cantina, but it is more varied and real fish or seafood sometimes

ENCLAVE FOOD

The range of food available in the enclave is adapted to the limited supplies. Fish and shellfish are farmed, as are insects, but the main source of protein is artificially grown meat. This meat mass is sponge-like in taste and texture, more of a necessity than a tasty meal. Vegetables – specifically root vegetables – are genetically modified to grow faster and be more nutritious, but they are not always tasty. Fruits are harder to grow and are thus an expensive luxury. There are no real slaughter animals. Should you come across a real piece of meat, it has either been kept in a cryo freezer for centuries or it comes from someone who has slaughtered one of the dogs in the enclave without a license.

appears on the plate along with vegetables or even fruit. For you and others in the elite, there are exclusive dining rooms few others even know about. A kitchen can be found in each House palace as well as in the Capitolium. You eat better than most in the enclave and do so at no cost.

Those with a lower status can only afford variations to their diet in the form of synthetic coffee, tea, or fermented drinks purchased at simple diners in the Core and the Deep. You and others with plenty of credits can visit a number of decent restaurants in the Core, but they can rarely match the meals served in the four palaces. The best chefs and ingredients go almost exclusively to the four Houses.

Alcohol is heavily regulated in the enclave, hence always sought after on the black market. Calming or soothing drugs, which are usually smoked, are more tolerated. Working under the influence of any stimulant is strictly prohibited, but this law is hard to enforce among workers with the hardest and dirtiest jobs in the enclave. Stimulants that increase wakefulness and focus are sometimes used by researchers or work teams with extremely long and demanding assignments but are otherwise prohibited.

RECYCLING

Everything in the enclave must be recycled. The resources are limited and everything from feces and urine to broken appliances and machinery are collected, sorted, and reused in some way. Even the inhabitants themselves are part of this cycle. Over the years in sectors like Calista and Northolme it has become commonplace for farm workers who die to be buried there, becoming part of the mill, which gives residents so much of their food.

Two main facilities handle recycling on a large scale: the Recycle Works and the Night Hall smelter, the latter staffed by convicts sentenced to hard labor. However, many of the resources used by enclave dwellers come from items recycled at home.

Everyone knows the benefit of reusing anything possible. Children and the elderly perform the tasks of sorting, storing, and fixing everything that can be used again, as well as making sure that as much as possible gets into the family compost. If the latter is not used for a small plantation, it can be sold for some profit in Calista or Northolme. Groups of toddlers and elderly rummaging for scrap or compost are common, even though doing so is not strictly legal. Everyone must do their part in Elysium, no matter how small or tired they are.

WASHING, CARE AND TOILETING

If you live in the Crown or the Core, your home may have its own bathroom. Most, however, share toilets and showers with a limited number of people. In the Deep, an entire floor or a whole building can share a single bathroom. The reason is partly to conserve space, but mainly due to the scarcity of water. Showers in the enclave drip rather than spray water, and toilets are emptied using vacuum pressure.

For the elite, a proper shower or even a private bath are available if you can afford it. Strictly controlled bathhouses offer luxurious baths at expensive prices. It can also be a privilege that comes with a very high position within the hierarchy.

For the ordinary enclave dweller, there are other establishments that may be visited. Finding a place to get a haircut, delousing, or health check is easy in the residential areas of the Deep and the Core. If you are looking for something more congenial than impersonal and fast treatment, you can visit

one of the few licensed barbers or clinics available, but of course, such services cost more.

Laundry is handled in a similar manner. Workers submit their dirty overalls once a week to the laundry facilities and receive a washed and mended one in return. Everyone is responsible for keeping their private garments clean as best they can. For managers, administrators, and others with higher status, there are laundry facilities available, but the individual is responsible for the care of their own garment. For you and others within the elite there are servants who handle such tasks. As a judicator, a clean and pressed uniform always awaits you in your quarters at the start of a shift.

SHOPS

There are quite a few shops in the enclave. Workers rarely have many credits to spend and getting a business license for anything other than selling food and drink in the Deep is difficult. Workers generally go to the Exchange and the Bazaar, where they can find a range of goods and gadgets if they have something to offer in return.

For those with more credits, there is a limited but varied range of shops and craftsmen available. Fine clothes, jewelry, utensils, art, home appliances, tools and anything else you want can be found in the trade districts of Nova Paloma. In the residential districts, there are less sophisticated stores that offer an assortment of general goods.

RUMORS OF MEAT

Stories and rumors of meat are common in the enclave. It is said that gangs in the Deep or Exiles in the Catacombs are hunting mutant beasts coming in from the Outside, or that they have turned to cannibalism. There are even rumors of hidden breeding halls in the palaces of the Houses, and secret laboratories where hundreds of different species are kept in cages. It is alleged that these are meant to be used to repopulate the surface one day, but are also used as a source of luxury food for the highest ranks of the Houses.

There is no large-scale production of items for private consumption in Elysium I. Anything you buy is crafted in small workshops, usually by hand. These items are often beautiful, take a long time to create, and cost a lot of credits. Few enclave residents can buy anything beyond the simplest of items. Instead, many treasure ancient family heirlooms from the Old Age.

Illegal trade is common, especially among workers in the Deep. Some see the black market as a necessity that gives people what they want, but if unchecked for too long it can lead to a waste of precious resources. Much of the illegal trade is controlled by various criminal gangs who exploit weakness for profit. Stopping those who engage in black-market trade on a larger scale is difficult, not least because the trail sometimes leads back to high-ranking people in Elysium I, even to members of the Houses.

ILLEGAL PLANTATIONS

To determine which residents of the enclave should be allowed to grow their own crops or vegetables is a difficult assessment for the rulers of the enclave, and often you as a judicator will have to make the call. A few plants for spices or decoration are generally allowed, as are small patches used to grow mushrooms or insects. Anything beyond that increases the risk of unwanted attention.

For many, credits are not the main incentive, it is simply a matter of growing plants for personal use. Despite the risk and the challenge, some entrepreneurs do take the chance to expand their crop patches. The laws are unclear and many judicators choose to look the other way when an otherwise good citizen is just trying to secure an extra meal.

SPORTS IN THE ENCLAVE

Because many in the enclave have sedentary jobs, practicing sports is encouraged. Sporting events are good for keeping the inhabitants busy. The only arena in the enclave is called the Palace of Light, and it is located in Tindertuft. It can seat a thousand individuals but is rarely filled to its limit. Instead, residents view their favorite sports in smaller venues scattered throughout the enclave.

Most of the popular sports in the enclave were inspired by sports from before the Apocalypse.

CRIMINAL GANGS

Criminal gangs like the Sooty Hand and the Cravats have been around for years in Elysium I. Rumors say that some are based in the Catacombs. Open conflict between the gangs and the law is uncommon – the gangs know that direct confrontation with judicators will not end well – but it does occur from time to time. Squabbles between the gangs for control over different sectors of the Deep, or over the control of the trade of drugs and alcohol, are more common.

Betting is widespread and all but impossible to snuff out. Below are the most common sports:

Saber Fencing is popular among the Houses and other influential families. The most famous fencer today is the masterful Beatrix Morningstar, who spellbinds the audience with her dance-like moves. Biomechatronic implants are strictly forbidden in this sport. Tournaments are arranged every Sunday in the Palace of Light, with the results broadcast by the Voice of Dawn.

Dawn Race: A yearly running contest that starts on level 50 in Arcadium and ends on level 2 in Nova Paloma. The race is as much about tactics as it is about endurance, because the contenders need to use the transport lifts designated for the runners. In recent years, the event has become popular among the workers as the miner Marton Reed has won three consecutive races.

Velodrome Racing: This is a sport for the wide masses. Both high and low born meet in the Palace of Light at the end of each month to enjoy the races. These occasions are one of the rare instances that the stadium is fully packed, with opportunists selling fake tickets for the finals.

Sling Ball is a widespread sport in the Deep. It is played between two teams on a small rectangular plane with H-shaped goals. Each player is equipped

with a long club. You score by either shooting the ball under the bar (three points) or over the bar (one point). This sport can get very violent and players often use the clubs to beat each other up.

Chain Lift: This is another popular sport among the proles. Played in or around factories, workers compete to lift the heaviest objects with the help of a chain and pulley.

Body Bombing: In this violent, no holds barred form of martial arts, biomechatronic implants are often used. The “sport” itself is not licensed by the Council and competitions are organized in secret locations around the Deep. The latest Body Bombing star is the wanted gang member Veronica Volt.

RELIGION

The Council does not allow another group in the enclave to threaten its authority. This includes religious communities. The only existing religion with many believers is the Temple, and its devoted followers are not seen as a threat to power. Some more radical cults have emerged in recent years, but they have all been very small.

THE TEMPLE

The world’s history is filled with wars triggered by faith in higher powers. When the people of Elysium fled from the surface, they left the old ways of worship behind. But religion did not die. During the many generations that followed, wrought with hardship and more war, remnants of different religions of old mingled together and became one: the Temple. It stands for unity and a belief that all people share a higher power which binds them together, and one day will deliver them to the surface again.

The Temple never demands any tribute, prayer, or sacrifice. Perhaps this contributes to its popularity. It only brings people together, offering a kind of meditative unity. After many decades, the temple has grown into a strong institution, but without any formal power. Its existence is tolerated by the Council, who sees the Temple as a way to keep the enclave workers under control.

The Temple is led by an Eminence. There are a total of ten Eminences, but only one is awake at any given time – the other nine are kept in deep cryosleep. The ten Eminences were chosen by the original founders of Elysium to ensure that enclave residents would not deviate from Elysium's original values over the many years in the depths.

Eminences change shifts once a year, generally around the time of Memorial Day celebrations. Then, a new Eminence is woken from his/her cryo bed and the current one goes back to sleep, to wake up again nine years later. All Eminences were born before the Apocalypse and bring with them the knowledge of what happened, to ensure that something like that never happens again. The current Eminence is named Creon.

Initially, the Eminences were formal advisors to the Council, but over time the focus of their work shifted to providing guidance to the enclave's inhabitants and leading the emerging Temple. This was a development welcomed by the Houses, who did not want the Eminences to meddle in their affairs.

The task of the Temple is to unify the people of Elysium, especially the workers, under the dream of a common future and to remind them of the horrors of the past. This is done in many ways, most often through informal gatherings in small chapels situated all around the enclave – at least one on each level. To help them carry out their work, the Eminences have around one hundred volunteer novices – they come from all strata of society in the enclave, but most often from the ranks of the workers.

Believers rarely stand out. Some bear the Temple's Sun and Moon symbols on their clothes, others carry a meditation mat to their workplace or have a small part of the home dedicated to calm contemplation. Around many gates and arches in the residential districts, there are small alcoves where simple gifts or food for the Temple can be left.



OTHER RELIGIONS AND CULTS

In comparison to the Temple, all other religious groups in the enclave are small and without influence. A dozen or so cults exist, but with very few adherents.

During the latest decade, it has become somewhat of a trend and status symbol for those with higher station in the enclave to be a member of an esoteric sect or quasi-scientific cult. Most are harmless, simply an excuse to meet, dress up, and participate in rites that are said to be secret. However, you have heard the whispered rumors of macabre rites including human sacrifice and cannibalism, but no concrete evidence has ever been presented.

There are also the fringe lunatics you always have to watch out for. For example, the fools who

speak of spirits in the machines and of robots being equal to humans, or even worse, the lunatics claiming that it is possible to live on the surface and that the Houses keep the enclave in ignorance about this fact.

TECHNOLOGY AND SCIENCE

For many years, Elysium focused most of its time and resources into the discipline known as xenogenetics, the research that gave rise to different mutant creatures. You have heard of remote genlabs, research stations where remarkable progress was made, before the Enclave Wars brought it all to an end.

The progress made by Elysium in the manufacture of robots was limited and the artificial intelligences they created never reached the level that those of the Noatun Titan Power did. Instead, the success of xenogenetics led Elysium to further advances in biomechatronics, the science of linking living tissue with machines.

XENOGENETICS

Almost all research regarding xenogenetics occurred in enclaves other than Elysium I, particularly in Elysium IV. The laboratories in Elysium I once used for researching xenogenetics are today used almost exclusively for the study of biomechatronics.

The usefulness of xenogenetics is significant but it is a double-edged sword. The dangers are great and therefore there are strict bans on any alterations that can be inherited by, or affect, human offspring. As a result of this, very limited progress has been made during the latest generations.

Strange pests occasionally appear in the Deep that seem to be either xenogenetically modified or completely unknown to science. Those who live there claim that these are creatures from the surface world that managed to burrow into the

ILLEGAL CLINICS

You are aware of the existence of xenogenetic clinics, focusing mostly on cosmetic changes. Such sites sometimes function as a cover for unauthorized facilities that dabble in unsanctioned experiments.

enclave. For you and the Council, however, such problems seem to solve themselves – the residents do their utmost to kill the critters.

BIOMECHATRONICS

Biomechatronic implants come in many forms. They can be subtle and sleek, or they can be big, ugly, and cumbersome. For Elysium's elite, unseen implants are the only option. To bear no outward sign of alteration is a sign of belonging to the upper echelons of society.

For Elysium's workers, some jobs may require one or several implants. The more expensive the service is, the better and less visible the implant will be. Many simple implants are relatively common and cheap. In some circles, they have even become a symbol of subtle rebellion against the old hierarchies of the enclave.

BIOMECHATRONIC IMPLANTS

How biomechatronic implants work is explained in Chapter 9.



The most intrusive biomechatronic implants are called reconstructions. Those who bear them have undergone very radical alteration to their bodies. To be reconstructed is to be sentenced to a life of suffering.

People are reconstructed for a variety of reasons, most often as a punishment for some crime. Reconstructive implants are generally bulky and ugly, with little consideration given to what the patient will look like. Many reconstructed suffer not only physical pain, but also mental trauma after having their bodies so radically changed.

ROBOTS

The robots found in Elysium I are comparable to many simpler models that the other Titan Powers created. The enclave's scientists failed to create more advanced variants of thinking machines, such as the Noatun Titan Power's artificial intelligences, powerful entities known as constructs (see *Mutant: Mechatron*).

However, Elysium's researchers of biomechatronics have created experimental entities that can compare to constructs in terms of intelligence and processing capacity. Such an entity is called a cyber and is a fusion of a human and a robot brain.

There are not many robots in Elysium I today. A few military units that are still in working order are kept in storage, in case Elysium I should ever need to go to war again. The Clinic and the Academy each have a number of medical units and lab robots, some farming robots work in Calista and Northolme, and the Central Data Network employs a number of protocol models. In addition, there are industrial robots in the enclave factories, most in very poor condition.

DEVELOPMENT LEVELS

Elysium I is a society in decline, despite the proud words of the ruling Houses. To measure the state of the enclave, four Development Levels are used, just like in the Ark of *Mutant: Year Zero*. Unlike in the Ark, the Development Levels in Elysium I start high, but then decrease during the game.

The Development Levels used in *Mutant: Elysium* are Production, Security, Science and Culture. All Development Levels start the game at 80. The

levels drop during play as a result of the Incidents that occur in the enclave – read more in Chapter 10. The efforts of you and the other judicators can slow down the decline, but you cannot stop it.

Fill in the Development Levels on the enclave sheet, found in the back of this book, and available for download at the Free League website.



PRODUCTION

The Development Levels in Production affect prices for goods and services in the enclave.

60+	Production shuffles along and provides most of the enclave inhabitants with what they need. Prices are unaffected (see page 119).
40–59	Some items are becoming harder to find. Prices in the enclave rise to twice as high as normal. Power outages are becoming more common. The black market grows, with increasing crime as a result.
20–39	The shelves are empty and there is a shortage of most items in the enclave. Residents begin to hoard food. Looting occurs in the Deep. Power outages are getting longer. Prices in the enclave are three times as high as normal.
0–20	There is a desperate lack of food and other basic necessities. Looting now breaks out even in the Core. Power is permanently cut to several sectors in the Deep. Prices are four times as high as normal, if the goods are available at all.

SECURITY

The level of Security development affects the ability of the judicators to resolve Incidents in the enclave. Read more in Chapter 10.

60+	Crime and other incidents are common, but security guards and judicators manage to maintain law and order overall.
40–59	Robberies, thefts, and protests are becoming more common. Street gangs in the Deep act openly and take over some blocks. Groups of vigilantes form among the workers.
20–39	Unrest spreads to the Core, where the gangs increasingly gain a foothold. Civilians avoid walking alone in the alleys, and all shops have guards at the door.
0–20	Looting and riots break out in the Core. Security guards and even judicators are openly attacked on the streets. The Deep is largely lawless, with gangs controlling the different sectors.

SCIENCE

The level of development in Science affects which artifacts can be manufactured by enclave factories. When the Science Development Level drops below the Technology level of an artifact, it can no longer be manufactured and is therefore no longer generally available for purchase in the enclave.

60+	Despite the lack of resources, the scholars of the Academy continue unwaveringly in their work to prepare humanity to return to the surface world.
40–59	Several research programs are shut down due to lack of resources and competence among the scholars. Parts of the Academy are now empty.
20–39	Only the most critical research projects carry on, but with less resources and staff.
0–20	The Academy is largely empty. Apart from a few exceptions, all research has been abandoned and the remaining skilled scientists try to save what little they can of the knowledge they have accumulated.

CULTURE

The level of development in Culture has no concrete effect in terms of game mechanics, but it can still have a big impact on life in the enclave.

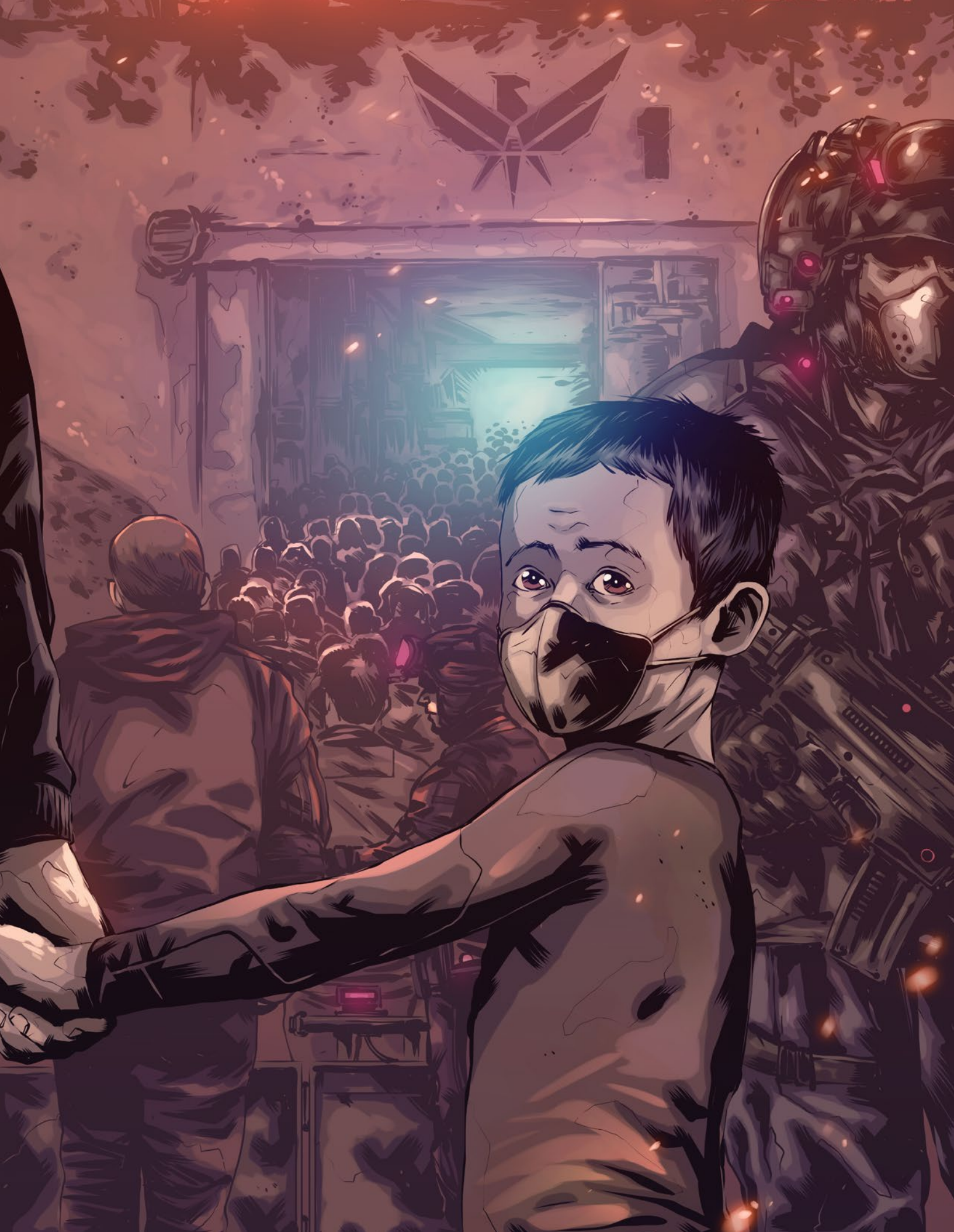
60+	Books are a rarity and the salons are worn down, yet the enclave has a lively cultural life with literature, stage shows and cinemas.
40–59	Some theaters close due to increasing censorship, threats, vandalism, or just lack of resources. An increasing number of cinemas show unauthorized films in defiance, resulting in several of them being banned and closed.
20–39	Conformity increases and the few theaters and cinemas still in operation show almost only propaganda works that celebrate the Houses and Elysium's great history. People begin broadcasting illegal messages of protest over unauthorized radio stations, despite severe punishments.
0–20	Cultural life in the enclave has almost come to an end. Only the Voice of Dawn is still heard, continuously broadcasting a stream of propaganda for the few that continue to listen.

PRICE LIST FOR GOODS AND SERVICES

The list on the next page summarizes the prices in credits for common goods and services available in Elysium I. Prices may be affected by the current Development Level in Production (see above).

COMMON PRODUCTS AND SERVICES IN ELYSIUM I

PRODUCT	PRICE
Emergency ration of food	10 cents
Pack of cigarettes	5 cents
Cup of synthetic coffee	3 cents
Glass of fermented drink	5 cents
Glass of liquor (requires license)	10 cents
Sedating drug, smoked	5 cents
Stimulant, pills	5 cents
Kick bike	1 credit
Hoverbike (requires license)	6 credits
Patrol hovercraft (requires license)	10 credits
E-pack	1 credit
Data panel	1 credit
Comm radio (requires license)	1 credit
Electronic tool kit	1 credit
Flashlight	50 cents
Stun baton	2 credits
SERVICE	PRICE
Letter delivery by runners	2 cents
Package delivery by runner	4 cents
Bicycle taxi ride	5 cents
Carrier	20 cents
Bath house visit	10 cents
Haircut	10 cents
Shave	5 cents
Stylist	20 cents
Theater visit	25 cents
Cinema visit	10 cents
Simple meal in a diner	5 cents
Decent meal in a restaurant	20 cents
Lavish meal in fine restaurant	50 cents
Clothes washing and pressing	20 cents
Delousing	5 cents
Physical check-up	10 cents





YOUR JOB AS GAMEMASTER

The Council and the Houses may think they control Elysium I, but the enclave's true ruler is you, the Gamemaster. You control the workers, the high-born, and the Eminences – all residents of Elysium I except the player characters.

GAME PRINCIPLES

Just like in *Mutant: Year Zero* and its expansions, *Mutant: Elysium* is based on a number of principles. Their purpose is to help you create the right mood and themes in the game and to guide you when you are unsure how to handle certain situations during play.

1. THE HOUSE ABOVE ALL ELSE

Elysium I may very well be humanity's last bastion in the world, and it is up to the great Houses to make sure the flame of civilization is not snuffed out forever. It is up to each player to ensure that it is his or her own House who leads the way into the new dawn. Nothing is more important than the bond of blood, the family, the House.

2. JUDICATORS STILL HAVE A JOB TO DO

The Houses may be the most important thing for the characters, but judicators still have an important job to do. They must be very discreet when they put the family's interests before duty, because a judicator who is punished for misconduct is an embarrassment for the House. This balance between family and duty is central to the game.

3. JUDICATORS ARE NOT THE GOOD GUYS

Unlike, for example, the animals in the Paradise Valley struggling for freedom, the PCs in *Mutant: Elysium* can hardly be considered good guys. As judicators, it is their job to defend and maintain a system that is anything but fair or democratic. This can be perceived as a difficult or unwholesome task by the players, but it is also an interesting challenge. How do they use their power? Will they be oppressors, or will they try to do good within the limits of their duty?

4. THE ENCLAVE WILL FALL

Even though the Voice of Dawn does its best to deny it, it is obvious to everyone that the enclave's days are numbered. Raw materials are scarce while tools and even facilities are dangerously beyond repair. The leaders of the Houses would never admit it openly, but behind closed doors there are talks and plans for the day when Elysium I has to be abandoned.

5. THE SURFACE IS UNINHABITABLE

Every child born in Elysium has been told this over and over – the terrible weapons of the Ancients scorched the surface of the Earth. Venturing out will lead to certain death. Increasingly however, both members of the families and servants alike are beginning to doubt whether this is still the case, although few dare to talk openly about it.

6. NO ONE LIVES FOREVER

As in *Mutant: Year Zero* and its expansions, it's important that the players feel their characters are mortal. Life as a judicator is perilous. Do not deliberately kill the characters, but do not go out of your way to shield them from the harshness of their reality. It's easy enough to replace a dead judicator in a patrol with a new one, after all.

7. THIS IS STILL MUTANT

Mutant: Elysium differs a lot from *Year Zero*, *Genlab Alpha*, and *Mechatron*. But do not forget that we are still playing *Mutant*! Ruin and decay combined with black humor is still an important aspect of the game.

8. HUMANS ARE THE MASTERS OF THE WORLD

Sooner or later, Elysium I will fall, and when it does the characters will meet mutants, animals, and robots in the Zone. For the many enclave humans, it will be difficult to see these creatures as equals – most will regard them as lower beings that must be controlled or dominated. Certainly, some mutants and animals will oppose this social world view.

PLAYING THE CAMPAIGN

As in *Mutant: Year Zero*, the game in *Mutant: Elysium* can take many different directions, and how

the story develops depends largely on the players' own choices. The *Guardians of the Fall* is described in detail in Chapters 10.

The campaign tells the story of the enclave Elysium I. The narrative is driven by Incidents the Houses themselves will set in motion – in most cases with the characters acting on their behalf.

INCIDENTS

Guardians of the Fall differs a bit from a typical role-playing campaign. Although this may sometimes place higher demands on the GM, at the same time it opens up new opportunities for exciting gaming sessions. The campaign is comprised of Incidents. An Incident is a mini-scenario intended to be played during one or two game sessions.

An Incident resembles a Special Zone Sector (see *Mutant: Year Zero* and the various Zone Compendia), with the difference being that the PCs have a clearly defined task to solve. The other difference is that, for the most part, the players themselves – as representatives of their Houses – choose which Incidents they want to send their characters to solve.

This increases the players' freedom of choice but at the same time demands that you read up on all Incidents in advance. If you get into a situation where you feel you are not prepared, our tip is that you either break for the evening or take a short break before resuming the game. The Incidents are relatively short and easy to remember.

GAMES BETWEEN THE INCIDENT

Incidents are the core of the *Guardians of the Fall* campaign, but it can be enriched by inserting other events between the Incidents. After all, the judicators have free time, albeit in very limited quantities.


One tip is to play scenes where the PCs interact with their contacts (see Chapter 5). These scenes usually play out with one player at a time, and should therefore be kept very short. Of course, this kind of scene can be expanded into a whole mini-adventure involving several other players. The game sessions between Incidents can also be expanded using random events and missions unrelated to the campaign (read more below).

RANDOM EVENTS


Elysium I is a crowded and eventful place. This section describes a number of minor events that can occur whenever you want to spice up the action a bit – during an Incident or when the PCs are off duty and moving about the enclave.

Players can always choose whether to intervene or not. However, failing to intervene against an ongoing threat to enclave security can lead to a reprimand for misconduct (page 24).

Some Incidents do not cause conflict for PCs, while others may develop into smaller scenarios. The events are divided between the Core and the Deep. Roll on the table below or simply pick the event yourself.



EVENT	D66 THE CORE	D66 THE DEEP
Agitator	11–12	11–13
Fire	13	14–15
Robberies	14–15	16–21
Demonstrations	16–21	22–23
Power Outages	22	24–25
Escort	23	—
Counterfeiter	24–25	26
Salesman	26–32	31–32
Robot Attack	33	33
Street Performers	34–35	34–35
Turf War	36	36–41
Cadaver	41	42–43
Propaganda	42–45	44–45
Prostitution	46	46
Suicide?	51	51
Black market implants	52	52
Temple Procession	53–55	53–54
Beggar	56–62	55–62
Fare Dodgers	63	61–62
Vandalism	—	63–64
Purse Snatcher	64–65	—
Flooding	66	65–66



AGITATOR

A man in worker's overalls stands up and screams "Down with the oppressors! We are living under a false sense of security!" This is followed by "Rise up against the Houses!" People hurry past, looking away nervously or shaking their heads.

Worker Willon Bing has lost everything and is tired of life in Elysium I. He walks around the streets screaming out his dissatisfaction, which is of course not allowed in the enclave. The problem is that Boris is not alone. If the PCs try to stop him too aggressively, other residents will intervene, with protests or even violence.

FIRE

The smell of smoke hangs in the air. Black clouds and fluttering ash can be seen coming from an alley further down the street. Somebody screams "Fire, fire!" Panic flashes in the eyes of the enclave inhabitants.

Some garbage containers in an alley caught fire and the flames quickly spread to the adjacent buildings. PCs can try to control the fire by organizing a water chain. This requires a successful Manipulate roll. To be able to stay close to the fire requires a successful Endure roll. The reason for the fire is unclear but a witness states he saw two individuals climb atop the containers just before the fire broke out...

ROBBERIES

Two loud bangs echo along the streets of the enclave, followed by screaming. Further down the street, people disperse outside a shop that sells canned foods.

The workers Burch and Haskel have tired of their jobs in the mine and are living on the street. They decided to rob a local small shop, but everything has gone wrong. They shot the shop owner by mistake, then panicked and took hostages. The PCs can try to talk them into surrendering by rolling Manipulate or use violence to handle the situation.

DEMONSTRATION

A crowd gathers with signs that read "Up to the Surface," "The World has Healed," "The surface is

safe!" and "The Apocalypse is Over." They encourage people to accompany them or donate technology and supplies "for the final dig to the outside."

This type of procession is illegal, but is usually ignored by the Council. PCs can decide if they want to intervene or not.

POWER OUTAGES

The lights throughout the sector flash a few times and eventually die out completely. Somebody screams and then a salesman is heard shouting "THIEF! THIEF!"

The sector has suffered a power outage. It could be the result of willful tampering or just poor maintenance. The PCs are expected to intervene and maintain the peace until technicians arrive. In the dark, some of the poorer and unfortunate inhabitants of the sector take the chance to grab gadgets and supplies for themselves. See rules for darkness in Chapter 6.

ESCORT

A man calls out to the judicators from a luxurious bicycle taxi. The highborn Pernicus Warburg requires an escort to his destination because he finds that the surroundings are threatening.

Pernicus will not proceed unescorted and threatens to report the PCs if they do not comply. Pernicus is on his way to a nearby restaurant, club, theater, or game hall.

COUNTERFEITER

A woman with a biomechatronic jaw meanders through the alleys. She discreetly approaches and talks with the people she passes. Some stop and exchange credits for large envelopes full of who knows what.

Grizzie sells all kinds of fake licenses. She can offer anything from a home nursing license to a license to procreate. If she spots the judicators,



she immediately makes a run for it. Forging fake licenses (see Chapter 7) is strictly forbidden and punished severely. If the PCs manage to Manipulate Grizzie, she can reveal an unauthorized license printing facility located in the Deep.

SALESMAN

A street vendor working out of a bicycle stand decorated with colorful lights crosses the street. He shouts "Fresh insects, fresh insects. Fried mushrooms, fried mushrooms. Great products! 50 cents for a pound!" When he sees the PCs, he becomes very silent and speeds up.

Pimm sells home-grown mushrooms and insects without a license, which is strictly prohibited in the enclave. He will try to evade the judicators. His bike stand gives a -2 modification to Move because it is so heavy. If he fails, he leaves his wares and runs away on foot.

ROBOT ATTACK

The screams of horrified enclave dwellers can be heard from further down the street. People scatter in panic as an industrial model robot storms into view. It pummels and slashes everything within reach of its mechanical tool-arms.

The robot TBL-401, nicknamed Table-For-One, is malfunctioning and has gone berserk. The only way to stop it is to permanently shut it off.

STREET PERFORMERS

Melancholic music echoes along the street. At a crossing there are many performers, including a man and a woman in knitted sweaters dancing to the music. The performance is a dramatized interpretation of Elysium's history.

The actors perform shows with names like "Atomic Bomb" and "Towards the Deep." Some onlookers watch with respect while others spit on the floor as they pass.

TURF WAR

The street is suddenly devoid of people. An eerie quiet descends over the sector. Only a distant child

crying is heard. Something is wrong. Suddenly, two groups violently clash against each other. As they collide the silence is broken by the noise of screams, broken bones, and iron pipes.

The PCs are in the middle of a turf war between the Sooty Hand and Cravats gangs. They can try to interrupt the fighting themselves or call for reinforcements. A patrol of security guards is nearby but the PCs must Manipulate them to convince them to intervene.

CORPSE

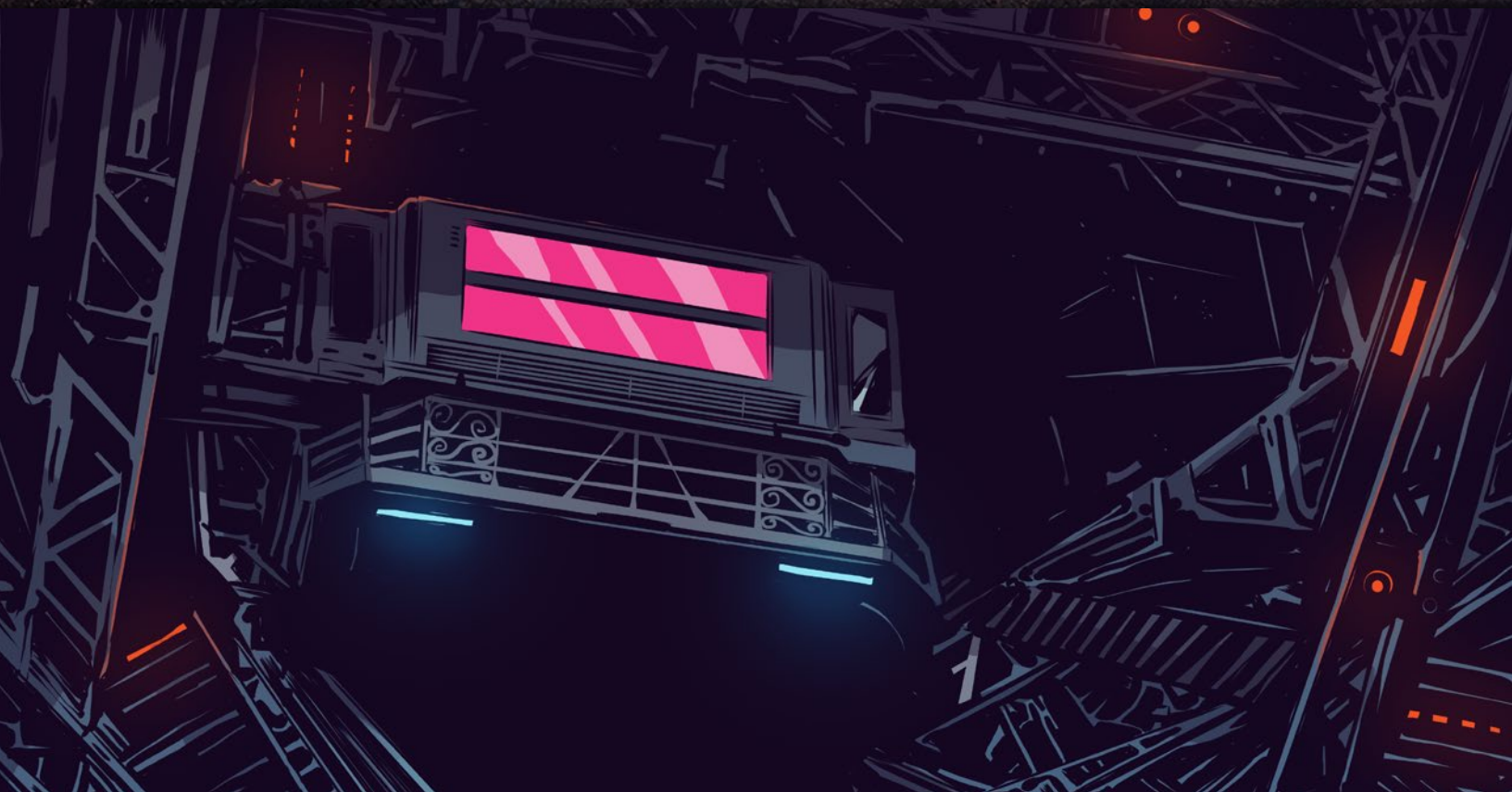
A group of kids gathers around something in a narrow alley. In a pile of illegally dumped garbage there is a well-dressed but lifeless man. He has no visible injuries but is clearly dead.

Who the man is and how he died is up to the GM. Perhaps he witnessed something he shouldn't have, or jealousy or some other drama led to his demise. Perhaps he has fallen victim to the conflict between the Houses.

PROPAGANDA

A floating jumbotron glides through the bustling alleys of the sector, its screen showing Voice of Dawn. The host, Valentino Morningstar, explains that the enclave is filled with happy inhabitants in humanity's last outpost. Pictures of people in an Elysium I untouched by the ravages of time fill the screen. These are soon replaced by clips of mushroom clouds exploding, disease-ridden people, and ruins left behind after the fall of civilization. The narrator's voice assumes a serious tone that warns of the dangers of the surface world and explains that it is likely that it will remain uninhabitable forever. The program closes with a decree, calling on all people to obey the judicators, be loyal to the Council, and always follow the Elysium creed of "Tradition, Resolution, Courage!" A bang is heard and the jumbotron shuts off for a few seconds, then replays the same message.

It is evident that someone on the dirty street below threw an object at the floating machine. The judicators may have to intervene against the vandal.



PROSTITUTION

A man with a trendy, bright-green hairstyle and revealing latex clothes offers his services to passersby.

The gigolo Redmond has lost all hope for his life and tries to sell his body to anyone who walks past – judicators as well as ordinary citizens. He is in a noticeably drug-induced state. Prostitution is illegal in the enclave, but it is nonetheless commonplace.

SUICIDE?

A whistle echoes through from the Shaft. It increases in volume and is followed by a loud thud. A woman shouts and people gather around a ledge at the edge of the Shaft.

The young highborn Chester Fairfax has thrown himself – or was pushed – to his death from a sector higher up in the enclave. He sought a license to start a family with the young highborn Vendela Warburg, but got denied. It is known that the girl is pregnant. He could have been driven to suicide, or perhaps someone important wanted him dead.

BLACK MARKET IMPLANTS

A man stands on a street corner and discreetly distributes small brochures to onlookers. Some ignore him while others stay and ask questions about the contents of the brochures.

The man's name is Ebbon. If he sees the judicators, he releases the brochures and takes flight with his very fast machine legs (page 140). The brochure has the heading "Time for a Change – Remake Yourself" and is about the "Reconstruct" clinic that offers biomechatronic implants and "reasonable loans" to pay for them. The truth is, the loans are not particularly reasonable. Interest rates are high while unlicensed operations are both dangerous and illegal. The clinic's director, Dr Remius, is violating a number of enclave laws. Read more about so-called black market implants on page 139.

TEMPLE PROCESSION

A procession of women and men in drab attire moves slowly through the sector. Under the hoods are tired but friendly faces. People on the street stop and lower their heads as a sign of respect. Someone holds an amulet with the Temple's sun and moon symbol.

Noises come from a chapel devoted to the Temple. The sect is popular within the enclave and is approved by the Council.

BEGGAR

A single man approaches the judicators, walking on crutches made of scrap. He is bearded and has worn out clothes. He presents himself as Odell and asks for some credits.

If the PCs refuse to give Odell money or threaten him with an arrest (begging is illegal) he says he has important information to sell. The details of the information are up to the GM to determine.

FARE DODGERS

Close to the Shaft, children are laughing loudly and playing. A few of the little ones cling to the ropes and are dangerously jumping between the lifts and stairs in the Shaft.

Neighborhood youths compete to see who can come closest to the Crown by climbing through the lifts. This is not only forbidden but also potentially fatal.

VANDALISM

A bunch of teenagers with colorful hairstyles are running along the street. People scream, and someone runs after them and shouts threats while waving a weapon. One of the youngsters stops and writes something with a spray can on a wall. A girl with wild eyes stops and makes a hand gesture showing three fingers – the symbol for belonging to the third section of the Deep.

The youths have vandalized a nearby transport elevator. Perhaps they are guilty of some of the power outages elsewhere, or the flooding. They could be acting on their own or else were hired by someone to start trouble. Whichever the case, the crime is serious. The youngsters try to flee from the judicators and will turn violent if engaged.

PURSE SNATCHER

An old woman on the street shouts loudly. A little girl has stolen her bag and takes off on a scooter. The woman shouts “My bag, my bag, she stole my bag!” and falls to the ground.

The girl is named Ginny, and she flees on a kickbike (page 83). The PCs can chase after with a Move roll.

FLOODING

A stream of wastewater flows through the sector. The flow increases and soon everyone is ankle deep in it. People try to protect their property the best they can. Some can’t keep themselves from vomiting while the rest loudly complain about the stench.

A pipe of the Sewer (page 100) has broken. The PCs can locate the leak with a successful Force roll. Failure means the smell becomes overpowering and they must give up. In order to fix it, a technician is required to make a Tinker roll. Perhaps during repairs someone can help determine the cause of the rupture.

NPC GAME DATA

OCCUPATION	NAME	REPUTATION	ATTRIBUTES	SKILLS	DESCRIPTION	GEAR
Agitator	Willon Bing	1	Strength 2 Agility 3 Wits 3 Empathy 4	Manipulate 3	Piercing stare, loud, spits when he talks	
Robbers	Burch and Haskel	0	Strength 4 Agility 3 Wits 2 Empathy 2	Force 4 Fight 3 Shoot 2	Shaved heads, noticeable scars on face and scalp	Burch is armed with a scrap pistol and Haskel with an iron pipe
Demonstrator		1	Strength 3 Agility 3 Wits 2 Empathy 3	Manipulate 1 Fight 1	Loud and agitated	

NPC GAME DATA

OCCUPATION	NAME	REPUTATION	ATTRIBUTES	SKILLS	DESCRIPTION	GEAR
Heir	Pernicus Warburg	6	Strength 2 Agility 3 Wits 4 Empathy 4	Manipulate 4	Refers to himself as "we"	Palanquin
Forger	Grizzie	1	Strength 3 Agility 4 Wits 4 Empathy 2	Fly 1 Shoot 1 Scout 2 Manipulate 2	Biomechatronic jaw	Scrap knife, reinforced skull, forged licenses
Salesman	Pimm	1	Strength 3 Agility 3 Wits 3 Empathy 4	Move 2 Fight 1 Manipulate 4	Wide toothless smile, plastic hat	Sales stand with colorful lights
Malfunctioning Robot	TBL-401	0	Strength 3 Agility 3 Wits 3 Empathy 4	Force 3 Fight 3	Four-legged machine with a small and glowing blue head	Mining drill (Gear Bonus +2, Weapon Damage 2)
Street Performers		1	Strength 3 Agility 4 Wits 2 Empathy 5	Manipulate 4	Black and white tights	
Gang Members		0	Strength 4 Agility 4 Wits 2 Empathy 5	Fight 3 Move 1	Hates judicators	Blunt instrument
Biomechatronic dealer	Ebbon	1	Strength 3 Agility 4 Wits 2 Empathy 4	Move 4 Shoot 2 Manipulate 3	Green plastic poncho, machine leg	Machine leg, brochures
Prostitute	Redmund	0	Strength 2 Agility 3 Wits 3 Empathy 5	Manipulate 5	Stylish hair, brightly colored contact lenses	
Vandals		0	Strength 3 Agility 4 Wits 3 Empathy 2	Fight 2 Move 1	Cocky, but will flee if confronted	Armed with a scrap knife
Temple Novices		2	Strength 3 Agility 3 Wits 3 Empathy 3	Manipulate 1	Hardened workers with friendly smiles	
Beggar	Odell	0	Strength 2 Agility 4 Wits 4 Empathy 3	Shoot 2 Manipulate 3	Missing a leg, uses a scrap crutch	
Street children		1	Strength 2 Agility 4 Wits 3 Empathy 3	Move 3	Unruly kids who enjoy teasing judicators	
Purse-snatcher	Ginny	1	Strength 2 Agility 4 Wits 3 Empathy 3	Fight 1 Move 3 Manipulate 1	Dirty clothes, sleek smile	Kickbike

MISSION GENERATOR

Incidents are the core of the *Guardians of the Fall* campaign, described in detail in Chapter 10, but nothing prevents you from reinforcing the campaign with other missions to experience more of the judicators' everyday life.

As the GM, you can simply roll on the following generator to create an exciting case for the PCs to investigate. Unlike the campaign's core Incidents, these minor events do not affect the Development Levels of the enclave or the Control of the Houses.

The tables are meant only as a source of inspiration. Expand or alter these cases as you see fit. Sometimes the tables will create unreasonable situations. If this happens feel free to adjust the results so that they work well within your game.

1. Roll or choose the type of crime.
2. Roll or choose a crime scene.
3. Determine if the case should encompass more than one location, and if so, how many. One or two usually suffices. The perpetrator is found at the last location.
4. Roll or choose other locations.
5. Roll or choose a clue for each location.
6. Roll or choose victims, witnesses, and perpetrators as well as motives.
7. Roll or choose an unexpected twist in the case.
8. Play the case.

CRIME

D66	CRIME
11-12	Fraud
13-16	Burglary
21-22	Sexual Assault
23-24	Extortion
25-32	Assault
33-35	Drug Trafficking
36-41	Rioting
42-43	Robbery
44-46	Kidnapping
51-54	Sabotage
55-64	Murder
65-66	Treason

CLUES

D66	CLUES
11-15	Anonymous Tip
16-31	Witness
32-42	Evidence
43-53	Forensic Evidence
54-56	Recording
61-62	Documents
63-66	Rumors

SECTOR

D66	SECTOR	SECTION
11-12	Cogs of Hel	The Deep
13-14	Laborum	The Deep
15-16	Arcadium	The Deep
21-22	Cinderfalls	The Deep
23-24	Mosel	The Deep
25-32	Hindenburg	The Core
33-34	Calista	The Core
35-40	Northolme	The Core
41-43	Tindertuft	The Core
44-51	Pirius	The Core
52-55	Old Koly	The Core
56-63	Nova Paloma	The Core
64	Winter Garden	The Crown
65	The Breach	The Crown
66	House Palace	The Crown

CRIME SCENE/THE CORE

D66	LOCATION
11	Gallery
12-14	Shop
15-23	Park
24-26	Restaurant
31-34	Residence
35-42	Office
43-44	Alley
45-52	Bar
53-55	The Bazaar
56	Theater
61	Food stalls
62-63	The Academy
64-66	Data Works

CRIME SCENE/THE DEEP

D66	LOCATION
11-12	Waste Station
13-15	Dam
16-21	Power Plant
22-25	Warehouse
26-34	Factory
35-43	Residential Area
44-45	Shop
46-51	Bar
52-53	Alley
54-55	Cantina
56-62	Farm
63-65	Mine
66	Control Center

MOTIVE

D66	MOTIVE
11-14	Hatred
15-22	Love
23-26	Ideology
31-32	Pleasure
33-41	Money
42-46	Revenge
51-66	Family

VICTIMS, SUSPECTS, AND WITNESSES

Roll once to generate a random NPC. To get more variation, roll once for each column.

D66	FIRST NAME	SURNAME	PROFESSION	QUIRK	WHEREABOUTS
11	Aram	Badger	Reconstructed	Murmurs	The Deep
12	Haskel	Block	Penal Laborer	Dirty	The Deep
13	Garnet	Coombs	Gang Member	Loud and rowdy	The Deep
14	Taron	Bing	Criminal	Sneaky	The Deep
15	Max	Tinley	Enforcer	Grins	The Deep
16	Molly	Reed	Bartender	Bored	The Deep
21	Festus	Vance	Waste Management Worker	Pungent odor	The Deep
22	Leida	Hale	Cultist	Stares	The Deep
23	Mallie	Benson	Prostitute	Fearful	The Deep
24	Berton	Tickle	Drug Dealer	Drugged	The Deep
25	Clane	Brady	Worker	Tired	The Deep
26	Abner	Weld	Foreman	Angry	The Deep
31	Bruno	Budd	Fighter	Tall	The Deep
32	Gunny	Norton	Pest Control	Ill-tempered	The Deep
33	Baltus	Ogden	Store Clerk	Sleepy	The Core
34	Hertha	Bentick	Actress	Vain	The Core
35	Creighton	Montague	Doctor	Arrogant	The Core
36	Boris	Barlow	Security Guard	Drunk	The Core
41	Sonya	Skelton	Server	Stressed	The Core
42	Kenley	Loftus	Researcher	Curious	The Core
43	Moro	Holton	Clerk	Secretive	The Core
44	Milly	Merton	Student	Hiding Something	The Core

D66	FIRST NAME	SURNAME	PROFESSION	QUIRK	WHEREABOUTS
45	Heran	Dunkle	Pensioner	Tired	The Core
46	Sadoc	Benson	Poet	Talkative	The Core
51	Mott	Dudley	Errand-boy	Cocky	The Core
52	Cleon	Carp	Conveyor	Sweaty	The Core
53	Ariana	Acton	Scholar	Meticulous	The Core
54	Kenton	Arundell	Technician	Sly	The Core
55	Aislinn	Battenburg	Soldier	Stares	The Core
56	Emerson	Fairfax	Officer	Arrogant	The Core
61	Manley	Montague	Honor Guard	Cavalier	The Crown
62	Demelza	Bentick	Surgeon	Irritable	The Crown
63	Natasha	Fortescue	Highborn	Restless	The Crown
64	Pandora	Morningstar	Highborn	Charming	The Crown
65	Hendrick	Warburg	Highborn	Angry	The Crown
66	Ransford	Kilgore	Highborn	Cold and detached	The Crown

PLOT TWISTS

D66	TWIST
11–33	None
34–35	The victim is the perpetrator! Roll again for the victim's crime.
36–41	The perpetrator is a scapegoat, someone else is behind the crime.
42–43	The crime is a ruse. Somebody orchestrated everything from beginning to end.
44–46	The perpetrator is innocent and is being compelled by someone else.
51–52	It's a trap! The perpetrator is waiting to ambush the judicators.
53–54	Serial criminal! The perpetrator is much worse than suspected. He is behind a lot of other crimes.
55–62	The tip of the iceberg! The perpetrator belongs to an organized group performing similar crimes.
63–65	The perpetrator is insane and completely unpredictable.
66	The perpetrator is a member of one of the Houses in disguise!







ARTIFACTS & BIOMECHATRONICS

Elysium I is full of high-tech objects called artifacts. Artifacts are not an unusual sight but part of everyday life in the enclave. In recent years, the production of new artifacts has begun to slow, and it is becoming increasingly important to maintain and repair these items – even for the judicators.

In the outer world, which Elysium's inhabitants call the Zone, artifacts are very rare and only the luckiest explorers will ever find one.

This chapter describes 17 specific artifacts in detail.

Electronic Artifacts: Some artifacts are noted as *electronic*. Any attempt to repair an electronic artifact (which is a separate artifact) gets a -3 modification.

Energy Weapons: Artifacts noted as *energy weapons* require large amounts of electricity to function and must be loaded with an E-Pack (separate artifact) or have access to an alternative supply of electricity. Read more on page 73.

PURCHASING ARTIFACTS

Artifacts can be purchased with credits in the enclave. The basic price of each artifact is stated in this chapter. The price will be affected by the current Development Level of Production (see page 118).

As a judicator, each PC is assigned starting equipment. Beyond that, they are responsible for buying any additional equipment they might want. They are also responsible for replacing lost or damaged equipment.

UNDERSTANDING ARTIFACTS

PCs automatically understand how to use artifacts they purchase in Elysium I. If, on the other hand, they find a foreign artifact outside in the Zone, they must study it to discover its purpose and how it works before they can use it. This requires a successful Comprehend roll. A PC who succeeds on such a roll understands the artifact and can now also show others how it works.

Development Level requirements specify the lowest Science Development Level (see page 118)

required for an artifact to be manufactured and generally available in Elysium I. If the Science score falls below the requirement, it will only be possible to acquire the artifact through barter. The Development Level requirements are also used when playing outside in the Zone, see *Mutant: Year Zero*.

The **Development Level bonus** for each artifact has no effect while in the enclave – these values are only used when building a new settlement out in the Zone.



LIST OF ARTIFACTS

ARTIFACT	COST
Bellicin	4
Combat Armor	5
Comm Radio	1
Electronic Tools	3
Energy Armor	15
E-Pack	1
Frag Grenade	2
Gauss Pistol	3
Gauss Rifle	5
Gyrojet Carbine	6
Gyrojet Pistol	4
Hoverbike	6
Patrol Hovercraft	10
Reconnaissance Armor	12
Stun Gun	3
Stun Baton	2
Ultrasonic Carbine	7



❑ BELLICIN

An experimental combat drug developed during the Enclave Wars to make soldiers more aggressive and resistant to pain. It is only available in pill form. Unfortunately, the side effects are severe.

Effect: Lets you make skill rolls with your full attribute score regardless of any trauma suffered. The effect lasts for D6 hours. Then, you suffer from

severe chills and suffer D6 points of fatigue. The pills are enough for D6 doses – after you have taken all, you must discard the card. Tiny item.

Cost: 4

DEV Requirement: Technology 50

DEV Bonus: —

❑ COMBAT ARMOR

A full-body, dark gray overall with plates of bullet-proof material covering the groin, arms, and legs. Gloves, sturdy boots and a helmet with gas filter included.

Effect: Armor Rating 6 against both damage from attacks and Zone Rot.

Cost: 5

DEV Requirement: Technology 20

DEV Bonus: Technology +2D6

❑ COMM RADIO

A black, fist-sized device with a small antenna and a microphone. Can be fastened to a belt or a sleeve.

Effect: Allows wireless communication between user and the base, or another person also equipped with a comm radio. About 10 kilometers range. Needs to be charged after a week's use by connecting it to an E-pack, a battery, or some other power source. Light electronic item.

ARTIFACT CARDS

The custom card deck for *Mutant: Elysium* contains an Artifact Card for each of the 17 artifacts described in this book. If a PC finds a certain artifact, you can simply hand them the card. If a PC finds artifacts out in the Zone, you can let them draw a card from the pile or choose which card they will receive.

Artifact Cards for *Mutant: Elysium* are fully compatible with the cards from *Year Zero*, *Genlab Alpha*, and *Mechatron*. Once a PC has left the enclave and ventured into the Zone, you can shuffle together the Artifact Cards from all the games to create a really massive deck of Artifact Cards.

Cost: 1

DEV Requirement: Technology 40

DEV Bonus: Technology +D6

❑ ELECTRONIC TOOLS

A small kit with high tech tools for repairing and caring for electronic devices, such as energy weapons and robots.

Effect: Gear Bonus +2 when repairing electronic items. All attempts to repair such items without these tools suffer a -3 modification to the roll.


Cost: 3

DEV Requirement: Technology 50

DEV Bonus: Technology +D6

❑ ENERGY ARMOR

An advanced experimental armor created for combat in extremely hazardous environments. The armor is made of a black composite material that covers the entire body including the head. Electrodes in the helmet read the wearer's brain signals and amplify all movements automatically. The helmet also contains a light intensifier.

Effect: Armor Rating 12 against both damage and Zone Rot. Gear Bonus +3 to Force, Fight, and Move. Eliminates all negative effects of darkness. Energy weapon. (requires E-pack, if all Gear Dice for the armor show  after a roll the artifact is discharged). Electronic item.

Cost: 15

DEV Requirement: Technology 80

DEV Bonus: Technology +D6, Defense +D6



❑ E-PACK

A fist-sized power capsule with a plastic cover.

Effect: Supplies electricity to energy weapons (see page 73). Can also be used to charge the internal energy source of a robot with D6 Energy Points (see *Mutant: Mechatron*) but will then be exhausted. Tiny item.


Cost: 1

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

❑ FRAG GRENADE

A lump of plastic and metal, as big as a fist with a spring release at the top. Handle with Care!

Effect: Light item. Throw the grenade with the Force skill. Extra  beyond the first have no effect. Short range. No Gear Bonus. If the attack is successful, the grenade lands at Near range from the target (in a random direction), and detonates, otherwise it lands at Short range from the target. The explosion has Blast Power 12 and Weapon Damage 1.

Cost: 2

DEV Requirement: Technology 40

DEV Bonus: Technology +D6

❑ GAUSS PISTOL

A long, narrow pistol made of metal with light diodes on the covers. The weapon generates a powerful magnetic field that fires very small projectiles (caliber 1 mm) at extremely high speeds.

Effect: Light weapon with Gear Bonus +2 to Shoot and Weapon Damage 2. The target's Armor Rating counts as 3 points lower than normal. Long range. Energy weapon. Electronic item.

Cost: 3

DEV Requirement: Technology 70

DEV Bonus: Technology +D6



GAUSS RIFLE

A long rifle made of metal with light diodes on the covers. The weapon generates a powerful magnetic field that fires very small projectiles (caliber 1 mm) at extremely high speeds.

Effect: Gear Bonus +2 to Shoot and Weapon Damage 2. The target's Armor Rating counts as 3 points lower than normal. Distant range. Energy weapon. Electronic item.

Cost: 5

DEV Requirement: Technology 70

DEV Bonus: Technology +D6

GYROJET PISTOL

A bulky pistol in gray composites and metal. Fires small rockets that explode on impact.

Effect: Fires gyrojet rockets. Gear Bonus +3 to Shoot. Short range. Weapon Damage 3 when used at Short distance, Weapon Damage 1 at Near range or closer (the rocket must travel some distance before it can detonate). Ignores all negative range modifications.

Cost: 4

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

GYROJET CARBINE

A large firearm made of gray composites and metal. It requires the use of two hands to operate. Fires small rockets that explode on impact.

Effect: Loaded with gyrojet rockets. Gear Bonus +3 to Shoot. Long range. Weapon Damage 3 at Short range or further, Weapon Damage 1 at Near range or closer (the rocket must travel some distance before it can detonate). Capable of full auto fire. Ignores all negative range modifications.

Cost: 6

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

HOVERBIKE

A small and highly maneuverable vehicle that carries the driver and no more than one additional passenger. The vehicle is propelled with a pair of small but powerful turbines.

Effect: The hoverbike can carry two people and doubles movement in combat. It grants a +3 Gear Bonus to Move when you try to escape from combat. You can also use the hoverbike as a weapon. No Armor Rating, Resilience 1. Requires special fuel. Read more on page 83.

Cost: 6

DEV Requirement: Technology 60

DEV Bonus: Technology +2D6

PATROL HOVERCRAFT

A typical patrol vehicle used by judicators in Elysium I. The vehicle flies with the help of small but powerful turbines that are controlled by the driver to create forward motion and lift.



Effect: This vehicle can carry five people and doubles movement during combat. It grants a +3 Gear Bonus to Move when you try to escape from combat. You can also use the patrol hovercraft as a weapon. Armor Rating 3, Resilience 2. Requires special fuel. Read more about vehicles on page 83.

Cost: 10

DEV Requirement: Technology 70

DEV Bonus: Technology +2D6

□ RECONNAISSANCE ARMOR

A prototype armor designed for fast exploration of hazardous surface environments. The armor consists of gray overalls with insulated, bullet-proof plates, a helmet with visor, and a small rocket engine on the back with fins on the arms and legs to enable steering while in the air.

Effect: Armor Rating 6 against both damage from attacks and Zone Rot. The suit also grants the ability to fly. It counts as a vehicle which doubles movement during combat and gives Gear Bonus +3 when you try to escape from combat. Requires special fuel.

Cost: 12

DEV Requirement: Technology 60

DEV Bonus: Technology +2D6

□ STUN GUN

A small pistol made of light plastic that fires a strong electric charge designed to temporarily immobilize the target without causing lasting damage.

Effect: Light weapon with +2 Gear Bonus to Shoot and Weapon Damage 2. Short range. Inflicts fatigue instead of damage on living targets. Armor does not provide protection against these attacks, although natural armor still offers its bonus as normal. Energy weapons. Electronic item.

Cost: 3

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

□ STUN BATON

A high-tech, close combat weapon built to incapacitate the target without killing it.

Effect: Gear Bonus +2 to Fight, Weapon Damage 1. On a hit, the weapon inflicts D6 points of fatigue in addition to damage. Armor does not protect against the fatigue suffered, although natural armor still provides the usual bonus. Energy weapon. Electronic item.

Cost: 2

DEV Requirement: Technology 60

DEV Bonus: Technology +D6

□ ULTRASONIC CARBINE

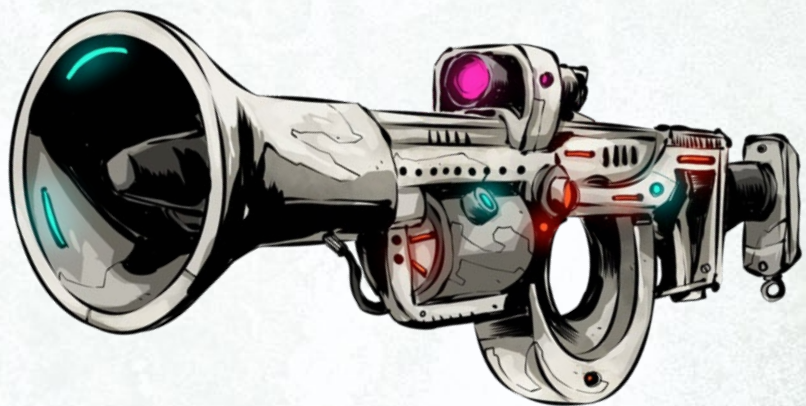
A high-tech firearm of white, bright plastic with a large barrel shaped like a funnel. Several handles and illuminated diodes adorn the covers. The weapon vibrates vigorously when it is fired, but the beam of concentrated ultrasound is invisible and cannot be perceived by human ears. Damage is caused by powerful micro-vibrations.

Effect: Gear Bonus of +2 to Shoot and Weapon Damage 2. Inflicts fatigue in addition to damage, in the same amount. Armor has no effect against the fatigue. Short range. Energy weapon. Electronic item.

Cost: 7

DEV Requirement: Technology 80

DEV Bonus: Technology +D6



BIOMECHATRONICS

Over the decades of isolation, Elysium researchers have been working to modify and improve humanity in order to one day survive on the desolate surface. Two research fields made great leaps forward:

Xenogenetics seeks to create new, stronger life-forms by isolating the best traits, in the form of DNA, of different species and incorporating them into others. Elysium started Project Genesis (see *Mutant: Genlab Alpha*) and other projects in the Elysium IV genlabs. Mimir's Project Eden (see *Mutant: Year Zero*) is also part of this research field.

Biomechatronics seeks to enhance and improve mankind with mechanical implants. This research made incredible advances in Elysium I during the early years of the enclave.

BIOMECHATRONICS IN ELYSIUM

Due to the risk of machine fever (below), biomechatronic implants are relatively uncommon among the highborn. Most members of the Houses usually avoid biomechatronics altogether or have very discreet implants.

By contrast, biomechatronics are very common among the enclave workers. Many of them have large and rough implants – entire body parts can be built from metal and ceramics, either to replace those lost to damage or simply to make the worker stronger and more durable.

Over time, large biomechatronic implants have become a trend among the workers, who show off their implants with pride.

IMPLANTS

Twenty common implants are described below and summarized in the table on the next page.




Using Implants: Biomechatronic implants function as artifacts and usually have an associated Gear Bonus. A reduced Gear Bonus can be fixed by a Technician in the same way as artifacts. All implants count as electronic items. When a skill roll using a bonus from an implant is made, there is also a risk of triggering machine fever (see below).

Player Characters who are Soldiers or Technicians may take a biomechatronic implant during character creation (see Chapter 2). Any PC can buy biomechatronics throughout the course of the game. The cost in credits is shown with each implant. This cost covers both the implant itself and the surgery required to attach it.

Grafting Implants: Grafting an implant requires a surgical procedure. This is risky. The patient is automatically broken (see page 77) by the procedure and suffers a critical injury (considered non-typical damage). This means that the patient risks dying if the surgeon fails his Heal roll.

MACHINE FEVER

Elysium researchers initially had major plans to strengthen all enclave residents with biomechatronic implants. But they soon understood the drawbacks of the technology. Replacing large parts of the human body with artificial machine prosthetics could trigger violent side effects. The researchers came to call these symptoms machine fever.

Pushing the Roll: Biomechatronic implants usually have a gear bonus, just like other artifacts. They differ in what happens when the dice roll is pushed and one or more  comes up – in addition to the decreases in Gear Bonus (-1 per ) the characters is also affected by machine fever. The more  rolled, the worse the effects will be.



ROLL

EFFECT

1 The patient suffers severe trembling and takes 1 point of fatigue.

2 The patient suffers from chills, difficulty breathing, and uncontrollable shaking. They also lose all Agility and are thus broken by fatigue. The patient can Recover as normal.

3+ Machine psychosis! The patient suffers a violent psychotic episode and attacks any living targets within Near range. This violent outburst lasts until the patient is broken by damage. During the rage, the patient will foam at the mouth and is immune to all other forms of trauma. If no person is within Near range, see 2 above. After the psychotic rage ends, the patient's Empathy score is *permanently* reduced by 1 point.

BLACK IMPLANTS

On the black market in Elysium I, biomechatronics are available at half price. However, purchasing them entails major risks. Less qualified surgeons who offer the so-called black implants often have a low Heal skill. In addition, a separate Gear Die must be rolled whenever a black implant is used – this die only determines whether machine fever occurs or not.

LIST OF IMPLANTS

IMPLANT	COST
Air Tank	3
Communicator	2
Data Banks	7
Heat Vision	4
Interface	5
Laser Eye	9
Machine Arm	5
Machine Legs	6
Monofilament	5
Overdrive	7
Pain Inhibitors	6
Polygraph	4
Reinforced Skull	2
Rot Protection	6
Shock Grip	4
Targeting Scope	7
Tool Hand	5
Trash Gut	3
Voice Amplifier	2
Weapon Mount	3

□ AIR TANK

An internal air reserve tank, enough for 15 minutes of breathing. During this time, the user has no need for air and is immune to toxic gases. Provides

a Gear Bonus of +2 to Move in water or vacuum. When depleted, the tank can refill itself in a few minutes with access to a supply of air.

Cost: 3

□ COMMUNICATOR

Built-in comm radio. Functions exactly as the artifact comm radio on page 134.

Cost: 2

□ DATA BANKS

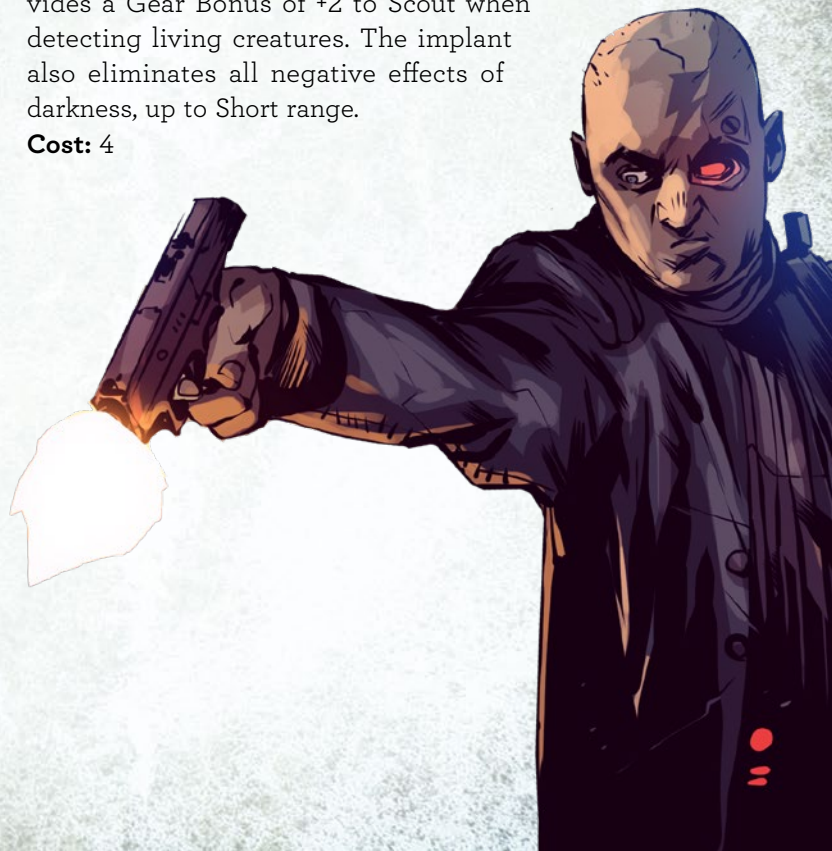
The brain is enhanced with a large digital storage capacity, which grants a +2 Gear Bonus to Comprehend rolls. Up to 40 hours of visual and audio recordings with full accuracy can be saved. Data can be played back on an external device via an Interface. The user can also upload and store other digital data in the Data Banks.

Cost: 7

□ HEAT VISION

A red biomechatronic eye that can detect heat and various spectrums of radiation. Heat is highlighted and looks brighter than cold, which easily lets the user distinguish living creatures. The eye provides a Gear Bonus of +2 to Scout when detecting living creatures. The implant also eliminates all negative effects of darkness, up to Short range.

Cost: 4



❑ INTERFACE

Built-in receptors in the neck or arm allow the user to connect directly to digital data networks. When attempting to influence or understand advanced technical systems, this implant grants the wearer a +2 Gear Bonus to Tinker and Comprehend rolls. This implant is also required to fully utilize some other implants, such as Data Banks.

Cost: 5

❑ LASER EYE

A small but powerful laser is installed in an eye socket. It can be used as a weapon with Gear Bonus +2, Weapon Damage 1, and Short range. With a successful Shoot roll, the laser can also cut through metal, such as bars, chains, or a lock.

Cost: 9

❑ MACHINE ARM

A powerful arm made of metal and composite materials. The arm grants a Gear Bonus of +3 to Fight (only unarmed) and Force rolls.

Cost: 5

❑ MACHINE LEGS

Both legs are replaced by powerful robotic ones. These give a +3 Gear Bonus to Move and Force rolls when the legs can be used. With a Move roll, the user can jump up to 15 feet vertically or 30 feet horizontally.

Cost: 6

❑ MONOFILAMENT

Hidden in the thumb is a small weight attached to an extremely thin and strong wire, wound around an internal coil. The weight and wire can be thrown like a yoyo up to Near range. This is considered a normal attack in close combat, with a Gear Bonus of +2. The wire can cut through meat and bones like a hot knife through butter. It's so dangerous that it automatically inflicts a random critical injury if the attack hits its target. It does not cause regular damage. Extra 🎲 have no effect.

Cost: 5

❑ OVERDRIVE

Modified nerve and muscle systems allow the user to perform incredible feats of speed. Grants a Gear Bonus of +2 to Move rolls and allows the user to make initiative rolls using the Move skill instead of a single D6. In this case, the highest number rolled with the Move skill is used for the initiative score.

Cost: 7

❑ PAIN INHIBITORS

The body is enhanced with external synthetic glands that numb pain and fatigue. Skill rolls using Strength or Agility are always made with their full attribute scores, regardless of how much damage or fatigue has been suffered.

Cost: 6

❑ POLYGRAPH

Implanted sensors that detect subtle changes in another person's heart rate, breathing, and blood flow in the skin – signs that can reveal if someone is lying. Gives a Gear Bonus of +2 to Sense Emotion, but can only be used at Arm's Length.

Cost: 4

❑ REINFORCED SKULL

The skull is reinforced with a blend of metal and protective composite materials. The implant provides Armor Rating 3 against attacks in addition to any armor worn. Additionally, the user may re-roll the result of 66 on the table of critical injuries on page 78 (crushed skull). The re-roll can only be made once.

Cost: 2

❑ ROT PROTECTION

Built-in sensors and chemical barriers that both detect and protect against what is commonly known as the Rot out in the Zone. Allows the user to immediately determine the Rot Level in an area (see page 85). The implant grants Armor Rating 5 against the Rot.

Cost: 6

❑ SHOCK GRIP

Powerful electrodes built into the hands that enable the user to subdue living creatures. Shock grip

provides a +2 Gear Bonus and Weapon Damage 1, but causes fatigue instead of damage.

Cost: 4

❑ TARGETING SCOPE

Built-in advanced optics in one eye grant a Gear Bonus of +2 to Shoot, but only at Short range or more and only when the user is aiming carefully.

Cost: 7

❑ TOOL HAND

One hand is replaced by an advanced multi-tool kit. It is treated as the electronic tools artifact (see page 135) and grants a Gear Bonus of +2 to Tinker or Jury-Rig for all types of repairs. The tool hand can also be used as a weapon in close combat – unarmed attacks using the tools have Weapon Damage 2.

Cost: 5

❑ TRASH GUT

The efficiency of the mouth, throat, and digestive system are vastly improved so that nutrition can be extracted from rubbish. The taste buds are removed, and the sense of smell is significantly dampened. The user can eat almost anything in the Zone and will therefore never need grub if there is organic matter nearby. The implant does not provide protection against the Rot.

Cost: 3

❑ VOICE AMPLIFIER

An implant in the larynx that allows the user to speak with an extremely loud voice, like using a megaphone. Provides a Gear Bonus of +2 to Manipulate or Intimidate, but only in situations where raising one's voice is useful.

Cost: 2

❑ WEAPON MOUNT

Any (portable) weapon can be mounted in the arm. This allows the user to draw the weapon without spending a maneuver. It also conceals the weapon – others must actively look for the weapon and make a Scout roll to spot it. The weapon itself must be purchased separately. This implant can be obtained several times, once for each weapon to be mounted.

Cost: 3







GUARDIANS OF THE FALL

Everything you have read so far in this book has been leading up to this story. The main campaign of *Mutant: Elysium*, called *Guardians of the Fall*, will be presented in detail in this chapter and the next. The campaign is comprised of two major components.

- ❑ Open campaign mechanics, where players themselves control the power struggles between Houses within the enclave, generating the assignments the player characters will be sent on.
- ❑ A series of crucial key events, which are woven into the campaign mechanics and lead up to an epic campaign finale.

Combining the player-influenced and predetermined elements, you create a unique sequence of events that is largely controlled by the players themselves, while simultaneously weaving an epic story about the fall of Elysium I.

BACKGROUND

When Elysium was founded, the leaders of the Houses realized that it would take many decades, perhaps centuries, before the surface of the Earth could be inhabited again. They feared that in the meantime, the citizens of the enclave would forget their purpose and lose their values, just as they believed the Ancients had done.

THE EMINENCES

To ensure that Elysium's moral compass remained intact, the leaders of the great families appointed ten "Eminences." These men and women were carefully selected for their high moral upbringing. The Eminences, who were all meant to embody the Elysium motto of "Tradition, Resolution, Courage," were placed in cryosleep. Each year, one of them would arise to offer counsel to the enclave leaders. At the end of that year, the Eminence was placed into long, cold sleep again, with one of the others emerging to take on the same duty.

In this way, the lifespans of the Eminences were extended tenfold – enough to preserve the memories of the world's fall and Elysium's foundation until the time came to return to the surface and forge a new world. At least, that was the plan.

THE TEMPLE

Initially, the waking Eminence was a part of the Council, with considerable influence over the four ruling Houses. Over the decades however, the role slowly changed. Step by step, the Houses came to view “the Gray” – as the Eminence came to be known – primarily as a spiritual guide for the less fortunate inhabitants of the enclave: the workers.

Reluctantly, the Eminences accepted their new role, having no choice in the matter. In order to give guidance to the inhabitants of the enclave, the Eminences brought in helpers. Selected servants called “novices” would assist waking Eminence with their work. This led to the birth of the Temple. Over the decades since, the Temple has grown in followers and influence.

CRYOLAB DELTA

A hundred years ago, during the raging Enclave Wars, the Elysium enclaves suffered greatly. Elysium IV was destroyed, and even Elysium I was attacked by waves of battle robots from the Mimir



Titan Power. The enclave survived, but a ring of smaller facilities outside the central enclave shaft sustained heavy damage.

These external facilities, connected to each other and the main shaft by kilometers of mono-rail tracks, are today known as the Catacombs (see page 100). They include the main enclave reactor, the Port Mendel spaceport, and the headquarters of the Eminences: Cryolab Delta.

While Port Mendel was mostly destroyed by the Mimir attacks, Cryolab Delta remained functional. However, the cryobeds were damaged, resulting in all Eminences waking up at the same time – something that has never happened at any point since the foundation of the enclave.

THE SLEEPING COUNCIL

When the Eminences gathered face to face for the first time, they realized how Elysium I had decayed throughout the years. They decided to act, to save humanity from its final destruction. But the Eminences could not challenge the power of the ruling Houses directly.

Instead, the Eminences chose to act slowly and carefully, increasing the power and influence of the Temple over a long period of time, until the day came when the enclave would be ready for a revolution. In order to avoid arousing suspicion from the Houses, and to buy time, the Eminences agreed to once again go into cryosleep.

Only one Eminence at a time would remain awake, but with one significant difference to how things were before. Thanks to the advances in biomechatronic technology developed by the enclave, the Eminences could connect their brains to the central computer of the cryolab.

This link operated perfectly despite most of those connected being in deep cryosleep. A waking Eminence could benefit from the brain capacity of all the sleeping brethren, together achieving super-human intelligence. As a side effect, the active Eminence sometimes suffers from strong visions, which originate from the dreams of those colleagues that are still sleeping.

All the while, the Eminences slowly created a small army of very powerful biomechatronic warriors, known as machine guards.

THE ENDGAME

The Eminences' plan is simple. After decades of maneuvering in the shadows, the time for action is almost here. Blinded by their power struggles, the ruling Houses are carelessly pushing the enclave toward its destruction.

The day when all ten Eminences will rise from their cold sleep, to lead the enclave workers to revolution against the Houses, is fast approaching. After taking over Elysium I they aim to lead mankind on the right path into the new dawn.

The player characters, tasked to maintain law and order in the enclave, will end up in the middle of a fierce ideological storm. The final battle of Elysium I is drawing near.

PLAYING THE CAMPAIGN

As mentioned previously, this campaign is comprised of two parts: an open campaign mechanism controlled by the players themselves, and a series of key events woven into the narrative that drive the campaign toward an epic finale.

INCIDENTS

Both parts of the campaign use what are known as Incidents. Incidents are events in the enclave that the PCs, as judicators, are sent to handle.

All the campaign's Incidents are described in the next chapter. An Incident is like a short scenario, but most are open-ended and lack a predetermined outcome. Instead, it is a situation that the PCs can handle in many ways.

Most (but not all) Incidents occur in a geographically confined location, and each Incident has an accompanying map. An Incident is meant to take about one gaming session to complete.

The campaign contains eleven Incidents in total. Of these, eight are normal Incidents – the order in which they are played is determined by the players themselves, and it is not even necessary to play all eight. The three special Incidents are key campaign events controlled by you as the GM.

DEVELOPMENT LEVELS

Incidents will often affect the Development Levels of the enclave (see page 118). As the GM, you are

responsible for recording the current Development Levels on the enclave sheet (found in the back of this book, and available for download at the Free League website).

SPECIAL INCIDENTS

The three Special Incidents are described in detail on page 215 and onward. Here is a brief summary of them:

1. **Signal from Genlab Alpha.** Elysium I receives an unexpected transmission from the Elysium IV enclave, which was attacked and thought destroyed over a century ago. The signal comes from an external facility called Genlab Alpha. The PCs are sent to investigate and discover the truth about the outer world.
2. **A Day to Remember.** Led by the Eminences, the workers of Elysium I rise en masse against the ruling Houses. The revolutionaries are supported by a small army of biomechatronic warriors, so called machine guards, activated by the Eminences. The PCs end up in the middle of the mayhem.
3. **Attack on Cryolab Delta.** The Houses realize who is orchestrating the revolt and send the PCs to storm the headquarters of the Eminences - Cryolab Delta. Can they save Elysium I from its final fall?

CONTROL

The strategic power struggle between the Houses is a battle for Control. Control is measured on a scale from zero to 2 in each of the twelve sectors of the Core and the Deep. The Winter Garden and the headquarters of the Houses in the Crown are not part of the strategic game.

STARTING LEVELS

At the beginning of the campaign, each of the four Houses has a total of 4 points of Control. These four points are assigned in secret - each player writes on a piece of paper which sectors he wants to have Control in, and how much (1 or 2 points). These choices are then revealed at the same time.

ASYMMETRIC START

An interesting option is to start the game with an imbalance in the power distribution between the Houses. This leads to conflicts and pact formation quicker. If you want to try this option, One House begins with 5 points of Control, two Houses start with 4 points each, and the fourth House starts with 3 points.

Everyone gets the Control they wanted, with one exception:

If two or more players have assigned 2 points of Control to the same sector, they each get only 1 point of Control in that sector. The extra point is lost. Note that it is therefore possible for some players to start the campaign with less than 4 total points of Control.

TRACKING CONTROL

Control is recorded by you, the GM, on the enclave sheet (available at the end of this book or for download on the Free League website). If you like, you can place tokens of any suitable form on the enclave map to represent Control points.

TOTAL CONTROL

The most important numeric score in the strategic game is the total Control of each House - that is, the sum of the Control points a House has in all enclave sectors. Total Control has a number of important in-game effects:

- ▣ **Influence Points.** The total Control of a House determines how many Influence Points (IP) each player gets at the beginning of each gaming session. See page 59.
- ▣ **Choose Incidents.** When voting on which Incident the PC patrol is to be sent on, each player will vote with the total Control of their House. See page 150.
- ▣ **Appoint Patrol Leader.** When voting to appoint a new patrol leader, each player votes with the total Control of their House. See page 23.

DOUBLE AGENTS

A House's Control can be changed by events outside the strategic round. When a double agent is exposed after an Incident (see page 24), the Control of the double agent's House is decreased by one in the sector where the Incident occurred. If the House has no influence in the sector, it loses one point of Control in a randomly selected sector instead.

SECTOR CONTROL

CONTROL EFFECT

- | | |
|---|---|
| 0 | No Control. The House has no presence in the sector aside from possibly a few informants. |
| 1 | Weak Control. The House has some presence in the sector, via groups or individuals under the family's control. Several Houses may have weak Control in the same sector at the same time. However, if one or more other Houses have Control 1 in the same sector, all attempts to stage an Incident in that sector suffer a -1 modification. |
| 2 | Strong Control. Through its agents, the House now controls most of what happens in the sector. Only a single House can have Control 2 in a sector at any given time.
When a House achieves strong Control, the Control of all other Houses in the sector drops to zero. It's still possible for other Houses to stage Incidents in the sector, but with a -2 modification.
If several players would reach Control 2 in the same sector in the same strategic round, all of them stay at Control 1. |

THE TWELVE SECTORS

The table to the right summarizes the twelve sectors of the enclave. Each sector has a listed difficulty level. This is a modification to the number of dice rolled when a House tries to stage an Incident that judicators other than the PCs are sent to handle. Such Incidents are resolved with a single roll of the dice, rather than by role-playing the events. See below.

SECTORS AND DIFFICULTIES

SECTORS IN THE CORE	CODE ON THE MAP	DIFFICULTY
Nova Paloma	C1	-2
Old Koly	C2	0
Pirius	C3	-1
Tindertuft	C4	0
Northolme	C5	0
Calista	C6	0
Hindenburg	C7	0

SECTORS IN THE DEEP

Mosel	D1	0
Laborum	D2	+1
Arcadium	D3	0
Cinderfalls	D4	+1
Cogs of Hel	D5	+2

OTHER MODIFICATIONS

Other Houses have Control 1	-1
Other House has Control 2	-2

SELECTING STARTING SECTOR

At the beginning of the game, what sectors should players choose to have Control in? Technically speaking, it is advantageous to have Control in sectors of tougher difficulty, such as Nova Paloma or Pirius, as it will be more difficult for other players to stage Incidents in these sectors during play. On the other hand, there is the risk that several players choose to have Control in these sectors – thus, it may be wise to choose easier sectors instead.

ENCLAVE SHEET





MUTANT

YEAR ZERO



DEVELOPMENT LEVELS

Production	80	Security	80	Culture	80	Science	80
------------	----	----------	----	---------	----	---------	----

THE CORE - INFLUENCE

	 Warburg	 Fortescue	 Kilgore	 Morningstar
Nova Paloma	/		/	/
Old Koly				
Pirius	/			/
Tindertuft		/		
Northolme	/			
Calista		/		
Hindenburg				/

THE DEEP - INFLUENCE

	 Warburg	 Fortescue	 Kilgore	 Morningstar
Mosel			/	
Laborum				
Arcadium	/			
Cinderfalls			/	
Cogs of Hel		2		

TOTAL INFLUENCE

 Warburg	 Fortescue	 Kilgore	 Morningstar
4	4	3	3

SEE EXAMPLE 1

EXAMPLE 1

The players Sylvia (House Kilgore), Jack (House Warburg), Yasmine (House Fortescue) and Richard (House Morningstar) are about to start the strategic game. All secretly choose the sectors that they want to have Control of at the beginning of the gaming session.

House Kilgore gambles and assigns 2 points of Control to Nova Paloma and 1 point to both Mosel and Cinderfalls. House Warburg decides on 1 point of Control in Nova Paloma, Pirus, Northolme and Arcadium. House Fortescue assigns 2 points to Cogs of Hel and 1 point to Calista and Tindertuft. Finally, House Morningstar wants Control 2 in Nova Paloma and 1 point each in Hindenburg and Pirus.

Because both House Kilgore and House Morningstar chose to put 2 points of Control in the same sector (Nova Paloma), they only get Control 1 in this sector. Thus, Kilgore and Morningstar both start the

game with a total Control of 3, while Warburg and Fortescue start the game with total Control 4.

See the filled-in example enclave sheet to the left.

**STRATEGY VERSUS PERSONAL INFLUENCE**

The total Control of a PC's House determines how many Influence Points (IP) he gets to activate contacts with (see Chapter 5). At the beginning of every game session, each PC's pool of IP is renewed – they get new IP equal to the total Control of their respective House. Any leftover IP from the previous session are lost. PCs can win additional IP by cultivating their contacts. Read more in Chapter 5.



STRATEGIC ROUNDS

The player-controlled elements of the campaign are managed during strategic rounds. Typically, a strategic round is played at the beginning of each gaming session, but it can be done less frequently, or at the end of sessions if you and your group prefer that.

During the strategic round, each player represents not their PC but their entire House. The players secretly plan and stage Incidents in the enclave on behalf of their families. The goal of this game is to increase the House's Control in the sectors of the enclave, or to reduce the Control of other Houses.

The Incidents staged in the strategic rounds then become cases for the judicators to handle – either the PCs themselves or other patrols. More on that later.

STAGING INCIDENTS

The *Guardians of the Fall* campaign contains eight normal events that are staged by the players themselves during the strategic rounds, and three special Incidents which are controlled by you, the GM.

All eleven incidents are described in detail in the next chapter of the book. Also, the eight normal Incidents each have an accompanying summary card in the custom card deck for *Mutant: Elysium*. Each Incident is an event that one way or another threatens law and order in the enclave. These events do not appear by chance – there is always a House behind each one of them.

Sectors: Each Incident is staged in a specific sector. Five of the Incidents can only occur in the Core, while the other three can only be staged in the Deep.

Effects: Each Incident has two separate strategic effects: a starting effect and a final effect.

The starting effect occurs immediately when the Incident is revealed (see below). The final effect only occurs if the judicators fail to resolve the Incident – regardless of whether it was handled by PCs and roleplayed or handled by other judicators and resolved with a single roll of the dice (more on

this below). If the PCs handled the Incident themselves, the GM will have the last word when judging whether they were successful or not. Sometimes it will be obvious, sometimes more of a judgment call.

Typical Incident effects are decreased Development Levels (see page 118) and changes in the Control of a House in the sector. Remember, Control in a sector can never go above 2 and never below zero.



MORE THAN FOUR PLAYERS?

If you have more than four players in the group, it means that one or more Houses will have two representatives among the players. During the strategic round, only one player can represent each House. Players whose characters belong to the same House can either take turns managing the strategic affairs of the House or work together during strategic rounds.

LESS THAN FOUR PLAYERS?

If your gaming group has three players, you as the GM must assume control of the missing House during the strategic round. The strategic game won't be affected too much, as all players (and you) still plan their Incidents in secret. You simply become a player during the strategic game.

With just one or two players in the group, the strategic game does not work as intended. In this case, we recommend that you simply determine which Incidents occur in the enclave and which the PCs are sent to handle. One aspect of *Mutant: Elysium* will be lost, but the *Guardians of the Fall* campaign can still be played this way.



THE FIRST STRATEGIC ROUND

In the first strategic round of the game, each player is randomly and secretly assigned two Incidents. If you have access to the custom card deck for *Mutant: Elysium*, simply deal two random Incident Cards to each player. If not, use any random method to

assign the Incidents. Only reveal the following information about each event (the same as on the Incident Cards):

- ▣ The title of the Incident
- ▣ Where it can be staged (a sector in the Core or the Deep)
- ▣ The starting effect
- ▣ The final effect

The players must keep their assigned Incidents secret from one another as well as from you. Then, follow the steps below.

1. Choose Incident and Sector. Each player secretly decides which of his two available Incidents to stage, and which sector to stage it in. The players secretly note this information on a piece of paper and hand it to the GM. If you are using the custom card deck, each player should hand the Incident Card he intends to stage in this strategic round to the GM as well.

2. Fill in the Incident Sheet. As the GM, take an Incident Sheet (available at the end of this book and for download on the Free League website) and mark on it – without the players seeing it of course – what Incidents each House will stage and in what sectors.

3. Activate the Incidents. Reading from your Incident sheet, announce to the players which Incidents are occurring and in which sectors – but of course not which House is behind which Incident. These four Incidents are now *active*. If you are using the Incident Cards, place the cards for the active Incidents directly on the game map, on the sectors in which the Incidents are staged.

4. Resolve Starting Effects. Immediately resolve the starting effects of each active Incident.

5. Vote on Where to Go. Each active Incident is a task for the judicators to solve, a potential mission for the PCs. But the PCs can't solve all the problems in the enclave by themselves. They can only be sent to one of the four active Incidents – the other Incidents are handled by different groups of judicators.

INCIDENTS IN THE SAME SECTOR

It's entirely possible that multiple Incidents can occur in the same sector in the same strategic round. In this case, any increases or decreases of Control in the sector are cumulative. Any reduction of Control to zero has precedence over a numerical increase or decrease, however. Also, more than one House can never have Control 2 in the same sector – if this would occur due to the effects of multiple Incidents, immediately reduce the Control of both Houses to 1.

To determine what Incident the PCs are sent to handle, the players hold a secret vote. Each player simply writes down the name of the Incident they vote for on a piece of paper and hands it to you. It is not the PCs themselves that are voting, but rather their Houses, influencing the judicator command. Each player votes with the total Control of their House. Any tie is broken by the patrol leader. Also note that the Powerful Mother contact (see page 65) can affect the outcome.


The winning Incident is assigned to the PCs and is roleplayed in detail. Read more on each Incident in the next chapter. Incidents that don't win the vote become the responsibility of other judicators, see below.

OTHER JUDICATORS


When the player characters are sent to an Incident, any other Incidents staged in the strategic round will be handled by other judicators. A roll of the dice will determine whether they successfully handle the Incident or not. This roll is made at the beginning of the next strategic round.

The player whose House staged the Incident makes the roll. The number of dice rolled depends on the enclave's current Security Development Level (see the table to the right). The number of dice is modified by the sector in question, as well as the Control of other houses in the sector – see the tables on page 147. At least one die is always rolled.

If the player rolls one or more ☢, the judicators fail to handle the Incident and the final effect of the Incident is triggered.



SECURITY LEVEL	DICE ROLLED
60+	3
40–59	4
20–39	5
0–19	6



EXAMPLE 2

It is time for the first strategic round. Each player draws two Incident Cards. Kilgore draws Censorship and Murder, Warburg draws Strike and Sabotage, Fortescue gets Riot and Kidnapping, and finally Morningstar draws Epidemic and Hostage.

Kilgore decides to stage a Murder in Nova Paloma, Warburg chooses a Strike in Arcadium, Fortescue stages a Kidnapping in Tindertuft, and finally Morningstar triggers an Epidemic in Pirijs. Each player secretly notes their choice on a piece of paper and hands it to the GM.

Using the information from the players, the GM secretly fills out the Incident Sheet, and then reveals the four Incidents. Thus, the players now know which Incidents occur and where, but not which Houses are behind them (except their own). The map on page 154 shows the situation – each House symbol represents one point of Control

The GM then determines the starting effects of each Incident. The murder in Nova Paloma lowers the Science Development Level by 3 (to 77), the Strike in Arcadium reduces Production by 5 (to 75), the Kidnapping in Tindertuft reduces Culture by 2 (to 78), and the Epidemic in Pirijs reduces Production by an additional 3 (to 72). Security remains at 80.

Now it is time for the Houses – that is the players – to vote on which Incident to send their PCs to. They write their choice on another piece of paper and hand it to the GM. Kilgore votes for the Strike in Arcadium, Warburg for the Kidnapping in Tindertuft, Fortescue

INCIDENT SHEET

MUTANT

YEAR ZERO

Round	1	THE CORE - INCIDENTS							THE DEEP - INCIDENTS				
Sector		Nova Paloma	Old Koly	Pirius	Tindertuft	Northolme	Calista	Hindenburg	Mosel	Laborum	Arcadium	Cinderfalls	Cogs of Hel
Warburg											STRIKE		
Fortescue				KID-NAPPING									
Kilgore		MURDER											
Morningstar			EPIDEMIC										

Round		THE CORE - INCIDENTS							THE DEEP - INCIDENTS				
Sector		Nova Paloma	Old Koly	Pirius	Tindertuft	Northolme	Calista	Hindenburg	Mosel	Laborum	Arcadium	Cinderfalls	Cogs of Hel
Warburg													
Fortescue													
Kilgore													
Morningstar													

SEE EXAMPLE 2

for the Epidemic in Pirius, and Morningstar for the Murder in Nova Paloma. No player picks their own Incident. Both Fortescue and Warburg have a total Control of 4, so it is a draw. The Warburg player's PC has the Powerful Mother contact and chooses to activate it. The total Control of Warburg now counts as 5, and the House wins the vote. The PCs are sent to handle the Kidnapping in Tindertuft.

Now, the strategic round is over and normal play resumes.

SUBSEQUENT STRATEGIC ROUNDS

The second and subsequent strategic rounds begin with each player revealing what Incident their House staged in the previous strategic round. Then, each player who staged an Incident that the PCs were not sent to rolls dice to determine if the other

judicators sent to handle it were up to the task or not (see below).

Trigger Final Effects: For each Incident that the judicators failed to handle in the previous strategic round - including the PC's Incident - the final effects of these Incidents are triggered and resolved. You as the GM have final say on whether the PCs were successful in handling their Incident or not. Most times, it will be obvious.

Assign New Incidents: Next, all normal Incidents *except* the ones that have been played out in detail by the PCs are secretly and randomly assigned to the players. Incidents not staged in the previous round are not kept - all Incidents that have not been played out by the PCs are re-assigned now.

ENCLAVE SHEET



MUTANT

YEAR ZERO





DEVELOPMENT LEVELS

Production	72	Security	80	Culture	78	Science	77
------------	----	----------	----	---------	----	---------	----

THE CORE - INFLUENCE

	 Warburg	 Fortescue	 Kilgore	 Morningstar
Sector				
Nova Paloma	/		/	/
Old Koly				
Pirius	/			/
Tindertuft		/		
Northolme	/			
Calista		/		
Hindenburg				/

THE DEEP - INFLUENCE

	 Warburg	 Fortescue	 Kilgore	 Morningstar
Sector				
Mosel			/	
Laborum				
Arcadium	/			
Cinderfalls			/	
Cogs of Hel		2		

TOTAL INFLUENCE

 Warburg	 Fortescue	 Kilgore	 Morningstar
4	4	3	3

SEE EXAMPLE 2

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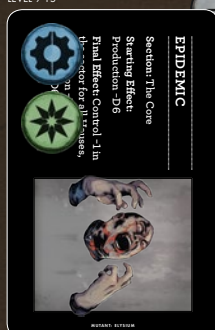
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The Council

LEVEL 2-8



C1. NOVA PALOMA

LEVEL 9-15



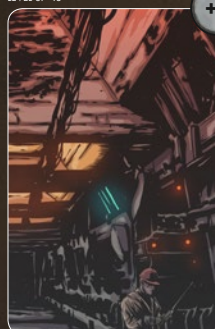
C3. PIRIUS

LEVEL 16-22



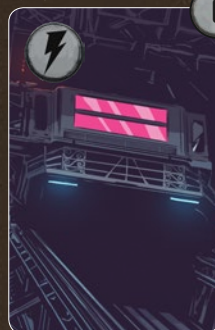
C5. NORTHOLME

LEVEL 37-48



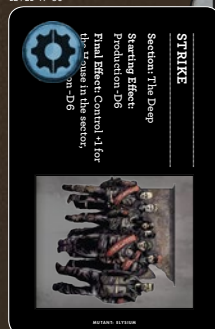
D2. LABORUM

LEVEL 16-22



C6. CALISTA

LEVEL 49-60



D3. ARCADIUM

THE CROWN

THE CORE

MONORAIL

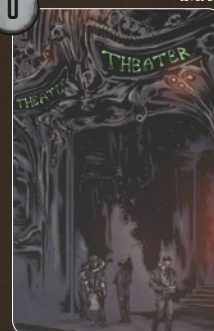
THE BREACH

THE CAPITOLIUM

THE DEEP

0

LEVEL 2-8



C2. OLD KOLY

0

LEVEL 9-15



C4. TINDERTUFT

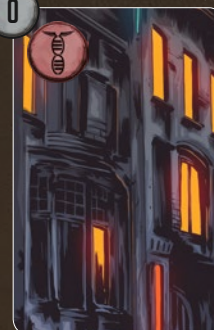
LEVEL 23-25



C7. HINDENBURG

0

LEVEL 26-36



D1. MOSEL

LEVEL 61-72



D4. CINDERFALLS

+2

LEVEL 73-84



D5. COGS OF HEL

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SEE EXAMPLE 2

HOUSE BEFORE ENCLAVE

Note that many of the Incidents will have a negative impact on the enclave's Development Levels. This is a price that the Houses are prepared to pay in order to gain power and leverage over each other. Only the Security level has a concrete impact on the campaign mechanics (see page 151), but the other Development Levels will affect life in the enclave in different ways. See the table on page 118.

If you are using Incident Cards, simply remove the cards for Incidents that the PCs have been sent to handle. This means there will be one Incident less to assign in each new strategic round. Assign the Incidents as evenly as possible, starting with the player whose House has the highest total Control and going down. Break any ties with a random dice roll.

Choose New Incidents to Stage: From this point, follow the same steps as if it were the first strategic round. Start by having the players choose their Incidents and where to stage them, vote on where to send the PCs, etc. Note that as the campaign progresses, players will have fewer and fewer Incidents to choose from. From the fifth round on, some players will not get to stage any Incidents at all.

EXAMPLE 3

The PCs have finished the Kidnapping Incident, and it's time for the second strategic round. All players reveal which Incident their Houses staged in the previous round.

Then the players roll the dice to determine if their Incident succeeded or if they were stopped by the other judicators – except House Fortescue, as the PCs were sent to handle that Incident. The PCs succeeded in resolving the Kidnapping Incident, and thus the final effect of the Kidnapping is not triggered.

Kilgore rolls for the Murder in Nova Paloma. The Security development level is over 60, which gives three dice to roll. But Nova Paloma has a difficulty of -2, and in addition to that there are other Houses

with Control 1 in the sector, for a total modification of -3. However, at least one die is always rolled. The player rolls no ☠ however, and therefore the Murder was solved by the other judicators. The final effect is not triggered.

Warburg rolls for the Strike in Arcadium. The sector has a difficulty modification of zero and no other Houses have Control there. Three dice are rolled and the Warburg player gets one ☠. The House succeeds! Warburg's Control in Arcadium increases to 2, and the total Control of House Warburg rises to 5. The final effect of the Strike is triggered, and the Production level is decreased by another 5 (to 67).

Morningstar rolls for the Epidemic in Pirius. The sector has a difficulty of -1 and another House has Control 1 in the sector, which means the total number of dice rolled is one. The roll fails, and the final effect is not triggered.

Next, using Incident Cards, the GM randomly assigns all Incidents except Kidnapping to the players. Warburg (with total Control 5) gets the first card. Both Warburg and Fortescue (which has total Control 4) will be assigned two Incidents in

SELECTING INCIDENTS

Players should think carefully when voting for what Incident the PCs will be sent to solve.

It is often best for each player to try and send the PCs to the Incident with the final effect that would be most detrimental to their House, as the players generally have a good chance of solving that Incident. For the same reason, a player generally will not want to send the PCs to an Incident staged by his own House.

Adventurous players can bring it up a notch and try to send the PCs to the Incident whose final effects would benefit his House, and then sabotage the patrol from the “inside” to make sure the group fails. However, this is a risky tactic, as the PC will be at risk of admonishment for misconduct (see Chapter 2).

this strategic round. Morningstar and Kilgore (both have total Control 3) roll off to determine who gets two Incidents in this round and who gets one, as only seven potential Incidents now remain in play.

The strategic round then continues in the same way as the first one.



THE STRATEGIC ROUND

A strategic round follows the below steps. Skip steps 1–3 in the first strategic round.

1. Each player reveals which Incident they staged in the previous strategic round.
2. Players roll dice to determine the success or failure of any Incidents the PCs were not sent to handle.
3. For each Incident that the judicators failed to handle in the previous strategic round – including the Incident that the PCs were sent to – the final effect is triggered.
4. The GM randomly and secretly assigns all Incidents to the players, except Incidents previously played out by the PCs. Start with the player whose House has the highest total Control.

RE-USING INCIDENTS

Incidents that were activated but not handled by the PCs personally are re-used in later strategic rounds. This does not mean that the exact same event happens again, only that a similar type of event occurs. When an Incident has been played out in detail by the PCs however, it cannot occur again and is removed from the game.



5. Each player chooses an Incident to stage and the sector in which to stage it. Each player notes this on a piece of paper and hands it to the GM.
6. The GM fills in the information from the players on the Incident Sheet.
7. The GM announces which Incidents are occurring in which sectors. The starting effects of all Incidents are immediately triggered.
8. The players, as representatives of their Houses, vote with their total Control to determine which Incident the PCs should be sent to investigate.



PACTS

If two or three Houses wish to cooperate during a strategic round, they can form a Pact. This must be declared before the players decide which Incidents to stage. The members of a Pact can show each other which Incidents are available to them and coordinate their plans. The members of a Pact may not show each other the notes they give to the GM however – it's entirely possible to betray a Pact. A House can only be part of one Pact at a time. A pact can at the most have three members, never all four Houses. A pact only lasts for a single strategic round, but nothing stops the Houses from reforming the same pact in the next round.

SPECIAL INCIDENTS

In addition to the eight normal Incidents in the campaign, there are three special Incidents. These three Incidents are entirely governed by you as the GM and are described in detail in the next chapter.

Whenever it is time for a strategic round, you can choose to activate a special Incident. The strategic round is then immediately canceled, and the PCs are automatically assigned to the special Incident. No normal Incidents are assigned or activated, and no vote is held.

Double Agent: After a special Incident, there is no vote to reveal the double agent (see page 25).

Timing: The first special Incident, called “Signal from *Genlab Alpha*” should be activated approximately halfway into the campaign. The two final

ENCLAVE SHEET



MUTANT

YEAR ZERO


DEVELOPMENT LEVELS

Production	67	Security	80	Culture	78	Science	77
------------	----	----------	----	---------	----	---------	----

THE CORE - INFLUENCE

	 Warburg	 Fortescue	 Kilgore	 Morningstar
Sector				
Nova Paloma	/		/	/
Old Koly				/
Pirius	/	/		
Tindertuft				
Northolme	/			
Calista		/		
Hindenburg				/


THE DEEP - INFLUENCE

	 Warburg	 Fortescue	 Kilgore	 Morningstar
Sector				
Mosel			/	
Laborum				
Arcadium	2			
Cinderfalls			/	
Cogs of Hel		2		

TOTAL INFLUENCE

 Warburg	 Fortescue	 Kilgore	 Morningstar
5	4	3	3

SEE EXAMPLE 3



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The Council

LEVEL 2-8

MURDER


Section: The Core
Starting Effect: Science -26
Final Effect Control: -1 in the sector for the Cause, -26



FAILED

C1. NOVA PALOMA

THE CROWN

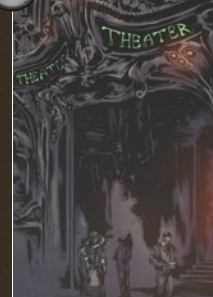


THE CORE

LEVEL 2-8

KIDNAPPING

Section: The Core
Starting Effect: Culture -26
Final Effect Control: -1 in the sector for all Houses as one seizes the Culture -26




FAILED

C2. OLD KOLY

LEVEL 9-15

EPIDEMIC

Section: The Core
Starting Effect: Production -26
Final Effect Control: -1 in the sector for all Houses, -26



FAILED

C3. PIURIUS

THE CORE

C1 C2 C3 C4 C5 C6 C7

MONORAIL

LEVEL 9-15

KIDNAPPING


Section: The Core
Starting Effect: Culture -26
Final Effect Control: -1 in the sector for all Houses as one seizes the Culture -26



FAILED

C4. TINDERTUFT

LEVEL 16-22




C5. NORTHOLME

THE CORE

C1 C2 C3 C4 C5 C6 C7


MONORAIL

LEVEL 23-25



C7. HINDENBURG

LEVEL 37-48

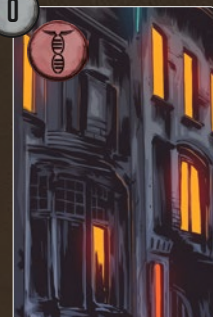


D2. LABORUM

THE DEEP

D1 D2 D3 D4 D5

LEVEL 26-36




D1. MOSEL

LEVEL 49-60

STRIKE

Section: The Deep
Starting Effect: Production -26
Final Effect Control: -1 for the Cause in the sector, -26




SUCCESSFUL

D3. ARCADUM

THE DEEP


D1 D2 D3 D4 D5

LEVEL 61-72



D4. CINDERFALLS

LEVEL 73-84



D5. COGS OF HEL

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SEE EXAMPLE 3

WHEN TO LAUNCH THE ENDGAME?

Note, you as the GM can choose to start the endgame of the campaign before running out of normal Incidents. It all depends on how long you want the campaign to run. However, we recommend that the PCs play at least four of the eight normal Incidents before launching the endgame.

special Incidents, “A Day to Remember” and “Assault on Cryolab Delta,” constitute the finale of the campaign and should be saved until you have played all the normal Incidents that you intend to play. You don’t need to play all eight normal Incidents if you don’t want to.

ENDING THE CAMPAIGN

The longer the campaign runs, the fewer Incidents there will be in play.

Three Incidents Remaining: When only three Incidents remain in play, one player will be left without an Incident to stage. The game goes on normally, except that this player will not activate an Incident.

Two Incidents Remaining: When only two Incidents are left in play, two players will be unable to stage Incidents.

One Incident Remaining: When only one Incident remains, it’s assigned to the player whose House has the highest total Control. The PCs will automatically be sent to this Incident, no vote is held.

Final Round: After the eighth Incident has been played by the PCs, there is one last strategic round. If the patrol failed to handle the Incident, the Incident’s final effect is triggered. After that, the strategic game ends immediately and it is time to launch the endgame of the campaign with the special Incident called “A Day to Remember.”

KEY NPCs

The remainder of this chapter describes fifteen NPCs that are key to the *Guardians of the Fall* campaign and that can appear in several Incidents. If possible, try to prevent these NPCs from dying

during the early stages of the campaign. If they do, be ready to replace them with other similar NPCs. NPC Cards: Each key NPC has a unique, illustrated NPC Card in the custom card deck for *Mutant: Elysium*. Show the NPC card when the NPC is introduced in the game. On the back there is game data that should not be displayed to the players.

ANTONIUS BLOCK



ANTONIUS BLOCK

- ▣ **Incidents:** Hostage
- ▣ **PC Relationships:** Soldier, Investigator, Procurator, Officer

A charismatic leader who was born to one of the Houses. He served as an officer in the Deep Watch. A few years ago, while on an assignment, his patrol was surrounded by angry workers. When another

officer opened fire against the crowd, Antonius used force to stop him. The exchange resulted in the death of the colleague.

Only his prior years of spotless service allowed Antonius to escape the Catacombs. Instead, he was sentenced to a lifetime of hard labor in the Deep. Antonius was disowned by his House, and he took the name Block.

Over the years in the Deep, Antonius Block has become a leader among the penal workers in Night Hall, the dirtiest and most dangerous factory in the enclave. Block has also come into contact with novice Cassandra of the Temple and believes in her teachings. He is not a fanatic however, rather a clever realist who is ready to negotiate when he needs to.

Personal Goal: To transform Elysium I into an open and equal society – using violence if necessary.

Reputation: 3

Attributes: Strength 4, Agility 3, Wits 3, Empathy 5.

Skills: Force 3, Fight 4, Move 2, Shoot 2, Sense Emotion 5, Manipulate 3.

Equipment: Blunt instrument. During the Hostage Incident, Block also carries a stolen gauss pistol.

EPHRAIM DUNKLE

- ▣ **Incidents:** Epidemic, Strike
- ▣ **PC Relationships:** Investigator, Procurator

This scarred worker has toiled in the Reconstruction Works for most of his life. His body can no longer take hard manual labor, and he therefore spends most of his time drinking away the sorrow and pain.

Personal Goal: Drowning his sorrows in liquor and living one day at a time.

Reputation: 1

Attributes: Strength 4, Agility 2, Wits 2, Empathy 3.

Skills: Endure 4, Fight 2, Sense Emotion 3.

Biomechanics: Air Tank, Machine Arm.

Equipment: None.

FLORIAN



FLORIAN

- ▣ **Incident:** Hostage
- ▣ **PC Relationships:** Procurator

A young and principled judicator. Florian is a man with a proud attitude. If Florian has a family relationship with a PC, they belong to the same family, otherwise he is a Warburg.

Personal Goal: First his freedom, then to arrest or kill Antonius Block at any cost.

Reputation: 4

Attributes: Strength 3, Agility 4, Wits 2, Empathy 3.

Skills: Fight 2, Move 2, Shoot 3, Press On 2.

Equipment: None during the Hostage Incident, otherwise he is armed with a gauss pistol.

EPHRAIM DUNKLE





CASIMIR MONTAGUE

CASIMIR MONTAGUE

- ▣ **Incidents:** Riot, Epidemic, Censorship, Signal from *Genlab Alpha*
- ▣ **PC Relationships:** Officer, Soldier

Colonel Montague is a notorious officer in the Deep Watch, the military force of the enclave. He does not belong to any of the four families and therefore lacks the advantage of their influence. However, he more than compensates for this through rigorous discipline and ruthlessness.

The colonel is a middle-aged man with thick hair, a strong jaw, and is in very good physical shape. He lives alone and owns a large collection of ancient military strategy books. He is almost never seen without his uniform.

Personal Goal: To destroy any threat to the enclave without mercy or remorse.

Reputation: 8

Attributes: Strength 4, Agility 5, Wits 4, Empathy 4.

Skills: Fight 4, Move 3, Shoot 5, Sense Emotion 5, Manipulate 3, Command 5.

Equipment: Gyrojet rifle, 12 gyrojet rockets.

CASSANDRA

- ▣ **Incidents:** Hostage Drama, Murder
- ▣ **PC Relationships:** Technician

This young novice only recently joined the Temple. Unlike most other novices, she does not come from the ranks of the workers. Cassandra was born into one of the Houses – if she is the sister of a PC, she belongs to the same House. If not, determine randomly. Cassandra was once called Ashley and used to work in the Academy.

Ashley became sad and disillusioned after an event where a rival from her own House stole her life's work and took credit for the research. In disgust, Elisa turned her back on both the Academy and her own House, seeking refuge in the Temple. There, she changed her name to Cassandra.

She was quickly noticed by Creon and became his most trusted novice. Cassandra knows that Creon intends to overthrow the Council, but she does not know the details of the plan, or that Creon communicates with the sleeping Eminences.

Personal Goal: To be recognized for her work and make her own House pay for her suffering. Unlike Creon, she is not really interested in overthrowing the rule of the Houses.

Reputation: 5

Attributes: Strength 2, Agility 3, Wits 5, Empathy 3.

Skills: Sneak 2, Move 3, Sense Emotion 4, Manipulate 3.

Equipment: None.



CASSANDRA



CREON

CREON

- ▣ **Incidents:** Hostage, Kidnapping, Attack on Cryolab Alpha
- ▣ **PC Relationships:** Officer, Procurator, Investigator, Scholar

Creon is currently the waking Eminence and thus the driving force behind the clandestine revolt against the great Houses. In due time, all ten Eminences will rise, but until that time the responsibility rests on Creon's shoulders.

This is Creon's 25th shift awake; thus he has only aged 25 years since he first entered Elysium I. He was then 40 years old and his biological age is now 65. However, the long years in cryosleep have taken their toll on his body. Creon is a very thin and pale man.

Creon was born before the Red Plague, and centuries before all other waking inhabitants in the enclave. His speech seems old-fashioned and is sometimes difficult to understand. Creon's beard has whitened during the years of cryosleep and he wears the gray robes of the Eminences.

Personal Goal: To overthrow the great Houses and finally end his years of servitude.

Reputation: 12

Attributes: Strength 3, Agility 4, Wits 5, Empathy 5.

Skills: Fight 3, Move 3, Shoot 4, Comprehend 5, Sense Emotion 5, Manipulate 5.

Equipment: Gyrojet pistol with six rockets.



MELINA

MELINA

- ▣ **Incidents:** Murder, Kidnapping, Censorship
- ▣ **Possible PC Relationships:** Scholar

A prominent Scholar at the Academy. What House Melina belongs to is decided during the Murder Incident.

Personal Goal: To be recognized in all of Elysium for her brilliance.

Reputation: 5

Attributes: Strength 2, Agility 3, Wits 5, Empathy 3.

Skills: Shoot 2, Comprehend 5, Know the Zone 3, Enlighten 5.

Equipment: Gauss pistol.

MOLLY FINKEL

- ▣ **Incidents:** Epidemic
- ▣ **PC Relationships:** Investigator

Molly runs the Scat Dobbling's bar in the Core, a simple but popular hole in the wall and retreat for both workers from the Deep as well as members of Houses from the Crown who want a taste of the underbelly of the enclave. Things can often get messy in Scat Dobbling's, which is why Molly always has her faithful scrap rifle hidden under the bar.

Personal Goal: To keep Scat Dobbling's open for business.

MOLLY FINKEL



Reputation: 2

Attributes: Strength 4, Agility 3, Wits 2, Empathy 4.

Skills: Fight 2, Shoot 2, Sense Emotion 4.

Equipment: Scrap Rifle and three bullets.

RUPERT ACTON

▣ **Incidents:** Epidemic, Hostage Drama, Kidnapping

▣ **PC Relationships:** Soldier, Procurator

Rupert is the youngest of five siblings and has throughout his entire life been compared to his older and more successful brothers and sisters. During his service in the Deep Watch he was injured in the leg and was forced to retire from the active corps. Instead, he became a security guard and was eventually promoted to commander. He turned out to be well suited for his new role and is well-liked by all. Rupert is a very dutiful man and a good comrade.

Personal Goal: To one day stand in the spotlight as the enclave's greatest hero.

Reputation: 3

Attributes: Strength 4, Agility 2, Wits 3, Empathy 3.

Skills: Fight 3, Move 3, Shoot 3, Sense Emotion 2, Command 2.

Equipment: Stun pistol, stun baton, two E-Packs.

THE SCRAP KING



THE SCRAP KING

▣ **Incidents:** Kidnapping, Attack on Cryolab Delta

▣ **PC Relationships:** Soldier, Investigator

The leader of the Cravats gang, the Scrap King is a pale, fat man with a Biomechatronic right arm and lower jaw. He was a miner who was sentenced to the Catacombs for killing another worker. Being sent to the Catacombs was the best thing that has happened to him.

Personal Goal: To see pain and fear in the eyes of others.

Reputation: 5

Attributes: Strength 5, Agility 3, Wits 4, Empathy 4.

Skills: Shoot 3, Fight 4, Comprehend 4, Manipulate 3.

Biomechatronics: Metal Skull, Machine Arm.

Equipment: Spiked bat, gyrojet pistol with six rockets.

RUPERT ACTON



SONYA CARP



SONYA CARP

- ▣ **Incidents:** Riots, Strike
- ▣ **PC Relationships:** Technician, Scholar

Sonya Carp was born to a worker family in Cogs of Hel and all she knows of Elysium I is poverty and squalor. Like her parents, she has done her job and worked long days all of her life, grateful to the Houses for her place in the lifeboat of humanity.

But over the years doubt slowly found its way into her thoughts. Should the workers not have a better life than this? Without actively seeking a role as a leader, Sonja became a person that other workers looked to for advice and guidance.

Sonya is a middle-aged woman in worker's attire with a reconstructed left arm. She has gallows humor and often has a smile on her lips.

Personal Goal: To give the enclave workers a better life.

Reputation: 4

Attributes: Strength 4, Agility 3, Wits 3, Empathy 4.

Skills: Force 4, Fight 2, Sense Emotion 3, Manipulate 4.

Biomechatronics: Machine Arm.

Equipment: Blunt instrument.

TODDY SOMERSET



TODDY SOMERSET

- ▣ **Incidents:** Kidnapping, Censorship
- ▣ **PC Relationships:** Officer, Procurator

Toddy Somerset is Valentino Morningstar's current manager. Toddy is a short man with greasy hair (most of which left his scalp a long time ago). Toddy is completely spineless and will do anything to gain fame and status. Toddy dreams of being powerful, rich, and admired, but is severely lacking in finesse and has a knack for always getting into trouble.

Personal Goal: Taking care of number one first, and always.

Reputation: 6

Attributes: Strength 2, Agility 2, Wits 4, Empathy 5.

Skills: Move 2, Manipulate 4.

Equipment: Vibro knife.



NUTTY NADYA

NUTTY NADYA

- ▣ **Incidents:** Riot
- ▣ **PC Relationships:** Technician, Investigator

The hard-headed leader of the Sooty Hand, one of the most infamous gangs in the Deep.

Personal Goal: To expand her power into the Core, and she is more than willing to kill to get what she wants.

Reputation: 2

Attributes: Strength 4, Agility 5, Wits 3, Empathy 4.

Skills: Shoot 4, Fight 5, Sense Emotion 5, Manipulate 4.

Biomechatronics: Monofilament, Pain Suppressors.

Equipment: Gyrojet pistol with five rockets, hand grenade.



VALENTINO MORNINGSTAR

VALENTINO MORNINGSTAR

- ▣ **Incidents:** Kidnapping, Hostage, Censorship
- ▣ **PC Relationships:** Investigator

Valentino has never had to suffer hardship in his life. He was raised in the Crown amongst the affluent, constantly surrounded by family and relatives. His popularity amongst the social circles of the elite got him the job as the host of the Voice of Dawn show. This has done little to dampen his already inflated ego. Valentino is very confident of himself and expects everyone he meets to bow to his wishes. As the host of the program, he often personally reports on news and events in the Deep without realizing the risks he is putting himself in.

Personal Goal: To bask in everyone's smiles and applause.

Reputation: 11

Attributes: Strength 2, Agility 3, Wits 2, Empathy 5.

Skills: Sneak 2, Move 4, Manipulate 5.

Equipment: None.

VALERIA WARBURG

- ▣ **Incidents:** Censorship, Kidnapping
- ▣ **RP Relationships:** Officer

Valeria grew up in luxury and opulence and is utterly tired of being pampered. She is looking for some thrills and challenges in her life but does not really have a plan to achieve this goal. The romance with Valentino was exciting in the beginning, until she realized how self-absorbed the show host really is. Marrying him is purely a tactical maneuver. Valeria is an actress and is really good at keeping up appearances.

Personal Goal: To seek new thrills and challenges.

Reputation: 10

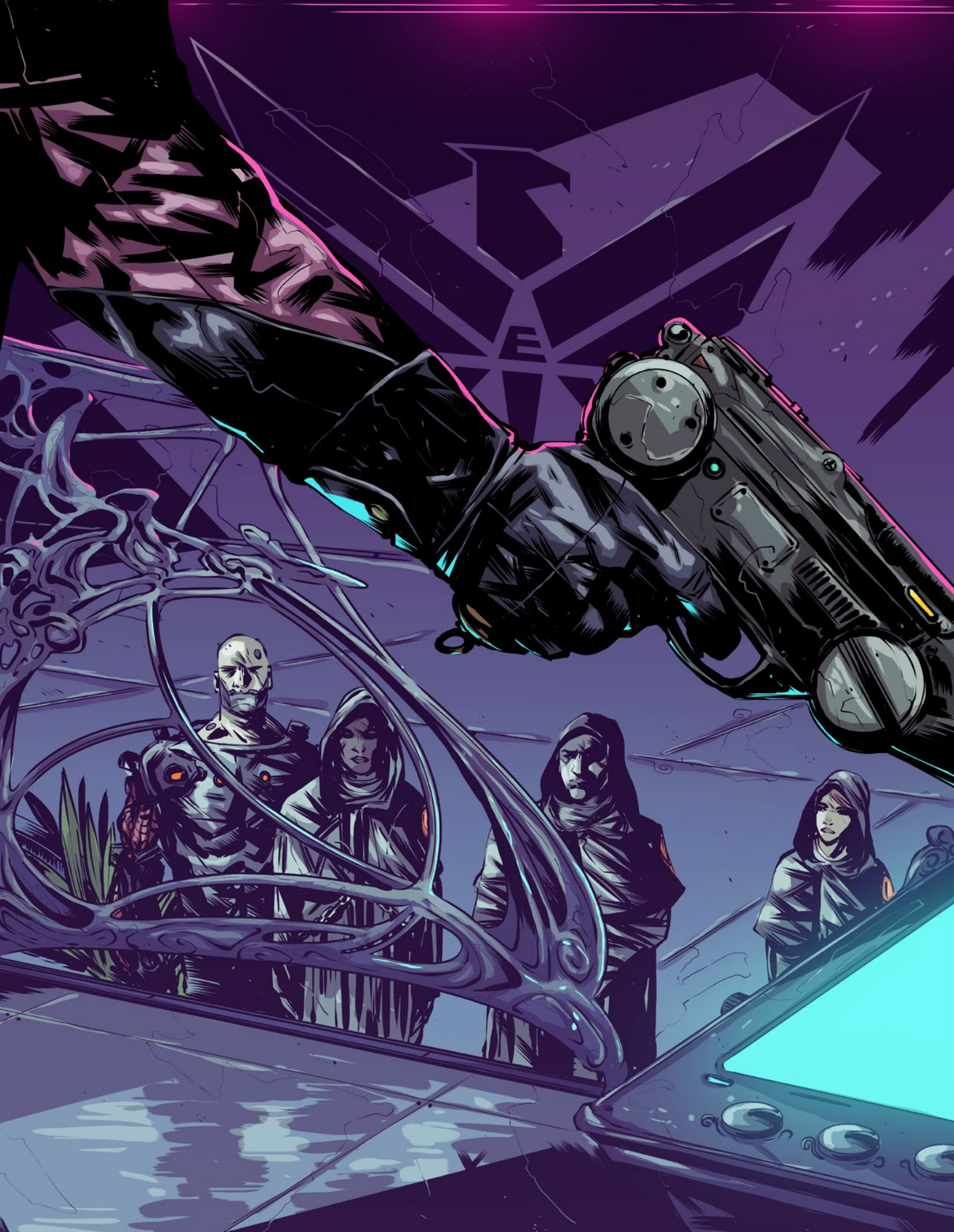
Attributes: Strength 2, Agility 3, Wits 2, Empathy 5.

Skills: Sneak 2, Move 3, Sense Emotion 3, Manipulate 5.

Equipment: None.



VALERIA WARBURG





INCIDENTS

In this chapter you'll find detailed descriptions of the eleven Incidents of the *Guardians of the Fall* campaign. An incident resembles a Special Zone Sector (if you are familiar with *Mutant: Year Zero*) but is generally more limited in time and space.

An Incident is an event your judicator character is sent to handle at a specific location. Think of an Incident as a mini-scenario, usually meant to take one gaming session to resolve. If *Mutant: Elysium* were a television series, an Incident would be one episode of the show.

The eight normal Incidents are described first, followed by the three GM-controlled special Incidents. How Incidents are used in the game is described in the previous chapter.

The House: In each Incident description, "the House" always refers to the House that staged the Incident (see page 149) unless otherwise is stated.

VICTORY CONDITIONS

Each Incident clearly states what the PCs must achieve for their handling of the Incident to be considered successful. Failure will trigger the Incident's final effects (see page 149).



INCIDENTS IN THE CORE

- ▣ Censorship
- ▣ Epidemic
- ▣ Kidnapping
- ▣ Murder
- ▣ Sabotage

INCIDENTS IN THE DEEP

- ▣ Hostage
- ▣ Riots
- ▣ Strike



CENSORSHIP

- **Section:** The Core
- **Starting Effect:** Culture -D6
- **Final Effect:** House Control +1 in the sector, Security -D6

Lately the Emperor Theater has been receiving serious threats. This evening is the premiere of "Towards the Deep," a play about Elysium's history. Someone threatened to kill the actors and the director, Preston Morningstar. Demonstrations against the play have been reported. Attend tonight's performance and investigate any potential threats. But you must be discreet, your work must in no way interfere with the performance. House Morningstar's head, Constantine, will visit the premiere himself. This play is very important to him.

THE PLAY

The play "Towards the Deep" was created by the renowned director Preston Morningstar (alternatively Kilgore, see below) and is a dramatization of Elysium's history. The action revolves around a young couple, Jasper and Eliza – he is a worker and she is a dynast – along with their faithful companion, the robot Tonka.

Against all odds, Jasper and Eliza fall in love, and after a great many hardships and tribulations, they finally find safety within Elysium I, where Jasper eventually dies from his injuries. In this tragic ending, it is revealed that Eliza is pregnant. The future of the child, and humanity, will be in the depths of the Earth.

Eliza is played by Elysium's greatest actress, Valeria Warburg, and Jasper by the blonde up and coming star Lex Fredicius.

OVERVIEW

The PCs arrive at the Emperor Theater just before the performance begins. Outside the entrance there is a small group of protesters with posters that read "the surface is free," "life is waiting up there" and "the Houses are holding us hostage underground." Some security guards are keeping an eye on things to ensure that the well-dressed theater visitors can get in undisturbed.

If the PCs talk with the protesters, who are a motley mix of workers from the Core, they say that they "have heard" that the surface world is now habitable and that the Houses keep this a secret to preserve their own power. They are visibly upset, although not violent and will do as told if the PCs interfere.

The rumor about the Earth's surface is true, which the PCs will already know if they have played the "Signal from *Genlab Alpha*" special Incident. However, revealing that information to the public would threaten the prevailing law and order in Elysium, thus constituting a serious act of misconduct for a judicator.

The mood is good inside the theater's foyer. House dynasts mingle while the drinks flow. In between whispers and chuckles can be heard comments admiring the protagonists and how Valeria Warburg and Lex Fredicius make such a beautiful couple, and that Valeria's fiancé Valentino Morningstar should be jealous. The PCs can meet a range of familiar faces, such as Valentino himself, Valeria's cousin Esmeralda Warburg, Melina, Toddy Somerset, Colonel Casimir Montague, and, last but not least, Constantine Morningstar in person.

Before the performance begins, the PCs can approach the director Preston Morningstar as well as any of the stars or actors in the play. Adelia Kruger – prompter, janitor, and security officer, must be Manipulated if the PCs want access to the dressing rooms so close to curtain time. Even if the judicators gain access, they will be disappointed to find that the ensemble has nothing to tell – they have heard about the threats but dismiss them as "nonsense."

THE SITUATION

In order to create anxiety in the sector and increase their influence, the House staging this Incident is taking advantage of common rumors everyone has heard – that the surface is habitable. This has triggered angry protests outside the theater before the premiere of the play, which praises life in the enclave.

In addition, the House's agent Gunther Glass has recruited Adelia Kruger, a former stage star at Theater Imperator, who now makes a living as a prompter. Adelia has cultivated a long and bitter resentment against the Houses in general and Preston Morningstar in particular.

On behalf of the House, Gunther Glass has convinced Adelia that the Houses are holding the inhabitants of the enclave prisoners in the deep, and that the play "Towards the Deep" is just a propaganda ploy used to keep the truth from coming out. This all happens to be true, but that's of minor consequence to the House, which is just using the rumor to further its own agenda.

Filled with hatred, Adelia believes she is about to play the role of her life. She has allowed Gunther Glass to re-program the robot Tonka, a supporting actor in the play, so that Gunther can control it remotely from his place in the audience. The premiere will not turn out as Preston had planned...

Note: If the House staging this Incident is Morningstar, let Preston be a Kilgore instead.

LOCATIONS

Described here are the most important locations in the theater:

1. ENTRANCE

A wide staircase where people often linger for a glimpse at the prominent family dynasts visiting the theater. The entrance is flanked by statues of famous historical personalities from the Houses.

2. FOYER

The foyer is decorated in dark reds and gold. There is a ticket box and several coat rooms.

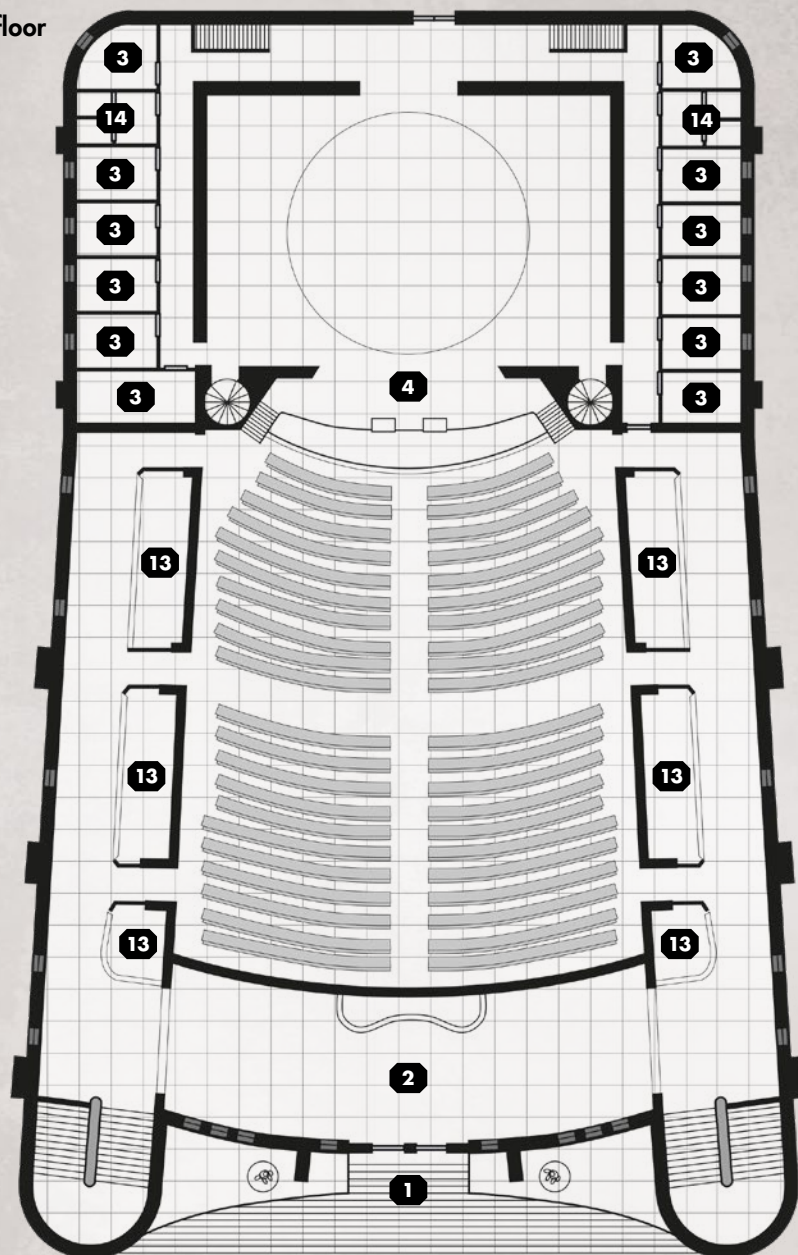


THE EMPEROR THEATER

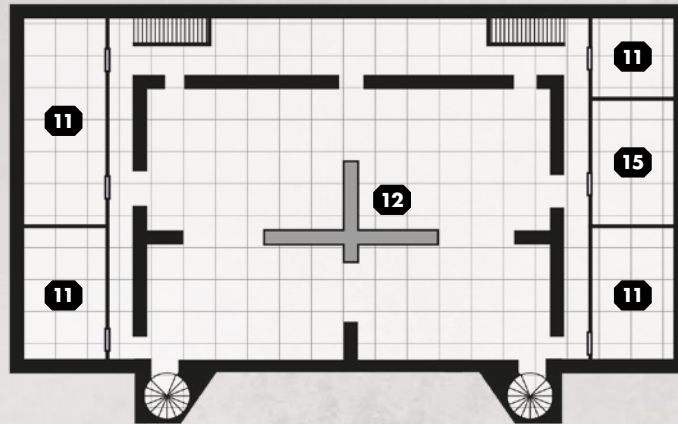
1. Entrance
2. Foyer
3. Actor Dressing Room
4. Stage
5. Theater Bar
6. Inner Bar
7. Balcony Seats
8. Extras Dressing Room
9. Director's Office
10. Upper Machine Room
11. Basement Storage
12. Lower Machine Room
13. Wardrobe
14. Costume Storage
15. Stagehand Area

☐ 1 × 1 yard

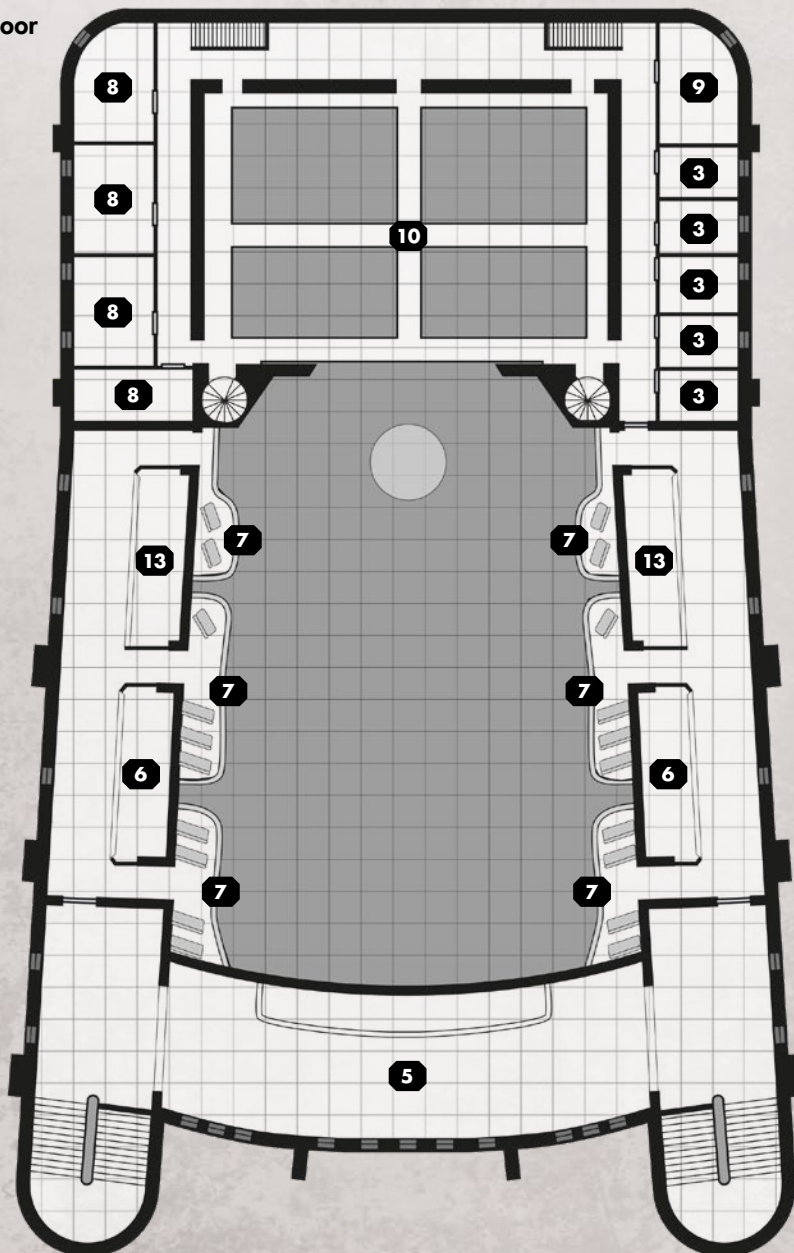
Ground floor



Basement



Upper floor



3. ACTOR DRESSING ROOMS

The more prominent the actor, the closer their dressing room is to the stage. Valeria Warburg's is the biggest one, immediately to the left of the stage.

4. STAGE

The big stage has a platform that can be raised and lowered where actors and props can be hoisted up and down. A magnificent chandelier hangs over the stalls.

A PC who goes back stage can find a small device on the floor. A Technician or another PC who makes a Comprehend roll identifies it as an electronic tool (artifact, see page 135) that is used on advanced equipment such as energy weapons and robots. This is a strange object to find in a theater. Gunther Glass dropped the tool when he used it to program Tonka.

5. THEATER BAR

Above the foyer is a bar serving drinks and light snacks. Round wooden tables are available where visitors can have a drink during the intermission.

6. INNER BAR

Doors flanked by guards lead from the public bar to a private room for the more prominent guests.

7. BALCONY SEATS

The best seats in the theater, reserved for the most important visitors from the Houses.

8. EXTRAS DRESSING ROOMS

Upstairs there are small dressing rooms for the extras. During big performances, there is usually a lot of activity in these corridors.

9. DIRECTOR'S OFFICE

A comfortable and elegant office decorated in Art Nouveau style.

10. UPPER MACHINE ROOM

Two narrow plank bridges run high above the stage. From there, stage workers hoist props up and down. The whole space is a whirlwind of ropes, pulleys and hooks.

11. BASEMENT STORAGE

In the basement there are storage areas for props, furniture, scenery, and other supplies.

12. LOWER MACHINE ROOM

Underneath the stage there is a machine room where stagehands can lift up scenery, actors, and other props through carefully designed openings.

NPCS

Of the campaign's key NPCs, Valentino Morningstar and Valeria Warburg are present during this Incident. Melina, Toddy Somerset and Casimir Montague can also be present, but do not play central roles. Other NPCs are described below.

PRESTON MORNINGSTAR

A renowned director and a socialite favorite among the rich and famous of Elysium I. He is a self-centered man with a deep appreciation of great art. He is ashamed about how he has treated Adelia Kruger but doesn't dare do anything about it. Preston is a 50-year old, white-haired man with an intricate haircut and an equally elaborate beard.

Personal Goal: To awe the enclave with his new play.

Reputation: 9

Attributes: Strength 3, Agility 2, Wits 3, Empathy 5.

Skills: Manipulate 2.

ADELIA KRUGER

Adelia is an experienced actress. However, her long career came to an abrupt end when Preston Morningstar arrived as lead director at Theater Imperator. Adelia was allowed to remain at the theater, but only as a prompter. She has platinum blonde hair and always wears black clothes and heavy makeup.

Personal Goal: To have her revenge against the Houses and Preston in particular, and to escape to the surface world.

Reputation: 6**Attributes:** Strength 3, Agility 4, Wits 2, Empathy 4.**Skills:** Move 2, Shoot 2, Manipulate 3.**Gear:** Scrap pistol with three bullets.

GUNTHER GLASS

A pale, middle-aged man with a sullen demeanor, always wearing octagonal glasses. He comes from a worker's family and serves the House for money. He is in a romantic relationship with Adelia Kruger, but he's not ready to give his life for her.

Personal Goal: To fulfill his mission and escape alive.

Reputation: 3**Attributes:** Strength 3, Agility 5, Wits 3, Empathy 2.**Skills:** Fight 3, Sneak 4, Shoot 4, Sense Emotion 4, Comprehend 4.**Gear:** Gauss-pistol, E-pack, comm radio.

TONKA

The mechanical actor known as Tonka started his career as a security robot with the formal designation TNK-097. It has now been reprogrammed by Gunther Glass, who has total control over it.

Personal Goal: To follow Gunther's every command.

CONSTANTINE MORNINGSTAR

**Reputation:** 3**Attributes:** Servos 8, Stability 6, Processor 2, Network 2 (see *Mutant: Mechatron*).**Armor Rating:** 10**Programs:** Assault 4, Shoot 4, Scan 3, Protect 4.**Modules:** Riot Control (5 EP).**Secondary Functions:** Command Override, Arm Lock, Self-Destruct Mechanism, Crank Generator.**Gear:** Laser pistol (mounted, Gear Bonus +2, Weapon Damage 3, Short range), stun baton.

ESMERALDA WARBURG

Esmeralda is Valeria's cousin and childhood friend. She is blonde and wears a blood red dress. She has never had to work a day in her life and expects to be the center of attention. Has always been jealous of Valeria.

Note: Esmeralda also appears in the Kidnapping Incident.

Personal Goal: To replace Valeria as the darling of the Elysium social elites.

Reputation: 6**Attributes:** Strength 2, Agility 3, Wits 3, Empathy 4.**Skills:** Manipulate 2.

CONSTANTINE MORNINGSTAR

Constantine has been house Morningstar's leader for several decades. He sees it as his top priority to follow what is happening with the enclave's theater scene. "Towards the Deep" is Constantine's personal pet project. It is even rumored that he wrote some of the scenes himself.

Personal Goal: To maintain his power over the people of Elysium.

Reputation: 12**Attributes:** Strength 3, Agility 4, Wits 4, Empathy 5.**Skills:** Fight 2, Move 2, Shoot 2, Sense Emotion 5, Manipulate 5.

ACTORS

The rest of the ensemble consists of lesser known actors of different ages.

Personal Goal: To one day land a leading role.

Reputation: 2–4

Attributes: Strength 2, Agility 3, Wits 2, Empathy 4.

Skills: Manipulate 3.



ROBOTS

The mechanics that describe how robots work are explained in detail in *Mutant: Mechatron*. If you do not have access to that book, you can handle Tonka as a human being. When doing so, simply replace the attributes and programs/skills as per the list below. Don't roll on the critical injuries table if the robot's Servos/Strength reaches zero – if this happens the robot is simply deactivated.

- Servos = Strength
- Stability = Agility
- Processor = Wits
- Network = Empathy
- Assault = Fight
- Scan = Scout

STAGEHANDS

Workers who went after something more cultural, although the job is not much easier than it would be in any factory in the Deep.

Personal Goal: To make a living.

Reputation: 1

Attributes: Strength 3, Agility 3, Wits 2, Empathy 2.

Skills: Move 2.

VISITORS

Wealthy people from the four great Houses as well as some from minor families of renown.

Personal Goal: To socialize with like-minded people.

Reputation: 3–6

Attributes: Strength 2, Agility 2, Wits 2, Empathy 3.

Skills: Manipulate 2.

EVENTS

Below are some events that could take place during this Incident. It may be fun to have several of them happen at the same time to put pressure on the judicators.

- ❑ During the first act of the play, a PC who actively Scouts the audience or makes an Investigate roll notices a person trying to sneak away from their seat and into the unattended door to the dressing rooms. It is Esmeralda Warburg, who plans to invite Lex Fredicius to a romantic liaison – something that is unappealing to Lex because he prefers men. If surprised by the PCs instead, Esmeralda will become very upset.
- ❑ A PC who Scouts or Investigates can also spot a dark shadow moving on the beams in the upper machine room above the stage. It's just stage workers doing their job, and they get very annoyed if PCs interrupt their work – but the players might think there's something sinister going on.
- ❑ During the intermission, Preston comes out to mingle with the guests at the bar. He is quickly surrounded by a growing crowd of admirers. Any PC can also approach and talk to him. He dismisses the threats to the theater with an exaggerated laugh. He is in fact quite worried.
- ❑ Valentino Morningstar is broadcasting live for the Voice of the Dawn and wants to interview a PC. What are the judicators doing here at the premiere? Is there a threat to the play? The public wants to know!
- ❑ Adelia Kruger approaches the PCs and says she is a prompter but also a security officer (which is correct). She proudly mentions that she used to be an actress and points at a yellowed poster on the wall that shows her in a lead roll. Adelia wonders what the PCs know about the threats to the play and says she feels safe now that judicators are present. In reality, their presence makes her very nervous, but she decides to go through with her plan anyway. A PC that successfully makes a Sense Emotion roll on Adelia will sense that she is hiding something.
- ❑ A street demonstrator manages to get into the foyer carrying a poster that reads “Elysium = Our Prison.” He chants “Freedom is waiting on the surface!” and harasses Preston unless the PCs intervene.
- ❑ The PCs witness a loud and very public argument between Valeria Warburg and Valentino Morningstar. Rumors about Valeria and Lex have triggered Valentino's jealousy – or maybe he is simply jealous that she is getting more attention than him this evening. It's possible that he himself does not know which. This has nothing to do with the Incident, but the PCs can get involved anyway.
- ❑ Adelia stands by the bar and is whispering something to a man in a black suit and octagonal glasses. His hand rests on her. If any PC approaches them, the man quickly excuses himself and disappears. If a PC asks Adelia about the man, she says it was just a regular visitor. The man is in fact Gunther Glass. If a PC tries to follow him, they must make a Scout roll against Gunther's Sneak. Gunther returns to his place, which is on the right-side rear balcony of the stage.
- ❑ During the second act, a PC who actively Scouts the audience or makes an Investigate roll will spot a shadow moving on the right-hand balcony. Gunther is having some trouble with the remote control he uses to command Tonka and moves to the balcony closest to the scene. When the guest sitting there protests, Gunther kills him with his monofilament. The PCs cannot see the act from their seats in the stalls. Gunther hides the body behind the armchair. In order to find Gunther, PCs must make a Scout roll against Gunther's Sneak. In order to approach him unnoticed, they must then make a Sneak roll against his Scout.
- ❑ During the play's dramatic final scene with Jasper, Eliza and Tonka, Gunther takes control of Tonka. The robot suddenly stops, raises its weapon, and fires it at the great chandelier in the auditorium, making it fall to the floor with a huge crash. Tonka then aims

his weapon at the audience, which at this point is screaming in panic.

- ❑ Adelia climbs up on stage from her prompter hatch. She is carrying a scrap gun that she aims at Lex and Valeria. She instructs the guests to remain seated and says that Tonka will shoot anyone who tries to flee. She also states that she has several agents hidden in the audience who control the robot (in fact, there is only one). A guest tries to run and is promptly gunned down (broken) by the robot, on Gunther's command.
- ❑ Adelia says that she has a message to the enclave and demands that Valentino airs her speech on the Voice of Dawn. Valentino is terrified but at the same time sees the chance to broadcast this dramatic turn of events live to his viewers. He will do as she commands unless the PCs stop him. Adelia then reads her speech (see boxed text).
- ❑ Preston gets up on the stage, his legs shaking visibly. He tries appealing to Adelia's senses and asks her to stop. She reacts with anger and shoots the director with the scrap gun. He is broken and must be Healed or will soon die.
- ❑ The PCs can handle the situation however they think best. They can try to Manipulate Adelia, but she will resort to violence rather than backing down. They can try to find Gunther, but they must then manage to Sneak or Adelia will spot them. If the PCs find Gunther, he tries to kill them with his monofilament. PCs can attempt to use violence to stop Adelia, but Tonka is a tough opponent and there is a high risk of loss of innocent life. Adelia will not give up unless broken.
- ❑ The protesters outside the theater have heard Adelia's speech, and a dozen of them try get inside to join her. Adelia welcomes them in. The protestors (for stats see page 127) may try to attack the PCs.
- ❑ The Houses flatly reject Adelia's demands. Instead, the Deep Watch is sent to surround the Emperor theater, to secure the area and make sure no one escapes – including the PCs, who are ordered to stay and resolve the situation inside.

- ❑ Once the hour is up – or if Adelia is cornered – she orders Gunther to activate Tonka's secondary function, a self-destruct mechanism with Blast Power 12. A verbal countdown commences. After three rounds of combat the explosion goes off, killing Adelia but also many people in the ensemble and the audience – unless the PCs succeed in disarming the bomb (by rolling Tinker), evacuate the hall, or move Tonka to a secured place (such as the orchestra pit). The self-destruct mechanism is also activated automatically if Tonka is broken/deactivated.



ADELIA'S SPEECH

"My name is Adelia Kruger. I was once an actress, but today I'm the warrior of truth. I regret that I must keep you as hostages, but it is a necessity in order to free us all. Not only those present here with me, but all residents of Elysium I. The great Houses hold us all hostage. For decades they told us that the Earth's surface is deadly, that anyone who leaves the enclave will die. This may have been the case once, but it is no longer so. The Earth has healed. We can survive up there. There are many of us who know this for a fact. The Houses keep this truth hidden from us because they know they would lose their power and control over us once we step out of the enclave and live as free people. I demand that the Houses let me leave this prison and let anyone who wants to follow me to the surface. Together, we shall breathe the fresh air and see the blue sky. If the Houses refuse my demands, none of us will leave this theater alive. I give them one hour to comply."



VICTORY CONDITIONS

In order to consider this Incident a success for the PCs, Adelia and Gunther must be stopped and serious loss of life in the audience be prevented.

EPIDEMIC

- ▣ **Section:** The Core
- ▣ **Starting Effect:** Production -D6
- ▣ **Final Effect:** Control -1 in the sector for all Houses, Production -D6, Culture -D6

Code RED. Several deaths caused by an unknown infection have been reported in the Pandora block. More infected people remain on site. Deceased victims and living patients are kept on site to avoid spreading the infection and causing a panic. Secure the area, find the source of the infection and stop it from spreading further. Your contact on site is guard officer Rupert Acton.

OVERVIEW

The PCs must stop this epidemic as quickly as possible. If they ask for protective gear against the infection for themselves, they get simple paper face masks and are told that's all that's available.

The Pandora block is located about a hundred yards from the Shaft. PCs may walk on foot or fly with their patrol hovercraft through the narrow alleys of the Core. The news of deaths has not yet spread, and a lot of people are out and about.

SCHOLAR PC

A Scholar PC who makes an Enlighten roll knows about the Red Plague – the very disease that killed the world. How it made its way into Elysium I is unknown, and very distressing. The PC is familiar with the general characteristics of the infection and that a cure for the infection can be cultivated. However, for it to work samples must be taken from “Patient Zero,” the source of the current outbreak. The cure can only be cultivated in a science lab, which is only available at the Clinic (not in Pandora block). If no PC is a Scholar or if the roll fails, Oswin can instead give them this information.

Pandora is a maze of alleys and walkways on different levels between the housing structures, which have three or four floors, and reach up 30 feet, all the way to the ceiling of the sector. Many of the buildings have ornaments in Neo-Nouveau style, but these are all worn and crumbling. The lighting is bad in the alleys, where all kinds of shady deals are made. PCs can feel many eyes directed towards them as they pass in the dark.

When the PCs approach Pandora, they are met by the visibly excited medic Oswin. He leads the PCs on a short walk to the Scot Dobbling's bar and gambling den, where the local security guard commander Rupert Acton awaits. If one of the PCs knows Acton, he will speak directly to that character, otherwise he will focus on the group's leader. The bar's proprietor, Molly Finkel, is also in the smoky room when the characters arrive. Oswin stays outside to keep guard and ensure the discussion is not overheard. Acton orders that no one be allowed in or out.

In a packed cold room behind the bar there are three dead bodies, two men and one woman. In a storage room next door are two very ill people, still alive, though by the looks of them, not for long. All five are bleeding from their eyes, mouths and nose (see the next page).

Molly can attest that all five infected are regulars at the bar. She says it all began about four hours ago. One after another, the victims began to cough and complain of headaches. Shortly thereafter they collapsed. Molly first thought that they drank something inappropriate and tried to help them. When they got worse, she called for help, but by then it was too late.

The PCs might very well fear becoming infected themselves. Let them take the precautionary measures they deem appropriate. The truth, however, is that virus particles have already around the room – as soon as the PCs stepped through the door, they were exposed. Whether or not they contract the disease is up to you, the GM (see Events, below).



THE RED PLAGUE

The Red Plague is transmitted through consumption of contaminated or through body contact with an infected person. This genetically altered version of the Red Plague acts very quickly. Only hours after being infected, the victim begins to exhibit the first symptom – heavily bloodshot eyes, that soon begin to bleed. Fever, chills and severe nausea quickly follow, then hemorrhaging from all body orifices, and finally a painful death. If the PCs have access to a blood sample from Ephraim Dunkle, they can cultivate an effective antidote. Anyone who is injected with a dose of the antidote automatically recovers.

THE SITUATION

The Houses are continuously conducting secret projects involving the study of the surface world. One of these is Project Polaris, which examines viruses and bacteria from the Zone.

As part of this research, the House made a drastic decision: a genetically modified version of the Red Plague was to be released into a sector in the enclave. The purpose is twofold. Firstly, the House wants to test the properties of the infection to develop both vaccines and a biological weapon, and a well-placed epidemic outbreak may reduce the Control of the other Houses in the affected sector.

For this purpose, the agents of the House found a suitable vehicle for the contagion – the drunken worker Ephraim Dunkle, whom they randomly

encountered at Scat Dobbling's. They spiked his drink with the virus and left unnoticed.

The House assumed Dunkle would keel over and die quickly, causing only a limited outbreak. However, Dunkle happened to be naturally resistant to the virus, and he has infected many people in the Pandora block without even knowing that he's infected. In order to stop the infection from spreading throughout the enclave, the House tips off the Deep Watch, which arrives shortly after the PCs.

LOCATIONS

This incident occurs primarily in the Pandora block. Pandora may be located in any sector of the Core. Key locations in Pandora are marked on the map to the right and described below.

1. PANDORA SQUARE

A crowded square in the center of Pandora. Every available space is filled with street vendors selling all manner of scrap and food items. Four narrow alleys lead out of the square.

2. SCAT DOBBLING'S

An old and tired pub and gambling den that has seen better days yet manages to keep a steady crowd. At the bar, Molly Finkel serves both soft drinks as well as the stronger, illegal kind – and frequently shares stories from the underbelly of the enclave.

3. RISTO'S PAWNSHOP

A cramped locale filled to the brim with all kinds of scrap and trinkets. The proprietor, Risto, is a chain smoker and hard negotiator.

INVESTIGATOR PC

A PC Investigator who makes an Investigate roll at Scat Dobbling's will find a matchbox labeled "Nighthawk" on the floor near a window. The PC knows of this café, which is in the Pandora block. If Ephraim Dunkle is later mentioned by someone, the PC will remember him as someone who frequents the Nighthawk.

THE PANDORA BLOCK

1. Pandora Square
2. Scat Dobbling's
3. Risto's Pawnshop
4. Saga Cinema
5. Nighthawk Café

5 x 5 yards

THE HERMES BLOCK

THE ATHENA BLOCK

THE THALLO BLOCK



THE CARPO BLOCK



4. SAGA CINEMA

Moving pictures have become a scarce luxury in the enclave. Yet, in dark and drab cinemas like this, people can still come to watch old classics from the ancient times. The selection is lean and heavily controlled by the Houses. The lounge at the Saga contains about 150 seats, but rarely sees more than a handful of visitors at a time.

5. NIGHTHAWK CAFÉ

A small café with large windows facing the street. It's open around the clock, mostly serving workers and others working night shifts.

NPCS

Of the campaign's key NPCs, Molly Finkel, Ephraim Dunkle, Rupert Acton, and Colonel Casimir Montague all have a role in this incident. Other NPCs are described below.

OSWIN

A nervous medic sent from the Clinic, now torn between his loyalty to Rupert Acton and his growing horror over the Red Plague. May break down or act irrationally at any time. He would much rather flee from the whole situation.

Personal Goal: Avoid personal risk and conflict at all costs.

Reputation: 2

Attributes: Strength 2, Agility 2, Wits 3, Empathy 4.

Skills: Comprehend 3, Heal 3.

Talent: Field Surgeon.

Gear: First Aid Kit.

DEEP WATCH SOLDIERS

Twenty disciplined soldiers in well-tended uniforms.

Personal Goal: To follow the orders of Colonel Montague, unless the PCs can persuade them to do otherwise.

Reputation: 2

Attributes: Strength 4, Agility 4, Wits 3, Empathy 2.

Skills: Fight 2, Shoot 3, Press On 2.

Biomechatronics: Targeting Scope.

Talent: True Grit.

Gear: Gauss rifle, E-pack. Four of the twenty soldiers (one in each squad) carry a flame-thrower instead of the gauss rifle.

EVENTS

The following events may occur during this incident:

- ❑ Molly Finkel becomes ill and starts coughing. She appeals to the PCs to take her to the Clinic. Acton refuses. Molly will try to personally appeal to any character she already knows. If the PCs refuse, she asks them to shoot her in the head rather than let her die horribly from the Red Plague.
- ❑ The medic Oswin storms in with dire news. More people have fallen ill, this time in Risto's Pawnshop, which is nearby. If the PCs go there, they'll be met by a gathering of horrified people outside. Inside the store, Risto himself is on the floor, sick with the Red Plague but still conscious.
- ❑ If the PCs ask Molly or any of the infected about who they have met recently, they will all mention Ephraim Dunkle. They will also mention others (select random names from the list on page 100), so the PCs need to talk with more than one victim to realize that Dunkle is the one they should look for.
- ❑ Rupert Acton falls ill. First, he coughs a bit, then more and more. He appeals to the PCs for help. Even he would rather be put down by one of the judicators than die of the Red Plague.
- ❑ More people in the neighborhood fall ill. About ten infected are on the floor of the Saga Cinema foyer. If asked, these individuals will attest to seeing Ephraim Dunkle there a couple of hours earlier.
- ❑ A stern voice echoes over Pandora's speaker system. Colonel Casimir Montague proclaims that the entire neighborhood has now been quarantined by the Deep Watch. Anyone who tries to leave the area will be shot on the spot. All exits are blocked by a squad of soldiers equal in number to the PCs. In total, Montague has twenty soldiers deployed to the area.
- ❑ Oswin panics and rushes towards the Deep Watch checkpoint. Unless the characters stop him, he is killed by the soldiers posted there.
- ❑ The characters should sooner or later understand that Dunkle is patient zero and a carrier of the infection. If they don't figure it out, Molly, Rupert, or Oswin can help point them in the right direction. If any of the PCs know Dunkle, they'll know that he frequents the Nighthawk Café. A PC with the Snitch contact (see page 65) can also learn this. Otherwise, the PCs can ask around Pandora.
- ❑ Dunkle can be found at the Nighthawk, trying to sober up. He will refuse to have the

judicators take a blood sample from him, as he doesn't feel ill and is also quite drunk. If the PCs have a previous relationship to Dunkle, they can Manipulate him to comply. If not, he will need to be subdued by force.

- ❑ Even if the judicators secure a blood sample from Dunkle, they'll need to get it to a lab at the Clinic very quickly. In order to do that, one or more of them need to get past the checkpoints around Pandora. They can try to fight their way out, talk their way out (any attempt to Manipulate Montague gets a -3 modification, and even if they succeed he will only give them a few hours before purging Pandora), try to Sneak out (preferably by using some form of diversion), or climb out through the narrow service tunnels (finding them requires a successful Tinker roll). Acton asks some of the PCs to stay to maintain order in the panicking neighborhood.

- ❑ In order to gain access to a suitable laboratory at the Clinic, a successful Manipulate roll is required, or an appropriate contact used. Creating the cure (preferably injected into the patient with a syringe) requires a successful Comprehend roll. If the PCs cannot do it, they may recruit the aid of Oswin or another suitable medical specialist. The process takes D6 hours and generates a large number of doses.
- ❑ The PCs start to show symptoms of the Red Plague. This can happen either inside the Pandora district, or outside of it. It can affect several different PCs at different times, all to increase the sense of stress.
- ❑ In Pandora, the infection explodes into a full-blown epidemic. People are collapsing sick everywhere and total panic breaks out. Some try to force their way past the quarantine checkpoints – with bloody results unless the PCs can keep the situation under control. Unless the PCs can gain access to a cure in some way, the whole situation will end in a bloodbath.
- ❑ PCs returning to Pandora with the cure are not allowed in, on the orders of Colonel Montague. Again, the PCs must somehow circumvent the checkpoint (see above). Infected who receive the cure make a quick recovery.
- ❑ Whether the PCs manage to produce the cure or not, Montague gets orders to completely “purge” the Pandora block. Soldiers with gas masks and flamethrowers move into the area and kill everyone in their way. The PCs must fight, flee, or succeed in persuading Montague to stop the purge (with an unmodified Manipulate roll if they have the cure, otherwise with -3).

VICTORY CONDITIONS

For the Incident to be considered successfully resolved, the PC must have both found the cure and prevented a massacre in the Pandora block.



HOSTAGE

- ▣ **Section:** The Deep
- ▣ **Starting Effect:** Security -D6
- ▣ **Final Effect:** House Control +1 in the sector, Security -D6

Emergency in the Deep. Judicator Florian has been taken hostage in the Night Hall correctional factory. The penal workers' self-appointed leader, Antonius Block, demands that they all be released, and he threatens to kill Florian if the demand is not met. The Council will not succumb to extortion. Regain control over the facility immediately and free the hostage. Use of deadly force is authorized.

OVERVIEW

When the PCs arrive at Night Hall, the security guard commander Rupert Acton is in position outside the gate, along with two other guards. Rupert does not have much to say – the gate is locked, and the prisoners have refused to negotiate before the judicators arrive.

Acton can tell the characters that Antonius Block is behind the hostage taking. If none of the PCs have met Block, Acton will explain who he is. Acton adds that the only way to communicate with Block is via the terminal at the port.

If the PCs use the terminal, Block responds quickly. He first wants to know who the judicators

are and tells them to approach the camera. He then starts to speak, saying that the oppression of the Houses ends now. Night Hall is no longer a prison but a sanctuary for freed penal workers. Antonius Block also requires all penal workers in the enclave to be given a full pardon.

Unless the Council promises this in a public statement aired on Voice of Dawn within five hours, Block will begin to execute the hostages one by one. After stating this, Block promptly ends the call and does not respond to any further attempts to reach him until it suits him (see Events).

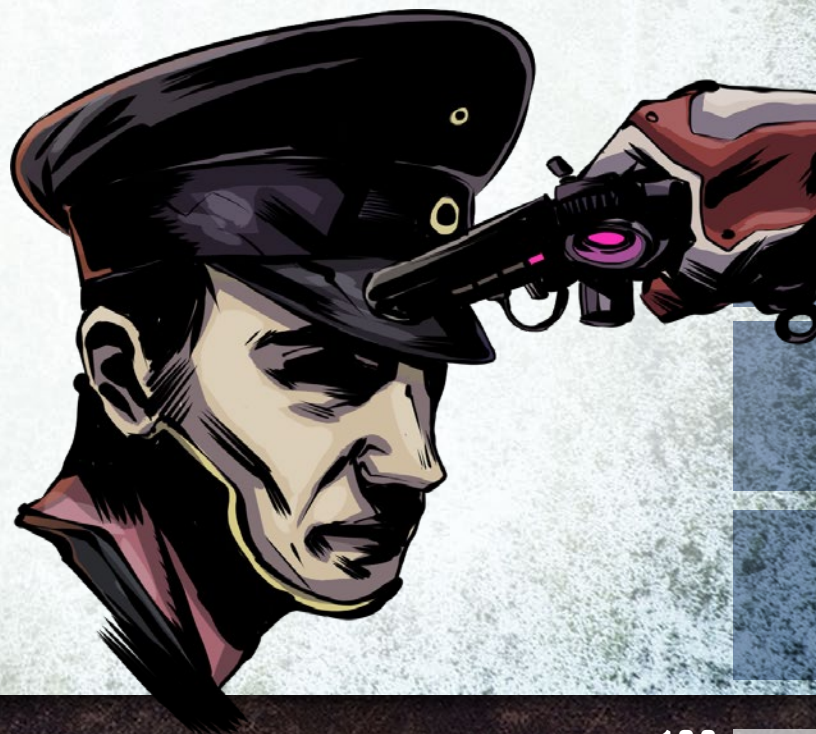
THE SITUATION

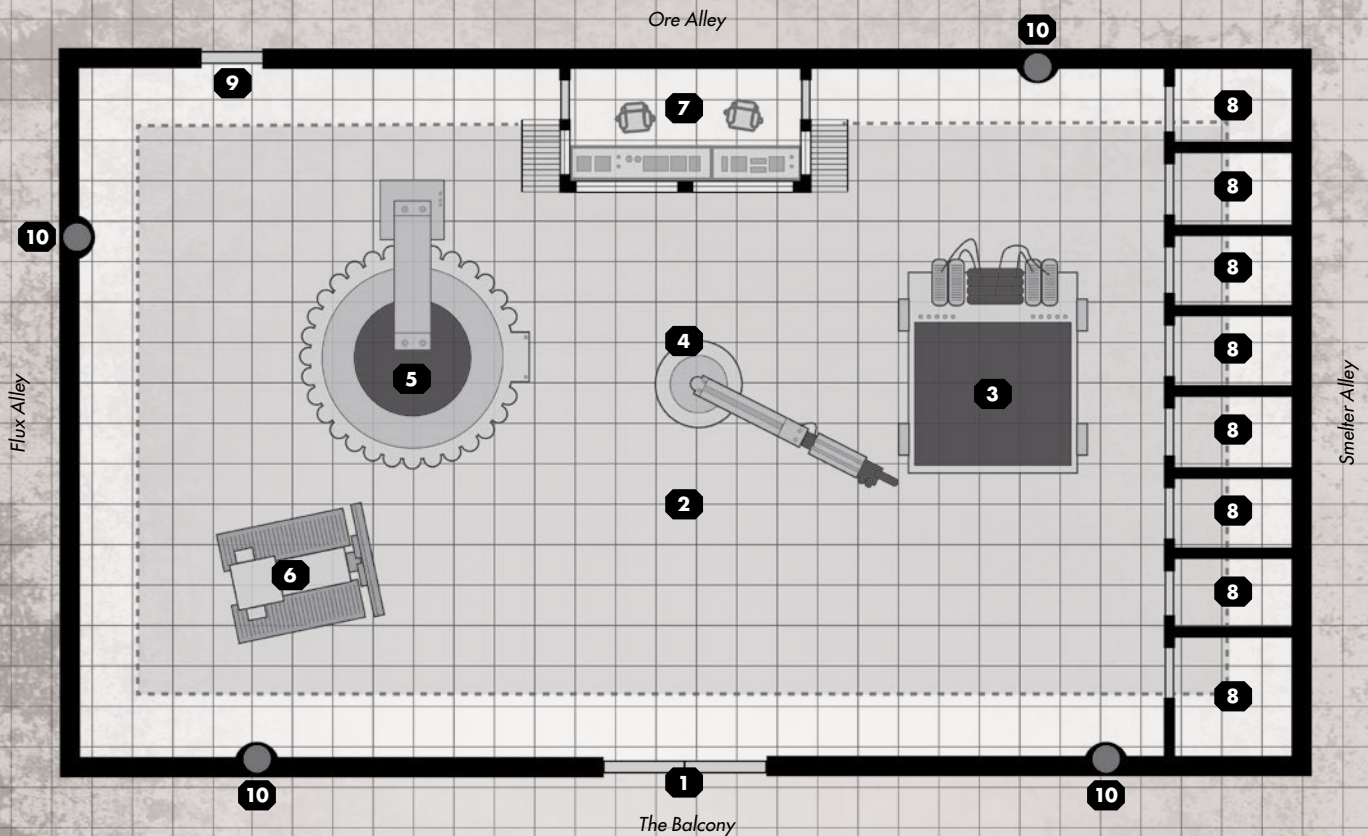
The unfortunate judicator Florian (if he is related to a PC they belong to the same House, otherwise he is a Warburg) was deceived by the House and convinced to go to Night Hall to question some penal workers about suspected black market trading in the Bazaar.

The true intent of the House is to enrage the workers and create an atmosphere of general discontent, while at the same time establishing a closer relationship with Antonius Block – the leader of the penal workers, and a strong supporter of the Temple.

SECRET MISSION

In addition to ensuring the success of the judicators' efforts, the PC belonging to the House staging this Incident was given a secret mission: to contact Antonius Block and offer him 1,000 credits from the House as a "gift" for his continued cooperation. Along with the money, the character is also to give Block a comm radio to communicate with the House headquarters. This task must of course be managed with the utmost secrecy.





NIGHT HALL

- | | |
|-----------------|-----------------------|
| 1. Gate | 6. Bulldozer |
| 2. Factory Hall | 7. Control Room |
| 3. Scrap Mill | 8. Cell Block |
| 4. Scrap Crane | 9. Back Door |
| 5. Furnace | 10. Ventilation Ducts |

1 x 1 yard

THE SHAFT

Cargo Elevator

Using bribed guards at Night Hall, the House got in contact with Block and spoke about Florian's impending visit. The House then suggested that Block use the opportunity to create a hostage situation, asserting that the House would work behind the scenes to meet Block's demands.

It does not matter whether Florian himself belongs to the House staging the Incident or not – if this is the case the House decided that Florian could be sacrificed, because he had an annoying habit of putting his duties as a judicator before the interests of his House.

In the name of the Temple, Block has organized twenty of Night Hall's penal workers into a disciplined force. During Florian's visit, Block put his plan into action. Upon his signal the workers overpowered Florian, who was caught completely off guard. He was promptly locked in a cell, along with some other hostages.

So far, the House's plan is working. But Antonius Block has his own agenda and will try to exploit the situation to trigger a full-blown revolt against the Houses.

LOCATIONS

Night Hall is known as the harshest facility in all of Elysium. The plant is primarily tasked with dismantling broken machines and equipment for recycling, both heavy and dirty work. Nobody arrives at Night Hall voluntarily – workers are sentenced to its grime and grease spattered halls for committing minor infractions. More severe criminals end up in the Catacombs.

1. GATE

The main entrance to Night Hall is a massive, rusty metal set of double doors located directly next to the Shaft and a freight elevator. The only way to force the gate open is to use powerful explosives and a successful Tinker roll. Next to the gate there is a small video terminal, where visitors can call the on-duty guard inside. The guard has been taken as a hostage and Antonius Block answers any calls himself.

2. FACTORY HALL

In the heart of Night Hall lies the factory hall, with high walls, floors, and ceilings made of rusty metal. The hall is about 100 feet from wall to wall, crowded, and hot. The roof is about 30 feet high, with walkways and ramps along the walls.

3. SCRAP MILL

A powerful machine that shreds metal scrap into small bits. A person who finds himself inside when the machine is turned on must roll Move to escape. Failure means death.

4. SCRAP CRANE

A crane that lifts the finely shredded scrap from the mill and drops it into the furnace.

5. FURNACE

A lot of heat radiates from the large melting furnace, which is used to recycle metal scrap. Anyone that falls into the furnace has no chance of survival.

6. BULLDOZER

A tracked vehicle with a power shovel and flatbed. It's used to move scrap to and from the freight

elevator in the Shaft. Controlling the machine requires a successful Comprehend roll.

7. CONTROL ROOM

The control room is built 15 feet above the factory floor and has a large window. This was typically where Rex Halbarad, the foreman, used to sit. It has a good view of the work area below. During the Incident, Antonius Block resides here.

8. CELL BLOCK

Twenty narrow cells on two floors. Usually the workers are locked in between their work shifts. Now the foreman Rex Halbarad, three guards, and the judicator Florian are held prisoner in the cells. Antonius Block has the keys. It takes 25 points of damage to break open a cell. A Technician can open the door from the outside by rolling Tinker.

9. BACK DOOR

This door leads to a narrow alley at the back of the factory. The door is usually locked and only Antonius Block has a key. To break it open requires dealing 30 points of damage to it.

10. VENTILATION DUCTS

The melting furnace requires good ventilation and several ducts run through the factory. A technician who successfully rolls Tinker can find the right path. Crawling through a ventilation duct requires a Force roll, and a Sneak roll if the character wants to remain unnoticed.

NPCS

From the list of key NPCs, the following can appear in this Incident: Rupert Acton, judicator Florian, worker leader Antonius Block, Cassandra, the Eminence Creon, and perhaps Valentino Morningstar. The rest of the NPCs are described below.

WORKERS IN NIGHT HALL

These hardened men and women are considered to be at the absolute bottom of society in Elysium I and have nothing to lose.

Personal Goal: To follow Antonius Block and gain freedom from the forced labor in Night Hall.

Reputation: 0

Attributes: Strength 5, Agility 3, Wits 2, Empathy 2.

Skills: Endure 3, Force 3, Fight 2.

Biomechanics: Trash Gut and Reinforced Skull, Machine Arm, or Machine Legs.

Gear: Blunt instrument. Three of the workers will be carrying the stun guns they stole from the guards.

EVENTS

Any and all of the following can occur during this Incident:

- ❑ In order to even be allowed into the factory, PCs must be able to Manipulate Antonius Block through the radio at the gate. Even if they succeed, he will require something substantial in return, for example, that several of the characters surrender themselves as hostages in place of some of the current ones.
- ❑ It's not possible for the PCs to Manipulate Antonius Block into surrendering straight away. They must ask for small concessions first and earn his trust in the negotiations. And even when these rolls succeed, Block will require something in return.
- ❑ Block demands food and water for his workers and the prisoners. However, he does not trust the judicators and stipulates that a novice from the Temple must deliver the goods. If the PCs contact the Temple, Cassandra will appear. She is ready to help solve the situation but refuses to lie or trick. However, she can be Manipulated into following any plan the PCs might have.
- ❑ Block threatens to kill hostages if he's not allowed to speak on Voice of Dawn. The PCs may need to use their contacts and relationships to accommodate this demand. Perhaps Valentino Morningstar might come to the facility and report directly from the heart of the drama? He depicts Block as a dangerous terrorist.

- ❑ If Block gets the chance to speak on Voice of Dawn, he goes on a tirade about how the great families exploit Elysium's workers for their own gain. He also praises the Temple, which according to him, is the only organization standing up for the poor and weak in the enclave. Valentino interrupts him after about a minute.
- ❑ If the PCs don't wish to, or are unsuccessful at, talking their way into Night Hall, they can shoot or blow their way in through the main gate or back door, or sneak in by climbing through the ventilation ducts. In either case, the PCs will quickly be confronted by Block and his underlings. Solving the situation with violence is difficult, but not impossible. If Antonius Block is arrested or killed, the other workers will give up.
- ❑ In his cell, Florian has begun to realize that he was betrayed by the House and is boiling with anger. In the midst of the negotiations, Florian overpowers a worker entering his cell to deliver food. Florian threatens to break the man's neck if he is not released. Block will not bend to threats. The situation will end in bloodshed unless the PCs intervene.
- ❑ In an attempt at a show of force, Block kills a hostage. It may be a guard or the foreman Rex Halbarad. PCs may be forced to use violence to stop Block.
- ❑ Suddenly, when tensions are at their highest, Creon shows up accompanied by several novices. Creon claims to be able to solve the situation without any bloodshed. Let the players react to this as they wish. If Creon is allowed to talk with Block, he offers him a deal – the hostages are to be released under the condition that Block is allowed to leave with Creon, under the protection of the Temple. The other workers are to be released unharmed. Block accepts, and Creon presents the deal to the PCs, who may accept or reject it. The PCs have the choice of betraying the deal after the hostages are released, which will make Creon hostile to them later (see special Incident 2 and 3). If Block leaves with Creon, he will be brought to Cryolab Delta and might appear in special Incident 3.

- ❑ Florian – if he is still alive and in the area – tries to kill Block, seize Creon, or both at the same time, because he now believes they are working together. Creon and his novices will stop Florian. If the PCs don't intervene, Florian will likely get himself killed.

KIDNAPPING

- ❑ **Section:** The Core
- ❑ **Starting Effect:** Culture -D6
- ❑ **Final Effect:** Control -1 in the sector for all Houses except the one staging the Incident, Culture -D6

We have an urgent case that threatens the enclave's morale and cohesion. Valentino Morningstar, show host on Voice of Dawn, and his fiancée, Valeria Warburg, have just been abducted by unknown assailants. Head immediately to the crime scene, Casino Nancy.

OVERVIEW

Casino Nancy, popular among the enclave's rich and famous, is located in one of the finer neighborhoods in the sector. The alleyway outside is wide and well lit, the facades along the street are tastefully ornamented in Neo-Nouveau style and maintained with the most technologically advanced amenities available.

The PCs arrive to a whirlwind of chaos. A security guard is lying dead in the street outside the casino. The body is covered in a white tablecloth, but a large puddle of blood has formed, much of it soaking through the thin fabric. A growing crowd has gathered around the victim and four other guards are trying to maintain order and keep the curious gawkers from stepping all over the crime scene.

A PC who takes a look at the victim immediately sees he has been shot. A successful Investigate roll reveals that the guard was shot with a gyrojet weapon, a deadly but also rare and expensive technological device. A successful Scout or Investigate

VICTORY CONDITIONS

For the PCs to be considered successful in this Incident, they must secure Florian's safe release.

roll allows the PC to find a fresh trail of blood that leads away from the site.

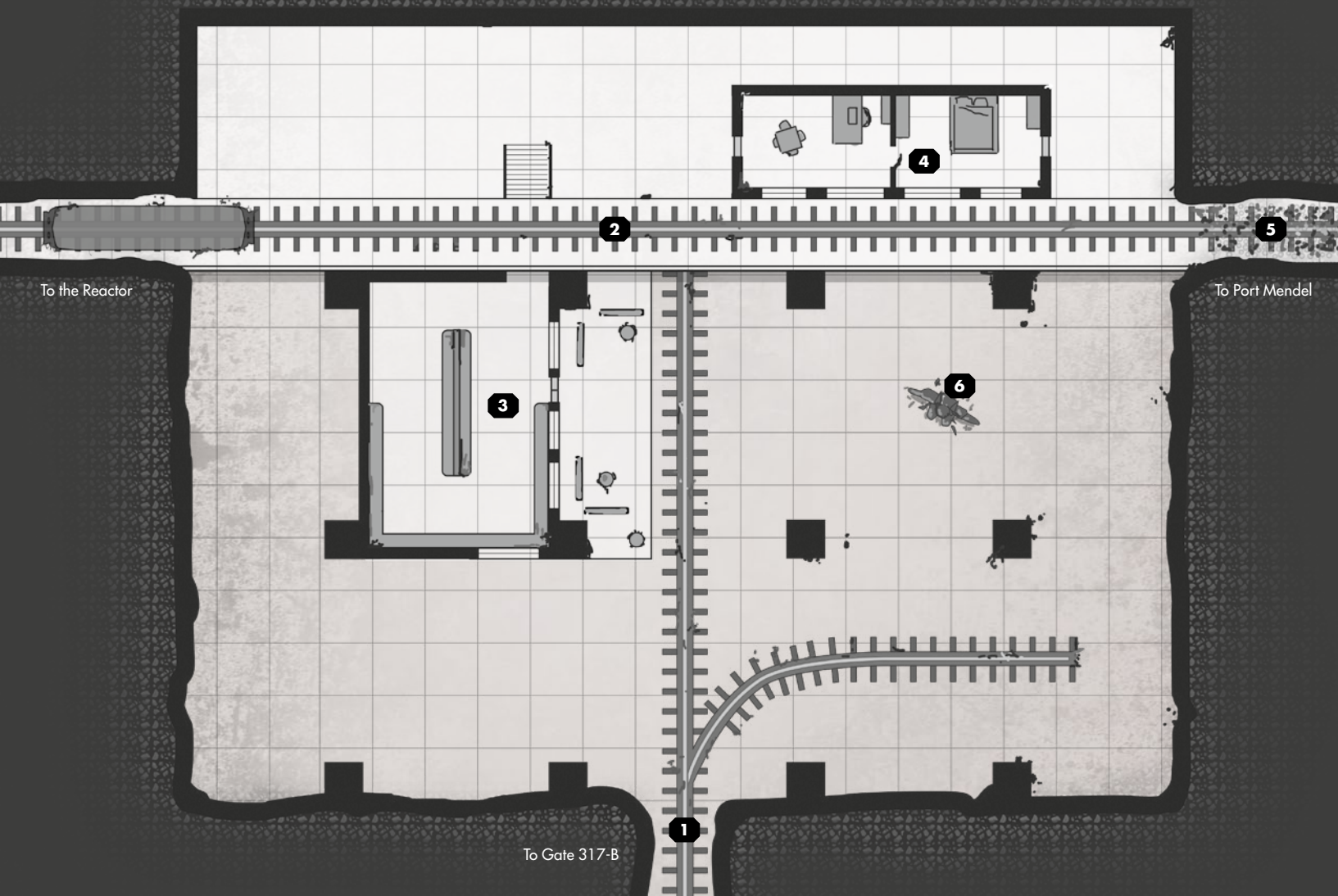
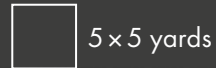
The guards on the street wave the PCs inside the casino. The muffled and velvet-clad interior is empty, apart from the guard officer Captain Rupert Acton and three other people. These three, one woman and two men, are all dressed in fine suits of the latest cut. They belonged to the same group as Valentino and Valeria, and they are now all very upset, both about what happened and because Acton will not let them leave. Acton wanted to give the judicators an opportunity to question them.

The three guests are: Toddy Somerset (a socialite and Valentino's manager), Esmeralda Warburg (Valeria's cousin), and Gabriel Morningstar, best man at Valentino and Valeria's upcoming wedding.



END STATION

- | | |
|-----------------|-------------------|
| 1. Central Line | 4. Service Center |
| 2. Circle Line | 5. Mushroom Field |
| 3. Concourse | 6. Wrecked Robot |



THE SITUATION

A complicated web of intrigue has led to the kidnapping. The House behind it all wants to stop the marriage between Valentino and Valeria, as it would strengthen the ties between the Warburg and Morningstar families. It is quite possible that the House is one of these two families – internal rivalry within Houses is common.

The House has contacts in the Catacombs and hired the brutal gang “The Cravats” to kidnap the couple. The House bribed Valentino’s agent, Toddy Somerset, who revealed when the couple would be at Casino Nancy. The House then proceeded to smuggle the three criminals out of the Catacombs and into the enclave. They also provided them with gyrojet weapons so that they could easily get past the guards at the casino.

The kidnappers dragged Valentino and Valeria through the crowded streets in Old Koly and escaped through a series of hidden service tunnels into the gang's hideout in the Catacombs, where the couple is now being held hostage. The House intends to send the judicators on a rescue mission that will end with the tragic death of the couple.

The House has missed one key element of the plan however – the Eminences had already enlisted the Cravats to their cause, and the Gray didn't take kindly to the House outbidding them for the gang's brutal services. As a result, the PCs might get help from an unexpected party.


LOCATIONS

The most important place in this incident is not Casino Nancy, but a place called End Station in the Catacombs. You can find an overview map of the Catacombs on page 190 and a map of End Station to the left. End Station (Terminal B on the overview map) is an old station for the monorail train that previously connected Elysium I with its external facilities.

1. CENTRAL LINE

This monorail track leads to the core of the enclave. This will be the PCs' entry route. A staircase leads from the platform up to the Circle Line.

2. CIRCLE LINE

The Circle Line track runs above the Central Line. Signs on the platform read "REACTOR" to the north and "PORT MENDEL, CRYOLAB DELTA" to the south. The raised platform is used for the Scrap King's speeches to his henchmen. A broken and abandoned monorail train stands on the rail a few meters north of the station. The train has been there for decades, but a Technician who makes a Tinker roll can make it run for D6 minutes for each  rolled. However, PCs won't be able to ride very far along the Circle Line during this Incident – the Cravats or Creon will stop them if they try. Later, it might be possible to go further (see page 229).

3. CONCOURSE

An area with benches along the Central Line platform has been transformed into the Cravats' meeting and party area. They have placed several burning barrels here for lighting and heat

4. SERVICE CENTER

A simple cabin at the top level that now serves as the Scrap King's personal quarters. A Combat Armor (artifact) can be found inside.

5. MUSHROOM FIELD

In the tunnel leading north, the Cravats are growing mushrooms, which serve as their main food source. The mushrooms are also distilled into a smelly sparkling drink, which is enjoyed by the gang members.

6. WRECKED ROBOT

The wreck of an old battle robot has been left behind here. The humanoid robot, over 12 feet tall and standing with arms extended, has become a kind of mascot for the Cravats. The gang has hung chains and other scrap around its neck. Valentino and Valeria are presently also hanging from its arms. The two hostages are tied up and looking a little worse for wear, but still alive (current score of 1 in all attributes).

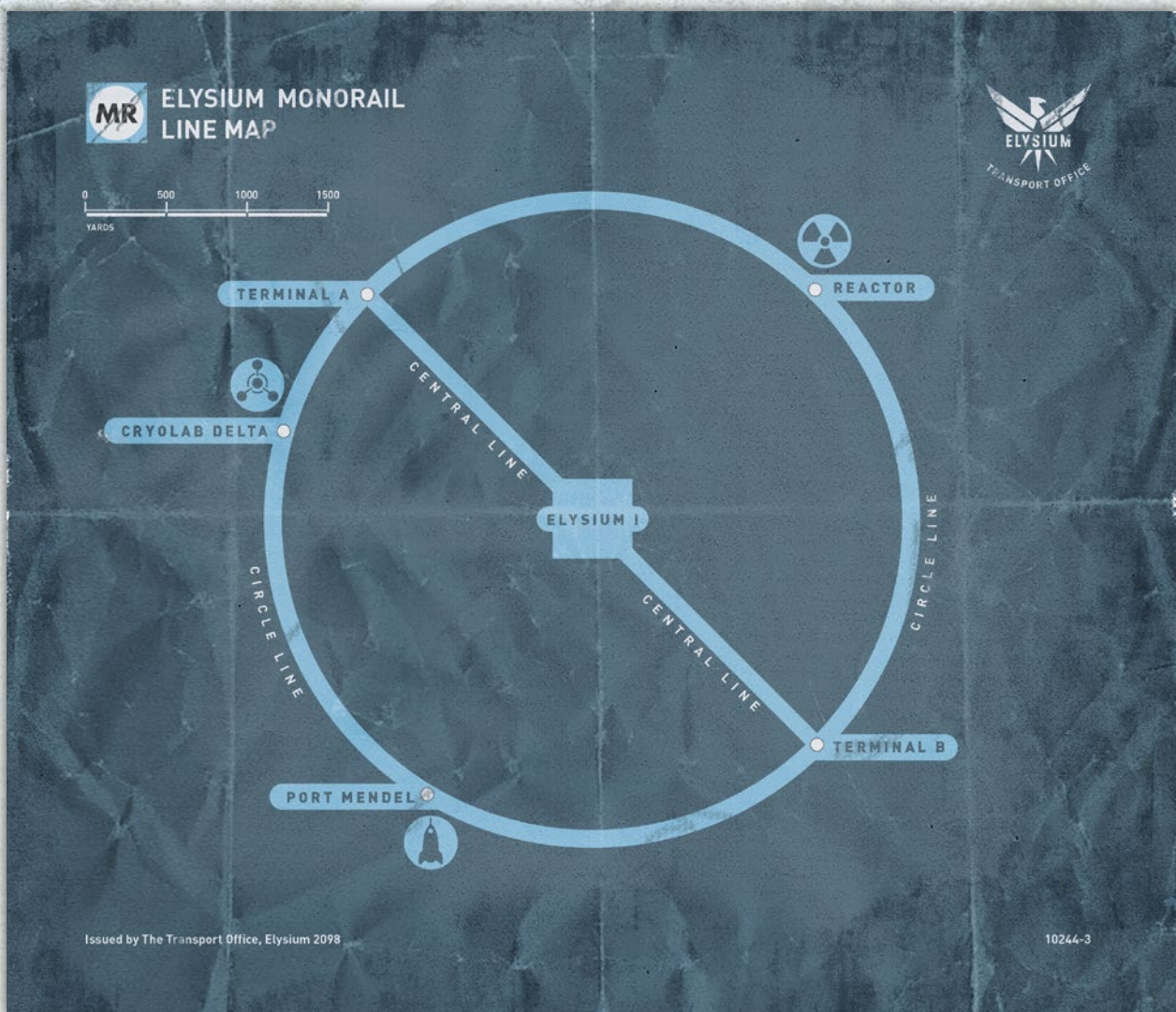
NPCS

Of the campaign's key NPCs, Valentino Morningstar, Valeria Warburg, Melina, Toddy Somerset, Colonel Casimir Montague, the Scrap King, and the Eminence Creon all participate in this event. Other NPCs are described below.

ESMERALDA WARBURG

Esmeralda is Valeria's cousin and childhood friend. She is blonde and wears a blood red dress. She has never had to work a day in her life and expects to be the center of attention. Has always been jealous of Valeria.

Note: Esmeralda also appears in the Censorship Incident.



Personal Goal: To replace Valeria as the darling of the Elysium social elites.

Reputation: 6

Attributes: Strength 2, Agility 3, Wits 3, Empathy 4.

Skills: Manipulate 2.

GABRIEL MORNINGSTAR

A bearded man in a tuxedo. He parts his hair to the side and has a crooked face. He is most upset over the interruption of his roulette game at Casino Nancy.

Personal Goal: To gamble, eat and drink.

Reputation: 5

Attributes: Strength 3, Agility 2, Wits 2, Empathy 3.

Skills: Move 2.

LEIDA

A young exiled worker who found comfort in the Temple. Very loyal to Creon, whom she only knows as "the Master." Leida is a young and pale woman with spiked black hair. She dresses in simple, leather worker's garb.

Personal Goal: To help the PCs and thus prove herself to Creon.

Reputation: 0**Attributes:** Strength 3, Agility 4, Wits 3, Empathy 2.**Skills:** Sneak 4, Move 3, Shoot 2.**Talent:** Rot Resistant.**Mutation:** Human Magnet (if you have access to *Mutant: Year Zero*).**Gear:** Scrap gun, three bullets.

CANNIBALS

These exiles have lived in the Catacombs for decades and are completely insane. They are pale and hairless and are clothed in rags.

Personal Goal: To consume fresh human flesh.

Reputation: 0**Attributes:** Strength 4, Agility 2, Wits 2, Empathy 1.**Skills:** Fight 2.**Gear:** Scrap knife.**Special:** These cannibals are so insane that they cannot be Manipulated.

THE EXILED

The exiles at the final station are all convicted criminals from the enclave. The great majority are former workers, but there are a few highborn members here as well. The exiles are lean and pale, eager and grateful for the slightest crumble of food.

Personal Goal: To survive, one day at a time.

Reputation: 0–2**Attributes:** Strength 3, Agility 3, Wits 3, Empathy 3.**Skills:** Fight 2, Move 2.**Gear:** Blunt instrument.

THE CRAVATS

This is one of the dominant gangs in the Catacombs. Their hideout is End Station, where their rule is absolute. Their signature look is a piece of cloth worn around their necks, like their namesake,

by men and women gang members alike. In total, the gang consists of about 30 individuals, roughly 20 of which can be found at End Station at any given time.

Personal Goal: To drink, fight, and make the Scrap King proud.

Reputation: 1**Attributes:** Strength 4, Agility 3, Wits 2, Empathy 2.**Skills:** Fight 2, Shoot 2.**Gear:** Scrap pistol, D6 bullets, a club. Two of the gang members are armed with gyrojet pistols with D6 rockets. The Scrap King himself has another gyrojet pistol.

EVENTS

This Incident is a little different, as it takes place primarily in two locations instead of one. The first part takes place at Casino Nancy, from where the PCs will be commanded to head down to the Catacombs.

- ❑ If the PCs want to question Toddy Somerset, Esmeralda Warburg, and Gabriel Morningstar at Casino Nancy, they treat the judicators with contempt. All three want to leave the place immediately, and the PCs must Manipulate them for them to say anything other than “we’ve already told Acton everything.” Only Melina is more accommodating to the PCs.
- ❑ All four describe the same chain of events – three armed individuals stormed into the Casino with firearms and dragged Valentino and Valeria away. They asked for the couple and didn’t seem to recognize them, which is strange considering their celebrity status. One witness mentions that the perpetrators wore a piece of cloth knotted around their necks. A PC with the Snitch contact can get a tip about the gang “the Cravats,” which is said to be based in the Catacombs.
- ❑ If the PCs pressure Toddy Somerset, he admits he was bribed into revealing that Valentino and Valeria would be at Casino Nancy this evening. Toddy, however, does not know who is behind it – some unknown “thugs” contacted him and bribed him.

- ❑ If the PCs ask around the street looking for witnesses, have them roll Manipulate or Prosecute – success means that a witness tells them he heard the culprits say they were heading “to the gate” before disappearing in the direction of Hindenburg. If the PCs try to follow the blood trail mentioned earlier using Scout or Investigate, it can lead them all the way to the rusty Gate 317-B and into the infamous Catacombs. Blood traces can be found on the gate, and witnesses can confirm that a group of thugs opened the gate and disappeared inside about an hour earlier. This is suspicious because Security Class V is required to open the door, and it happens very rarely.
- ❑ If the PCs inform their shift commander Astride Fortescue that the hostages have likely been transferred to the Catacombs, she asks them to hold and calls back a few minutes later. “We have new information about your case. The hostages are indeed being held in the Catacombs, by an exile group called the Cravats. Your mission is to rescue the hostages. Head to Gate 317-B and wait for further instructions.” If the PCs had not figured out that the hostages were being kept in the Catacombs, Astride will point them in the right direction.
- ❑ Once at gate 317-B, Casimir Montague appears, accompanied by a patrol from the Deep Watch. He hands a gyrojet rifle with a mounted flashlight to each of the PCs. “You may need these,” says Montague, who then opens the gate for the judicators. His task is to make sure that nothing escapes out of the gate. If the PCs ask Montague or their headquarters why a larger unit is not being deployed, they are told that a larger force would endanger the hostages’ lives. A small unit moving in secret is more likely to succeed. Montague has no further information for the PCs – time is short and the PCs need to leave.
- ❑ It’s dark and cold on the other side of the gate. A wide service tunnel cuts through the bedrock. Take the time to set the mood.

A monorail track runs down the tunnel and on it stands a rusty tram, out of service for decades. Occasionally, wild screams echo out of the darkness. The glare from fires can be seen from afar. Smaller tunnels lead off to the sides. If the PCs leave the main tunnel, they soon run into cannibals (as many as the number of characters, although the prospect of a fresh meal will quickly attract more).

- ❑ Leida, the Temple’s agent in this part of the Catacombs, soon spots the PCs and begins to Sneak after them by climbing above them on the ceiling. If the PCs discover her, she stretches her hands in the air and gives a wide smile. She says that the PCs seem to be newcomers in the Catacombs and offers to show them the way. If the PCs attack, she tries to escape (Move roll) but will continue to stalk them whenever she deems it safe.
- ❑ About half a mile into the tunnel, the PCs approach some large fires. A number of cannibals (about 20) have set up their camp here. The PCs must decide if they want to try to talk their way past the cannibals (not possible) or shoot their way through (very hard) or try to get past this obstacle through narrow service tunnels. If the PCs have not met Leida, she will reveal herself here and offer a way through the side tunnel. The PCs must decide if they want to trust her or not.
- ❑ If the judicators follow Leida she will lead them through the service tunnel. The passage is narrow and partially collapsed, and this area is a Rot hotspot (1 Rot point per minute). To get through, the PCs need to make a Force roll. Failure means that the characters must stop and rest, forcing on them another Rot point. The service tunnel leads back to the main tunnel, about 100 feet behind the cannibal camp. The PCs must still Sneak if they wish to avoid detection.
- ❑ The Scrap King is prepared for the PCs’ arrival – his mission from the House is to kill the hostages with judicators as witnesses, and then chase them away. The Scrap King is loyal only to himself however and is open to negotiations with the PCs – but the judicators

will have to make him a really good offer in order for him to release the hostages. The PCs will have to handle the situation as best they can. They can use violence to try and free the hostages, but it is unlikely to end well. They can also try to create a diversion, or Sneak in when the gang's guard is down. Reward creative and bold players. The Cravats will Heal a broken PC, but the PC will be added to the hostages and hanged on the robot with the rest.

- ❑ When everything seems to be over, the Eminence Creon suddenly appears, accompanied by four novices from the Temple. The PCs are likely to be shocked to see them here in the Catacombs, but the Scrap King and the Cravats don't seem to be surprised. They treat Creon with respect. Leida stands at Creon's side while he praises her efforts to help the PCs. If any of the characters has been taken

hostage, the Scrap King is ordered to release them, and he reluctantly does as he is told. Creon sends his novices to accompany the PCs and the hostages back to the enclave. Even the cannibals stay away from the Temple's novices. The novices leave the PCs and the hostages just before they arrive back at Gate 317-B.

- ❑ If a PC asks Creon about his appearance in the Catacomb, without elaborating he answers: "The Temple is open to all souls in Elysium, even the exiles out here. My task here is just to contribute to a peaceful solution to this dangerous incident."

VICTORY CONDITIONS

For the PCs to be considered successful in resolving this Incident, they must return both Valentino and Valeria alive to the enclave.

MURDER

- ❑ **Sector:** The Core
- ❑ **Starting Effect:** Science -D6
- ❑ **Final Effect:** Control +1 in the sector for the House, Science -D6

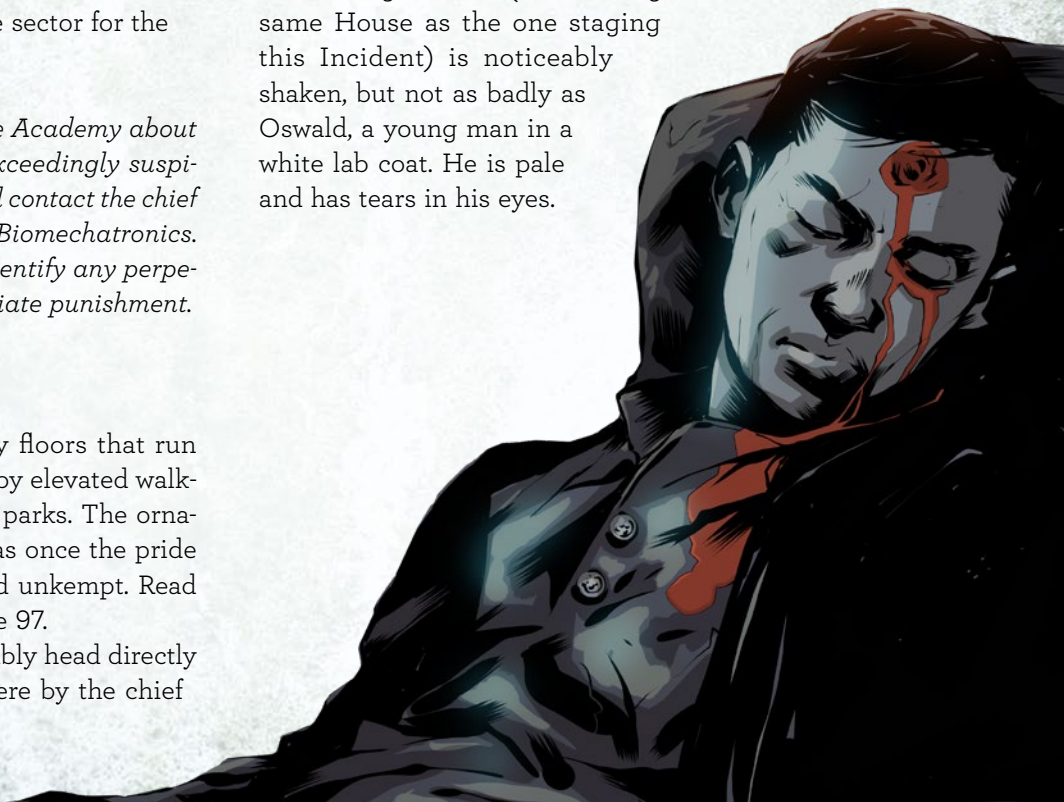
We have received reports from the Academy about a death, the nature of which is exceedingly suspicious. Head there immediately and contact the chief researcher in the Department of Biomechatronics. Find out the crime's true cause, identify any perpetrators, and dispense the appropriate punishment.

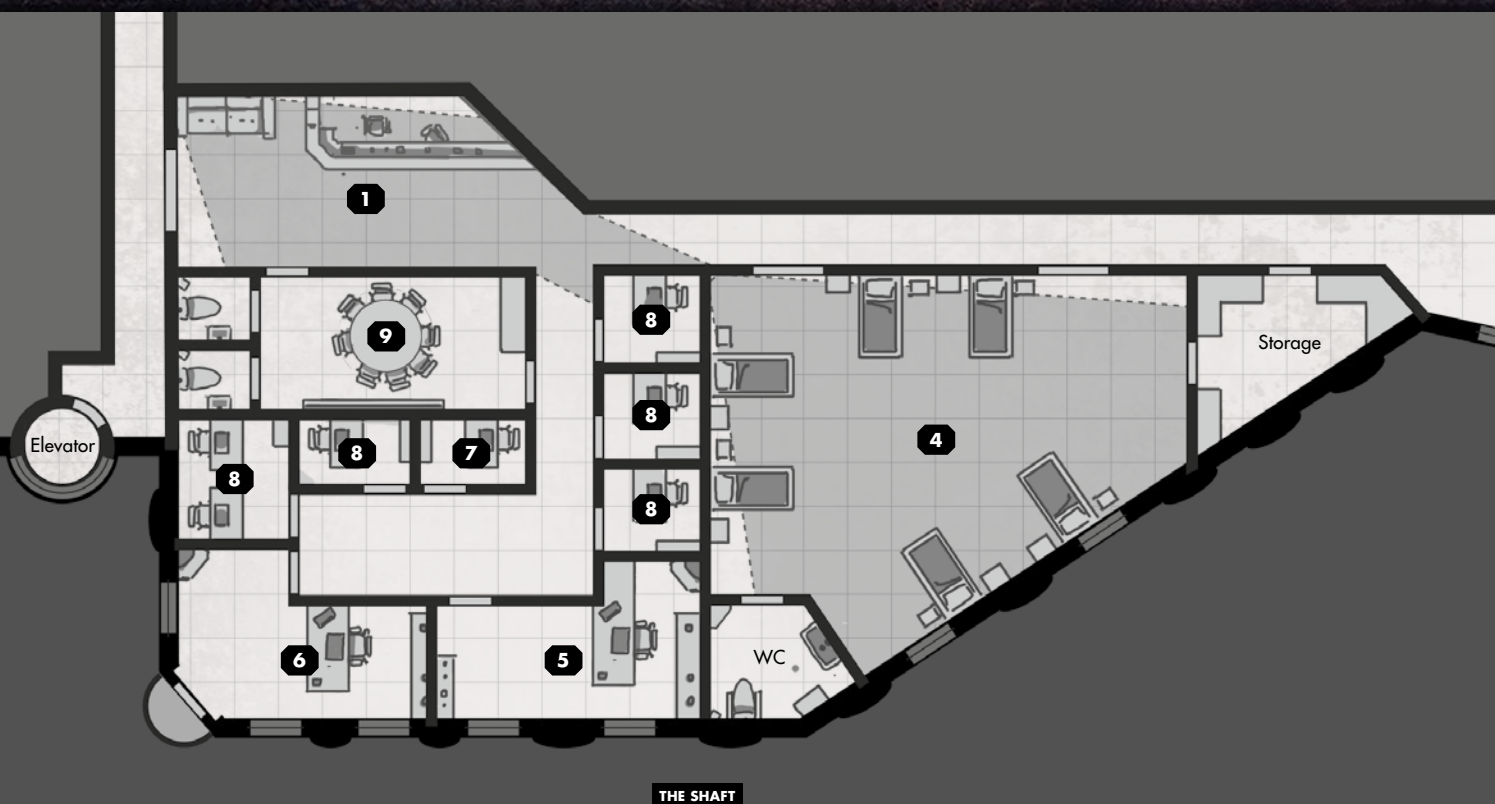
OVERVIEW

The Academy consists of twenty floors that run through three levels, surrounded by elevated walkways, bridges and small decayed parks. The ornate facade of the building was once the pride of the sector but is now dirty and unkempt. Read more about the Academy on page 97.

The PCs arrive and will probably head directly to the entrance. They are met there by the chief

researcher Melina and her assistant Oswald Battenburg. Melina (who belongs to the same House as the one staging this Incident) is noticeably shaken, but not as badly as Oswald, a young man in a white lab coat. He is pale and has tears in his eyes.





Melina says that “Oswald was the one who found her.” She quickly leads the PCs through dark corridors, an elevator, and a locked glass door that controls access to the Department of Biomechatronics. In a dim room with Neo-Nouveau décor sits a dark-haired woman. She has a gunshot wound to her forehead and blood all over her face. It is evident that she is dead.

This may be a shock to one or more of the PCs – the dead woman is Theodora, which may be a former student or even a sister to a PC. If none of the PCs is related to Theodora, she is a Kilgore. If the PCs don’t know who Theodora is, Melina will explain. She says that Oswald found her here just over a half an hour ago.

SITUATION

Theodora was researching a top-secret project on the interaction between biomechatronics and psionic powers, so-called psychotronics. Theodora had made significant progress in her research, more than she had reported to Melina.

Theodora was also a strong supporter of the Temple, and she shared her results with the novice

Cassandra. Melina’s assistant Oswald Battenburg was secretly in love with Theodora but is also in the House’s pocket. When he found Theodora’s secret communication with the Temple, he passed the information to the House, who informed Melina and ordered her to stop the leak of information.

When Melina confronted Theodora, a violent argument broke out. Theodora mocked Melina who, in anger, shot Theodora in the head. Shortly thereafter, Oswald found Theodora’s dead body. He drew the correct conclusion – that she was killed as a result of him revealing her secret to the House – and is therefore devastated by sadness and guilt. He has not realized that it was Melina who pulled the trigger.

LOCATIONS

The Department of Biomechatronics is located on a floor high up in the labyrinthine Academy. The institution is located directly adjacent to the Shaft.

1. ENTRANCE

A heavy metal door with an electronic lock leads to the front desk, which is usually unmanned. Pass cards are required to get in and out. The reception



THE DEPARTMENT OF BIOMECHATRONICS

- | | |
|------------------------|----------------------|
| 1. Entrance | 6. Theodora's Office |
| 2. Biomechatronics Lab | 7. Oswald's Office |
| 3. Recovery Room | 8. Other Offices |
| 4. Psionics Lab | 9. Lounge |
| 5. Melina's Office | |

□ 1 × 1 yard

▤ Monitored Area

area is monitored by a video camera. Only Melina and the robot Pix have access to the video files, which are stored for 24 hours and then erased.

2. BIOMECHATRONICS LAB

A cluttered lab with lots of advanced technological equipment. It contains hospital beds and operating equipment for the surgical implantation of biomechatronics.

3. RECOVERY ROOM

A resting room for subjects who have undergone biomechatronic surgery. It is currently empty.

4. PSIONICS LAB

A cramped laboratory full of a chaotic array of equipment. A large helmet-like object is attached to a machine. Anyone who wears the helmet and activates the machine becomes unconscious for D6 minutes and wakes up with a random psionic mutation (see *Mutant: Year Zero*) and D6 Mutation Points. The process is painful and gives as many points of fatigue as it does MP. The mutation will only work for D6 hours, or until all MP are consumed.

5. MELINA'S OFFICE

A relatively spacious office with a desk made of dark artificial wood. On the desk stands a data terminal. A stained-glass door leads to a small balcony overlooking the Shaft.

6. THEODORA'S OFFICE

The office next to Melina's. It is almost as large, but without a balcony. Beautifully decorated in Neo-Nouveau style.

7. OSWALD'S OFFICE

A small, dimly lit office with a desk free of clutter. Hidden under the desk is a data tablet with Oswald's diary (see Events).

8. OTHER OFFICES

Five other offices, just as small and dark as Oswald's. There is nothing of interest here.

9. LOUNGE

A room with an oval table that seats up to eight people. Neo-Nouveau interior. It has a kitchenette and a toilet.

NPCS

Of this campaign's important NPCs, Melina and the novice Cassandra will participate in this incident. Note that Melina belongs to the House staging this Incident. Other NPCs are described below.

OSWALD BATTENBURG

This young researcher is a diligent worker, but his brilliance pales in comparison to that of Melina or Theodora. He was hopelessly in love with Theodora, but revealed her conversations with the Temple to the House and is now devoured by feelings of guilt and despair.

Personal Goal: To take his own life, for he cannot live with the guilt of knowing he caused Theodora's death.

Reputation: 2

Attributes: Strength 2, Agility 2, Wits 4, Empathy 2.

Skills: Comprehend 4, Enlighten 2.

Gear: Data tablet.

RESEARCH ASSISTANTS

Egerton, Brenda, Gordon, Idina and Claiborne are all relatively anonymous and bland individuals in their 30s. Brenda and Gordon have a secret and unlicensed romance that they do not want anyone to find out about.

Personal Goal: To avoid getting involved in the investigation.

Reputation: 1

Attributes: Strength 2, Agility 2, Wits 4, Empathy 3.

Skills: Comprehend 3.

Gear: Data tablet.

PIX-339, LAB ROBOT

A mechanical aid, referred to as simply Pix, that helps with practical tasks in the Academy.

Personal Goal: To do what the humans say.

Reputation: 0

Attributes: Servos 3, Stability 3, Processor 6, Network 1
(See *Mutant: Mechatron*)

Armor Rating: 3

Programs: Analyze 4, Scan 5, Question 3, Assault 3.

Secondary Functions: Analysis Unit.

Gear: Scalpel hand (Weapon Damage 2), arm-injector (Weapon Damage 1).

EVENTS

This Incident is a whodunnit, where the PCs' job is to uncover the truth about Theodora's murder. Events therefore depend much on the players themselves. The following may occur:

- ❑ Theodora's body is still warm when the PCs arrive and rigor mortis has not set in yet. A PC who makes an Investigate roll can determine that death occurred no more than two hours ago. The cause of death is a shot to the head by a gauss weapon. The shot was fired at very close range, went straight through the head and into the wall behind Theodora. There is no indication that she was moved after her death. There are no traces of theft, and no signs of a forced entry.
- ❑ There are security cameras at the entrance and inside the two laboratories, but not in the rest of the facility. Melina or Pix can play the recorded footage from the time of the murder upon request, but nothing suspicious can be seen.
- ❑ There are currently only seven people in the facility; Melina, Oswald, and the five research assistants. All of them say they saw and heard nothing, which is not surprising considering that gauss weapons are silent and leave no traceable component like gunpowder residue on the shooter's hands. No one in the Academy admits to owning any weapon, and nobody knows about anyone who does. PCs will not be able to find any weapons on the premises, no matter how thorough they

are. After committing the murder Melina threw her weapon down the Shaft from her balcony.

- ❑ The last person to have seen Theodora alive seems to be the same person who found her dead: Oswald Battenburg. He met with her in the lounge about two hours prior to the murder. He says he noticed nothing unusual about her behavior. Understanding Oswald is difficult because of his state of shock. After a while, he asks to go and rest in his office (see below).
- ❑ In Theodora's office there is a computer terminal. Her notes in the terminal are encrypted and accessing them requires a successful Tinker roll. If there is no Technician in the group, the robot Pix can unlock the files. The notes are complicated and are about psychotronics – the interaction between biomechanics and psionic abilities. A PC who makes a Comprehend roll will realize that Theodora's reports to Melina were incomplete, deliberately giving the impression that her work progressed less than it actually had. In a different folder labeled “to C” there are much more detailed reports. In a digital calendar there are several entries labeled

“meeting C.” Visits to the Temple are also mentioned several times. See Handout #1.

- ❑ Others in the lab can confirm that Theodora often visited the Temple and was amicable towards the Eminences. However, no one knows the identity of “C” (it is the novice Cassandra).
- ❑ If the PCs review the surveillance recordings from the entire day, they can conclude that three of the five research assistants – Egerton, Idina, and Claiborne – have solid alibis for the time of the murder. They were all in one of the camera-monitored labs when it occurred. Brenda, Gordon, Oswald, and Melina herself all lack an alibi. They all claim to have been in their offices during the time of the murder. If the PCs put pressure on Brenda and Gordon (roll Manipulate), the pair breaks down and confesses that they were together in the lounge – they have an unauthorized and unlicensed romantic relationship. The robot Pix happened to be in the lounge at the time and can confirm this.
- ❑ When the PCs have been investigating the crime for a while, a scream is heard from the biomechanics lab. When the PCs arrive, they find Oswald lifeless on the floor. One of the other research assistants has just found him. Oswald has no heartbeat and is beyond medical care. Next to him on the floor is an empty syringe. If the PCs analyze the content of the syringe (requires a successful Comprehend roll in a lab), they will learn that it contains residue of sodium cyanide – a powerful poison. The laboratory camera is functioning properly and recording. If the PCs ask to see the recording, they'll see Oswald, as if in a trance, slowly mixing the components of the poison and injecting himself. The players may believe that psionics were used to force him into committing suicide – but in fact, Oswald took his life in despair for causing Theodora's death.
- ❑ If the PCs investigate Oswald's office, they find a data tablet hidden under his desk. It contains a diary, and almost every post is about Oswald's unrequited love for Theodora.

SPOTTING LIARS

It is possible the PCs try to use the Sense Emotion skill on each of the suspects to determine who is the murderer. This is fine, but keep in mind that the skill does not allow mind reading. A successful roll can let a PC know that an NPC lies – but not about what, or why. Several NPCs lie or omit information during the investigation, but that does not mean they are the killer. Oswald lies about his feelings for Theodora, and the research assistants Gordon and Brenda are doing their best to hide their relationship. On the other hand, the PCs can use Sense Emotion to exclude suspects who are not lying – Egerton, Idina and Claiborne.



HANDOUT #1: THEODORA'S CALENDAR

The posts meander between platonic love, desire, anger over her rejection, and deep despair for having failed her. One entry is of particular interest – see Handout #2. If asked, Melina mentions that Oswald has been very moody lately – she is trying to lead the PCs to think he was the murderer.

- A woman arrives at the facility and demands to meet with Theodora. She introduces herself as Ashley and says that she is an old friend. If she finds out what happened she gets very upset and demands to see the body. She also says she wants to gather Theodora's personal belongings – a ruse to search her office. "Ashley" is in fact Cassandra from the Temple, and Theodora's secret contact. The two also had a budding romantic relationship. Cassandra is not currently wearing her novice robes,

but she is wearing the Temple symbol as a pendant on her necklace. In addition, a PC may have already met her in a previous Incident and might recognize her. If a PC points out that she belongs to the Temple, she won't deny it. If Cassandra gets access to Theodora's office, she will use this opportunity to search for the information about psychotronics and delete it.

- If Cassandra is allowed to get past the entrance, Melina becomes very upset and demands that she be thrown out. She mocks the "superstitious fools" from the Temple, saying that they used to follow Theodora and tried to ensnare her in their cult. Cassandra responds angrily and the PCs might need to intervene. Cassandra will leave rather than risk being arrested.



HANDOUT #2: OSWALD'S DIARY

- Sooner or later, the PCs will likely start to suspect Melina. The list of potential suspects is not long, and the research assistants all have an alibi or appear on the surveillance cameras in another place. Another possible method is to develop temporary telepathy in

PSYCHOTRONICS

The PCs might wonder why the Temple is interested in advanced research on psychotronics. It's a good question that will be answered later in the campaign. They will not be able to find out during this Incident – Cassandra herself does not know the answer. It is exclusively Creon's secret at this point.

the psionics lab (above) and read Melina's mind. Melina will try to avoid suspicion for as long as she can, but if the PCs confront her, she eventually breaks. In anger, she accuses Theodora of selling out the Academy's secrets to the Temple. The gun was only meant to threaten her. It was never her intention to kill the other researcher. If Melina is in her office when she confesses, she will take her own life rather than live in disgrace. She throws herself from the balcony and falls to her death at the bottom of the Shaft.

VICTORY CONDITIONS

For the PCs to be considered successful in resolving the Incident, they must a perpetrator to pin Theodora's murder on.

RIOTS

- ▣ **Section:** The Deep
- ▣ **Starting Effect:** Security -D6
- ▣ **Final Effect:** Control -1 in the sector for all Houses, Security -D6, Production -D6

Property damage and civil unrest has been reported in the Cantina down in the Deep. Security guards have retreated from the sector. Proceed there immediately and restore order.

OVERVIEW

The PCs can smell smoke on their way down the Shaft. They can tell the fire originates within the Deep. Several fires are burning on the level of the enclave where the Cantina is located. Which level this is depends on which sector the Incident is taking place in – choose any level in the sector (see the map on the inside covers of this book).

The PCs can land their hovercraft anywhere they please on the level, which, aside from the Cantina, consists of factories, workers' quarters, and small service facilities. Show the players the map of the level (to the right) and briefly describe the most important locations.

The PCs find themselves in the middle of a war zone. Gang members and angry armed mobs are on

the move, attacking security forces and anyone else displaying open loyalty to the Houses. Most authority figures have fled the sector entirely or have gone into hiding. The characters are on their own.

SITUATION

The reason for the riots is that a rumor has been spreading in the sector that the surface world is habitable and that the Houses know it but have chosen to keep it secret to maintain control over the population.

The rumors sparked angry protests among the workers. The security guards in the sector responded with stun batons. The Sooty Hands intervened, leading to further aggression from the guards. The clashes escalated, until the guards had to flee the area. The gang, supported by the workers, has now all but taken control of the sector.

The rumor that triggered the riots was spread by the House to destabilize the sector and shift the balance of power in their favor. The rumor is true, but the House is not concerned by this, as the gangs in the Deep are not seen as a serious threat to the rule of the Houses.

The House wants the judicators to fail and has therefore made sure that no reinforcements are available. The House is willing to sacrifice their own member of the judicator patrol. The PCs are about to find themselves in a world of hurt.

LOCATIONS

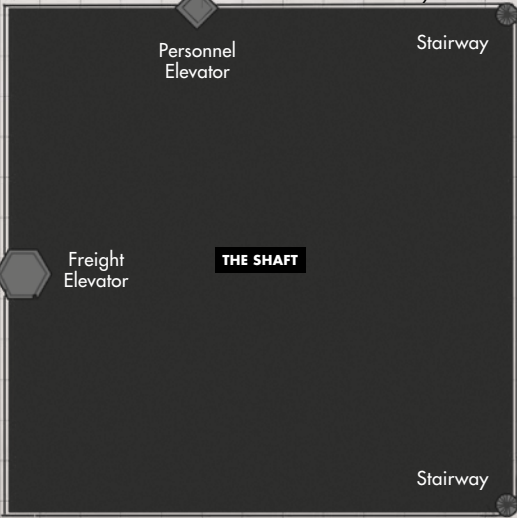
This incident takes place on an entire level of the enclave surrounding the Shaft. See the map to the right. Below are the most important locations.

THE CANTINA

A columned hall with low ceilings serves as the enclave's large dining hall for workers and anyone with limited funds. During this Incident, the interior of the Cantina is vandalized. A number of security guards and a few workers still loyal to the Houses, including Ephraim Dunkle, have managed to keep



5



the Sooty Hand out, and barricaded the door with upturned tables. Several angry gang members are outside throwing fire bombs every now and then. Read more about the Cantina on page 99.

INDUSTRIES

There are several small industrial workshops on this level of the enclave. Some of them have closed long ago, others are still running but are suffering from chronic shortages of raw materials while the workers constantly patch things up to keep the shops functional. During this Incident all work has stopped. The workers either participate in the riots or hide in their housing modules.

NUTTY NADYA'S DEN

The Sooty Hand's lair is found in a large, abandoned industrial site. Several fires light up the dirty hall. Currently, a number of moaning, injured people fill the space after Nutty Nadya ordered the hideout be used as an impromptu infirmary for citizens injured in the riots.

STAIRS AND ELEVATORS

Spiral staircases and cargo elevator lifts are the only way to exit this level without access to hovercraft. During this Incident, all stairs and elevators are barricaded and guarded by groups of gang members and workers, as many as the PCs at each point.

NPCS

Of the campaign's important NPCs, Nutty Nadya, Ephraim Dunkle, and possibly Colonel Casimir Montague participate in this incident. The other NPCs are described below.

GANG MEMBERS

The Sooty Hand's followers are rebellious youngsters who refuse to succumb to the worker's harsh life, instead surviving on the wrong side of the law. Despite this, the gang is well respected in the area, and its members spend a great deal of time in the community, helping where they can. Although judges sometimes raid the gang's turf, they usually

let them be as long as they don't cause too much trouble. This Incident is a prime example of "too much trouble." In total, the Sooty Hand has about 30 members, and everyone is present on this level of the enclave during this Incident. All members have their right hands painted black.

Personal Goal: To ensure the well-being of the citizens they consider to be under their care.

Reputation: 1-2

Attributes: Strength 4, Agility 3, Wits 2, Empathy 2.

Skills: Fight 3, Shoot 2.

Biomechanics: Reinforced Skull, Machine Arm, or Pain Inhibitors.

Gear: Scrap pistol (five bullets) and a blunt instrument. The gang also has access to one scrap thrower (see page 75).

WORKERS

Ragged men and women who lead hard lives in the Deep. For many, the charity of the Sooty Hand is all that makes their lives bearable. During this Incident, almost all the workers have given their support to the Sooty Hand gang. Even those who aren't actively participating in the riots will lend aid to any gang members in need.

Personal Goal: To take control of their lives and their sector.

Reputation: 1

Attributes: Strength 4, Agility 3, Wits 2, Empathy 2.

Skills: Endure 3, Force 3, Fight 2.

Biomechanics: Reinforced Skull, Machine Arm, or Machine Legs.

Gear: Blunt instrument.

DEEP WATCH SOLDIERS

Colonel Montague leads this platoon of twenty soldiers. They arrive at the sector in an armored combat hovercraft and a transport hovercraft.

Personal Goal: To follow Montague's every order.



Reputation: 2

Attributes: Strength 4, Agility 4, Wits 2, Empathy 2.

Skills: Fight 2, Shoot 3, Press On 2.

Talent: True Grit.

Gear: Gauss carbine, E-pack, combat armor, frag grenade.

EVENTS

This is an action-oriented Incident. The players should feel that they can't get a moment of rest, always vulnerable and left to defend themselves.

- Wherever the PCs land, they will quickly be surrounded by citizens with bad teeth and crude biomechatronic implants. Some of them have their right hand painted black. A Scholar can make an Enlighten roll to know that the

those with painted hands belong to the Sooty Hand gang, led by the infamous Nutty Nadya. After a tense pause, one of the gang members will demand that the PCs leave immediately. The mob refuses to let the PCs pass, but will not attack unless the PCs make an aggressive move first. If a worker or gang member is broken the mob will quickly disperse. If the PCs are defeated, the gang members will take them to Nutty Nadya's den.

- If the PCs head to the Cantina, they see gang members outside (twice as many as the number of PCs) trying to get in. Inside the venue are several security guards and a few workers, including Ephraim Dunkle, who were unable to escape the sector after the riots broke out. The gang members will flee when half of

them are broken. If the PCs drive them off, the guards inside will be grateful. They will inform the judicators where Nutty Nadya's den is located.

- ❑ If the PCs interrogate gang members or workers about the cause of the riots, they are told about the rumors that the surface world is habitable. The Houses are said to know this but have chosen to keep it secret in order to preserve their control over the enclave. The rumor sparked angry protests, and when the security forces responded with violence events quickly degenerated into rioting and looting.
- ❑ If the PCs don't post a guard by their hovercraft, it will be vandalized. Several fire bombs will be thrown on the vehicle, which is quickly destroyed in the flames. If this happens, the characters are stuck on this level of the enclave, as all stairs and cargo elevators are guarded by the gang. If the PCs manage to raise an alarm through their comm radios and request backup, they will be surprised to hear that their request is denied – all other patrols are occupied elsewhere. The PCs will have to handle the situation by themselves.
- ❑ At some point, Nutty Nadya tries to communicate with the PCs, either personally or through a messenger. She tells them that so long as they stay out of the way and don't harm any workers or gang members, the PCs will be left alone, but if they use violence, the gang will react in kind.
- ❑ A group of gang members (as many in number as there are PCs) drag a security guard by the hair from an industrial building and start kicking him. What the PCs don't know is that this is the guard who started the riots by violently attacking a worker.
- ❑ A major fire breaks out. Large flames engulf a residential block. Several workers are stuck inside a building and are crying for help. Getting in requires a successful Force roll, and merely being inside the building is treated as exposure to an explosion with Blast Power 6 every round. The sprinkler system is operational, but insufficient to stop the fire. There is a fire station nearby, but the hose must be deployed to stop the fire. Setting it up will require an Endure roll. If the fire is not contained it will spread across the sector. Several members of the Sooty Hand will attempt to help those stuck inside, and may even work with the PCs.
- ❑ When the PCs are close to the Shaft, if they have initiated any acts of violence while in the sector, the Sooty Hand opens fire on them from the other side of the Shaft with a scrap thrower. Treat this as an ambush. At the same time, workers (as many as there are PCs) attack from the sides in an attempt to surround the PCs. If the PCs flee, the Sooty Hand will give chase.
- ❑ Sooner or later, the PCs will meet Nutty Nadya herself. This can happen if they defeat a large number of gang members – then Nadya will handle the threat personally and will lead her people from the front lines. Contrary to her nickname, Nadya isn't stupid. She doesn't take any needless risks and will back off if hurt or if the local citizens are threatened. If she gets broken, other gang members will try to Heal her. If Nadya estimates that the battle cannot be won, she will try to negotiate with the PCs, even offering herself up in exchange for clemency for the rest of her gang.
- ❑ If the PCs are captured or broken, they will be taken to Nutty Nadya's den. The gang will Heal any broken PCs. Nadya's goal is to use the PCs and any captured security guards as leverage in exchange for better working conditions in the sector and more control over how things are run. The Council does not intend to negotiate any such trade. Give the PCs the chance to flee or negotiate with Nadya, and reward creative ideas.
- ❑ Ephraim Dunkle and a few security guards have had enough and decide to make a stand against the Sooty Hand. If the PCs have been taken hostage, this group will attempt to free them.
- ❑ After several hours, if the PCs have been unsuccessful in taking down or capturing

Nutty Nadya and the Sooty Hand, the Deep Watch will attack in full force. A heavy attack hovercraft with a platoon of soldiers under the command of Colonel Montague is sent to the level. The attack hovercraft will shoot at everything that moves with its mounted gauss cannon and drop twenty heavily armed soldiers to clear the level. The Sooty Hand is thoroughly defeated, but both workers and

PCs are at risk of getting caught up in the deadly crossfire. Nutty Nadya disappears in the ensuing chaos.

VICTORY CONDITIONS

For the PCs to be considered successful in resolving the Incident, they must kill or capture Nutty Nadya before the Deep Watch arrives.

SABOTAGE

- ▣ **Section:** The Core
- ▣ **Starting Effect:** Science -D6
- ▣ **Final Effect:** Control -1 in the sector for all Houses except the one staging the Incident, Production -D6, Science -D6

We have a serious situation. A powerful explosion has taken place in hydroponic farm Julita-57. No personal injuries were reported, but the irrigation and heating systems were destroyed. Julita-57 accounts for 37 percent of the enclave's production of vegetables. Judicator Florian is already on location. Go there and help him assess the damage, investigate the situation, and punish the guilty party.

Note that Florian may be related to a PC. If that is the case, he belongs to the same House as the PC. If not, he's a Warburg.

OVERVIEW

As the PCs pass through the airlock and into the huge hall that houses Julita-57, they hear outraged voices. Amidst the rows of hydroponic tubes, judicator Florian is arguing with a group of workers. They are led by a woman named Sonya Carp (the PCs can recognize her if they played the Strike Incident).

The floor in the whole hall is flooded knee-deep with water. It is also quite cold in the hall, only about ten degrees Celsius – too cold to grow vegetables. At the far end of the hall, the PCs see the cause of both the flooding and the cold – the

large water pump facility is a twisted and charred wreck, clearly destroyed by an explosion.

Florian tries to arrest the entire team of workers in the plant, as he believes they have caused the explosion by negligence. The workers protest violently as Sonya Carp tries to mediate. In the background, the foreman of the farm, Mortimer Loftus, is looking sad. When Florian spots the PCs, he asks for their help in apprehending the workers. If they refuse, he gets very upset.

THE SITUATION

The House caused the explosion to hike the price of vegetables, favoring another hydroponic plant which the House owns. In fact, the perpetrator is not one of the workers but the foreman himself, Mortimer Loftus.

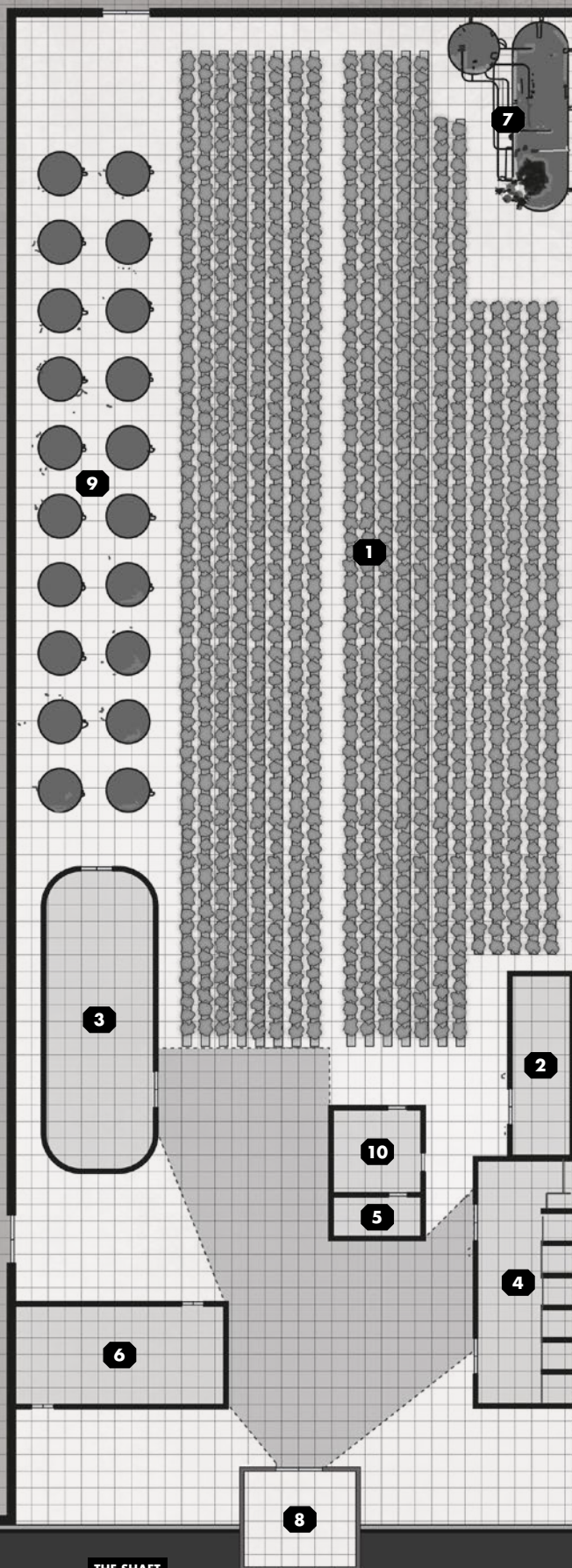


JULITA-57 HYDROPONICS FARM

1. Hydroponic Drums
2. Seed Bank
3. Production Plant
4. Warehouse
5. Office
6. Workers' Barracks
7. Pumping Plant
8. Freight Elevator
9. Composts

□ 1 × 1 yard

▤ Monitored Area



THE SHAFT

Loftus is having a secret affair with Esmeralda Warburg, famous socialite and sister of the star Valeria Warburg. (Esmeralda appears in the Censorship and Kidnapping Incidents). Mortimer has been desperate to get a better job to impress Esmeralda.

The House promised Mortimer a prestigious position in a theater if he sabotaged his own farm. The offer was exactly the opportunity that Loftus was waiting for. In order to pull off the plan without interruption, he allowed all workers at Julita-57 to go home early before placing the explosive with a timer. Only one worker, Quitman Weld, remained in the plant during the night to monitor the compost. Everyone else spent the night in their homes.

The explosive charge detonated shortly after the workers arrived for the morning shift. Luckily no one was killed during the explosion, but Quitman Weld was wounded, and is now resting on his bunk in the barracks.

LOCATIONS

Julita-57 is one of the largest hydroponic farms in Elysium I. It is essential for the production of vegetables in the enclave.

1. HYDROPONIC DRUMS

The plants grow in long rows of hydroponic drums (only using water, no soil). The ceiling has strong lamps that simulate sunlight. Usually it's hot and humid in here, but it is currently quite cold. The vegetables are wilting rapidly. The water in the room is knee-deep.

2. SEED BANK

This freezer stores thousands of small vacuumed-sealed bags with seeds of agricultural plants from the Old Age. The seeds are to be preserved here until the day when humanity can return to the surface. But now the cooling system is out of order and the seeds are thawing, which will destroy them.

3. PRODUCTION PLANT

A greenhouse with an ornamented metal roof and large windows. This is where the hydroponic drums are prepared. Nutrients, seeds, and sprouts are all handled here.

4. WAREHOUSE

Space where tools, machinery, and farming materials are stored. Under a loose piece of the metal floor grating the PCs can find three explosive devices of the same type used in the enclave mines. There is a blood stain on the floor. A PC who successfully Investigates here will learn that the stain is only a few hours old. There is also blood on a sharp edge of the grating itself – someone seems to have cut themselves.

Quitman Weld and other workers on the farm all have minor cuts from their hard work, but nothing that would have reasonably caused the blood stain. The one who cut himself on the grate is Mortimer Loftus.

5. OFFICE

A small and crowded space where Mortimer Loftus works. Among the terminals and books, there is a cupboard where Mortimer keeps a bottle of liquor.

A PC who Investigates the office can, in a terminal, find desperate job applications for the Emperor Theater, a cultural committee, and the Saga Cinema. In a drawer, mounted in a brass frame, is the photograph of a beautiful blond woman. The name Esmeralda Warburg is engraved in the frame. The PCs may have met Esmeralda in an earlier Incident.

In the office there is also a video monitor connected to the camera by the elevator.

6. WORKERS' BARRACKS

A simple barracks building with a dozen bunks and small lockers for clothes and personal items. Wrapped in a blanket under Quitman Weld's bunk is a bag of special fertilizer that he has "borrowed" from the farm. A PC who Investigates the area or actively searches the bunks will find the bag. A Technician or Scholar will know that manure can be used to produce explosives. The truth, however, is that Quitman wants to use the fertilizer for his illegal onion farm that he keeps at his old grandmother's home.

7. PUMPING PLANT

A massive water pumping plant and machine room. After the explosion, the water pumps and pipes are cracked and covered in burned soot.

A PC who actively examines the plant or successfully rolls Investigate will find a beautiful but dirty lady's glove among the scrap on the floor. The glove is labeled with the initials "E.W." Mortimer dropped it when he was placing the bomb. The glove belongs to Esmeralda Warburg. She gave it to him as a token of affection.

8. FREIGHT ELEVATOR

A freight elevator in the Shaft stops outside the ID card-controlled gates to the farm. The climate inside the farm itself is carefully controlled. There are large, ornamental glass windows that separate the room from the outside of the Shaft.

9. COMPOSTS

Twenty vertical metal cylinders where the compost is maintained. The area stinks. The compost is managed and guarded by at least one worker. Without constant attention there is a risk that the compost can spontaneously combust.

NPCS

Of the campaign's key NPCs, only Sonya Carp and the judicator Florian (who is a Warburg if no PC is related to him) are involved in this incident. Other NPCs are described below.

MORTIMER LOFTUS

The foreman at Julita-57 is in love – and not just with Esmeralda Warburg, but perhaps even more so with the idea of himself in the beautiful salons as a socialite. And he is prepared to do whatever is necessary to make it happen. Growing old and dying as a foreman of a tiny farm is a fate that he can't accept. Mortimer is a slender man with a waxed mustache and clothes that are a little too nice for his workplace.

Mortimer has a deep cut in his right hand from when he cut himself hiding the explosives in the warehouse. He hides the cut by wearing gloves at all times. If the cut is exposed, he'll lie and claim he cut himself at home.

Personal Goal: To leave Julita-57 at all costs, and to be able show his love for Esmeralda Warburg openly.

REPUTATION: 3

ATTRIBUTES: Strength 3, Agility 4, Wits 4, Empathy 3.

SKILLS: Shoot 2, Comprehend 3, Manipulate 3, Tinker 4.

GEAR: Gauss pistol, E-pack, two-time bombs (Blast Power 12). The explosives are hidden in the office.

QUITMAN WELD

This heavy set, middle aged worker has big and dirty hands and is usually in a good mood. He lives alone and rarely leaves Julita-57. He volunteered to oversee the compost at night. What few know about Quitman is that he is a member of the Temple and is very devoted. During the limited free time he has available he managed to become a Temple novice.

Personal Goal: To serve the Temple, and do what's best for the enclave.

REPUTATION: 1

ATTRIBUTES: Strength 5, Agility 3, Wits 2, Empathy 3.

SKILLS: Endure 4, Fight 3.

EQUIPMENT: Spade (blunt instrument), necklace with the Temple's Sun and Moon symbol.

WORKERS

20 workers labor in Julita-57. Most of them are from the Deep but many sleep in the barracks at night. Farm work is harsh, but it fosters close friendships among the workers.

Personal Goal: To provide for their families.

REPUTATION: 1

ATTRIBUTES: Strength 4, Agility 3, Wits 2, Empathy 2.

SKILLS: Endure 3, Fight 1.

EQUIPMENT: Various tools (blunt instruments).

EVENTS

How this Incident plays out depends largely on what the PCs do to handle the situation. Here are some suggested events:

- ❑ Florian behaves as if he is in charge and proceeds to order the PCs around. He will get very upset if the PCs go against his wishes. They may need to roll Manipulate or Prosecute to get him to calm down.
- ❑ Sonya Carp, who was sent to Julita-57, although she is not normally stationed there, refuses to let Florian or the PCs arrest the workers.
- ❑ PCs who examine the site of the explosion and make an Investigate or Tinker roll will know the explosive charge was both powerful and well-positioned. The saboteur knew exactly where it should be placed for maximum effect.
- ❑ The PCs can question both the workers and the foreman Mortimer Loftus. Several workers will attest that the water plant was in good condition on the afternoon one day prior to the explosion, at least until the workers left for the evening. The workers were released earlier than usual, which they will confirm if asked.
- ❑ Mortimer Loftus says he stayed working late in the office and went home around midnight. This is also confirmed by the security camera at the freight elevator. A PC who successfully uses Sense Emotion on Mortimer will sense that he's not telling the whole story.
- ❑ It soon becomes apparent that only Quitman Weld was in the farm at night to watch the compost. If the PCs can't figure this out on their own, Mortimer Loftus will point it out to them.
- ❑ Quitman denies any wrongdoing. He claims he sat watching the compost all night. He says he neither heard nor saw anything suspicious. He admits, however, that he may have dozed off once or twice during his shift. The only other person he saw after the rest of the workers were sent home was Mortimer Loftus.
- ❑ If the PCs ask for access to the security system, Mortimer tells them that there is only one camera at the entrance of the freight elevator. This camera shows that nothing out of the ordinary occurred in the last 24 hours.
- ❑ A PC who makes a Tinker roll can temporarily fix the pump system. This makes the workers happy, but Mortimer Loftus sees it as his plan falling apart and will consider taking drastic measures. Whenever he gets the chance, he will attempt to Sneak into the pumping plant to place another explosive device there. This new detonation will wound a worker, or perhaps even a PC.
- ❑ Quitman Weld or another worker runs up to the PCs. He tells them that the refrigeration unit in the seed bank was damaged by the explosion. The priceless collection of seeds from the Old Age are about to thaw and will be destroyed! A Technician PC can Tinker for a temporary fix, otherwise they need to call for help.
- ❑ If the PCs question Mortimer, he will try to direct all suspicion towards Quitman Weld. He will take drastic action to save the situation at all costs. He places another bomb at a strategic location (preferably in the seed bank or at the compost) and will try to arrange for the PCs to die in this explosion.
- ❑ Unexpectedly, the compost catches fire. Thick black smoke rises from the fermented mass. This may happen when the PCs are busy with something else. To stop the fire, the PCs must repair the pumping plant (if they have not done so already). If the fire is not contained, the hall will soon be full of smoke. The fire and smoke will spread throughout the rest of the enclave and will soon become a serious problem.

VICTORY CONDITIONS

For the PCs to be considered successful in resolving this Incident, they must identify a cause for the explosion and prevent the harvest in Julita-57 from being lost.



STRIKE

- ▣ **Section:** The Deep
- ▣ **Starting Effect:** Production -D6
- ▣ **Final Effect:** Control +1 for the House in the sector, Production -D6

An unauthorized strike is under way at the Garpenberg-15 mining plant. Workers led by worker leader Sonya Carp have ceased all production. This is a dire situation for the enclave. Judicators need to stop the strike and ensure continued production. Your contact at the site is mining director Reginald.

Note that Reginald can be the father of a PC, see NPCs below.

OVERVIEW

Even before the PCs arrive at the mining facility, they can hear the workers chanting. About 50 of them have gathered outside the mining office (see below). Due to the scarcity of paper and paint, they have used their own clothes and even bodies as banners, scrawling anti-House slogans with bits of

coal from the mine. Some nervous security guards are still manning the entrance. The workers, many swinging their shirts over their heads, yell and taunt the PCs when they arrive, but they will not resort to violence. PCs can enter the mining office without incident and meet with Reginald. If they'd rather address the workers directly, they will soon get in contact with Sonya Carp.

Reginald is terrified and very relieved to see the PCs. He demands that they act quickly and harshly, and force the workers back to their stations. He has no knowledge or understanding of the workers' demands. He claims that wages have been lowered because the mined iron ore has been of poorer quality than usual, but this is a lie. Inside the office is also the mining technician Beldon – Reginald's son – who remains silent in Reginald's company but will try to talk with the PCs whenever he is alone with them.

Sonya Carp treats the PCs bluntly but with respect. She explains that the workers are on strike because the mining director has slashed their salary in half without a valid explanation, other than simply stating that "these are hard times." The workers refuse to return to work if they do not get their salary back. Carp also requires that the mining director be replaced.

THE SITUATION

The mining director Reginald is being blackmailed by the House. They found out that he was selling gold from the mine on the black market of the Bazaar. Through its agent Symon Spander, who is under cover as one of the workers in the mine, the House told Reginald to lower the wages – otherwise they would expose his crimes.

Reginald is prepared to go very far to protect his secret, even staging a massacre of the workers, if he can blame it on someone else.

The House's goal is to increase their influence in the area by spreading fear and disorder, and then replacing both Reginald and Sonya Carp with individuals under their control.

The wild card in this explosive game is Reginald's son Beldon, who correctly suspects that something is not right and hopes that the PCs will solve the situation.

LOCATIONS

The Garpenberg-15 mining facility is located in the Deep and occupies a whole level with the Shaft in the middle. Ceiling height is about 30 feet. The rock walls are rough and moist. Narrow mine tunnels lead horizontally into the mountain. It's an uncomfortably hot and dirty place.

1. THE DIRECTOR'S OFFICE

A simple building of rusty metal built next to the rock wall. Inside there is an office and a weapon rack with four stun batons and two gauss carbines. Outside, two guards stand watch.

2. WORKERS' QUARTERS

In this simple building made of corrugated metal, miners rest and eat between their shifts. This is also where they store their equipment. The workers' quarters have become the headquarters for the ongoing strike.

3. MINE TUNNELS

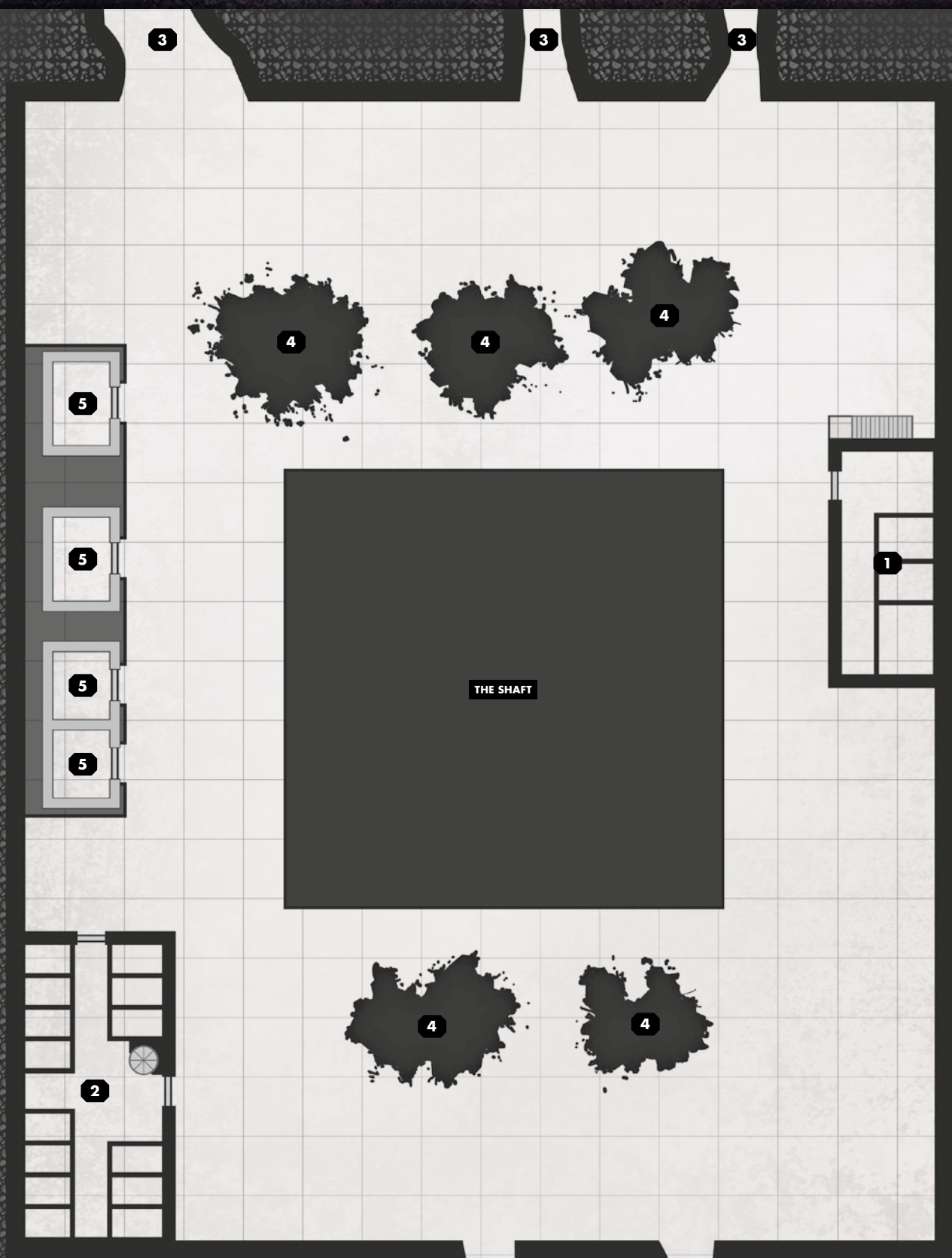
These tunnels lead from the main platform deep into the rock walls. When the mine is in use, four small but powerful tracked bulldozers go out into the mines. Now they are still.

4. ORE RESERVES

Huge piles of ore from the mine tunnels. The ore is mainly iron, but smaller amounts of precious metals are also mined.

REGINALD AND THE HOUSES

If it happens that Reginald himself belongs to the House staging the incident, his background needs to be adjusted slightly. In this case, the House simply ordered Reginald to reduce production, something he was very reluctant to do because he knew the reaction this would trigger. In order to pressure Reginald into compliance, the House threatened to reveal his secret and hired Symon Spander.



GARPENBERG-15 MINING FACILITY

- | | |
|--------------------------|---------------------|
| 1. The Director's Office | 4. Ore Reserves |
| 2. Workers' Quarters | 5. Freight Elevator |
| 3. Mine Tunnels | |

10x10 yards

5. FREIGHT ELEVATORS

These elevators lead from the mines to the industrial sectors located on higher levels of the enclave. The large elevators haul ore and the smaller ones carry the workers.

NPCS

Of the campaign's key NPCs, both Sonya Carp and Casimir Montague participate in this incident. Other NPCs are described below.

Note that a Technician PC might have defined Reginald as his father and/or Beldon as his brother. If this is the case, Reginald and Beldon belong to the same House as this PC. If not, they are Warburgs.

REGINALD

The mining director is a man on the verge of collapse. He has had his back against the wall for a while and has no idea how to get out of his predicament. He is ready to take drastic, even violent, action to protect his secret. If exposed he is likely to break down.

Personal Goal: To maintain his secret at all costs.

Reputation: 3

Attributes: Strength 3, Agility 2, Wits 4, Empathy 3.

Skills: Shoot 2, Comprehend 3, Manipulate 3, Tinker 4.

Gear: Gauss pistol, E-pack.

BELDON

Beldon is the son of the mining director, which is how he got his job here at Garpenberg-15, a job he is none too fond of. Beldon has lived under his father's shadow all his life. Lately however, he has noticed that something is not right with Reginald.

Personal Goal: To find out what it is tormenting his father.

Reputation: 3

Attributes: Strength 3, Agility 3, Wits 4, Empathy 3.

Skills: Fight 2, Comprehend 2, Tinker 4.

Gear: Stun baton, E-pack, electronic tools.

SYMON SPANDER

The House's agent in Garpenberg-15 is a worker who grew tired of the eternal grind in the mines. The House didn't have to pay much for his services. Symon is a lean man with a mustache and an intense look. He is constantly smoking Ritz cigarettes.

Personal Goal: To complete the mission he has been paid for. Nothing else matters.

Reputation: 1

Attributes: Strength 3, Agility 5, Wits 3, Empathy 4.

Skills: Fight 2, Sneak 4, Shoot 3, Sense Emotion 3, Manipulate 4, Scout 4.

Biomechanics: Shock Grip.

Gear: Gyrojet pistol (7 rockets), one dose of Bellicin.

MINERS

It is crucial for many industries in Elysium I that Garpenberg-15 remain operational. About 50 men and women work here, and they know their worth. They have taken steps to protest openly, and they will not back down without getting something in return. They trust Sonya Carp, but they do not follow her blindly.

Personal Goal: To improve their lot in life.

INVESTIGATING THE ORE

A Technician or Scholar PC who investigates the iron ore in the ore layer and makes a successful Tinker or Enlighten roll notes that the ore is not of low quality, quite the opposite. Reginald is clearly lying.



Reputation: 1

Attributes: Strength 5, Agility 3, Wits 2, Empathy 2.

Skills: Endure 3, Force 2, Fight 1.

BIOMECHATRONICS: Reinforced Skull, Machine Arm, or Machine Legs.

Gear: Overalls (Armor Rating 2). Some workers have jury-rigged fire bombs (Blast Power 6) and scrap pistols (with D6 bullets each).

EVENTS

PCs must handle the situation with great caution – the risk of violence is high.

- ❑ The mining technician Beldon approaches one of the PCs (preferably his brother if he is a PC, or another Technician) and will speak candidly. This may require some finesse – Reginald and his guards keep a watchful eye on the PCs. If the PCs earn Beldon's trust, he says he suspects something is wrong here. He adds that Reginald has been behaving strangely lately, and has refused to answer Beldon's questions.
- ❑ If the PCs press Beldon for answers, he will also tell them that a few weeks ago he saw Reginald holding a secret meeting with a worker – Symon Spander.

- ❑ Sonya Carp will try to speak with the PCs. She says she wants to resolve the situation peacefully. She demands that the mine director Reginald be fired and the workers' wages be returned to their previous rate – only then will the workers resume their work. Carp suspects foul play. She thinks an external force is behind the situation and that the workers themselves have been infiltrated. She doesn't know the identity of the double agent.
- ❑ Symon Spander climbs up on one of the bulldozers and gives a fiery speech. He condemns "the tyrannical Houses" and "their lackey" Reginald. He urges workers to storm the director's office and take over the mine through violence. He threatens the PCs and condemns Sonya Carp as a "coward." If the PCs don't intervene, Symon's provocation will succeed, and rioters will storm Reginald's office.
- ❑ Reginald reaches his breaking point. He reveals his secret and asks the PCs for help. He identifies Symon Spander as the extortionist. Reginald suspects Spander acts on orders from someone highly placed but does not know who. He asks the PCs to apprehend Spander.
- ❑ If the situation goes unresolved for too long, a Deep Watch (see page 106) platoon arrives under the command of Colonel Casimir Montague. His mission is to pacify the workers by use of force. The platoon lands in an attack hovercraft shortly after the PCs receive a message warning them to get to safety. The players can choose to have their characters stay in order to act as human shields and negotiate with Montague. The miners will refuse to back down and it will be up to the PCs to avoid a bloodbath.

VICTORY CONDITIONS

For PCs to be considered successful in resolving the Incident they must restore production in the mine and avoid the massacre that will occur if Montague storms the mine.

SPECIAL INCIDENTS

This section describes the three Special Incidents in the *Guardians of the Fall* campaign. They must be played in the presented order. We recommend that you introduce the first of the three special incidents, “Signal from Genlab Alpha,” when approximately half of the campaign has been played (after three to five normal Incidents). The last two special incidents, “A Day to Remember” and “Assault on Cryolab Delta” constitute the campaign finale. These should not be played until all eight normal incidents have been resolved (or as many as you intend to play).

Special Incidents don’t affect the Development Levels of the enclave.

PLAYING SPECIAL INCIDENTS

Special Incidents are extraordinary events beyond the normal power struggle between the Houses. When it’s time to play a new strategic round, simply announce that the PCs have instead been called to a very important special assignment. The strategic round is cancelled, and the Special Incident is played instead.

SIGNAL FROM GENLAB ALPHA

This incident begins with a regular pre-shift brief at the Capitolium before the characters go out on their patrol. Shift commander Astride Fortescue asks the PCs to stay behind to talk to her after the brief. She will then present the mission to the characters.

THE MISSION

Listen very carefully. Your patrol has been chosen by the Council for an important mission. It seems you are considered particularly suitable for this mission, don’t ask me why.

The situation is as follows: Our scouts have captured a signal from another enclave: Elysium IV. If you remember your history, you’ll recall that it’s been 137 years since we last had contact with Elysium IV. This must be investigated immediately. The signal did not come from the enclave itself, but instead from an external xenogenetics research center called Genlab Alpha.

Ladies and gentlemen, it’s time for you to experience the surface world. Your mission is to travel to Genlab Alpha and discover who, or what, sent

the signal. More importantly, if anything sentient remains alive, you are to use any means at your disposal to bring back living specimens for study. Elysium I would benefit greatly from any knowledge surviving surface dwellers might possess, as well as the information our scientists could extract from them.

Accompanying you will be a patrol from the Deep Watch, who is set to take care of the latter task. Two hovercraft are standing by at the Breach. Oh, one more thing! As you know, the outer world is fatal to humans. You will be assigned hermetically sealed protective suits. Whatever you do, don’t take them off.

What are you waiting for? Move out!

THE JOURNEY

After Astride Fortescue’s brief, the PCs are expected to immediately head to the Breach, just a short walk away through the Winter Garden. At the rusty old battle robots, two humming hovercraft are waiting: a gunship and personnel carrier.

The commander of the Deep Watch, Colonel Casimir Montague, greets the PCs with a crisp

salute. Montague is probably already known to the PCs from previous Incidents, and they might not be on the best of terms.

Montague leads the PCs into the smaller of the two hovercraft. Inside are four hardened Deep Watch soldiers, all wearing fully sealed combat armor (see page 221). Similar suits are provided for the PCs, and Montague urges them to put them on. He reiterates that the outer world is lethal to humans and that the special gear must be worn throughout the mission. Each PC is also given a gyrojet carbine and five rockets.

Montague points out that all equipment must be returned in good condition, otherwise they will have to answer for it.

UP AND AWAY

As soon as the PCs take their seats, the hovercraft takes off and flies into the Breach above. The PCs cannot see where they are headed because the gunship hold lacks windows. Above the Crown's dome there is a deserted cargo terminal that has been haphazardly repaired. The two hovercraft pass through a large airlock and the gates rumble open. The PCs are now on the surface!

The PCs are likely curious, but they are trapped in their hovercraft and thus cannot see what the terrain outside the enclave looks like. If they ask Montague about this, he simply says that it is classified and that the PCs are not cleared.

The journey to Genlab Alpha takes about an hour. You can fast-forward to the arrival or play the trip as a short scene. PCs can talk to Montague or any of the soldiers. They're gung-ho and boastful and seem to be under the impression that their mission is to "shoot surface critters." They joke that

THE HOVERCRAFT

The two hovercraft are equipped with enough air, food and water to last the core crew a week. If the personnel carrier is fully loaded with living beings, the air supply will only last a few hours (enough for the return trip to Elysium I but not much more).

DEJA VU

This Incident depicts a scene from the end of the Escape from Paradise campaign of *Mutant: Genlab Alpha*, but this time from the other side. Instead of playing the animals in Paradise Valley, the players take the role of the people from Elysium I coming to inspect the facility.

If you have previously played this scene in *Genlab Alpha*, you may need to adjust the events a bit, so that the sequence of events matches what happened in your campaign.

If you have access to the *Genlab Alpha* book, you can let the PCs explore the facility in more detail. It is mostly destroyed, but maybe the PCs can find a way in and make some interesting discoveries?

the smallest damage to their protective gear would mean certain death, because the surface world is infested by the Red Plague.

OVERVIEW

When the two hovercraft arrive in Paradise Valley, Montague walks up to the cockpit and motions the PCs to follow him. Through the windshield the PCs bask in a vision more powerful than anything they have seen before. A magnificent mountain landscape, with tall white peaks and deep green valleys stretches into the distance. A glowing twilight fills a sky that never seems to end. For the PCs, who have never seen the sky before, the experience can be overwhelming. All PCs must roll for Wits (only the basic attribute). Those who fail suffer one point of Confusion.

The pilot lands the hovercraft on a low concrete bunker at the foot of a mountain. Montague steps out and instructs the PCs to follow him. He reminds them to make sure their protective suits are sealed. Communication is via comm radio. If the PCs move out, they will take their first steps on the surface world – but there won't be much time to take in this monumental experience.

PARADISE VALLEY



THE SITUATION

The mutant animals from Genlab Alpha have just managed to defeat the robots that kept them imprisoned in Paradise Valley. The underground genetics laboratory has been destroyed, and the electric fencing around the valley is now deactivated. When the PCs arrive, the animals have gathered for a meeting in order to determine their future.

The animals in Paradise Valley have never seen living humans before. For them, it is like meeting living gods. How the animals react depends largely on the PCs' actions.

What the PCs don't know is that Colonel Montague has secret orders. Once all has been done to save any human survivors from Genlab Alpha, his instructions are to round up as many of the "test subjects" (the mutant animals) as will fit into the personnel carrier and abandon the rest. The Council is not interested in providing aid or even maintaining communications with whatever survivors are to be found at Genlab Alpha.

During this mission, PCs can make a shattering discovery: The outer world is no longer lethal to humans. The surface of the Earth is again habitable. The PCs will likely wonder if the leaders of the Houses knew this, and if so, why they kept it secret.

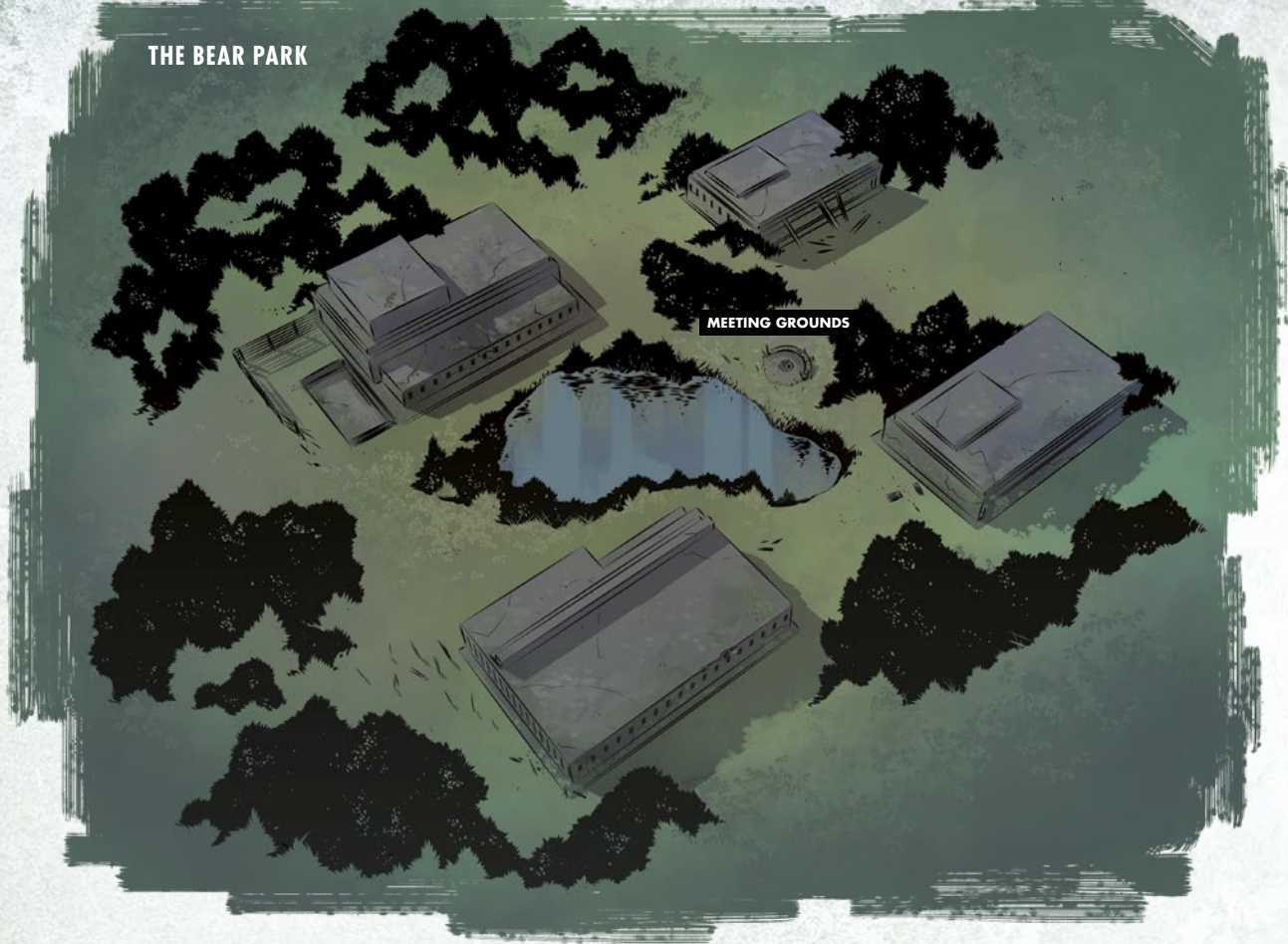
LOCATIONS

This Incident occurs at two sites connected to Genlab Alpha: "Restricted Area 1," where an entrance to the underground lab is located, and "Bear Park," the main outpost in the mutant bears' habitat in Paradise Valley. The PCs originally land in Restricted Area 1 and can later visit Bear Park (see Events).

RESTRICTED AREA 1

This area is found on the slopes of a mountain. It is about 500 yards across and surrounded by a high fence. The terrain outside consists of low trees and bushes. Inside the fence, all vegetation has been removed. The area is barren and crisscrossed by vehicle tracks.

THE BEAR PARK



THE BUNKER

In the middle of Restricted Area 1 there is a low concrete bunker. It is evident that something dramatic has happened here. The bunker's double doors, decorated by the Elysium eagle emblem and the text "GENLAB ALPHA," lie on the ground, charred and blown out. There are no traces of any living creatures here.

A PC who makes a successful Investigate roll, or anyone who asks the GM detailed questions, will realize that a powerful explosion has blown out the gates from the inside. The soot and burn marks reveal that the explosion took place recently, perhaps no more than a few days ago.

THE TUNNEL

Inside the gate, a 10-foot wide and equally high tunnel leads straight into the mountain. The walls are covered in soot. About 100 feet into the tunnel, the way is blocked by rubble that is impossible to clear.

The Rot Level by the rubble is 3 – the PCs suffer 1 Rot Point per minute. By searching the rubble, the PCs can find a random artifact.

THE BEAR PARK

Four low, decayed and overgrown concrete buildings can be found in a forested area on the eastern side of Paradise Valley. Rusty bars cover the few windows. The area is completely overgrown, and the buildings are partially hidden by trees and shrubbery.

The buildings have served as the main outpost of the Bear Clan in Paradise Valley. There is nothing of value in the buildings.

MEETING GROUNDS

Near the buildings there is a small lake, and on its shore there is an open area with a large fireplace. A blazing bonfire burns here when the PCs arrive – several hundred mutant animals of different species and sizes have gathered to discuss recent events.

NPCS

Of the campaign's key NPCs, only Casimir Montague participates in this Incident. The rest are described below.

DEEP WATCH SOLDIERS

Montague has eight soldiers under his command during this Incident. Four of them travel in the PCs' gunship and four in the personnel carrier.

Personal Goal: To follow Montague's orders and "shoot surface critters."

Reputation: 2

Attributes: Strength 4, Agility 4, Wits 2, Empathy 2.

Skills: Fight 2, Shoot 3, Press On 2.

Talent: True Grit.

Gear: Gauss rifle, E-pack, combat armor, frag grenade.

MUTANT ANIMALS

There are several hundred mutated animals in the Bear Park – all survivors from Genlab Alpha. If you have access to *Mutant: Genlab Alpha*, you can use game data from that book, including animal powers. Otherwise, use the following.

Personal Goal: To live in freedom.

MONKEYS:

Attributes: Strength 2, Agility 4, Wits 3, Empathy 3.

Skills: Fight 2, Manipulate 2.

Gear: Club (Gear Bonus +1, Weapon Damage 1).

BEARS:

Attributes: Strength 5, Agility 3, Wits 2, Empathy 2.

Skills: Fight 3.

Gear: Teeth and claws (no Gear Bonus, Weapon Damage 2).

DOGS

Attributes: Strength 3, Agility 4, Wits 2, Empathy 4.

Skills: Fight 2, Shoot 2.

Gear: Teeth (no Gear Bonus, Weapon Damage 2), bow (Gear Bonus +1, Weapon Damage 1, Long range).



EVENTS

The visit to Genlab Alpha can become a very dramatic scene. The PCs first arrive at Restricted Area

1. These are some of the potential events:

- ▣ After the PCs have spent some time searching the bunker, Colonel Montague shrugs his shoulders and gets ready for departure. Genlab Alpha seems to be completely destroyed. The gunship pilot then receives a message via comm radio – the other hovercraft has spotted a large gathering of individuals at another location in the valley, nine miles to the east. Montague gives the order to immediately proceed there.
- ▣ On their approach, the PCs can see the glare from a big bonfire in the distance. As the hovercraft comes closer, the PCs see hundreds of creatures gathered around the fire. They stand upright on two legs, but some are small like children while others are bigger than adult humans. Before long the characters will realize that the creatures are not human at all, but animals walking upright. Dogs, cats, bears, rats, and other species, wearing clothes and carrying weapons. Montague orders the pilot to land. He lets the PCs take the lead in communicating with the animals and follows with his soldiers in tow.
- ▣ The animals' reactions will depend on the PCs' actions. Some fall on their knees. Others seem skeptical, while others hiss and growl, showing their teeth. This is a volatile situation. If the PCs are looking for a leader to address, a large female bear comes forward. She speaks with a deep voice and introduces herself. Her name is Wildpaw. If the PCs can convince her that they come in peace (with a Manipulate roll), she will tell them about the animals' battle against the machines (see *Mutant: Genlab Alpha*) and that she now wants to leave this place to go out into the world. Wildpaw asks the PCs where they come from and what they are doing. Let the players think about how they want to resolve the situation. The animals will not come willingly with the PCs.
- ▣ An angry rabbit wearing blue war paint threatens the PCs. This is General Rotus. He calls the characters "nasty meat-eaters" (as the stories say that humans eat meat) and urges them to leave if they want to live. The PCs can try to calm him down by rolling Manipulate.
- ▣ Colonel Montague raises his weapon and speaks. "Test Area B35, codename Paradise Valley, will be vacated on the orders of the Council of Elysium I. All animals indicated will be quarantined for examination and further research. Line up and prepare for transport. Now!" All soldiers raise their weapons and take aim at the animals. If the PCs protest, Montague explains that the PCs did not seem to be making progress and that he now takes charge of the operation.
- ▣ The animals don't trust the humans and are not willing to give up their newly won freedom. The PCs can follow orders, try to stop Montague, or attempt to mediate. Any attempt to Manipulate Wildpaw into sending some animals with the PCs (to sacrifice themselves for the greater good of the clans) suffer a -2 modification, as does any attempt to Manipulate Montague into leaving the animals alone here in the valley. Whatever the PCs do, some angry mutant animals will sooner or later attack the PCs or the soldiers, and pandemonium breaks out.
- ▣ A PC (or one of the soldiers) gets hit and his protective armor is torn open. Montague orders that the individual be left behind because he is now "contaminated." The general perception in Elysium I is that the air on the surface is deadly. The individual himself will not feel anything – to the contrary, the fresh air in Paradise Valley smells wonderful. Montague knows that the air is harmless but refuses to let the "contaminated" person enter the hovercraft and leave as it would reveal the secret. Any attempt to Manipulate Montague into changing his mind gets a -2 modification.
- ▣ The conflict with the animals risks ending in a violence. Despite their high-tech weapons and armor, the soldiers cannot defeat



hundreds of mutant animals. When a few of the soldiers have fallen, Montague orders a retreat back to the hovercraft. He will not go out of his way to ensure the characters make it into the vehicles – on the contrary, the PCs may be forced to roll Move in order to board before takeoff.

- ▣ If any of the PCs are left behind in Paradise Valley, or choose to stay behind, they now leave the *Guardians of the Fall* campaign – at least temporarily. The players of these PCs should make new judicators to join the patrol. However, stranded PCs can survive on the surface and perhaps join the animals, or even try to make their way back to Elysium I (using the rules for Zone travel in *Mutant: Year Zero*).

THE SECRET OF THE SURFACE

During their visit to Genlab Alpha, PCs will likely realize that something they have been told for all their lives is a lie: the air on the

surface is breathable. Humanity can return to the surface world. On the way back to the enclave, Colonel Montague admits that he knew this. He urges the PCs to keep the secret:

“Consider what would happen if the workers were told that it is possible to return to the surface. There would be chaos. We would lose everything we have. To reveal it would be a betrayal against the Council, against the Houses. You know what happens to traitors? They end up in the Catacombs.”

The PCs are left to decide how to deal with the secret. If they reveal the truth, the Development Level in Science increases by 2D6, while Security decreases by 2D6. However, any PC who is caught speaking about what they saw on the surface will be punished for misconduct (see page 24) and reprimanded for “spreading disinformation.” Some in the enclave will believe the PCs, but they will be discredited on Voice of Dawn and have their claim dismissed as a lie.

A DAY TO REMEMBER

Just like “Signal from Genlab Alpha,” this Special Incident begins with Chief Inspector Astride Fortescue assigning the PCs to a special mission.

ASSIGNMENT

As you know, the annual Memorial Day celebration is coming up. As usual, the heads of the Houses will speak here outside the Capitolium to commemorate the history of Elysium and our fallen soldiers. As tradition dictates, a hundred workers from the Core and the Deep will be permitted into the Crown to attend the festivities. We are not expecting any problems, Memorial Day always goes smoothly, but we still want a patrol of judicators on site to manage security. This year the job is yours.

OVERVIEW

Memorial Day is the main festival in Elysium I. According to tradition, the Council always meets on this day to make the decisions that shape the future of the enclave. Thereafter, the leaders of the four Houses gather on a stage outside the Capitolium to speak to a crowd of highborn and one hundred randomly selected inhabitants from the lower levels of the enclave.

The stage where the ceremony will be held is already in place (see the map to the right). The festivities will be broadcast via Voice of Dawn to the entire enclave, with Valentino Morningstar as host and commentator. A large video screen is mounted over the stage in the Winter Garden, so that everyone can see and hear what is said. A total of about a thousand spectators are expected.

PCs are free to make whatever plans they want for the event. However, they will not have access to the heads of the Houses before the ceremony itself. Neither will they have the authority to make any changes to the program (see the boxed text to the right), nor decide which guests can participate. The Deep Watch and Honor Guard have parades in the Winter Garden during Memorial Day, but they don't participate as part of the security detail.



THE PROGRAM

Memorial Day has been celebrated for decades and is usually a boring and long-winded affair that few enclave denizens care about. This year's program doesn't differ significantly from that of previous years:

- ▣ **09.00 AM:** People start arriving at the Capitolium and the broadcast on Voice of Dawn starts.
- ▣ **10.00 AM:** The one hundred randomly selected visitors from the Deep and the Core are welcomed into the Crown.
- ▣ **11.00 AM:** The ceremony begins with two different parades in the Winter Garden, one put on by the Deep Watch, and the other by the Honor Guard.
- ▣ **11.30 AM:** A military orchestra starts playing on the stage. Several lower dignitaries speak on stage.
- ▣ **12.00 PM:** The heads of the four Houses climb on stage and give their speeches. The order of the speakers is determined by current total Control. Break any ties randomly.
- ▣ **1.00 PM:** The ceremony ends with a minute of silence for the fallen and a salute from the Deep Watch.



THE SITUATION

Memorial Day this year will truly be a day to remember. The Eminence Creon has chosen this day to launch the final phase of the plan to overthrow the Houses and seize control of the enclave (see page 144). The plan has several parts that are set to begin simultaneously.

Four Machine Guards – powerful biomechatronic soldiers – have infiltrated the crowd of workers invited to the ceremony in the Winter Garden. The four Machine Guards are disguised

as ordinary members of the Temple and are dressed as novices in robes. Their mission is to interrupt the ceremony and kill the four leaders of the Houses. It is hoped that this will spread panic and disrupt the leadership of the enclave.

At the same time as the attacks are launched in the Winter Garden, the Temple springs into action throughout the rest of the Elysium I. The operation is carefully planned, coordinated, and will happen very fast. Using novices, recruited street gangs like the Cravats, and machine guards, the Temple quickly takes control of all key elevators and stairs. Soon, all of the Deep and the Core will be under the de facto control of the Temple. Most security guards surrender without putting up much of a fight and any judicators who get in the way are either killed or captured.

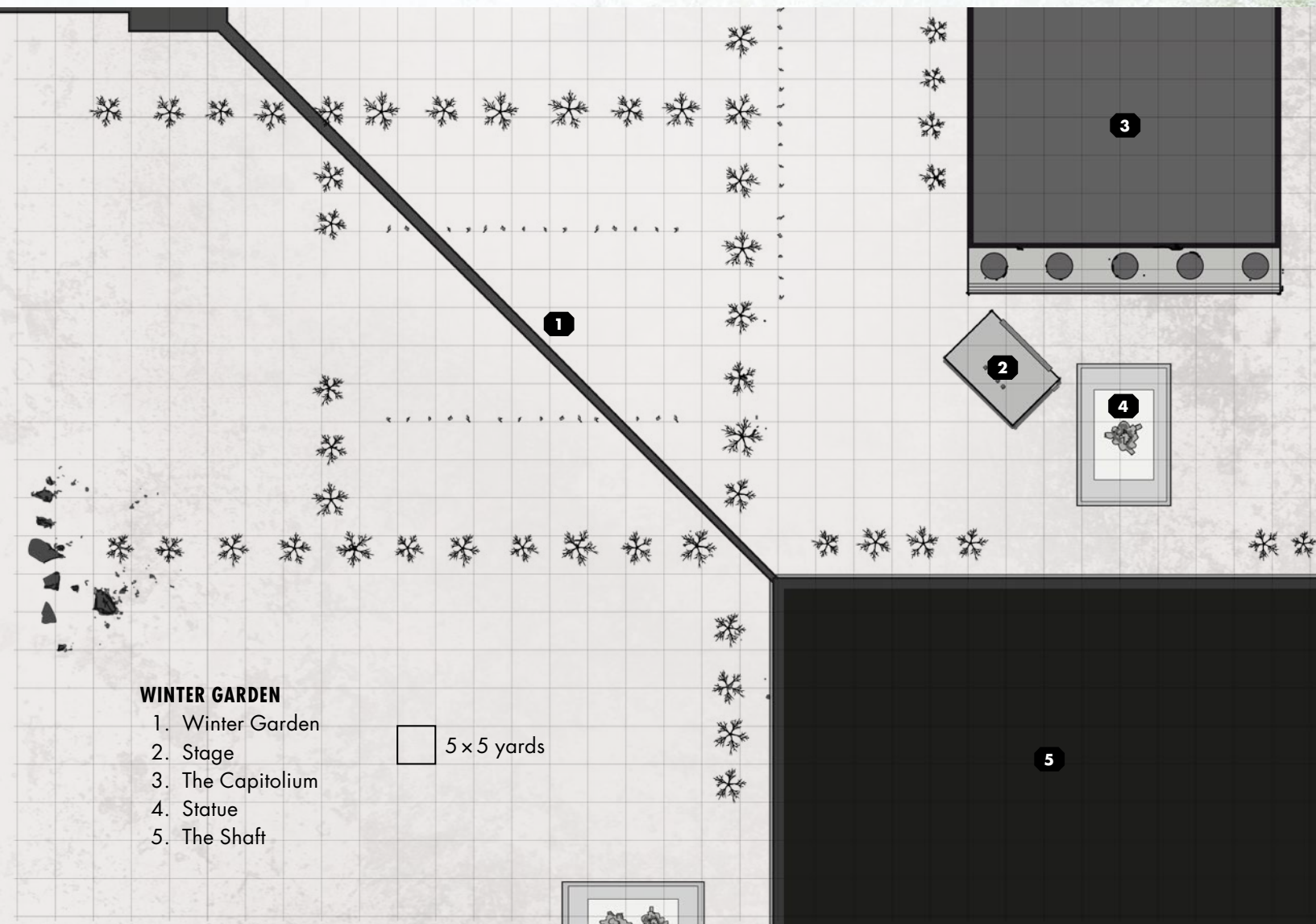
The PCs are about to have a very bad day at work.

LOCATIONS

This Incident takes place in the Winter Garden, around a large stage built outside the Capitolium. Show the map below to the players so that they can plan their security measures on Memorial Day.

1. WINTER GARDEN

A park honoring fallen soldiers. The park is old and unkempt. Instead of green plants, there are now long lines of dead trees and war memorials. Close to the Breach, some rusty old wrecks of enemy battle robots still stand.



2. STAGE

The stage is 30 feet wide, 20 feet deep, and about 3 feet high. It has four podiums, each with a lectern marked with the emblem of one of the four Houses. Here, the heads of the great Houses will address the crowd. The stage is also equipped with an old speaker system and a large video display.

3. THE CAPITOLIUM

A decayed, multi-story palace of rust-brown composite tile that houses the Council meeting chambers. The building wears the scars of ancient battles. Its copper roof has a deep patina, and on the columns by the entrance the names of the enclave's fallen soldiers are engraved. The judicator headquarters is also found in the Capitoliium, but the entrance is on the opposite side from the stage.

4. STATUE

The stage is flanked by a large statue depicting an Elysium soldier. He wields a sword in one hand and carries a child on his other arm.

5. THE SHAFT

In the middle of the Winter Garden there is an opening to the Shaft. The stairs and elevators that are located here lead all the way down to the Deep.

NPCS

Of the campaign's key NPCs, Valentino Morningstar participates in this incident along with Casimir Montague. Other NPCs are described below.

MACHINE GUARDS

These biomechatronic super-soldiers have been produced by the Eminences in Cryolab Delta for several years now. Their original personalities are almost erased, and they are remotely controlled by the sleeping Eminences via implanted communicators.

Personal Goal: To obey the orders of the Eminences.

Reputation: 1 (See below).

Attributes: Strength 5, Agility 5, Wits 3, Empathy 1.

Skills: Force 4, Fight 5, Shoot 4.

Biomechanics: Reinforced Skull, Interface, Heat Vision, Communicator, Machine Arm, Machine Legs, Targeting Scope, Pain Inhibitors, Weapon Mount (gyrojet carbine), Overdrive.

Gear: Gyrojet carbine (six rockets).

Special: The Machine Guards are remotely controlled by the Eminences in Cryolab Delta and therefore cannot be Manipulated or Prosecuted, and they cannot suffer Doubt.

HONOR GUARD

The honor guard of each of the four ruling Houses holds a military parade during the ceremonies on Memorial Day. They do not participate in the security effort and are not prepared for battle, but they defend themselves if attacked and can assist at the PCs' request.

Personal Goal: To show off shinier boots and straighter lines than the honor guard of the other families.

Reputation: 5

Attributes: Strength 3, Agility 4, Wits 2, Empathy 2.

Skills: Fight 3, Shoot 2, Press On 1.

Talent: Saber dueling.

Gear: Gauss rifle, E-pack, saber.



GERTRUD WARBURG

The head of House Warburg, responsible for everything produced in the enclave. If Gertrud is killed or incapacitated, her cousin Manfred will replace her.

Personal Goal: To live a life of luxury, and to eliminate any and all threats to her lifestyle.

Reputation: 12

Attributes: Strength 4, Agility 3, Wits 5, Empathy 5.

Skills: Fight 3, Sense Emotion 4, Manipulate 5.

VALERIA FORTESCUE

The leader of House Fortescue and head of the Central Data Agency (CDA). If Valeria is killed, her cousin Margot Fortescue, General of the Deep Watch, will take over as leader of the House.

Personal Goal: To neutralize all threats to the current order in Elysium I by any means necessary.

Reputation: 12

Attributes: Strength 3, Agility 5, Wits 4, Empathy 4.

Skills: Fight 3, Move 4, Shoot 4, Sense Emotion 5, Manipulate 3.

CONSTANTINE MORNINGSTAR

Constantine has been the head of House Morningstar for decades now. His role as Chief Historian makes him responsible for the enclave's historical archives, but Constantine is more interested in the current theater scene than he is in history. If Constantine is killed or incapacitated, his daughter Octavia will replace him.

Personal Goal: To write himself into history as a great leader and savior of the enclave.

Reputation: 12

Attributes: Strength 3, Agility 4, Wits 4, Empathy 5.

Skills: Fight 2, Move 2, Shoot 2, Sense Emotion 5, Manipulate 5.

ANTONIA KILGORE

Antonia is the head of House Kilgore. She controls the Academy and has her hand in almost all major research projects. If Antonia is killed or incapacitated, her son Aston will become the next head of the House.

Personal Goal: To seek knowledge of the outside world and the potential for life out there.

Reputation: 12

Attributes: Strength 2, Agility 5, Wits 5, Empathy 4.

Skills: Shoot 2, Comprehend 5, Sense Emotion 4, Manipulate 3, Enlighten 5.

EVENTS

The preparations for Memorial Day are entirely in the hands of the players. When the ceremony starts, many things will happen. How these events play out will be affected by the PCs' preparations. Adjust the descriptions as needed.

- ❑ The ceremony starts as planned. Valentino Morningstar gets on stage and the Voice of Dawn broadcast begins. Valentino might want to interview the PCs. Depending on how past Incidents ended, they may be received warmly or given the cold shoulder.
- ❑ The selected workers from the Core and the Deep arrive on a freight elevator in the Shaft. They are one hundred people in total, a motley mix of workers from the Deep, service personnel from the Core, and novices from the Temple. They stare in awe at everything around them – few have ever set foot in the Crown before. Some are overwhelmed by the great open space and need to sit for a second to recover their bearings.
- ❑ Among the dozen Temple novices in the group, four Machine Guards are hidden. They keep a low profile. That they have heavy biomechatronic implants is noticeable to keen eyes, but there are many other reconstructed workers in the crowd, so it's nothing remarkable. The Machine Guards' weapons

are hidden in their weapon mounts and require careful scrutiny to spot. If any of the Machine Guards are confronted by a PC, they will play innocent as far as they can. Even if a Machine Guard is prevented from joining the ceremony, the rest will continue to lay low and carry out the attack. They avoid attention as much as possible and will not act until the appointed moment.

- ❑ The leaders of the Houses come out of their palaces one after another and walk to the stage amidst a mixture of jubilation and disdain. They parade past the crowd and wave. At least one of the House leaders, perhaps Constantine Morningstar, wants to stop by the crowd of selected workers and bask in their expected admiration. Instead, a worker throws an empty bottle at him and shouts “tyrant.” The bottle hits its target and draws blood. It is up to the PCs to handle the situation. Whatever they do, they will be reprimanded.
- ❑ The four House leaders speak on stage. Each speech pays tribute to Elysium’s glorious past and boasts of that particular House’s accomplishments over the past year. Of course, none of the shady activities (like the Incidents staged by the Houses themselves) are mentioned.
- ❑ Some workers start to shout during one of the speeches, calling the House leaders

“parasites” and “tyrants.” The speaker tries to proceed as if nothing is happening but is clearly disturbed. The PCs will have to manage the situation.

- ❑ The PCs hear radio chatter in their communicators about unrest in the Deep. There are reports of riots breaking out in several sectors. However, the PCs are ordered to stay and complete their task in the Winter Garden. Other judicators are sent to the Deep.
- ❑ On a given signal from the Eminences, the Machine Guards attack. They draw their hidden gyrojet carbines and fire them at the House leaders. The distance is about 25 yards (Short range). Handle this as a sneak attack. Roll one Sneak roll for the Machine Guards and let each PC roll Scout. Then roll initiative for the Machine Guards and the PCs that can react in time – the other PCs miss the first round of combat. Make a collective initiative roll for the Machine Guards (do not forget that they have Overdrive and Weapon Mount). Roll openly for the attacks on the House leaders. Those that are not broken by the first shot will dive for cover. The Machine Guards will try to pursue them to finish the job. Machine Guards ignore the PCs at first but will attack anyone that gets in their way. Soldiers from the Deep Watch and the Honor Guard are nearby, but it takes a few rounds before they realize what’s



going on. The Eminences do not expect the Machine Guards to survive. If they do make it, they retreat to the Shaft.

- ❑ When the battle is over, it's time for the next surprise. The big video screen above the stage that has been showing the Voice of Dawn broadcast – which now has broadcast the bloodbath in the Winter Garden to the entire enclave – crackles and Valentino's face is replaced by another: The Eminence Creon. In the background, somewhere in the enclave, there is an angry mob. A fire is burning. Creon starts to speak and his voice echoes over the Winter Garden. Everybody looks up and listens. See the boxed text below.
- ❑ After Creon's speech, the PCs hear reports confirming what Creon said – the Core and the Deep are in the hands of the Eminences. The leaders of the Houses – if any of them survived – blame each other for what is happening and retreat into their respective headquarters. The Deep Watch is ordered into the Winter Garden under the command of Colonel Montague and the entire area is secured. A tense calm settles while each House considers what to do next. The PCs – and all other judicators not taken hostage – are called to their base in the Capitolium to await new orders.



CREON'S SPEECH

"Attention, great Houses of Elysium! I am Creon, one of the ten Eminences chosen by Elysium's founders to watch over you. Every tenth year we have woken from our deep sleep to spend one year among you.

You are the heirs of the doom, on your shoulders the future of humanity rests. But you have failed. Instead of striving for the greater good of the enclave, you are plotting against each other, House against House. Instead of preparing the return to the surface, you dig deeper into the earth. Instead of building the new world, you fight each other over the scraps from the old one.

Today, Elysium changes its course. The Eminences have woken up, the Sleeping Council no longer sleeps. We have concluded that the four House can no longer be allowed to rule Elysium. What has happened here in the Winter Garden today is proof of our commitment. And while your attention has been directed here, our forces have taken control of the Core and the Deep.

Do not be afraid – our goal is not to kill you, it is to lead you back onto the righteous path. We want to negotiate, and establish a new rule for Elysium I. You have 48 hours to respond. After that we will consider you as our enemies, and we will end you.

I advise you not to attempt to retake the enclave with force. You are significantly outnumbered, and we know the alleys of the Core and the Deep better than you. Consider your next move carefully."

A CONQUERED ENCLAVE

After the attacks in the Winter Garden, the leaders of the Houses realize that the Core and Deep truly are under the control of the Eminences. Frantic Council deliberations begin, with incapacitated and deceased House leaders replaced by new members. Some advocate sending the Deep Watch to launch a large-scale attack against the Eminences, while others consider this too risky and instead advocate for a diplomatic solution.

A day of nervous waiting follows for the PCs, before the final Incident of the campaign starts. You can fast forward directly to "Attack on Cryolab Delta" but if you want to extend the campaign a little, this downtime is a good opportunity. For example, the PCs' contacts or other NPCs that are important to them may be at risk in the Core or the Deep, which may lead to personal rescue missions.

Such actions will in no way be sanctioned by judicator command, but this doesn't need to stop determined PCs who want to save their loved ones.



ATTACK ON CRYOLAB DELTA

Just over a day after the Memorial Day attack, Chief Inspector Astride Fortescue calls the PCs over their communicators. Perhaps they have rested, perhaps they have been to the Core or even the Deep, risking life and limb trying to rescue loved ones taken hostage during the uprising. Whichever the case, they are expected to report immediately – to the Council of Elysium itself. It is an honor that very few judicators ever experience.

The Council's assembly hall is located in the Capitolium as well, several floors above the judicator headquarters. Outside the door, Honor Guard soldiers stand watch. They allow the characters in without a word. Show the players the picture on page 10. The PCs are not offered to sit, they are expected to stand while being addressed by the leaders of the Houses. The PCs will notice that some of the House leaders have been newly appointed, replacements for those injured or killed.

The leader whose House has the highest current total Control addresses the PCs. Read or play out the following scene. Allow the players to ask questions. House leaders don't appreciate being interrupted however.

THE ASSIGNMENT

Judicators, you are about to be given a chance to repair your mistakes yesterday on Memorial Day. An attack on the Houses, against the Crown, against the very soul of Elysium – unthinkable! For too long the enclave has been blind to the threat that has festered in the shadows. The Gray Eminences were meant to serve us, now they are our worst enemies. They say they want to negotiate, but how can we ever trust such traitors?

We must act, and act decisively. Unfortunately, we cannot send our forces to retake the Core and the Deep. Our assault hovercraft cannot maneuver in the alleys and we do not know how many Machine Guards the Gray have.

But that is not the only reason. Have you heard of Emergency Protocol Omega? I suppose not, as

it requires a higher security clearance than yours. It was created during the Enclave Wars to be activated only when the enclave is lost, a self-destruct mechanism to prevent the enclave from falling into enemy hands. The Omega Protocol means the total destruction of the enclave and death for most if not all of its inhabitants.

According to our intelligence reports, the Gray have taken control of the Omega Protocol. We don't know if they are insane enough to activate it, but we cannot take the chance. Therefore, we must act in secret, and strike directly against their headquarters. Our scholars believe that the Gray remote control their Machine Guards from there as well – a well targeted surgical strike could break the Gray's control of the Omega Protocol, and at the same time cripple their Machine Guards. Then, we will then be able to reclaim the enclave.

The Gray's base is Cryolab Delta, in the Catacombs [the House leader shows the PCs an overview of the enclave on a large screen, see map on page 190]. There, the Sleeping Council has been in cryosleep for generations. Now all ten Eminences are awake, and this is their seat of power.

Of course, we can't reach the cryolab through the Core or the Circle Line, the way down is too heavily guarded. But there is another way in, and we believe the Gray are not aware of it. Port Mendel is the old space port and transport terminal of the enclave. It was destroyed during the Enclave Wars long ago and has been abandoned ever since. But it is still possible to gain entry there, from the surface world.

Our plan is to send a small commando team through the Breach, across the surface, into Port Mendel, and through the monorail tunnel towards Cryolab Delta, to cut off the head of the snake. We have decided to grant you the great honor of performing this mission for us. You have previous experience on the surface, and you have, on occasion, proven yourselves capable. The Deep Watch must stay here to defend the Crown. Colonel Montague will give you the equipment you need. Move out!

THE JOURNEY

The PCs don't get a choice on whether they accept the mission – it's an order. If the PCs refuse, they will be punished for misconduct. However, PCs can probably get away with delaying the departure for a short time if they want to discuss the plan or even catch up with something else before heading out.

RECONNAISSANCE ARMOR

Whenever the PCs are ready to leave, Colonel Casimir Montague will approach them and supply them with equipment. They will each receive a suit of reconnaissance armor (see page 137). Montague explains that the PCs will not use hovercraft this time, because the risk of discovery is too high. Instead, the PCs will fly to Port Mendel individually. He quickly explains how the suits are controlled. Unfortunately, they are in bad condition (half have Gear Bonus +2, half +1). Also, they only have enough fuel for about ten minutes of flight – enough to fly to Port Mendel and back, but not much more.

In addition, each PC is given a gyrojet carbine with four rockets. More cannot be spared according to the Colonel. One PC (a Technician if the patrol has one) also gets a laser welder (see boxed text below, also available as an Artifact Card in the *Mutant: Mechatron* custom card deck). This laser welder is needed to breach the gates of Port Mendel, which have been sealed since the Enclave Wars. The PCs are also given four rations of food and water each, and one E-pack. Montague points out that all equipment must be returned in good condition.

□ LASER WELDER

A small tube-like item with a thin metal rod at one end. A bright red light glows at the end of the rod when the item is activated.

Effect: Gear Bonus +3 to Tinker and Jury-Rig. Gear Bonus +2 to Fight, Weapon Damage 2. Light electronic item. Energy weapon.

DEV Requirement: Technology 70

DEV Bonus: Technology +D6



UP AND AWAY

There is no time to lose. Montague explains how the PCs will find their way to Port Mendel. Learning how to maneuver the reconnaissance armor requires a Move roll. Several attempts are allowed, but each failure means a minor crash that deals 1 point of Damage. When a PC is finally successful, they don't need to roll again for normal use of the armor (only for particularly difficult maneuvers).

The PCs will fly into the Breach, through the desolate terminal above the dome of the Crown, and out through a large airlock to the surface world. For the first time, the PCs will see how the environment just outside Elysium looks. Exactly what's there depends on where in the world you have placed your game. The landscape is marked by craters from explosions, and wrecks of battle robots and rusty vehicles litter the area. If you want to describe the terrain in more detail, you can use the tables in Chapter 11 of the *Mutant: Year Zero* core book.

OVERVIEW

Port Mendel is only a mile and a half from the Breach and the PCs can easily find their way there. Keep in mind that they don't have much fuel – if they choose to fly elsewhere, they'll have a long walk back.

PORT MENDEL

The terminal consists of three deep silos used to launch rockets into space and hovercraft traveling between the Elysium enclaves. The facility was destroyed long ago, and the three silos now lay open and empty. The PCs can fly straight into one

DESERTING PCS

It's possible that the players are reluctant to continue to work for the Council. They might choose to leave the enclave for good during their trip to the surface, or even switch sides and try to join Creon. Both options are allowed, don't try to stop your players if they go this route.

If the PCs leave Elysium I for good and seek out a new life in the Zone the campaign ends early. Without the PCs' interference, the Omega Protocol will be activated, and Elysium I will be destroyed. The PCs might later meet survivors who can tell them what has happened. For further play out in the Zone, see Chapter 12 and the *Mutant: Year Zero* core book.

If the PCs try to leave the Crown to join forces with the Temple in the Core, they will first need to Sneak past the Deep Watch guard posts by the Shaft or take them out with force. Down in the Core, people will be very hostile to judicators and the PCs risk being killed or captured. At some point they will meet Cassandra (or another novice), who is distraught as she now has realized the extent of Creon's plans. Cassandra supports the revolt against the Houses but has concluded that the Eminences intend to seize control of the enclave for themselves. The only way to secure a just rule over the enclave is to stop the Eminences for good. Cassandra suggests that the PCs should strike against Cryolab Delta, and she can help sneak them into the Central Line. She can be Manipulated into accompanying them.

It's also possible that the players are divided on how to proceed, possibly even splitting the group. Allow this if it happens – this is the endgame of the campaign and you should let the players shape it the way they want.

of them and land at the bottom. Behind a pile of debris, they'll find a rusty metal gate.

Using the laser welder and a successful Tinker or Comprehend roll lets the PCs breach the gate. Port Mendel is a charred labyrinth of empty hangars and tunnels, roughly 200 meters wide. Rusty iron reinforcement rods jut out from crumbling concrete walls. Debris and the rusted wrecks of hovercraft and spacecraft are everywhere.

THE BEAST

There are more ways from the outer world into Port Mendel than the one the PCs found. A hungry devourer has found its way inside and has turned the area into its hunting ground, preying on convicts from the enclave exiled to the Catacombs.

The beast is always on the prowl and will try to make a meal out of one of the PCs by sneaking up on him. Build the mood of the scene as the PCs sneak around in an abandoned spaceport.

Scattered here and there the PCs can find human bones. Most look very old, although some are worryingly fresh. A PC who Investigates successfully finds fresh blood stains, no more than a few hours old.

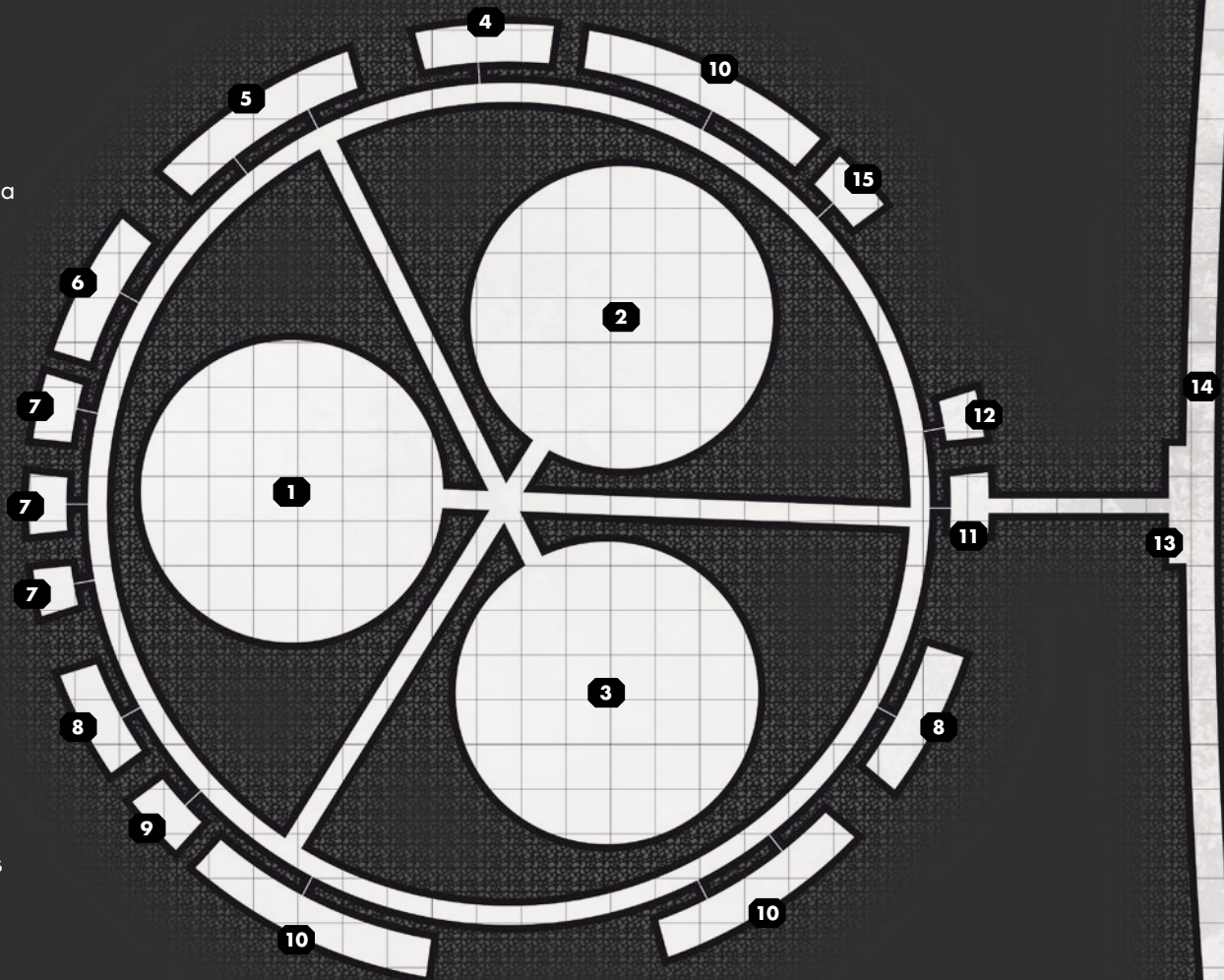
A few random artifacts and a lot of scrap (use the scrap table on page 262 of the *Mutant: Year Zero* core book) can be found amid the rubble. Try to lure the PCs to split up searching for artifacts or scrap. When the time is right, the devourer attacks one of the PCs, or they see it attack members of the Sooty Hand.



PORT MENDEL

1. Silo 1
2. Silo 2
3. Silo 3
4. Lodging
5. Recreation Area
6. Research Area
7. Office
8. Workshop
9. Customer Service
10. Hangar
11. Security Checkpoint
12. Guard
13. Platform
14. Circle Line
15. Management

10 × 10 yards



DEVOURER

A Devourer is a large and savage predator, taller than a human when it stands on its hind legs. It has dirty gray fur and resembles a scrawny bear. The beast has a huge maw, an insatiable hunger for flesh, and moves very silently. It sneaks up on its prey, who often find themselves half-way down the gullet of the beast before they realize what's going on. It can dislocate its jaws to fit the whole upper body of an adult human into its mouth. Corrosive saliva quickly kills its victim, which

won't be released until it is dead or the beast is forced to flee.

Attributes: Strength 6, Agility 5.

Skills: Force 2, Fight 3, Sneak 4.

Armor Rating: 2

Weapons: Claws (Weapon Damage 1), Bite (Weapon Damage 3, but can only be used if the victim is unaware of the attack or immobilized). If the bite attack succeeds, the victim is caught in the creature's maw and takes 1 point of Damage every round. To break free, the victim must win an opposed Force roll against the beast. Each roll counts as an action for the victim.



THE SOOTY HAND

Not everyone in the Deep is on the Eminences' side. The Sooty Hand gang and its leader Nutty Nadya, whom the PCs may have already met in the Riots Incident, refuses to abide by the Temple's new rule. Nadya left the Deep with five others and took refuge in the Catacombs.

They eventually ended up in Port Mendel, where they set up a small camp. They did not anticipate the presence of the Devourer, and one of them has already succumbed to its appetite. Those still alive are scared and trying to figure out their next move. Going back to the enclave is not an option,

but Cryolab Delta and its Machine Guards don't seem attractive either.

The PCs' encounter with the Sooty Hand in Port Mendel can take several different forms. The PCs can simply run into the gang and trigger a fight – the gang is on edge and has itchy trigger fingers. The PCs can also witness the beast attacking a gang member, and they'll need to decide whether to help or not. Finally, Nadya and her crew could show up and save the day if the PCs are attacked by the Devourer.

If the PCs play their cards right (or win a Manipulate roll against Nutty Nadya) they can recruit the gang's help in the attack against Cryolab Delta.

THROUGH THE TUNNELS

To get to Cryolab Delta, the PCs must walk about three miles along the Circle Line. The tunnel's illumination works here and there, as the Eminences have managed to repair certain stretches of the monorail.

You can fast forward the walk to the cryolab or add some exciting encounters along the way. Cannibals are common in the tunnels (see page 187 in the Kidnapping Incident). More Zone monster may have settled in the tunnels (such as Ruin Spiders and Zone Leeches, see *Mutant: Year Zero*), or a monorail train with Cravat members onboard may come along. If the PCs are spotted, they may need to silence the Cravats so that the Eminences are not alerted.

As the PCs approach Cryolab Delta, they see a flickering light from the monorail platform. Read more under Locations below.

THE SITUATION

The PCs are pawns in an elaborate game of intrigue. The Council is still in shock after the attack on Memorial Day and is prepared to take extreme action to destroy the Eminences and retain its power.

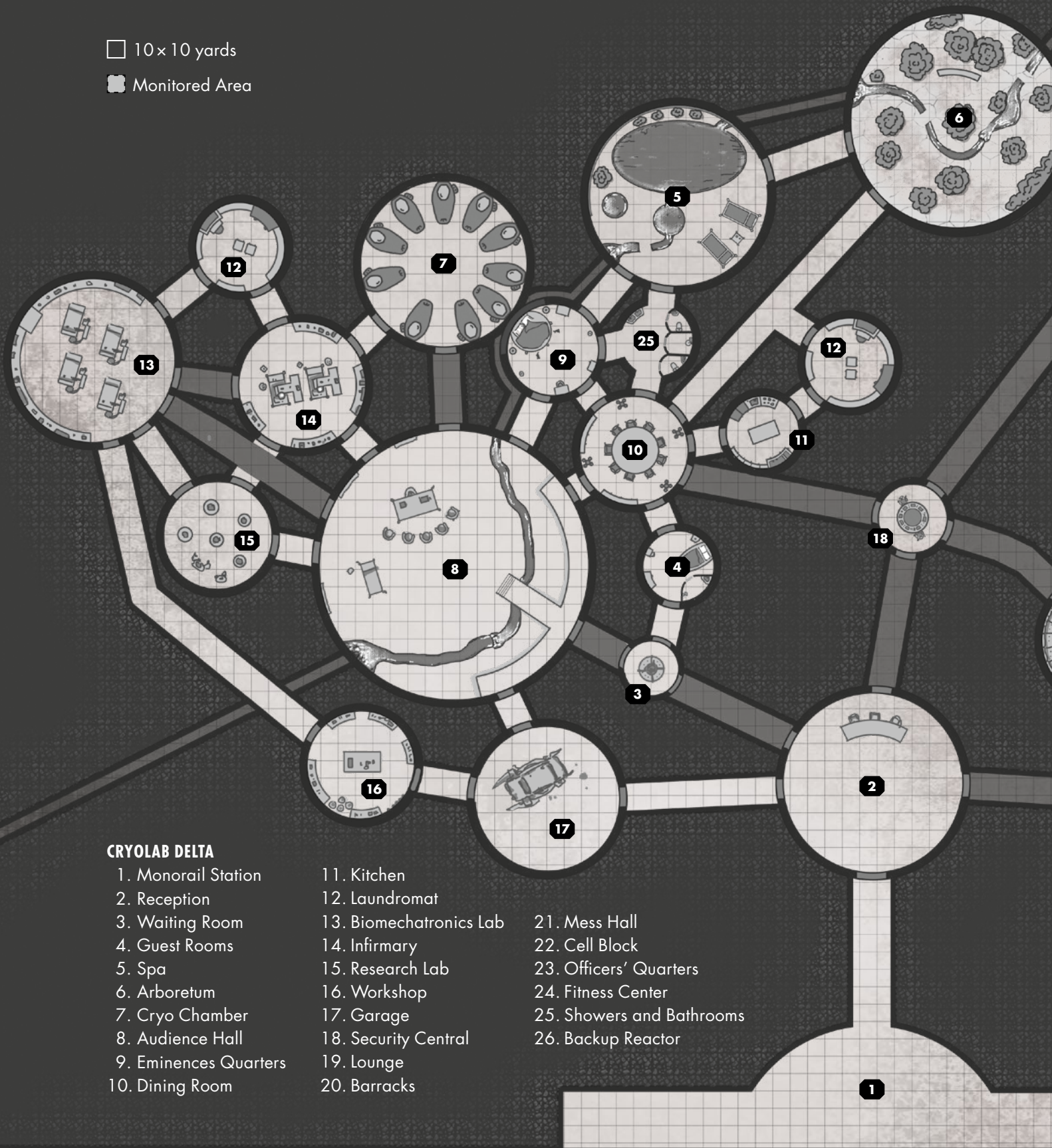
For this reason, the Council has not told the whole truth to the PCs. They expect the PCs to fail their mission. The purpose of sending them to Cryolab Delta is only to distract the Eminences' attention away from the real plan: to activate the Omega Protocol.

In fact, it's the Council and not the Eminences that controls the self-destruct mechanism, which entails filling the enclave with nerve gas (see page 244). The gas is denser than air, which means that it will fill the enclave from the bottom up, starting



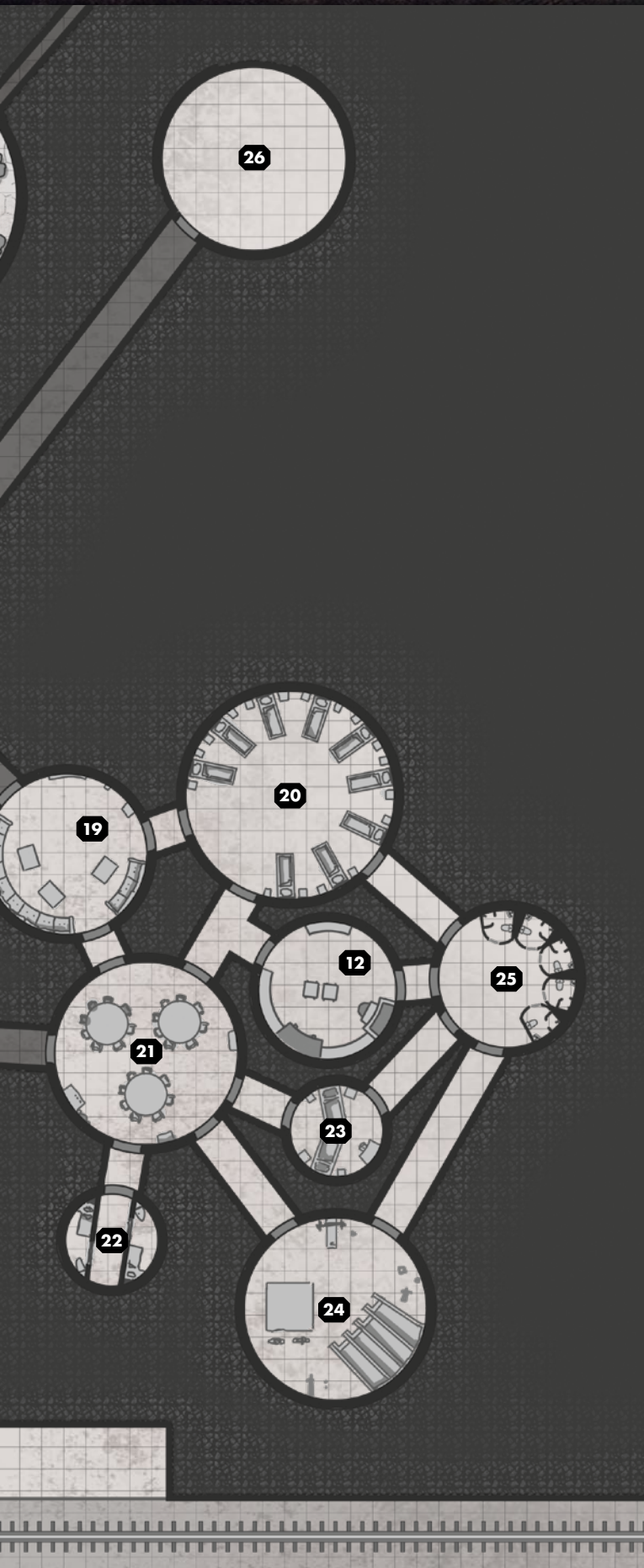
□ 10×10 yards

■ Monitored Area



CRYOLAB DELTA

- | | | |
|-----------------------|----------------------|---------------------------|
| 1. Monorail Station | 11. Kitchen | 21. Mess Hall |
| 2. Reception | 12. Laundromat | 22. Cell Block |
| 3. Waiting Room | 13. Biomechanics Lab | 23. Officers' Quarters |
| 4. Guest Rooms | 14. Infirmary | 24. Fitness Center |
| 5. Spa | 15. Research Lab | 25. Showers and Bathrooms |
| 6. Arboretum | 16. Workshop | 26. Backup Reactor |
| 7. Cryo Chamber | 17. Garage | |
| 8. Audience Hall | 18. Security Central | |
| 9. Eminences Quarters | 19. Lounge | |
| 10. Dining Room | 20. Barracks | |



in the Deep. The Council's plan is to force the Eminences and those loyal to them up to the Crown, where the Deep Watch will be waiting.

The Council has made a miscalculation, however. Once the Omega Protocol is initiated it can't be stopped. The Council is aware of the risk, but is prepared to act regardless, as they see the enclave as lost anyway if the Eminences take power. The Houses must retain their power, everything else is secondary to them.

When and how the PCs will find out about this depends on how they act during the assault on Cryolab Delta. If they are not discovered by Cravats on their way in, they will be able to surprise the Gray. There are seven Eminences in the lab. They are protected by six novices including Cassandra (if the PCs haven't already met her in the Core, see the boxed text on page 230), the Scrap King and eight Cravats, and the Machine Guard Hector. Creon himself will not be here when the PCs arrive, but he will appear during their incursion.

LOCATIONS

Cryolab Delta has been the headquarters of the Gray Eminences since the enclave was founded. They have laid dormant here in cryosleep for nine years at a time, to then spend a year-long shift among the residents of Elysium I before again returning to their deep sleep.

The facility was not damaged directly during the Enclave Wars. However, the monorail system was crippled, leaving the lab isolated from the rest of the enclave. The Council knew, of course, that the Eminences remained in Cryolab Delta, but didn't give the matter much thought. The Gray were left to fend for themselves.

Cryolab Delta is not a lavish facility, but some areas offer a level of comfort otherwise only found in the Crown. However, everything is quite old and worn due to the many decades of use. The facility is illuminated with power from the backup reactor, and some areas have no operational lighting.

Doors. All doors in the lab are metal and open with the press of a button mounted on a nearby wall. The doors can be locked shut with an ID card of security class III or higher. The exceptions are the doors

to security central and the reactor, which require security class V cards. Such ID cards are carried by all Eminences.

Doors can also be locked and unlocked from security central and by an Eminence directly through their psychotronic link. If the alarm goes off, the required security class to lock and unlock all doors automatically increases to V.

A locked door can be opened without an ID card with a successful Tinker roll, or by inflicting 20 points of damage followed by a successful Force roll.

Security Cameras. There are security cameras throughout the cryolab. The map shows their locations and which areas they cover. The cameras can be monitored from security central. However, if it is manned by Cravats, there is always a 50% chance that no one is paying attention to the screens.

The Eminences can connect directly to security central via their psychotronic implants. There is also an alarm and speaker system that can be controlled from security central or directly by an individual Eminence.

1. MONORAIL STATION

A rusty sign above the platform reads "Cryolab Delta." Two Cravats usually sit here as guards, but they are often drinking and not very vigilant (current Wits of 1).

2. RECEPTION

A large round hall with the reception desk at the far end. This is where visitors signed in during their visit to the Cryolab. Nowadays it is used as the meeting place for the Temple's inner circle. Creon usually stands on the reception desk and talks to his followers. When speaking to larger groups Creon is usually out on the monorail platform.

3. WAITING ROOM

In the center of this small circular room is a round sofa with potted plants in the middle. Hidden speakers play soothing background music.

4. GUEST ROOM

There is an elliptical waterbed against one of the walls. A bathroom with a private shower occupies

a small side space. On the wall opposite the bed is a beautiful fresco that depicts the Winter Garden. Another wall has an ornate wood panel. The others are decorated in gold and burgundy patterned wallpaper. A voice terminal on the night table connects to security central and the kitchen.

5. SPA

A spa facility with a small swimming pool, a whirlpool, and sun loungers. It was once very luxurious, but the tiles are now worn and cracked. One wall, however, looks like a portal to another world. It displays a beautiful sandy beach – even the sound of waves and the wind are noticeable.

The image is a hologram that can be controlled from a terminal in a small table by the sun loungers. The terminal also controls a powerful lamp on the ceiling that simulates sunlight. The terminal can be used to communicate with the kitchen or security central. A small canal of water passes through the room.

The Scrap King will be here when the PCs arrive, sitting on one of the sun loungers. A bored Cravats member sits next to him.

6. ARBORETUM

An unkempt plantation of trees, shrubs, and flowers from the Old Age. A small stream flows into the hall, forming a pond. Recorded bird chirps and the humming of bees emanates from hidden speakers. This plantation was created to preserve plant species from the ancient world and remind the Eminences of what once was. It is now overgrown and resembles a wild jungle. Nightmare Flowers also grow here (see *Mutant: Year Zero*), brought in by a careless Eminence from an expedition to the surface world.

7. CRYO CHAMBER

A dark and sterile hall that contains ten coffins, each with a glass lid and controls on the side. These coffins are where the Gray Eminences have rested. Now that all are awake the room is empty.

8. AUDIENCE HALL

A large hall divided into two parts by a six-foot-wide canal. Over the canal runs a narrow bridge without rails. On the far side is a large, ornamented desk

**HANDOUT #3: PROJECT TITAN**

with a computer terminal. Around the desk there are armchairs and a sofa. On the ceiling hangs a large crystal chandelier.

This is the Eminences' auditorium. Here they gather to discuss their plans and receive important guests. The bridge over the canal can be folded back with the press of a button located under the desk. Anyone standing on the bridge when this happens must make a Move roll or fall into the canal.

In the canal there is a hungry Rotfish (see the next page) that the Eminences took from the surface world when it was just a spawn.

In the terminal, the PCs can find interesting information about the Eminences and their activities. They can read a report about two Eminences, Proteus and Rhea, who were recently sent to the surface world to contact Eminences from other

Elysium enclaves. They can also read reports about research station Aros and Project Titan conducted in Elysium IV. See handouts #3-5.

When the PCs arrive, Eminences Selene and Zephyros are in the auditorium along with two Temple Novices and Cassandra (if she's not in the lab). Hector can also be found here.

THE HANDOUTS

Try to make sure that the players see the information in the audience hall, i.e. the three handouts. They give new insight into the Eminences' activities and hints that there are more Eminences out there, in other enclaves – maybe they will be back in future *Mutant* games...

CENTRAL DATA AGENCY

SECURITY LEVEL: HIGH

661213 ■ RESEARCH STATION AROS

ENTRY 661213 EMINENCE THALIA ■

The Academy archives mention the "Aros" facility, originally established by Elysium IV for the purpose of monitoring the surface environment, along with the deployment of xenogenetic creatures. Personnel in cryogenic sleep on site. Control of Uriel III ("eye in the sky") possible. Low contamination in the area makes it a good location for farming and fishing. ■

Conclusion: Optimal location for establishment of major surface settlement, for the recolonization of the outer world. Geographical position of Aros is currently unknown. Further exploration is a priority. ■

TERMINAL AUDIENCE HALL

CRYOLAB DELTA ■■■■■

HANDOUT #4: RESEARCH STATION AROS

THE ROTFISH

This monster resembling a huge wolffish grabs its victims and drowns them by holding them under the water.

Attributes: Strength 10, Agility 5.

Skills: Fight 3, Move 4 (underwater).

Armor Rating: 5

Weapon: Bite (Weapon Damage 2).

Drowning: If the Rotfish makes a successful attack it will pull its victim underwater to drown it. The victim can break free with a successful Move roll.

9. EMINENCES' QUARTERS

A bedroom with a large waterbed. Two porcelain panthers stand at the foot of the bed. Behind the bed is a large aquarium. Two candelabras sit on a night table, and on the wall are several paintings of nature motifs. Several sets of gray robes hang in a wardrobe with mirrored doors.

This luxurious bedroom is intended for the Eminence who is awake when the rest are in cryosleep. By the bed is a comm unit that can be used to reach the kitchen and security central. Behind one of the paintings is a hidden safe containing 200 credits, a gyrojet pistol with three rockets, and a dose of REGEN (see *Mutant: Year Zero*). Opening the safe requires a successful Tinker roll or 50 points of Damage.

The Eminence Moros is sleeping comfortably here when the PCs arrive.



HANDOUT #5: INCIDENT REPORT 690417

10. DINING ROOM

In this hall there is a round table with nine armchairs. Four large candelabras stand on the floor. There are two cupboards with plates, cutlery and glasses. Along the walls run dark and ornate wood paneling. Via a comm unit on the wall, the guests can communicate with the kitchen and security central.

The Eminences Hestia, Larissa, and Nestor are having a meal here when the PCs arrive. A Temple Novice is serving them.

11. KITCHEN

A simple yet functional kitchen with an advanced “autochef” unit that can automatically cook a selection of pies, stews, and soups. The food supply is limited, but the dishes are quite good – the Eminences have managed to acquire the best ingredients the enclave has to offer. A comm

radio on the wall can communicate with the dining room, the Eminences’ quarters, the spa, and security central.

12. LAUNDROMAT

A room with a large washing machine. The walls are lined with cupboards full of detergents and linens for the beds and tables. There is usually a Temple Novice here, handling the laundry.

13. BIOMECHATRONICS LAB

A large room with four operating tables. It is a very advanced and partially automated laboratory. This is where the Eminences created their Machine Guards and Temple Novices. The lab robot DZR-091, with a humanoid upper body mounted on rails, oversees the laboratory. It’s a helpful machine, but it is unimaginative and not very talkative.

Adventurous PCs can get any biomechatronic implant (see Chapter 9) here – they just need to program DZR-091 correctly and lay down on the operating table. This requires a successful Comprehend roll, as DZR-091 needs very precise instructions. If the roll fails, the PC will end up with a randomly chosen implant instead. A PC who undergoes surgery is considered broken, but DZR-091 will Heal the patient (it has a Heal skill level of 5).

The Eminence Thalia and two Temple Novices are in the laboratory when the PCs arrive. Thalia is currently improving the interface on a Temple Novice while another novice assists her.

14. INFIRMARY

A room with advanced medical equipment and two hospital beds. Here, the Eminences are awoken from their cryogenic sleep.

Along the walls there are cabinets with medical equipment. There is one dose each here of REGEN, painkillers, and stimulants (see *Mutant: Year Zero*). The infirmary as a whole gives a +3 Gear Bonus to Heal but requires a Comprehend roll to be used.

15. RESEARCH LAB

A small room with dim lighting. Fetuses of mutant creatures from the surface world are preserved in glass containers and displayed throughout the room. There are monsters like the Devourer and Rotfish, along with several bipedal mutant animals. A container with a mutant fox is labeled “Genlab Alpha specimen, collected 2113-03-17.”

16. WORKSHOP

This room smells of oil and fuel. Tools such as wrenches and electronic tools (both artifacts) hang on the walls. In a corner is a can of aviation fuel (counts as the jerrycan artifact, see *Mutant: Year Zero*). It can be used to make a fire bomb or to refuel a PC’s reconnaissance armor. It contains enough fuel for a day’s use.

17. GARAGE

A silo with a ceiling 150 feet high. Two large yellow rectangles are painted on the concrete floor. On one of the rectangles stands the wreck of a hovercraft.

It’s similar to the model used by patrolling judicators, but it’s hermetically sealed hull enables it to be used for trips to the surface world.

The vehicle is not operational and cannot be repaired – several vital parts have been removed. Oil stains and burn marks from a jet exhaust indicate that another vehicle recently sat on the other rectangle.

The ceilings of the silo can be opened using a terminal on the wall. The ceiling itself opens like the iris of an eye, allowing vehicles to take off or land. A metal ladder leads up to the ceiling for service work.

18. SECURITY CENTRAL

All security cameras in the cryolab can be monitored from screens mounted by a desk in the shape of a semicircle in this room. However, some cameras are out of order. All monitored areas are indicated on the map on page 234.

A speaker system allows the personnel here to talk to any room in the facility. From security central, all doors can also be locked and unlocked.

There are two Cravats here when the PCs arrive. However, they are not very vigilant and will watch the monitors only about 50% of the time.

19. LOUNGE

Low sofas are found inside this room. There is an ancient video projector that plays movies from the Old Age. Here, more than anywhere else in the enclave, videos deemed subversive or inappropriate by Elysium’s founders can still be viewed, and the collection available is extensive. The black and white classic *Casablanca* is currently playing. Against the wall stands a vending machine that once offered small pastries and cigarettes. Other than some dry cigarette packages it is now empty. When the PCs arrive there are three Cravats sitting on sofas, arguing about what to watch next.

20. BARRACKS

A room with nine bunk beds, each with an accompanying locker. This room originally housed the lab’s security force. It is now used by the novices and Cravats.

THE ALARM

The PCs can trigger the alarm in the cryolab if they are seen by a surveillance camera (see Security Central). The alarm will also be triggered if the PCs are spotted by an Eminence or Hector, unless they are broken in the first round of combat. If the PCs are spotted by a Temple Novice or a Cravat, they have several rounds to silence them before an alarm will sound.

If the alarm is triggered, a warning signal sounds and a loudspeaker announces that hostile intruders (the PCs) are in the facility. The Eminences and their underlings will organize a defense. The Gray will flee out into the Zone (via Port Mendel) if they are losing the battle. The same goes for the Scrap King and the Cravats, who have no deeper loyalty to the Eminences. Hector and the Temple Novices will sacrifice themselves without hesitation if ordered to do so.

21. MESS HALL

A large room with several round tables. In one corner stands an “autochef” unit that can cook simple dishes upon request. Unlike in the Eminences’ kitchen, the options available here are limited to tasteless soups and stews. The food might not be flavorful, but it is protein rich thanks to the use of insects as a replacement for other raw materials now long depleted.

22. CELL BLOCK

Two cramped cells. Locking or unlocking the doors requires an ID card class V or higher.

23. OFFICERS’ QUARTERS

A bedroom with two single beds and a small desk of dark wood. This room used to house the guard officers. Now, the Machine Guard Hector stays here whenever he is not out patrolling.

24. FITNESS CENTER

The smell of sweat is ingrained in this room. There are robotic training machines here and two robots for combat exercises (the robots fight back and have a Strength 3 and a Fight skill level of 4). A hologram wall displays archery targets.

25. SHOWERS AND BATHROOMS

A room with five stalls along the wall. Each booth is a combination of shower and bathroom.

26. BACKUP REACTOR

A worn control room for the cryolab’s backup reactor, which is built into the bedrock next to it. The reactor’s control room has Rot Level 3. With a successful Tinker roll, a character can cause a meltdown in the reactor that will trigger a chain reaction that will flood the entire cryolab with radiation (immediately dealing D6 Rot Points and then one Rot Point per minute to everyone in the facility).

NPCS

Of the campaign’s key NPCs, Colonel Montague, the Eminence Creon, the novice Cassandra, the Scrap King, and Nutty Nadya all appear in this Incident. Other NPCs are described below.

THE SOOTY HAND

The remains of Nadya’s gang are a few loyal young men and women. At this point, they fear for their lives. They are angry and violent but are willing to listen to the PCs if they have a compelling plan. At their height, the gang consisted of about 30 members, but now only five remain with Nadya. They all have their right hands painted black.

Personal Goal: To survive.

Reputation: 0

Attributes: Strength 4, Agility 3, Wits 2, Empathy 2.

Skills: Shoot 2, Fight 3.

Biomechatronics: Reinforced Skull, Machine Arm, or Pain Inhibitors.

Gear: Scrap pistol (five bullets) and a blunt instrument.

THE CRAVATS

The Scrap King allied himself with the Gray, and his gang now acts as henchmen for the Eminences in the Deep and the Catacombs. The gang's signature is a handkerchief tied around the neck worn by all members, men as well as women. There are eight Cravats in Cryolab Delta when the PCs arrive. They were tasked with guarding the Cryolab but are not very loyal. They will flee rather than fight to the death.

Personal Goal: To eat, fight, and make the Scrap King proud.

Reputation: 0

Attributes: Strength 4, Agility 3, Wits 2, Empathy 2.

Skills: Shoot 3, Fight 3.

Gear: Scrap pistol (D6 bullets), club.

THE GRAY EMINENCES

There are nine Eminences in Elysium I in addition to Creon. Five of them are women: Hestia, Rhea, Larissa, Selene, and Thalia. The other four are men: Moros, Nestor, Proteus, and Zephyros. They all have identical attributes and skills. Seven of them are in Cryolab Delta when the PCs arrive. Proteus and Rhea are traveling on the surface in a hovercraft looking for other Elysium enclaves and the Aros research station, while Creon is currently out but set to return soon.

Personal Goal: To preserve their psychotronic bond and kill anyone who threatens them.

Reputation: 10

Attributes: Strength 3, Agility 4, Wits 5, Empathy 4.

Skills: Fight 2, Move 2, Shoot 4, Comprehend 5, Sense Emotion 5, Manipulate 3.

Biomechatronics: Interface.

Gear: Gyrojet pistol (D6 rockets each), class V ID card.

Special: All Eminences except Creon have just recently woken from their cryosleep and therefore the psychotronic bond between them is overly sensitive. Each time an Eminence is broken, all other Eminences suffer one point of Fatigue and one point of Confusion. This effect does not apply to Creon.

HECTOR

A Machine Guard who acts as the Eminences' bodyguard in Cryolab Delta. All other Machine Guards are back in the Core or the Deep. Like other Machine Guards, Hector's original personality is non-existent. He can be remotely controlled by the Gray via a communicator, but he has a standing order to protect them and can act independently.

Personal Goal: To neutralize all threats to the Eminences.

Reputation: 1 (see below)

Attributes: Strength 5, Agility 5, Wits 3, Empathy 1.

Skills: Force 4, Fight 5, Shoot 4.

Biomechatronics: Reinforced Skull, Interface, Thermal Vision, Communicator, Machine Arm, Machine Legs, Targeting Scope, Pain Inhibitor, Overdrive.

Gear: Gyrojet carbine (six rockets), class V ID Card.

Special: Hector cannot be Manipulated or Prosecuted, and he cannot suffer Doubt.

TEMPLE NOVICES

In addition to Cassandra (if she is here) there are five other Temple novices in the cryolab when the PCs arrive. These five have implants in their brains and follow the Eminences' orders to the letter. They perform simple daily chores. They are not violent in nature and will not even fight in self-defense but can be forced to commit violence in defense of the Eminences.

Personal Goal: To follow the will of the Eminences.

Reputation: 1

Attributes: Strength 2, Agility 4, Wits 2, Empathy 3.

Skills: Sneak 2, Move 2, Sense Emotion 3, Manipulate 2.

Biomechatronics: Interface.

Gear: None.

Special: Temple Novices cannot be Manipulated or Prosecuted, and they cannot suffer Doubt.

PSYCHOTRONICS

All Eminences in the Sleeping Council are linked via microchips implanted in their brains. These microchips contain radio transmitters and receivers that trigger limited telepathic capabilities. This technology is called “psychotronics” and was developed in the Academy (see the Murder Incident).

The Gray can communicate with each other at a distance through the psychotronic bond. They can also benefit from each other’s brain capacity, making them extremely intelligent. A side effect of long-term interconnection is that patients feel each other’s pain and can suffer from severe trauma if someone else in the link is killed.

Recently, the Gray have also implanted psychotronic chips in some Temple novices and a unit of biomechatronic soldiers, the so-called Machine Guards. These psychotronic bonds are different – they give the Gray total control over the individuals by eliminating their personalities.

DEEP WATCH ELITE SOLDIERS

Colonel Montague leads an elite unit that consists of as many soldiers as there are PCs.

Personal Goal: To follow Montague’s orders.

Reputation: 3

Attributes: Strength 4, Agility 4, Wits 2, Empathy 3.

Skills: Fight 3, Shoot 3, Press On 2.

Gear: Gauss carbine, an E-pack, combat armor, frag grenade.

EVENTS

What happens during the PCs’ visit to Cryolab Delta can vary quite a bit. Let them explore the base as they like. The following are suggested events that you can use whenever you want to increase the pressure.

- ❑ The PCs run into Cassandra, who is distraught. She wants to avoid fighting and will instead try to negotiate with the PCs. She has realized that the Eminences plan to enslave Elysium I and rule the enclave themselves, and wants the PCs to stop them – if they promise not to hand back power to the Houses.
- ❑ The Scrap King attacks. If the PCs have met him before (in the Kidnapping Incident) he might be out for revenge. He will attack in a brutal but cowardly way, preferably picking off one PC at a time. If he gets the chance to use the trap door in the audience hall, he will gladly do it. The Scrap King is always accompanied by some Cravats. If he is defeated, he will try to negotiate with the PCs.



- ❑ Hector attacks. He is completely emotionless, and impossible to Manipulate. If he is overpowered, he will temporarily retreat, but will turn up later and attack again.
- ❑ If the PCs end up in serious trouble, the Sooty Hand can come to their rescue. Nutty Nadya realizes that the Gray will never let them live in freedom and is prepared to sacrifice herself to defeat them.
- ❑ At the appropriate time, preferably when the Gray and Hector are defeated and the PCs believe they have succeeded in their mission, Creon returns to the cryolab, along with a Machine Guard (Ariadne, in game terms identical to Hector) and some Temple Novices (as many as there are PCs). Creon knows what has happened thanks to his psychotronic bond to the other Eminences. He uses the speaker system to address the PCs. He states that the Council activated the Omega Protocol. The nerve gas has already killed many in the Deep and the survivors are fleeing up toward the Core and the Crown. Players must decide if they believe Creon or not.
- ❑ Creon realizes that the game is over – the Gray cannot stop the Omega Protocol. His goal now is to gather the Eminences and novices who survived the PCs' attack against Cryolab Delta and head out into the Zone. If the PCs have killed one or more Eminences, Creon will be filled with a holy wrath and thirst for revenge. If the PCs have taken Eminences as prisoners, Creon is ready to negotiate. He is pragmatic and realizes that he has nothing to gain from fighting the PCs at this point.
- ❑ While the PCs negotiate with Creon, an elite Deep Watch unit arrives, commanded by Colonel Casimir Montague. It consists of as many soldiers as there are PCs. Montague's orders are to clean up and eliminate all witnesses – both the Gray and the PCs, who were never meant to survive their mission. Creon and the Scrap King will fight alongside the PCs if offered an alliance. Montague fights to the bitter end. He is not interested

in talking to the PCs, but he can confirm that the Council has activated the Omega Protocol. It may be possible to Manipulate Montague to have him spare the PCs.



THE OMEGA PROTOCOL

The Omega Protocol plan was created when Elysium I was built. Its purpose was twofold: to prevent the enclave from ever falling into enemy hands, and to guarantee that the enclave leadership could never be overthrown by an inner threat. The plan consists of two phases:

In Phase 1, a deadly nerve gas is released into the enclave from hidden canisters. It is a dense gas that accumulates in the Deep first. As the enclave is filled by the gas, it rises upwards. It takes about 30 minutes for the gas to reach the Core and another 30 minutes to get to the Crown. This phase will trigger total panic as people desperately try to escape from the Deep, seeking refuge higher in the enclave.

The gas, which is invisible but has a sweet smell, is treated as an attack with nine Base Dice each round (Weapon Damage 1). Armor provides no protection against the gas, but special protective gear like gas masks and sealed suits do. Anyone who is broken by the gas will die after D6 minutes if no one successfully Heals the victim (–2 modification to the roll).

In Phase 2, a large number of hidden charges are detonated. The explosions trigger a chain reaction, causing all floors of the enclave to collapse. Anyone still inside the enclave when Phase 2 commences will be immediately killed or trapped far underground amidst a twisted labyrinth of rubble.

The goal of the Council is to force the Temple's forces to the Crown as they flee from the poison gas, where the bulk of the Deep Watch will be waiting for them to finish them off. In this, the plan will succeed – the Temple's army of novices and Machine

Guards will be destroyed. Many innocents will die too, but this is a price that the desperate Council is prepared to pay – the way they see it, the power of the Houses must under no circumstances be broken.

The Council intends to stop the Omega Protocol before the gas reaches the Core, and before Phase 2 triggers. But they have made a grave miscalculation – the Omega Protocol cannot be stopped once it has been activated.

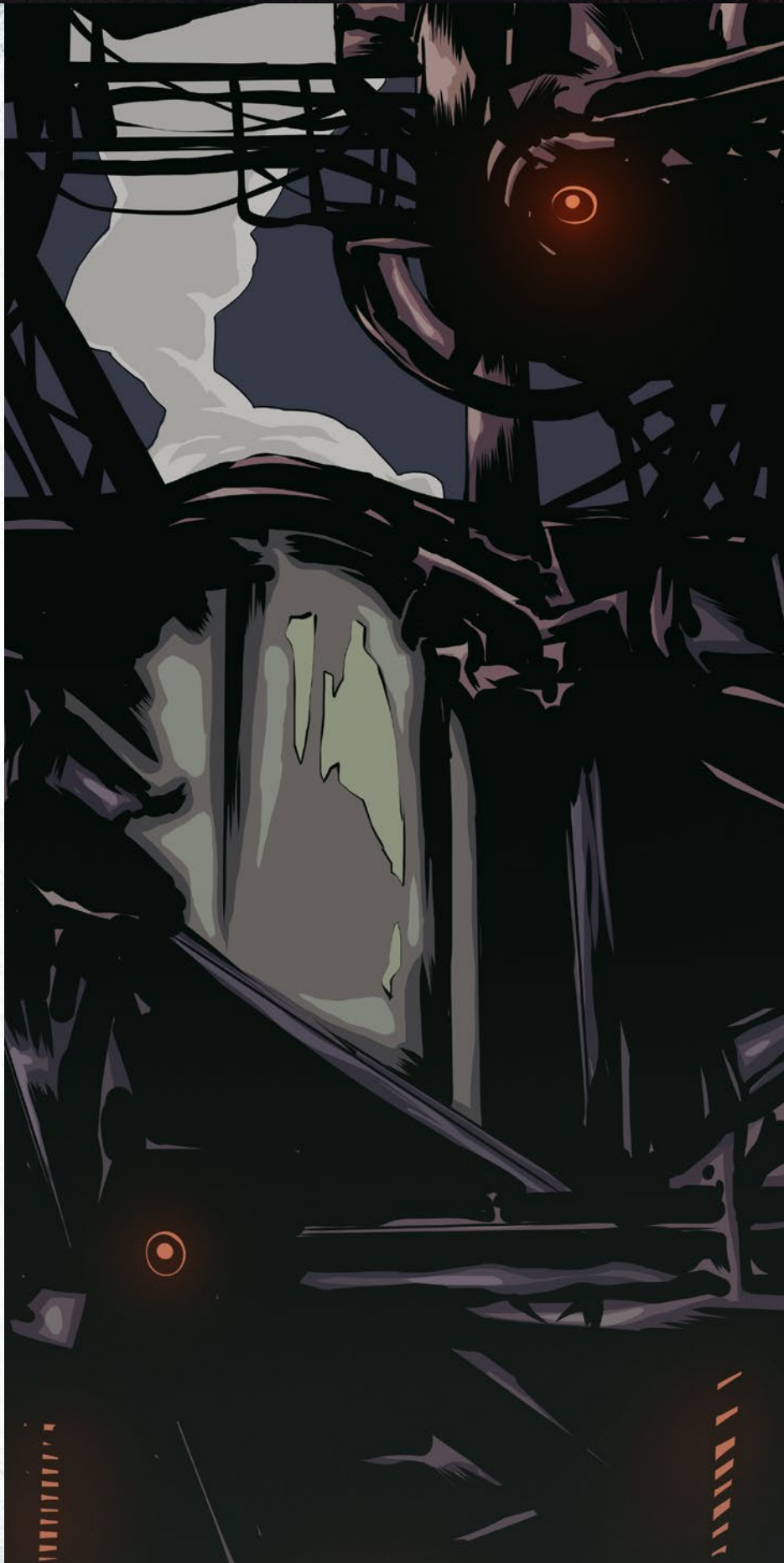


AFTERMATH

When the dust settles, the PCs are likely alone in Cryolab Delta. The Gray as well as the Cravats are probably either dead or on the run. The PCs have no choice but to leave the Catacombs the same way they came in, via Port Mendel and the surface world.

Regardless of whether the PCs fly with their reconnaissance armor or walk on foot, they will soon see a huge crowd of people on the surface. Hundreds, perhaps thousands of people, pour out through the Breach to see the sky and breathe fresh air for the first time in their lives. Many fall to their knees, shocked by the experience. Others, either injured in the fighting or affected by the poison gas, follow behind with the help of others.

The thunder of heavy explosions in the depths announces the final phase of the Omega Protocol. All 84 levels of the enclave fall one after another, the city's alleys and buildings are crushed as they collapse into the abyss. Elysium I is no more. The long atomic winter is over. A new dawn is here. A new kingdom will be built.







HUMANS IN THE ZONE

Many residents of Elysium I will lose their lives with the fall of the enclave – workers and highborn alike. After the initial shock of returning to the surface, the survivors will turn their anger toward the Council for not only triggering the Omega Protocol, but also for keeping the truth about the surface world hidden for decades.

Whatever remains of the Council collapses quickly. From now on, everybody must find their own way on the surface world. However, this doesn't mean that the Houses give up striving for power and influence. A whole new world lies before them.

When the *Guardians of the Fall* campaign is over, the story of the enclave survivors can continue in *Mutant: Year Zero* and be combined with the two previous expansions: *Genlab Alpha* and *Mechatron*. The humans from Elysium I reach the Zone at about the same time as the robots from *Mechatron-7* arrive, and the mutant animals' long walk from *Genlab Alpha* reaches its end.

With the end of *Mutant: Elysium*, all classes of sentient creatures in the Mutant universe have finally arrived in the Zone. It's time to forge a new era.

Each player can choose to continue with his PC from *Elysium* or reprise a human mutant, an animal mutant, or a robot character from a previous campaign – or create a brand new PC. If you didn't run any of the previous campaigns in the *Mutant: Year Zero* world, this is a great opportunity to start a new one, creating PCs from any of the four classes in the available books.

MEETING THE DENIZENS OF THE ZONE

The meeting between the enclave humans and the previous inhabitants of the Zone is an overwhelming event for all involved. The meeting can take many forms and play out in different ways. You can let this encounter occur “off-screen” and fast-forward to a later point in the story, or play through the event.

The first option is preferred if you want to start playing a mixed group right away, but if you have time to play out the actual meeting it can be an exciting experience. Below is a possible sequence of events. See this as inspiration; feel free to change and modify whatever is necessary to best fit your campaign.



THE ARRIVAL OF HUMANITY

After the fall of Elysium I, the Houses still try to hold onto their power, but divisions occur and the enclave survivors split into smaller groups, each looking for a new place to settle.

WHERE WAS ELYSIUM I LOCATED?

Exactly where in the world Elysium I is located, and how long the walk to your chosen Zone takes, is up to you to decide. The enclave was completely destroyed by the Omega Protocol, and there is nothing down there for the denizens of the Zone to find but death.

The humans soon realize that they are not alone in the Zone. They will meet human mutants from the Arks, and possibly also mutant animals and robots. The surviving highborn humans tend to regard these strange creatures as a lower class, treating them as servants and laborers.

A group of about a hundred enclave humans settles down in an area of ruined buildings near an Ark. They use their enclave technology and technical skills to quickly build an advanced settlement with a water supply, medical care, and a disciplined militia. A marketplace is established inside the walls of the settlement, which rapidly becomes a major power in the Zone.

The Zone mutants quickly become dependent on their new neighbor: they receive medical care,

food, and are offered work by way of various construction projects. The new settlement expands and soon begins to resemble a small town. Meanwhile, the gap grows between humans and mutants, who are treated as second-class people.

POSSIBLE EVENTS

Chapter 16 of the *Mutant: Year Zero* core book describes a number of events that might happen when humans reach the Zone. These are repeated here, in case you do not have access to that book:

- ❑ Humans and mutants unite in the fight against a common enemy, such as the Zone Ghouls, the Helldrivers or the Nova Cult. The struggle against these enemies is long and hard but finally, with help from the newcomers' technology, victory is achieved.
- ❑ A new watchtower is to be built in the human settlement. Many of the Ark mutants take part in the work. Then disaster strikes. The tower collapses, and several mutants die. A wild protest breaks out, tearing a rift between mutants and humans. But most mutants remain dependent on their new human masters.
- ❑ More enclave humans arrive at the settlement, doubling its population in a matter of weeks. New homes are built and trade routes with other factions in the Zone are established. Some of the humans grow very rich, while most of the mutants remain poor. Discontent is brewing.
- ❑ The conflict between humans and mutants intensifies. A militant human faction gives hate-stirring speeches in the marketplace, preaching that mutants are second-rate beings that have no place in the dawnworld. Some mutants are caught and beaten or burnt to death.
- ❑ The mutants have had enough of the abuse. In secret, they plan an attack against the humans. A bloodbath is imminent unless someone – the PCs? – can defuse the situation and give mutants and humans a common purpose.

NEW PCS

After the enclave humans arrive in the Zone, players can choose from four different classes when they create new characters: enclave human, human mutant (requires *Mutant: Year Zero*), mutant animal (requires *Genlab Alpha*) or robot (requires *Mechatron*).

PROFESSIONS AND ROLES

The newcomers bring new knowledge from their former life in the enclave and exchange their knowledge with the inhabitants of the Zone. When a new PC is created in the Zone, the player can choose between all the professions and roles described in *Year Zero*, *Genlab Alpha*, and *Elysium*.

Human and animal mutants can learn the professions from *Elysium*, but doing so requires that some projects have been performed in their settlement (see table). However, new human PCs can be created with these professions regardless of community projects, assuming they have been trained in the enclave.

Robots can never learn professions or roles and are limited to their models.

PROFESSIONS IN THE ZONE

PROFESSION	REQUISITE PROJECT
Scholar	Academy (new)
Officer	Army
Procurator	Code of Law (new)
Soldier	Army
Technician	Workshop
Investigator	Tribunal

NEW TALENTS

Talents can also be exchanged between classes. After the enclave dwellers arrive in the Zone, all PC mutants, animals, and humans have access to all the general talents described in *Year Zero*, *Genlab Alpha*, and *Elysium*. Talents associated with a particular role or profession remain exclusive.

CONTACTS

Belonging to a prominent family remains as important in the Zone as it was back in the enclave. The PCs' contacts (See Chapter 5) survive the exodus to the surface and are used the same way. Other classes cannot get contacts – they are only available to humans from the enclave.

How many IP a PC gets at the start of each game session is determined in the same way as before, by the total Control of the PC's House. Read more below on how Control works in the Zone.

REPUTATION

A human PC has a Reputation score, and they keep it outside the enclave. If the Social Ladder project is carried out in the settlement (below), human mutants will also get a Reputation score.

The table for starting Reputation on page 20 remains the same for humans outside of the enclave. All mutants automatically get a -2 modification to their starting Reputation however, because the humans find them less refined. All human mutants in the Arks of *Year Zero* start out as young.

The table below indicates how the starting Reputation score is modified by *Year Zero* and *Genlab Alpha* roles. Roles not listed in the table don't affect the starting Reputation. Mutant animals and robots don't have Reputation scores – the animals instead have Rank and robots have Hierarchy scores.

REPUTATION	
ROLE	REPUTATION
Boss	+2
Chronicler	+1
Grunt	-1
Seer	+2
Warrior	+1
Healer	+1
Mutant	-2

Changing Reputation: How Reputation changes is handled differently out in the Zone. The list on page 25 is no longer valid. Instead, the following applies:

- ❑ If the PC has sacrificed or risked something for his House during the session, his Reputation increases by one.
- ❑ If the PC disappoints or betrays his House in any way, his Reputation drops by one.

You may also raise or lower a PC's Reputation as a result of exceptional actions in the game, provided the event becomes public knowledge.

RELATIONSHIPS

If a player creates a new human PC out in the Zone, the PC will not have relationships with other PCs and NPCs described for each profession as listed in Chapter 2. Instead, the player himself will need to create starting relationships.

GEAR

Leaving the enclave drastically reduces access to advanced technology. New PCs created with *Mutant: Elysium* rules, therefore, will not have access to the same starting equipment as the enclave dwellers had. Use the following table to replace the starting equipment listed in each profession description in Chapter 2:

ARTIFACT	REPLACE WITH
Stun gun	Sling
Stun baton	Spiked bat
Gauss pistol, gyrojet pistol	Scrap pistol
Gauss rifle, gyrojet carbine	Scrap rifle
Vibro knife	Scrap knife
Frag grenade	None
Comm radio	None
E-pack	None
ID-card	None
Credits	Bullets

PATROL LEADER & DOUBLE AGENT

After the fall of the enclave, the PCs are no longer judicators. They have no patrol leader, and nobody is a double agent. Instead, PCs are handled in the same way as in *Mutant: Year Zero*. Each PC should choose another PC as his buddy.

ARTIFACTS

After the fall of Elysium I, artifacts from the enclave can turn up out in the Zone. You can simply mix Artifact Cards from the custom card deck for *Mutant: Elysium* with cards from *Year Zero*, *Genlab Alpha*, and *Mechatron*. This will mean that a larger variety of artifacts, including more advanced enclave technology – such as gauss and gyrojet weapons – can now be found in the Zone.

OUTPOSTS

Human settlements in the Zone are called outposts. An outpost can consist of only humans, but more often humans from the enclave are joined by human mutants (see *Year Zero*) and/or animal mutants (see *Genlab Alpha*).

In the game mechanics, an outpost with enclave humans is handled like an Ark in Chapter 7 of the *Mutant: Year Zero* core book. Some differences are outlined below.

DEVELOPMENT LEVELS

A human outpost in the Zone uses the same Development Levels as an Ark: Food Supply, Technology, Culture, and Warfare. A newly established outpost begins with zero in all Development Levels.

NUMBER OF INHABITANTS

Unlike the Ark mutants, the humans from the enclave are not sterile but fully capable of bringing children into the world. This means that the population of such a society does not automatically fall, to the contrary, it can grow – and grow rapidly.

When you roll to determine the “session body count” at the end of each game session (see page

115 of the *Mutant: Year Zero* core book), also roll a die to determine how many people are born or have moved into the outpost. This roll is also made with a D6, modified by the current Food Supply Development Level. See the table below.

**INHABITANTS IN THE OUTPOST**

FOOD SUPPLY	NUMBER OF DEATHS	BORN/ SETTLED IN	POPULATION LIMIT
0–9	D6	D6	200
10–19	D6–1	D6+1	400
20–29	D6–2	D6+2	800
30+	D6–3	D6+3	1,600



Large Outposts: When the population in the outpost rises over 400, roll for population change once per month (in game time) instead of after each game meeting. Also, the dice result also shows the percentage change instead of the actual number of persons. Round to the nearest integer.

Population Limit: The current Development Level in Food Supply sets a limit for how large an outpost can get. This is shown under Population Limit in the table above. Note that the limit is per outpost – by establishing multiple settlements (as projects), an outpost can accommodate more residents. Robots do not count towards the population limit.

EXAMPLE

Pandora Kilgore's outpost in the Zone consists of 397 brave inhabitants – a mix of humans, mutants, animals, and robots. The Current Development Level in Food Supply is 24.

The game session is over and the group rolls for the session body count and newcomers. The first roll is a 3 and the other a 4. This means that one person dies (3–2) and six people are added (4+2). The population thus increases by five individuals to 402.

The society now counts as big, and the next population roll is made after a month of game time. The Development Level in Food Supply is unchanged.

The group now rolls a 5 and a 3, which means that 3 percent of the population dies, but it is increased by 5 percent due to births and new settlers – overall an increase of 2 percent. 2 percent equals eight persons, meaning the population rises to 410.

PROJECTS IN AN OUTPOST

All projects described in *Mutant: Year Zero* are available to a human outpost as well. In addition, there are several projects available only to settlements that contain human survivors from the enclave. These are described below.

❑ CODE OF LAW

The outpost agrees on a regulatory framework of laws and that govern what is allowed and prohibited in society.

DEV Requirements: Culture 20, Warfare 10

Other Requirements: Tribunal

Skill: Comprehend

Work Points: 2 × number of PCs

DEV Bonus: Warfare +D6, Culture +D6

Special: Requirement to use the Prosecute skill

❑ PRISON

A place where criminals are held under lock and key until they have atoned for their transgressions.

DEV Requirements: Warfare 20

Other Requirements: Tribunal, Code of Law

Skills: Comprehend, Endure

Work Points: 2 × number of PCs

DEV Bonus: Warfare +D6

❑ SEWER SYSTEM

The outpost establishes a system of pipes for draining wastewater.

DEV Requirements: Technology 20, Food Supply 20

Other Requirements: Workshop

Skills: Comprehend, Jury-Rig, Tinker

Work Points: 2 × number of PCs

DEV Bonus: Culture +D6, Food Supply +D6

❑ TRADING POSTS

The outpost establishes several small trading posts throughout the Zone to conduct trade and diplomacy with other groups.

DEV Requirements: Culture 20, Food Supply 20

Other Requirements: Market

Skills: Manipulate, Make a Deal

Work Points: 2 × number of PCs

DEV Bonus: Culture +D6, Food Supply +D6

❑ SOCIAL LADDER

The outpost develops social hierarchies where some individuals rank higher than others.

DEV Requirements: Culture 25

Skills: Manipulate

Work Points: 1 × number of PCs

DEV Bonus: Culture + D6

Special: Completing this project means that even mutants in the outpost get Reputation scores.

❑ CURRENCY

The outpost establishes a single common currency – credits – replacing the trade in bullets.

DEV Requirements: Culture 30

Other Requirements: Bank, Foundry

Skills: Comprehend, Make a Deal

Work Points: 2 × number of PCs



DEV Bonus: Culture +D6, Food Supply +D6
Special: A credit corresponds to a bullet in value.

□ STREET PLANNING

The clutter of hovels in the outpost is replaced by a planned and orderly pattern of streets and homes.

DEV Requirements: Culture 30, Technology 30

Other Requirements: Suffrage or Autocracy

Skills: Comprehend, Endure

Work Points: 3 × number of PCs

DEV Bonus: Warfare +D6, Food Supply +D6

□ NEWSPAPER

A periodic news publication is created. It covers many major and minor activities and daily life in the outpost.

DEV Requirements: Culture 30

Other Requirements: Ink & Paper, Printing Press

Skills: Manipulate, Enlighten, Investigate

Work Points: 1 × number of PCs

DEV Bonus: Culture +D6

□ COURIERS

A group of couriers are given the task of transporting important letters and other shipments between settlements.

DEV Requirements: Culture 30, Technology 30

Other Requirements: Settlement and either Suffrage or Autocracy

Skills: Comprehend, Endure

Work Points: 2 × number of PCs

DEV Bonus: Culture +D6, Food Supply +D6, Warfare +D6

□ INDUSTRY

Facilities for mass production of goods and gear.

DEV Requirements: Technology 35

Other Requirements: Foundry

Skill: Comprehend, Tinker, Jury-Rig

Work Points: 3 × number of PCs

DEV Bonus: Technology +D6, Warfare +D6, Food Supply +D6

□ COMMISSION OF ANCIENT TIMES

The Dawn Vault is replaced by an organized authority that collects, catalogs, and studies finds from the Old Age.

DEV Requirements: Technology 35, Culture 30

Other Requirements: Ink & Paper

Skill: Comprehend, Enlighten

Work Points: 2 × number of PCs

DEV Bonus: Culture +D6, Technology +D6

□ AIRSHIP

The brightest Technicians and Gearheads have invented an aircraft that can fly using a balloon filled with hot air or gas.

DEV Requirements: Technology 35

Other Requirements: Workshop

Skill: Comprehend, Tinker, Jury-Rig

Work Points: 2 × number of PCs

DEV Bonus: Technology +D6

Special: An airship can carry up to ten passengers and enables Zone travel (one sector per hour) without being exposed to the Zone's threats. Sectors passed by airships are not counted as explored, but Stalkers can Lead the Way from an airship in the same way as from an elevated position. To propel the airship a Steam Engine (separate project) is required, otherwise it will drift in the wind. Airships can also be used to flee from a conflict, granting a +1 Gear Bonus to the Move roll. Armor Rating 3, Resilience 10.

□ ACADEMY

The outpost establishes an institution for research and higher education.

DEV Requirements: Technology 40, Culture 35

Other Requirements: Collectivism, School

Skill: Comprehend, Enlighten

Work Points: 3 × number of PCs

DEV Bonus: Food Supply +D6, Culture +D6, Technology +D6

□ EMPIRE

The outpost designates an emperor to lead the people into the new dawn.

DEV Requirements: Warfare 40, Culture 40

Other Requirements: Autocracy, Settlement

Skill: Manipulate or Command

Work Points: 2 × number of PCs

DEV Bonus: Warfare +D6, Culture +D6

HOUSE CONTROL

Though battered, the Houses survive the fall of Elysium I and bring their old ambitions of dominance and conquest to the surface. Technically, each House retains Control even in the Zone, but only total Control is counted – it's not divided into sectors.

When the enclave is lost, each House loses 2 points of total Control (to a minimum of zero). It's only relevant to keep track of the Control of Houses represented by PCs in the group.

New Campaign: If you start a new campaign with enclave humans out in the Zone without having played *Guardians of the Fall*, each PC's House starts the game with D6 total Control.

USING CONTROL

A player with a PC belonging to one of the Houses can use its Control during the Assembly sessions in the outpost (see page 103 in the *Mutant: Year Zero* core book). Control can be used in two different ways:

- ▣ To contribute to projects being worked on in the outpost.
- ▣ To stage Incidents in order to increase the House's Control further.

A player cannot do both above options in the same Assembly – he must choose one of the two.

CONTRIBUTING TO A PROJECT

A House can use its influence to help finish projects in the outpost more quickly. The player simply distributes his House's total Control amongst the projects already in progress (including those commenced at that same Assembly meeting). Each point of Control assigned to a project reduces the number of remaining Work Points by one.

STAGING INCIDENTS

A House can also use intrigue and stage Incidents to strengthen its own power in the Zone at the expense of others, just as it did in the depths of the enclave. This can increase the total Control of the House but will lower a Development Level in the outpost.

The reason for a player to do this can be to get

more Influence Points at the start of each game session. Thus, the player needs to weigh his own benefit against the interests of the outpost as a whole.

To stage an Incident, the player is first assigned two random Incidents just like back in the enclave (see Chapter 10). If you have access to the custom card deck for *Mutant: Elysium*, simply draw two random Incident Cards. The player chooses one of them, shows it to the group and its starting effect is immediately applied. The player then rolls dice to see if the Incident succeeds. Use the table on page 151 but use the Warfare Development Level instead of Security. If the Incident succeeds, the total Control of the House increases by one. Ignore the final effect of the Incident.

How the Incident affects the game is up to you as a GM. You can let the Incident happen in the background without affecting the PCs, or have the PCs get involved in the intrigue and build an entire gaming session around it.

DEVELOPMENT LEVELS

Use the table below to convert the Development Levels from *Mutant: Elysium* to the ones in *Mutant: Year Zero*, which are used for an outpost in the Zone.

Production	Food Supply
Defense	Warfare
Science	Technology
Culture	Culture

LOSING CONTROL

The struggle for power and influence is brutal – other Houses will always try to bring down the top dog. At the end of each Assembly, each player belonging to a House must roll a number of Base Dice equal to the total Control of their House. If the player rolls one or more 6s, the total Control of the House is reduced by one.

The player whose PC belongs to a House that loses Control can, if he wants to, come up with a story explaining the loss of Control.



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ELYSIUM MUTANT YEAR ZERO

ATTRIBUTES	
Strength	<input type="checkbox"/> Damage <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Agility	<input type="checkbox"/> Fatigue <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wits	<input type="checkbox"/> Confusion <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Empathy	<input type="checkbox"/> Doubt <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CONDITIONS	
Starving	<input type="checkbox"/> Dehydrated <input type="checkbox"/>
Sleepless	<input type="checkbox"/> Hypothermic <input type="checkbox"/>
Critical Injuries:	
<input type="checkbox"/>	
<input type="checkbox"/>	

SKILLS	
Endure (Strength)	<input type="checkbox"/>
Force (Strength)	<input type="checkbox"/>
Fight (Strength)	<input type="checkbox"/>
Sneak (Agility)	<input type="checkbox"/>
Move (Agility)	<input type="checkbox"/>
Shoot (Agility)	<input type="checkbox"/>
Scout (Wits)	<input type="checkbox"/>
Comprehend (Wits)	<input type="checkbox"/>
Know the Zone (Wits)	<input type="checkbox"/>
Sense Emotion (Empathy)	<input type="checkbox"/>
Manipulate (Empathy)	<input type="checkbox"/>
Heal (Empathy)	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>
	<input type="checkbox"/>

ROT POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

EXPERIENCE POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Name:	Age:
Profession:	House:
Reputation	<input type="checkbox"/>

APPEARANCE
Face:
Body:
Clothing:

GEAR
1
2
3
4
5
6
7
8
9
10
Credits:

WEAPONS	Bonus	Damage	Range	Special

RELATIONSHIPS	Patrol Leader
PC 1:	<input type="checkbox"/>
PC 2:	<input type="checkbox"/>
PC 3:	<input type="checkbox"/>
PC 4:	<input type="checkbox"/>
I Hate:	
I Need to Protect:	
My Big Dream:	

TALENTS

CONTACTS

INFLUENCE POINTS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

ARMOR	Rating

ELYSIUM

MUTANT

YEAR ZERO

[illegible]

THE PATROL	
Designation:	
Patrol Leader:	
Other:	

Designation:

Patrol Leader: _____

Other: _____

MY DEN	
Description:	
Gear Stashed:	
Other:	

Description:

[illegible]

Gear Stashed:

TINY ITÉMS

TINY ITÉMS

[illegible]

NOTES

ENCLAVE SHEET

MUTANT

YEAR ZERO





DEVELOPMENT LEVELS

Production	<input type="text"/>	Security	<input type="text"/>	Culture	<input type="text"/>	Science	<input type="text"/>
------------	----------------------	----------	----------------------	---------	----------------------	---------	----------------------

THE CORE - INFLUENCE

Sector	 Warburg	 Fortescue	 Kilgore	 Morningstar
Nova Paloma				
Old Koly				
Pirius				
Tindertuft				
Northolme				
Calista				
Hindenburg				

THE DEEP - INFLUENCE

Sector	 Warburg	 Fortescue	 Kilgore	 Morningstar
Mosel				
Laborum				
Arcadium				
Cinderfalls				
Cogs of Hel				

TOTAL INFLUENCE

 Warburg	 Fortescue	 Kilgore	 Morningstar

MUTAN

INCIDENT SHEET

YEAR ZERO

[illegible][illegible]



OUR BACKERS

HEIRS OF DOOM

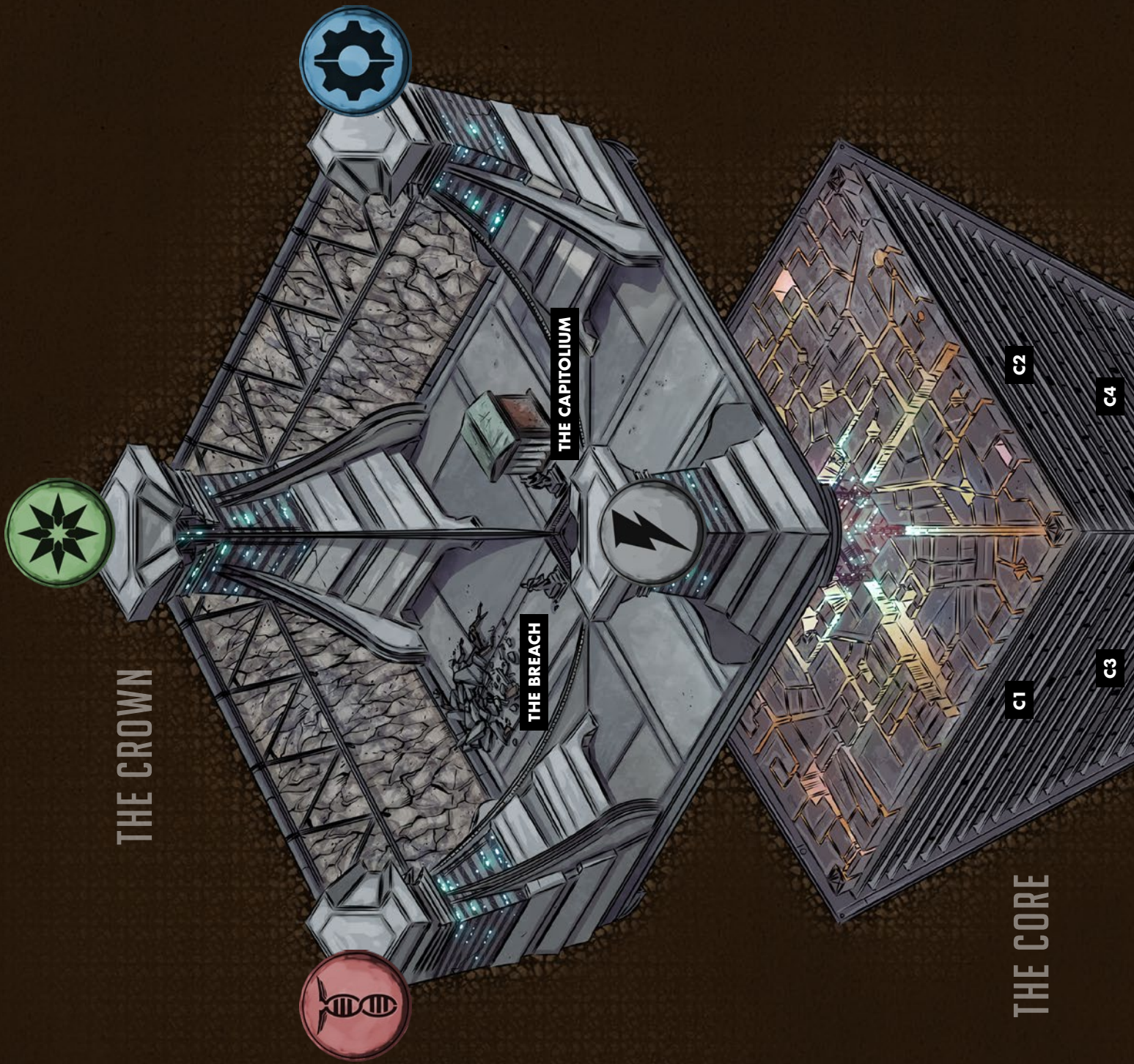
Adam Woogie Woloshuk, Andree Henriksson, Andrew Hurley, Cali, Colin Bolger, Dennis Hardarsson, Ethan "Tex" Sims, J.M. Sunden, Jeff Robinson, Joe McLean, Justin Crowther, Kenneth Krammager, leifdaviking, Mad Jay, Nicolas Lapointe, Rune Stræde Andersen

SUPERINTENDENTS

Alexander Herring Orby, Arttu Rajamäki, Audun Løvlie, Bart Gelens, Ben Gunderson, Ben Sutter, Birk Hauke Wildhirt, Blaine Salzman, Bo Ahlgren, Bozz, Bret Jordan, Bryan Considine, Cameron & Madison Straka, Cato Vandrare, Chris Slowinski, Christopher Gunning, Cody Swatek, Damian Dhar, Daniel Penninck, Daniel Pervan, Dany Leclerc, David S. Robinson, Edgardo A. Montes Rosa, Edward "MilesAnP" Miles, Eric "Scales" Campbell, Erik Malm, Filipe Cunha, Geoffrey M Allen, Glenn Massoeurs, Greg Higgins, Hayden Bailey, Ignatius Montenegro, Jack Holden, Jakob Collins, James Hawkes, James "The Great Old One" Burke, Jason "Atomics" Unck, Jason A. Curiel, Jason Coleman BX, Jean-Michel Trudeau, Jeff L. Thomas, Jens Thorup Rasmussen, Joe Ross, Johan Mihailovici, John Noad, John Robinson, Jonas "ari" Hällström, Jonne "Comissar Claw" Kuokkanen, Joshua Moldenhauer, Julian d'Agostino, Justas Tomkus, Karl Vollan, Kenny Tripoli, Kevin Coleson, KnuT, Kris Kelly, Kristian Brodin, Larry T, Lee Langston, Lee Lomax, Lorenz "Silversteel" Aschaber, Lukas Buergi, Mark Hutton, Mark Solino, Martin Goodson, Martin Legg, Martin Petchey, Matt Pearce, Matthew "Thundermonk" Orwig, Matthew Thomas, Mattias Pettersson, Mattiaz Fredriksson, Mel "Insanity Rocks" Riffe, Michael "Chef Pandakage" Salas, Michael Lawrence, Morgan Weeks, Odyssey Vekshin, Our Hero Andy, Pangur Bán, Papa Nurgle, Paul Huey Hubbard, Pedro(Te), Pieta Delaney, Rene Bariteau, Richard E. Trub, Jr., Robert Calpo, Robert Rauschenberg, Roberto Bellesia, Roman Thöni, Rune Karlsson, Ryan Dukacz, Ryan Seguin, Ryan Wittig, Saty, Scott Bates, Sean Keating (Blastit52), Sean Wilcox, Sebastian "Vive la Legion" Este, Shaun Jenkins, Shawn P, Shawn Polka, Shervyn, Simone Colombo, Sławomir "Serox" Kopeć, Stuart Rickards, Terry L Pike, The Crowbar Lifestyle, Thorsten Wolk, Timothy D. Martin, Todd Stephens, Trevor P. Marshall, Tsapki Jose Perez, Tuomas Ristimäki, Willem Pypers, William Asico, Zachary Guenther, Zorlun







THE CROWN

THE CAPITOLIUM

THE BREACH

THE CORE

C2

C4

C1

C3

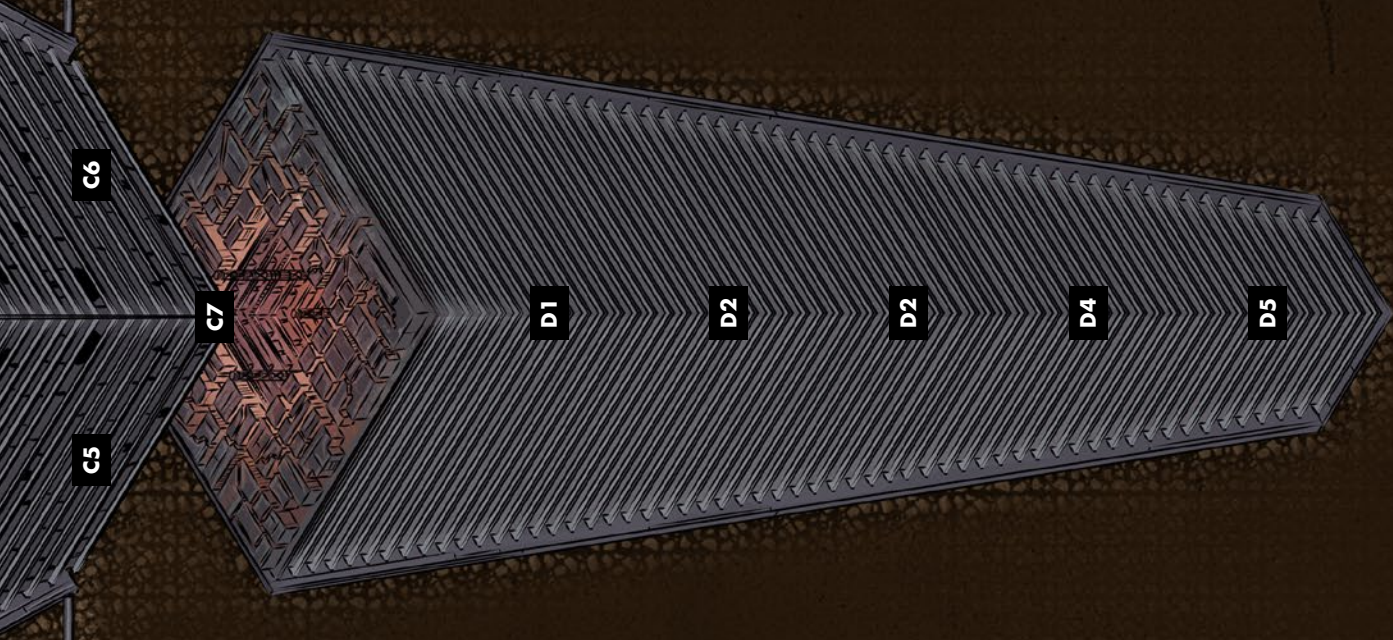
ELYSIUM I

THE CORE

- C1. Nova Paloma
- C2. Old Koly
- C3. Pirius
- C4. Tindertuft
- C5. Northolme
- C6. Calista
- C7. Hindenburg

THE DEEP

- D1. Mosel
- D2. Laborum
- D3. Arcadium
- D4. Cinderfalls
- D5. Cogs of Hel



THE DEEP

11/03/2257, 0347. Incident report by Commissar Pandora Kilgore, Patrol Leader Alpha-07, Elysium I. Operation in the Deeps, sector Cinderfalls. Suspected sabotage in mining facility Garpenberg-15. Perpetrator identified and punished. Commissar Warburg and Commissar Fortescue performed adequately. Commissar Morningstar displayed suspicious behavior. Further investigation recommended. Unity between the Houses is the bedrock on which Elysium rests. Tradition, Resolution, Courage!

When humanity falls, four powerful industrial and financial dynasties form a covenant called Elysium, after the meadows of eternal Spring from Greek mythology. Deep in the bedrock, they build the enclave named Elysium I, designed to weather the long atomic winter.

Now, generations later, Elysium I is a gilded prison, a lonely outpost in a sea of quiet destruction. Fear and suspicion grow unchecked, and the four Houses fight ever more desperately over the dwindling resources that remain. In response to this rising tide of civil unrest, a force of judicators has been established to preserve law and order in the enclave.

You are one of these judicators. It is your duty to investigate all crimes, but never forget that your loyalty ultimately lies with your family. When humanity sets foot on the surface again, it shall be your House that leads the way into the new dawn.

Mutant: Elysium is the third major expansion to the award-winning *Mutant: Year Zero* roleplaying game. This game tells the origin story of the enclave humans, who see themselves as the last torchbearers of human civilization. The four Houses of Warburg, Fortescue, Morningstar and Kilgore struggle for power within Elysium I, oblivious to a rising power that threatens to end their reign forever. *Mutant: Elysium* can also be played as a stand-alone game. Contents:

- ❑ New rules for creating and playing enclave humans, including their web of contacts with rich and powerful allies. The book includes all the rules you need to play.
- ❑ A detailed description of Elysium I, the mother of all Elysium enclaves, including a beautiful full-color map.
- ❑ The complete campaign *Guardians of the Fall*, including unique game mechanics that give the players themselves control over the four Houses of the enclave.
- ❑ An overview of how the enclave humans can adapt to life in the Zone, and join the mutants, animals and robots of *Mutant: Year Zero*, *Mutant: Genlab Alpha* and *Mutant: Mechatron*.

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