

PALLADIUM BOOKS® PRESENTS . . .

Turtles Go Hollywood

BY Daniel Greenberg



L·O·N·G

Illegal drugs kill thousands every year. Worse, they emotionally, mentally and physically *cripple* millions!

Drugs are not a means to adventure. Drugs are not cool. And despite how things may appear, everybody is not using drugs!

Drugs destroy everything: the body, the mind, even love. Don't fool yourself into thinking otherwise.

Kevin Siembieda

To Ardyth for everything.

Dan

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Turtles Go Hollywood

For use with TMNT®, Ninjas & Superspies™, and Heroes Unlimited™



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Story Introduction

This riotous adventure sends the Teenage Mutant Ninja Turtles (or any mutant animal or super-hero) roaring into Hollywood, where they mix it up with everything from starlets and surfers to moguls and mutants in a desperate battle for mankind's destiny. The dream vacation of a lifetime turns into a nightmare as the **Turtles Go Hollywood!**

The Story

The malevolent mutant *Labb Ratt* has concocted a scheme to subvert the will of humankind. He intends to psionically implant powerful subliminal messages in major Hollywood movies, exposing his twisted, rancorous ideas to the wide audience of unsuspecting moviegoers out to see the fresh crop of summer releases.

Our heroes hurtle to Hollywood to stop the desperate scheme, and get caught in the crossfire of a two-way war between the *Ratt Pak* and *Shredder's Foot Ninja*, as the two groups battle for control of the subliminal message technology.

During their misadventures in the world where appearance is more important than reality, they run into a clutch of bizarre characters; wheelers and dealers, phonies and flakes, lovers and losers, posers and playmates. They meet the opportunists and the honest alike. And they get to trash huge, elaborate soundstages.

So what are we waiting for? Let's go Hollywood!

Game Master Notes

Your Own Characters Go Hollywood!

While this adventure is designed for use with the Teenage Mutant Ninja Turtles characters, you can easily use it with *any* original mutant animal team, **Ninjas and Superspies** characters, and even **Heroes Unlimited** heroes.

Adapting **Turtles Go Hollywood!** is simple. Just replace all references to the Turtles with references to the players' characters. Special passages in the text will show you how to best do this.

Heroes Unlimited characters are generally more powerful than their TMNT counterparts. This means Game Masters may wish to increase the powers of the villains. This can be done by making the villains a level or two higher, increasing the number of opponents (consider making the Foot Ninja a level or two higher *or* give them some Ninjas & Superspies abilities), and/or giving them more powerful weapons. Creative GMs may even toss in a couple villains of their own.

Each episode has a separate section on incorporating unique player characters to accommodate different heroes with different abilities. We'll cover flying characters, invisible characters, and those with super-human strength, as well as a few special cases, like heroes who don't have an all-wise NPC mentor like Splinter.

Stay flexible, and the conversion process will be a breeze. Your players will love you for it.

California, Here We Are

If you started playing **Turtles Go Hollywood!** after finishing playing Palladium's fine TMNT adventure, **Truckin' Turtles**, our heroes are already on the West Coast. Rather than bring them back to New York for the first episode, only to haul them back to California for the rest of the adventure, set the first adventure in Los Angeles.

Change the references from New York to L.A., and have the Turtles talk to Splinter by phone.

Special Experience Point Awards

As with all **Teenage Mutant Ninja Turtles** adventures, you will assign standard Experience Point Awards to the players based on their characters' actions.

In addition to the normal awards, **Turtles Go Hollywood!** provides some special EP awards for clever thinking and effective solutions. When the players earn one, make a note of it, and assign the accumulated awards after the play session is over. This invites the players to reflect on the ideas that worked, and encourage them to keep making clever choices. These awards can also serve as guidelines to assist you in awarding experience points in future games.

Music During the Adventure?!

Music can add a LOT to a role-playing game. For an added kick, you might try playing some preselected movie soundtrack music during selected episodes.

For example, play the theme from the Teenage Mutant Ninja Turtles movie during the opening episode, play "I Love L.A." by Randy Newman (*Trouble in Paradise* album) during the Los Angeles sequences, play the *Jaws* theme during the shark attack, play the James Bond theme during the Foot Frogman attack, the Star Wars theme during the battle on the soundstage, etc.

Self-Motivation and Success

Turtles Go Hollywood! rewards self-motivated players. Rather than always leading the player characters from one encounter to another, the adventure will often let the PCs decide what to do next.

Games where players have control of their heroes' destinies are often more exciting and satisfying for both the players and the Game Master.

For example, in this adventure, the Turtles will receive a clue that leads them to the *Monolithic* movie studio. They know the answers they want lie inside the huge film compound, but what they do when they get there is up to them.

They could creep around inside the studio in a surreptitious ninja-style spy mission. They could masquerade as actors (or special effects), or technicians, and earn cooperation from people who work at Monolithic. Or they could come up with something totally original. It's up to them.

We'll show you, as GM, how to react to the many things your players may come up with, so encourage them to experiment. If they feel it's okay to try anything, they may just surprise you with some very inventive plans.

While most players love setting their characters loose in an exciting new setting, some just feel overwhelmed and confused. To handle those players, each encounter also has a *default result*, which will keep the adventure moving even if the players take no or little action. You, as GM, should never be lost, even if your players feel they are.

While the default results are never as good as the results from self-motivated action, they do keep the story moving, and should encourage the players to continue trying to come up with their own solutions.

Reel 1: Night Moves

This first adventure sets the scene for the players, and establishes the "Hollywood movie" tone of the game. At one point, the read-aloud text mentions the Turtles and their weapons. If your players are not running the Turtles, change that reference to fit the characters used.

Read the following to the players:

Long shot: New York Harbor by night. Low, mournful sounds of tugboats echo in the midnight gloom, as murky water gently laps against the docks. Slow pan across quiet, peaceful old-world buildings. Camera pan stops abruptly on a huge, foreboding high tech *fortress* that looms over the waterfront like a sullen giant, towering above the nearby buildings.

There's a strange creaking noise, and something on the ground in front of the fortress begins to rise. A manhole cover lifts up, and four shadowy figures silently emerge from the sewers. The mysterious creatures look up at the ponderous citadel, and slowly draw their weapons. They hold high their Katana and Wakizashi, paired Nunchaku, Bo staff, and paired Sai, as if to challenge the might of the entire stronghold.

The moonlight glints off their weapons, revealing the grim determination on their masked, green faces. Slowly, they approach the fortress.

Credits roll: TURTLES GO HOLLYWOOD!, starring: (fill in the names of your players here).

G.M. Note: Here's a good opportunity to use your first cut of music. Recommended soundtrack: the theme from the Teenage Mutant Ninja Turtles movie.

The fortress is the main headquarters of the crime cartel **SoloChem**. You have traced a few "test-market" shipments of an instantly addictive new designer drug, "Blue Ice," back to the labs on the top floor of this very respectable-looking, though heavily fortified, building. Mass shipments of Blue Ice are due to leave the building tomorrow for destinations around the country, where they will be given away as "free samples," creating hordes of instant addicts.

Bribes from SoloChem crime boss Fred Porcelain to high-ranking city officials have kept the police out of the citadel, but you have no such restrictions. And once a

fight starts in the building, the police will have no choice but to enter and witness the drug manufacturing in progress.

You silently prepare yourselves for the assault on the fortress' penthouse, determined to meet three major objectives given to you by your master (Splinter, if playing the Turtles):

- 1) To destroy the Blue Ice inside so that it can never reach the streets tomorrow.
- 2) To destroy the lab that created the drug.
- 3) To make enough commotion that the police are forced to enter and discover the operation.

On your honor you swear that the night will see the end of SoloChem and their dangerous new creation, Blue Ice.

GAME MASTER INFORMATION

Nothing like starting out in the thick of the action, huh?

Give your players a moment to work out their strategy, and then go for it.

The Turtles can start the game with any standard Ninja equipment, and any non-ninja equipment that they have *reasonable* access to. This includes rope, grappling hooks, climbing spikes, shuriken, photographic equipment, etc.

Non-Turtle characters will also have *reasonable* access to equipment and weapons.

1) Climb the Building

The building is too tall to throw grappling hooks to the top floor, but the Ninja Turtles or other ninja characters could climb the building with their ninja climbing spikes (requires successful prowl roll and climb roll).

There are monitoring devices on the fortress. One of the characters must make a successful Surveillance Systems roll to avoid detection. If they are detected, the building goes on *Alert*.

2) Climb a Nearby Building and Rappel over.

The 20 floor SoloChem fortress is the tallest building in the area. The two buildings next to it are only 12 floors, and the building behind it is 16 floors.

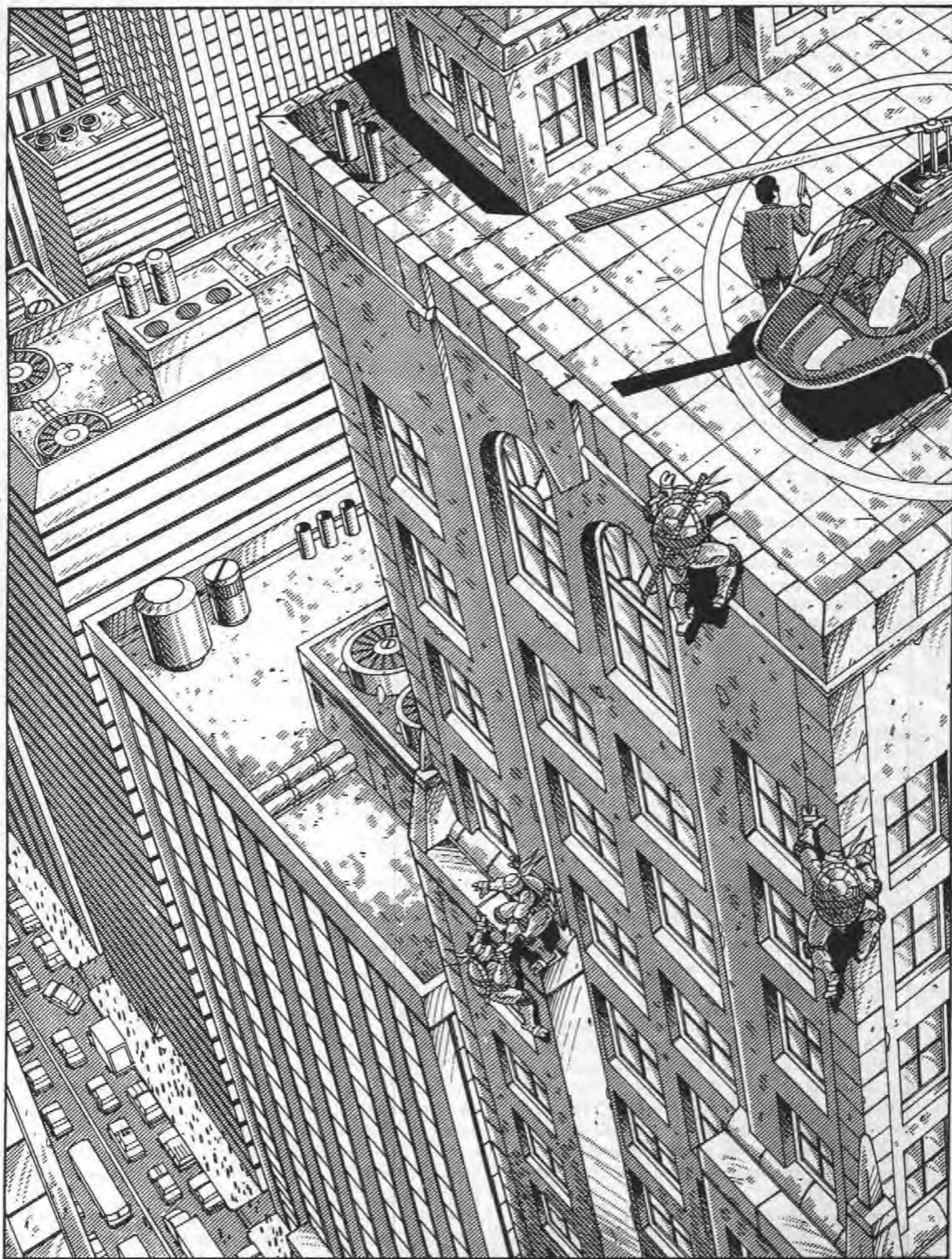
The heroes could climb or gain access to the shorter buildings nearby and then rappel over to the SoloChem building with grappling hooks.

Using a neighboring building will keep them from being spotted. Consequently, they don't need to make a Surveillance Systems roll like they would if they had climbed the SoloChem building.

3) Window Stealth

Once our stalwart heroes are climbing up the building, they can enter through windows on any of the twenty floors, except the top floor. The top windows are covered over with inset metal blast doors. (S.D.C. 250. For **Heroes Unlimited** characters, the S.D.C. is 300.) They are not made to open. Pounding on the blast doors automatically puts the building on *Alert*.

Entering through a window *could* set off an alarm. The alarm systems here are not as severe as the ones below. Add +25 to each player's Surveillance Systems roll to notice it, and +15



to the Surveillance Systems roll to disable it. Failing the disable roll puts the SoloChem building on Alert.

Note: Other mutant animal heroes or super powered or spy types may have the ability to fly, or use a jet pack or helicopter, or even teleport directly to the SoloChem rooftop. Thus, climbing may be avoided entirely.

On the Roof

If the players reach the roof, read the following:

The roof is empty except for a few small chimneys, a helicopter, a two-foot wide air duct, and a bored goon yawning as he patrols around a rooftop door. A walkie-talkie hangs at his hip, and he is listening to it through a pair of headphones.

The helicopter is crime boss Porcelain's rapid escape. If the heroes sabotage it (successful Mechanical Engineer or Aircraft Mechanics roll to do it stealthily, otherwise smashing the controls or blasting the chopper will do the job, but has a 1-60% chance of alerting the building), Porcelain will have a difficult time escaping at the end of the attack.

The one guard is not paying much attention to his surroundings. Our heroes could sneak past him, (Prowl) or attack him and knock him out easily; they automatically get the initiative and first strike. (See *Goon stats*.)

If the Prowl fails, they have first attack on the goon before he can respond. If alerted, he immediately radios for backup, putting the building on Alert. He then turns on hidden floodlights and draws his gun to investigate the intrusion. Six armed goons will burst through the rooftop door in 1D4 melee rounds, ready for trouble.

1) Rooftop Door

The rooftop door has a tricky combination lock. Opening it requires a Surveillance Systems roll and a Pick Lock roll. Both rolls are -20%. Inform the players of the difficulty level before they decide to open it.

The door has 250 S.D.C. Failing the Surveillance Systems roll or battering down the door puts the building on Alert.

2) Rooftop Air Duct

There is a large air duct in the southwest corner of the building. A thick screen covers it. There are no alarms on the air duct. The characters must make a Prowl roll to open the screen without alerting the guard. If he has already been incapacitated, there is no need for great stealth.

Air Ducts to Drop Ceiling

The top floor of the SoloChem building has drop ceilings; ceiling panels that are suspended two feet below the real ceiling. Electrical wiring, air ducts, and plumbing run through the two foot gap.

If the group enters the building through the air duct, they exit the narrow shaft into the cramped crawlspace between the true ceiling and the drop ceiling. They can not be seen by the people in the rooms below them and only loud noise will attract their attention. The heroes can see into the room below by pulling back one of the ceiling tiles.

Hiding in the drop ceiling gives the characters a decided tactical advantage, as they have the freedom to move through the entire penthouse virtually unseen. They can also sabotage the lighting in any room, the electricity in the entire fortress, and

even the alarms. They can turn off the automatic sprinkler system and start fires, or employ any of a host of creative solutions. If they come up with something really good, go with it. **Note:** Successful electrical engineer or surveillance skills are required to tap into the electrical or surveillance systems. Just chopping wires in two will have random affect (and NOT likely the desired result). Plus, a random act *may* alert the crooks to the group's presence. Basic electronics is not quite sufficient to fully understand what's what, so there's a skill penalty of -25%. A failed roll will cause a random floor to lose its lights and power (roll a 20-sided die).

After the Turtles enter the ducts, read the following to the players:

The narrow, twisting air ducts empty into a cramped, two foot high crawlspace that stretches out on all sides for as far as you can see in the dim light. The crawlspace floor is made of flimsy tiles suspended from the ceiling with metal struts. The area is filled with electrical wiring, plumbing, sprinkler system machinery and ventilation shafts.

You hear murmuring voices directly below you, and thin streams of light shine up from cracks in the flimsy tiles below your feet.

If the players have an instantaneous reaction, let them do it. Otherwise, continue:

You suddenly realize that you are in the drop ceiling above the labs. The crawlspace "floor" is made of lightweight ceiling tiles suspended below the roof of the building. The two foot gap between the real ceiling and the drop ceiling is just enough room for some humansize (or smaller) characters to travel freely.

If the characters lift up the corner of a ceiling tile, they can see into the room below without being spotted. The air duct ended over the *Animal Experimentation Chamber (I)*, so if they look down now, read that room description to them.

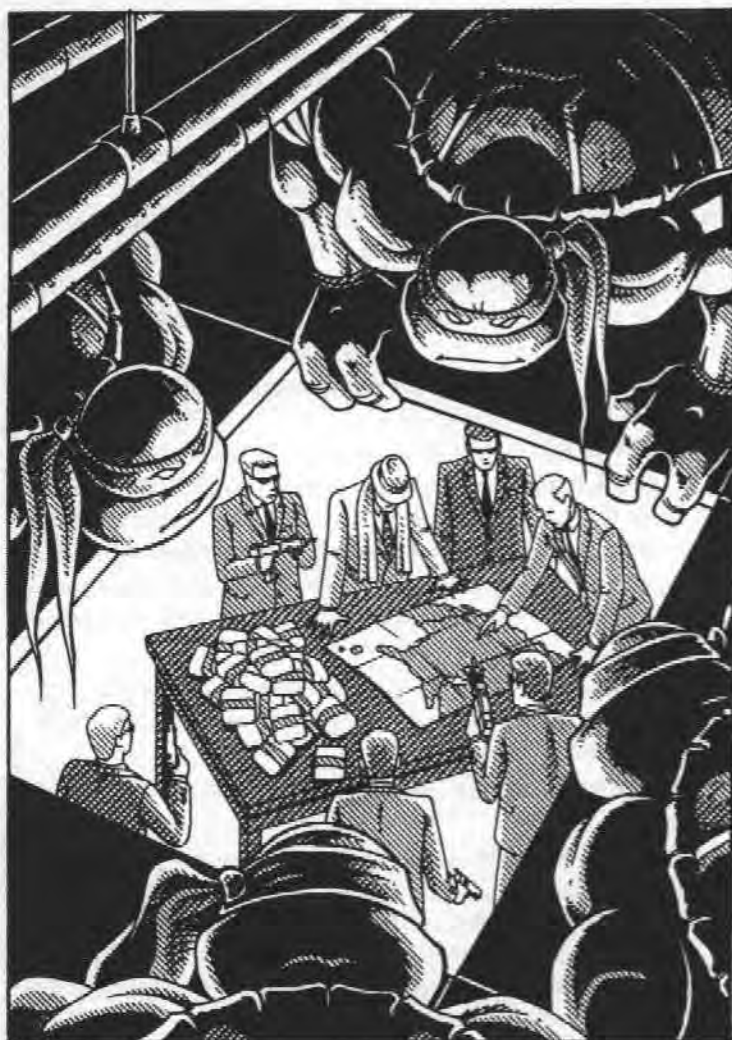
The heroes can visit all the rooms on the top floor by traveling in the narrow crawlspace. They can pop out of the crawlspace at any point they choose, in any of the five areas described. They can then leap back up into the crawlspace and travel to another room in the penthouse without being seen. Of course, if seen, they can be pursued or the villains can shoot blindly through the ceiling panels (-10 to strike).

To find the drug lab, they can travel around, peering down into rooms, or they can follow special ventilation pipes. The drug lab produces some heavy-duty chemical fumes which must be routed to chimneys on the roof. The lab also consumes far more power than the other areas. If the group thinks to follow the main pipes and wiring in the crawlspace, they will be led directly to the Drug Lab.

Moving Along the Drop Ceiling

Moving in the crawlspace requires a successful Prowl roll and Climb roll to do so quietly.

Failing the Prowl roll means that the character made too much noise moving, and has a 1-50% chance of alerting the people on the 20th floor. A SoloChem goon alerts that floor's security team and goes to investigate in 1-3 melee rounds. Standing on a chair, he lifts the ceiling tile and pokes his head and gun into the crawlspace where the noise seemed to come from.



Failing the Climb roll means the unfortunate individual has not stepped on the iron strut, but has accidentally put his weight on one of the flimsy ceiling tiles. He crashes *through* the tile, and falls into the room below. **Note:** The tiles can not support more than 20 pounds and even the iron struts can only hold about 500 pounds per six foot area.

A successful Acrobatics roll or roll with punch or fall will allow the falling person to hold onto the drop ceiling framework and not fall all the way to the floor. Falling to the floor does 1D4 damage.

Note: If the players are not running the Turtles, check to see if their characters fit in the crawlspace. Creatures Size 10-15 suffer a -20 to Prowl rolls, and creatures size 16 and above can't move in the crawlspace at all, but must drop through *into* the Animal Experimentation Chamber (1). Or be forced to use the stairs, which are guarded.

Attacking from the Drop Ceiling

The heroes can attack from the drop ceiling by hurling or firing from their hiding place. Or they can lean out of the ceiling and bop the people below with long weapons. Swords, Nunchaku, and Bo staves are long enough, Sais are not. They can also quietly slide a ceiling panel away and drop to the floor. This *surprise* attack always gives the heroes the initiative and first strike.

The SoloChem Penthouse

The 20th floor of the SoloChem fortress is the only part of the building involved in criminal activity. The rest of the building is involved in legitimate business.

The doors in the penthouse are heavy-duty security doors (200 S.D.C., 250 S.D.C. for **Heroes Unlimited** characters). If the heroes jam a door shut, it will take the goons 4 melees (1 minute) to break it down.

ALERT!

If the building goes on alert, subtract 20 from all Prowl rolls. The security dispatcher will send teams of goons to the trouble spots. They arrive 1D6 melee rounds after the intruders are spotted in any of the five Penthouse areas. The dispatcher stays in the office area. If he is incapacitated, he can no longer send goons to hot spots, and the group won't have to fight extra thugs.

During the Alert, an alarm sounds. Tell the players they hear a loud alarm, and then make loud "Woop Woop" noises to simulate it. Do this periodically through the episode to remind the players, and to build a general mood of panic.

If the characters lie low and remain hidden for two hours, the alert will be canceled.

If the lab or other major property is destroyed, or if the penthouse seems to be under a major assault, the boss will try to get to his helicopter. He will be escorted by two bodyguards. See *Crime Boss escape attempt*.

Heroes Unlimited characters who have the power of invisibility, teleport, or super speed will be able to breeze through the SoloChem fortress. To give them some opposition, add some motion sensors and electric eyes with silent alarms. Once the dispatcher has had time to realize they are under attack by invisible or super opponents, he will arm his goons appropriately. For example: the goons track an invisible character with the aid of motion sensors, and spray the room he's in with a fire extinguisher. The foam will cover his body, making him visible.

SoloChem Penthouse Room Descriptions:

1) ANIMAL EXPERIMENTATION CHAMBER:

Along the walls are racks of cages filled with pathetic, whimpering animals. Many of them look horribly mutated, and some are dead.

Three technicians in lab coats bustle about, administering strange drug injections to the frightened rats, lizards, rabbits, cats, and guinea pigs.

This is where *Labh Ratt* and his wicked crew were bred. The four large cages they were in are now empty.

Mutant animal characters may be offended enough by the horrible experiments to free the animals. If they release the animals through the building, the fortress goes on Alert, but all goon patrols are halved, as half the goons are busy rounding up the animals.

Award 50 EP for freeing the animals, and 75 EP for freeing them to create a diversion.

2) DRUG LAB:

This chamber is a massive research and production facility, fully stocked with a tremendous variety of chemicals. Amidst the clutter are large, three foot long, sealed storage tanks with labels like "Sodium Nitrate," "Sulfuric Acid," and "Hydrochloric Acid." Dozens of strange chemical compounds bubble in glass beakers set over bunsen burners.

Three shift-eyed scientists cook up strange drugs under the watchful eyes of four guards. Strange ice-blue crystalline flakes pour out of a strange processing machine, and are sealed in foot-long blue plastic bags, which are placed on an large cart and wheeled out of the room by two of the goons.

The Drug lab is one of the heroes' targets. The group can attack it and sabotage the production machine by making a Mechanical Engineering roll, or by doing 100 points of S.D.C. damage to it.

The bags of Blue Ice are being wheeled into the *Drug Storage Room* (3).

If the scientists see the intruders, they will gasp, clean their glasses, take another look, and say, "Are you one of ours?" If the intruders ask them what they mean, refer to the section on interrogating the scientists, which follows.

If the heroes are really clever, they may steal a tank of Sulfuric Acid to disintegrate the Blue Ice. There's enough acid in one tank to do the job completely.

3) DRUG STORAGE ROOM:

This area is filled with racks of carefully sealed blue plastic bags. Five goons shuffle around, shifting from foot to foot in an agitated manner.

Yep, this is it; the Blue Ice room. There's 16 million dollars worth of narcotics here. There's only one way in or out of this room; the door to the Drug Lab.

Destroying the Blue Ice

The Blue Ice can be destroyed by being burned (75 Experience Points), immersed in acids from the Drug Lab (200 Experience Points), or flushed into the sewers (50 Experience Points).

For other forms of destruction, award experience points based on these guidelines. Burning it and flushing it into the sewers are the worst solutions, since the drugs could still contaminate innocents. Dissolving it in acid is best, because it renders the nasty stuff inert.

The characters can even hook an acid tank up to the sprinkler system in this room, and destroy the Blue Ice from a distance. This solution is worth 250 experience points, but also requires some time (2D4 minutes) and at least *basic mechanics* skill.

If the group manages to destroy the drugs without raising the fortress' attention, the destruction of the Blue Ice will set off special sensors, which puts the building on Alert.

4) OFFICE SUITE:

The offices are furnished in expensive Italian leather and design. Except for the five scowling goons that slouch in the corners of the rooms, they look like any other offices.

A burly man in a dirty trench coat sits at one desk, barking orders into a walkie-talkie. If the player characters stop and listen to the radio man, they hear him say, "Alright ya mugs, send squad Delta-17 to replace squad Alpha 2. An' don't waste

any time, or I'll kick yer butts." If the building is on Alert, he adds, "All squads, get on the horn the second ya see 'em, or I'll kick yer butts! I wanna know about it the second ya see those . . . those THINGS!" This is the security teams' dispatcher (head goon).

In addition to the dispatcher, there is some incriminating evidence here. The evidence is in the form of files; account books, shipping manifests, and financial logs which detail SoloChem's illicit operations. The heroes don't need the files to bust SoloChem, but getting them will help the police secure a conviction and make it stick.

The group will be tipped off about the documents as one of the goons finishes tossing a file folder into a large wall safe and slams it shut. Staying to get the evidence is risky as 2D4+1 goons will arrive within a minute. If the group stays, they will draw additional attention and attacks. Such bravery and conviction should get them each an extra 100 experience points (espe-



cially if the opponents are tough). The safe has an S.D.C. of 800 and is fireproof. The combination is tough; -20% on pick locks skill.

5) HIGH-TECH LAB:

This lab looks much more sophisticated than the other lab. It's filled with futuristic, technical gadgets which crackle with energy. Four technicians bustle about the room, wearing ill-fitting Nuclear-Biological-Chemical suits which cover their faces and bodies completely. There are four goons in the room, looking agitated, as if they fear being here without protective suits.

This is Labb Ratt's lab. The four techs are members of the Ratt Pak. (Brain Drain is currently inside one of the machines, and is not visible.) The Ratt Pak are wearing N.B.C. suits not because of any dangerous chemicals, but because the goons don't know they are mutated animals, and would be freaked out to see them.

Characters with an Electrical Engineering skill or science background will realize that the High-Tech Lab has nothing to do with drugs. A thorough inspection, 20 minutes, will show that it is doing research into methods to deliver hypnotic, subliminal messages by electronic transmission.

Since the characters don't know of *Labb Ratt's* plan (or even his existence), it's unlikely they'll attack here. They are more likely to bypass this and attack the Blue Ice room. The four villains will pretend to be frightened technicians and huddle in a corner, pleading not to be hurt. If the heroes leave them alone they'll just run off and disappear (escape). If the heroes approach them or attack, the four will lash out (they have the element of surprise and first attack).

Brain Drain will set off automated defenses in the room. *Five robot guns* on swivel mounts rise up from the floor, and begin firing at the heroes (+4 to hit, 3D6 damage). Note that in this encounter the Ratt Pak are at full power, and could trash the Turtles or most heroes in an extended fight. Fortunately, they have no desire to fight and will use the automated defenses to cover their escape.

Then a huge chunk of machinery transforms into a small rocket. The four technicians (really the Ratt Pak) leap into the rocket while the heroes are occupied with the defenses, and the rocket blasts off, tearing a hole in the roof and flying away at 300 miles per hour and gaining speed every second.

G.M. Note: If the players are running **Heroes Unlimited** characters with flight powers, the rocket will gain a speed of Mach Two, and can quickly outdistance a character with Sonic Flight. It has 600 S.D.C.

The Ratt Pak will only use their powers to get away. Remember that our heroes have not seen what the Pak looks like, but the Ratt Pak has seen them (in costume anyway).

Interrogating SoloChem People

Everyone in the penthouse is involved in the criminal manufacturing and distribution of the Blue Ice and know where it is stored. If interrogated, they can explain the layout of the building, where the drugs are, how the Alert works, and the fact that the goon squads depend on the dispatcher to send them to hot spots.

In addition, the Turtles can find out the following information by interrogating the following people:

Goons: The goons are hired muscle. They know the building manufactures drugs, but do not know about the Ratt Pak. They do know that something weird is going on in the High-Tech Lab, but they don't know what it is. They are a security force and are told not to think or question orders. Consequently, they will fight until subdued or clearly overpowered.

Techs: The technicians are a nasty bunch of techno-dweebs. They know about the Ratt Pak, since they created them. They

also fear the mutant animals, since Labb Ratt is far more intelligent than they are. They will reveal information about the drugs, the labs, and the crime boss, but will avoid telling too much about the Ratt Pak, especially that they created them or that they are mutants and possess super abilities. They offer little resistance.

Ratt Pak: If any of the Ratt Pak are captured, they refuse to answer questions, and will just make threats. *See Loose Ends for more on the Pak.*

The Dispatcher: The Dispatcher knows about Labb Ratt, and knows he is working on a secret plan for the Crime Boss, but he doesn't know what it is. He's the head of security, nothing more. But this makes him tough and dangerous (*See N.P.C. stats*).

Office Workers: The office workers know all about the drug operation, but know nothing of Labb Ratt, the Ratt Pak, or of mutant animals. They're flunkies who answer to crime boss Frederick Porcelain. They will offer no or little resistance, but may try to run away.

Anyone else in building: The rest of the people in the SoloChem building know nothing of the Blue Ice, and think that SoloChem is a legitimate business. These innocent bystanders are found only on floors 1-19.

The Crime Boss: *See Crime Boss Escape.*

Escaping the Fortress

If the heroes want to sneak out of the building quietly, they must make one final Prowl roll, and take off before the police cordon off the building. Two police helicopters will circle the roof while dozens of police cars and a S.W.A.T. team storm the front doors downstairs. The police arrive 1D6 minutes after the rocket blasts away or if somebody reports trouble at SoloChem (gunfire is trouble).

The Crime Boss Escape

If the assault is successful in destroying the Blue Ice, the SoloChem Crime Boss, Frederick Porcelain, will reluctantly decide to destroy the records of his operation and escape before the police arrive.

He sends two of his personal bodyguards to shred the files in the *Office Suite*, and another two goons to warm up the helicopter on the roof. Meanwhile, he grabs a suitcase bulging with \$500,000 in cash (this week's unbanked profits) and escapes to the roof.

If our heroes are escaping the fortress at the same time, they see the Crime Boss, accompanied by two bodyguards, running for the helicopter. They can easily intervene and catch him if they want to. Both the goons and the Crime Boss can fly the chopper, so even if the goons are captured, the Boss will try to escape.

If the good guys stayed in the building after they destroyed the Blue Ice, they overhear a voice on a walkie-talkie saying, "Get da boss to da roof! Keep him safe till he can get there! Move!" This should inspire them to drop what they are doing and get him. (This can also be used to distract our heroes, allowing the Ratt Pak to escape.)

The Dash to the Roof

If they drop what they are doing and go to the roof immediately, they arrive just as the crime boss is reaching the helicopter. They have 5 melee rounds to stop him before his helicopter leaves. Of course, if they thought to sabotage the helicopter before, they have all the time they want as the goon pilot fumbles with the uncooperative controls. If they catch him, they can interrogate him.

Staying in the Building

If the heroes don't immediately go to the roof, they will miss the Ratt Pak's escape. But they will feel it as the rocket zooms away.

Read the following:

The whole building suddenly shudders. A roaring noise pours from the High-Tech lab, and chunks of ceiling tile topple down. Suddenly you feel the cold night air pour into the room, and through a window you see a strange rocket hurtle off into the night sky.

After the Ratt Pak getaway, the heroes can try questioning the people before the police arrive. **Note:** Unless the Ratt Pak blasts off in their rocket or unless there has been a lot of shooting, the police will not be called and the characters will have as much time as they want.

Interrogating Frederick Porcelain, The Crime Boss:

If the Crime Boss is caught by mutant animals or strange looking super-heroes, he freaks out, shouting, "Oh my god! I didn't create you! I swear! You're not my fault! I didn't use no turtles (or whatever) as lab animals! I swear!"

If the Ratt Pak has not been seen, these hysterics will tip off the heroes that there is more going on here than they thought.

Once calmed down, Porcelain spills everything he knows. He reveals the existence of the Ratt Pak, admits to creating them and being in cahoots with them. He gets more and more hysterical as he speaks.

Read the following confession:

"I created those damn mutants by injecting lab animals with some kind of mutation drugs. I wanted to make animals that respond to my designer drugs like humans do. You would not believe how difficult it is to catch human subjects to experiment on.

"Anyway, I successfully mutated a rat, a lizard, a bunny, a cat, and um... a guinea pig brain. They mutated horribly, and gained a frightening level of intelligence. Especially the guinea pig brain.

"They said they could create machines that could mind-control people. I gave 'em all the lab equipment they asked for, even though it was real expensive. They're nearly done with their Subliminal Message Generator now. But I don't trust 'em! I don't think they ever intended to give it to me. I bet they planned on taking over.

"I think they were gonna use that mind machine on all humans! They hate humans! I'm not the problem! They are! You gotta stop 'em before it's too late! Before it's too late for all of us!"

Non-Player Characters: Villains

A Typical SoloChem Goon

Alignment: Miscreant

Hit Points: 18 **SDC:** 30

Average Age: 25 **Sex:** Male

Size Level: 10

Weight: 180lbs **Height:** 5 ft, 10 inches

Attributes: I.Q. 9, M.A. 6, M.E. 5, P.S. 15, P.P. 13, P.E. 12, P.B. 9, Spd 12

Experience Level: Second

Combat Skills: Basic Hand to Hand. Two attacks per melee.

Bonuses: +2 to Parry and Dodge. +2 to pull punch.

Weapon Proficiencies: W.P. Knife, W.P. Automatic Pistol, W.P. Shotgun/Rifle, W.P. Sub-machinegun.

Skills of Note: Pilot Automobile 72%, Body Building.

Weapons: Automatic Pistol (4D6 damage per round) or Uzi (2D6 damage per round.) All carry a knife too (1D6).

Armor: None

Vehicle: None

Personal Profile: These thugs are specially recruited by the SoloChem Corp as cannon fodder. They wear neatly pressed suits and expensive jewelry. Many wear dark glasses indoors and at night. They each carry a walkie-talkie with headphones. They all have I.D. badges with the SoloChem logo. The I.D. badge will be useless to the Ninja Turtles or mutant animals unless they have fantastic disguise skills.

Goon is paid very well, and are a gung-ho, motivated bunch, ready to defend the fortress at all costs. (If they survive five years of goon training, they are promoted to a management job, where the fatality rate is a lot lower.)

They are not stupid, but they aren't too clever either, and can easily be tricked into charging off in the wrong direction.

They will fight until the police arrive. After that, they flee to avoid arrest.

Note: No goon is aware that the lab has created mutant animals. They have not seen the Ratt Pak, and would be startled to see them.

The Dispatcher

Real Name: Donald Taglione

Alignment: Aberrant

Hit Points: 25 **SDC:** 38

Age: 36 **Sex:** Male

Size Level: 13

Weight: 270lbs **Height:** 5 ft, 8 inches

Attributes: I.Q. 12, M.A. 17, M.E. 8, P.S. 16, P.P. 10, P.E. 16, P.B. 7, Spd 8

Experience Level: Fifth

Combat Skills: Expert Hand to Hand. Four attacks per melee.

Bonuses: +2 to Strike, +3 to Parry and Dodge, +2 to Damage, +2 to Pull Punch/Roll, Kick attack (1D6 damage). Includes all bonuses.

Weapon Proficiencies: W.P. Knife, W.P. Automatic Pistol, W.P. Shotgun/Rifle, W.P. Sub-machinegun, W.P. Heavy.

Skills of Note: Pilot Automobile 72%, Body Building, Radio: Basic, Radio: Scrambler, Surveillance, Basic Electronics, Basic Mechanics, and Pick Locks.

Weapons: Automatic Pistol (4D6 damage per round), and a .22 automatic concealed in an ankle holster (1D6 damage per round).

Armor: None

Vehicle: None

Personal Profile: The Dispatcher is a huge barrel of a man in a grubby trench coat and crumpled fedora. He carries a huge walkie-talkie, and is constantly barking orders into it.

He is in charge of security, and coordinates the goon squads. He regulates the goon patrols during times of calm, and dispatches squads to hot spots when the penthouse is on alert.

Note: The Dispatcher knows of the Ratt Pak's existence.

Sample dialogue:

The Dispatcher's favorite phrase is "I'll kick yer butt!" and he barks it into his walkie-talkie all the time. If the crime fighters are listening in on a walkie-talkie, they'll hear him constantly barking things like:

"Squad Gamma-7, report to the lobby to relieve squad Delta-2. Do it now, or I'll kick yer butts! Squad Beta-3, report in. Where are you guys? You want me ta kick yer butts?"

Once the building goes on Alert, he gets more frantic:

"Squad Beta-57, get yer lazy carcasses over to the lab on the double! Hurry up, or I'll kick yer lazy butts! And where's squad Alpha-2? Report in or I'll kick yer butts!"

The SoloChem Boss

Real Name: Frederick Porcelain

Alignment: Miscreant

Hit Points: 37 SDC: 20

Age: 43 **Sex:** Male

Size Level: 8

Weight: 135lbs **Height:** 5 ft, 4 inches

Attributes: I.Q. 15, M.A. 15, M.E. 8, P.S. 10, P.P. 10, P.E. 12, P.B. 9, Spd 8

Experience Level: Sixth

Combat Skills: Basic Hand to Hand. Four attacks per melee round.

Bonuses: None

Weapon Proficiencies: Automatic Pistol

Skills of Note: Pilot Automobile 55%, Pilot Helicopter (Basic), Chemistry, Chemistry: Analytical, Math: Advanced, Computer Operation, and Computer Programming.

Weapons: Automatic Pistol

Armor: None

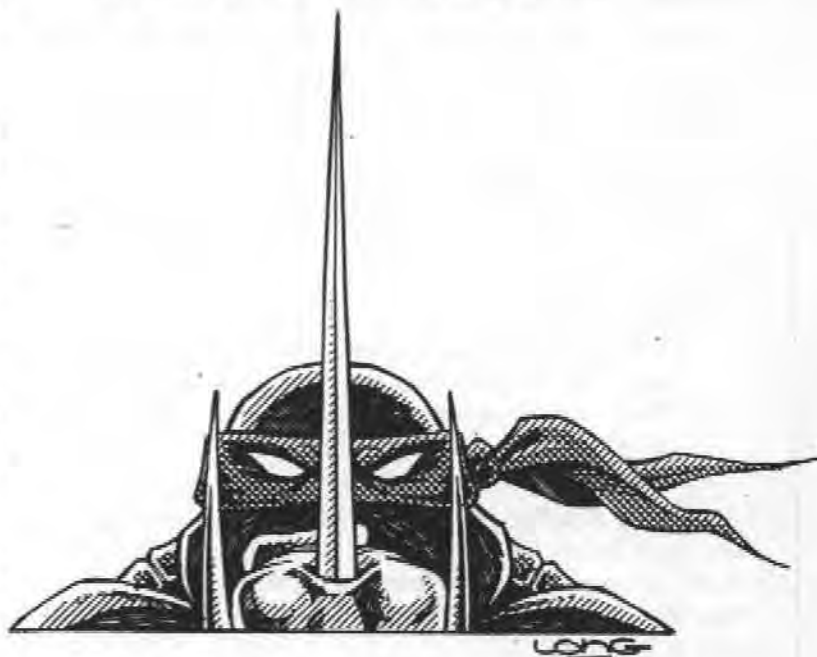
Vehicle: Helicopter (On Roof)

Personal Profile: The Crime Boss is a weasely man with an annoying personality and a disdainful air. He set up the SoloChem empire, and would sacrifice any of his men to keep it.

Although he created the Ratt Pak, the Crime Boss, like Dr. Frankenstein, is now terrified of his creation.

When the mutant animals proposed that they would create a subliminal message generator, Mr. Porcelain was pleased. But now he's afraid that the animals have gotten out of his control. He's scared of Labb Ratt and his crew, and would gladly betray them if he thought he could do so without endangering himself. And especially if this important infor-

mation enables him to cut a deal with the district attorney (he might even get immunity and walk away from all this a free man). Frederick Porcelain is 100% sleazy.



What Next?

If the players are on their toes, they'll try to find out the Ratt Pak's destination, and their scheme. If they are asleep at the wheel, they'll let the whole matter drop. Either way, you can keep the scenario moving.

The heroes can find out the following information by searching the High-Tech Lab for information, or by continuing to interrogate the Crime Boss about the Ratt Pak (25 EP award).

If they do neither, they will read the following information in the tabloids the day after the raid (No EP award). Legitimate newspapers don't believe in mutant creatures, and they don't print the weird ravings of Porcelain. But the cheap tabloids do. Ad-lib the newspaper story so that all the information below is revealed.

Note: Our heroes are likely to be mutants and/or vigilantes and will have to flee when the police arrive. If they are seen, they may be implicated as part of the drug ring. Depending on how things go, the characters may have to avoid or fight the police to get away. Only heroes known to work with the police may be able to stay for a formal police mop-up and investigation.

Clues and Information:

- 1) The Ratt Pak took a nearly completed prototype of a Subliminal Message Generator; a device capable of mind controlling huge numbers of people. The prototype only needs another week's work to be functional.
- 2) The Subliminal Message Generator (SMG) works only when the subjects stare at SMG encoded images for at least an hour. The messages need to be encoded into a delivery system, like film. The generator is nearly finished. The Ratt Pak just has to work out a few bugs and the system will be ready.
- 3) The Ratt Pak needs a constant supply of the mutagenic drugs that created them to stay mutated. The drugs are rare, expensive and illegal. The only source of the drugs is the Magaldi Cartel in South America.

If the characters investigate the rocket launch by contacting police, news agencies, or even the FAA (Federal Aviation Administration), they learn that the rocket was tracked to Southern California. The officials lost track of it over the Hollywood Hills. If not, the news agencies will announce unconfirmed reports that this "mystery rocket" was tracked to California.

The sleazy tabloids will report that a rocket-shaped UFO was seen landing in the Hollywood Hills late at night, six hours after the SoloChem raid. The tabloid articles link the crash to the unauthorized launch at SoloChem.

LOOSE ENDS

If one of the Ratt Pak is actually captured (which shouldn't happen), allow a brief period of interrogation, and then improvise an assault by some Brain Drain robots on the place the mutant is kept. The Ratt Pak member can escape in the confusion. If the player characters actually repulse the attack, yield to the situation, and run upcoming encounters with one less member of the Ratt Pak. Remember, no member of the Pak will fink on their pals. Psionic probes may reveal the following:

1. A general idea of who and what the other gang members are (no specific data like hit points or exact abilities).
2. That they run a major drug ring in Hollywood, California.
3. Plan on using the SMG soon with ... a film ... or something ... in California.
4. An impression of general evil, big danger, and ... Shredder (!!).

Reel 2: I Love L.A. (California, Here We Come)

In this episode our crusaders go to L.A., meet some friendly surfers, battle Foot Frogmen and meet one of the Ratt Pak. Not bad for a weekend in the sun.

Game Master Information

Motivations for Cruising

This episode begins with the Turtles planning their next move. The previous skirmish with the SoloChem crime boss has led to the discovery of Labb Ratt and his cronies. Further investigation will confirm the existence of the *Subliminal Message Generator* (SMG), and confirm that Labb Ratt and crew are continuing their operations in Hollywood.

The heroes should have all the available clues, and know they are needed in Hollywood. Further information and incentive can be made available through any police connections they may have or from the media. This is a very grave situation which threatens thousands of innocent people.

The media aspect regarding clues and incentive will focus on the front page news about the unfortunate businessman and suspected drug lord, Mr. Frederick Porcelain. Mr Porcelain has made a special deal with the district attorney's office. He claims to have been a victim of maniacal mutant animals who were the actual criminals behind the entire drug operation. Mr. Porcelain is being held under protective police custody until the criminal

mutants can be apprehended and brought to trial. In exchange for his full cooperation, Mr. Porcelain will plead guilty to lesser charges of criminal negligence. His company will be fined and Porcelain may have to serve as much as four years in prison (up for parole in two). Although Frederick is getting off pretty easy, the real danger is the *Ratt Pak*. Our heroes can keep an eye on him later.

The information from the media is nothing more than what was revealed as available data in the *Reel 1* adventure. Likewise, any police sources will only have the same basic info as that which the characters may already know. There just isn't much known about these villains. However, the police will confirm that they are currently in the Los Angeles area and that the situation is super-serious. There is an all-points manhunt for the creatures. Rumor has it that the Feds may be involved in the manhunt too. This is good, but it is likely to make moving around town a little more difficult for mutant animal heroes, especially those who are rodents and cats.

Picking up from Truckin' Turtles

If players are being run through this after the adventures in *Truckin' Turtles*, they will already be in California. This being the case, the first adventure should take place somewhere in *California* or a neighboring State. As for police connections, the group has good ol' Bert McClusky. Bert can help gather information and might even join his pals to "Git rid of drug running vermin like these guys." Whether Bert is used as a NPC is strictly up to the Game Master, but we thought we'd mention it.

The Teenage Mutant Ninja Turtles

If playing the TMNT, the following section involves Splinter, the Turtles' master and mentor. If you are using an *original group of heroes*, it will be their mentor or head of operations who delivers the speech and sends them off to California. If they have no mentor, and are not rushing to go to California, improvise. Use whatever channels of information the heroes use to convey the fact that they are needed in Hollywood. For example, a psionic character could have a precognitive dream about the Ratt Pak. Or the TV news could show footage of one of the Ratt Pak evading a police raid. And so on...

Read the following to the players:

You are relaxing at home after the battle at the SoloChem fortress. Splinter enters the room and summons you before him, looking pleased.

"My sons," he says. "You have proven yourselves honorably in your assault on the poison merchants. The world has seen the end of the Blue Ice menace before it could begin. This is one narcotic that will not plague the world any time soon. I am proud of you."

"But a new evil has been uncovered. In shutting down this vipers' den, you have discovered the existence of a band of horribly mutated laboratory creatures who are filled with evil. It disturbs me greatly. I want you to find these creatures."

"We must know the truth. If Porcelain is to be believed, these animals are extremely cunning and dangerous. If, on the other hand, they are innocent victims of Porcelain's hideous experiments, we might be able to help them."

Give the Turtles a chance to react to this. They may be excited, sorry to leave their home, or something else entirely. No doubt they will have a lot of questions for Splinter, like, "How do we find these guys?" Here are his answers:

Splinter says, "You shall begin your search for them in California, in the city called Los Angeles. Trace the creatures through the Magaldi Cartel that Porcelain has spoken of.

"I won't go with you, but I will help you on your odyssey. I will arrange your flight, provide you with expense money and advise you from our home here in New York. Call every day, if you wish, to inform me of your progress.

"But the hard part is up to you. This is a difficult assignment I am entrusting to you: you must remain hidden from the eyes of the world and still find these animals. In your travels you may meet people you can trust with the secret of our existence, but it is essential we remain unknown to the world at large.

"I have the utmost faith that you will be able to find these creatures, and work out what to do with them. Your ninja training will help you ferret them out, even if they are in hiding, and your wisdom will advise your actions.

"I believe I have trained you well. Consider this a test of your resources."

There. The Turtles are now in over their heads. Give them time to make preparations. Ask them what equipment they are taking. They may wish to travel light, or take a lot of special gear. They should also bundle up and disguise themselves. Splinter gives them enough spending cash to cover reasonable expenses once in L.A. (about \$1000 total).

Non-Turtle characters may have other means of transportation available to them. Characters who look comparatively normal can fly on a regular passenger airplane, take the train, or ride a bus. Some may even be able to fly there themselves. Non-human characters who wish to remain anonymous will have to make special, less conspicuous arrangements, like the TMNT, and may be forced to drive.

Turtles in Disguise

In much of this adventure, the four Turtles or other mutant animals must pass unnoticed in human society. To escape detection under normal circumstances, the characters must conceal their inhuman nature. One way is to wear clothing that will hide most of the body or face and other odd features. Another ploy is to travel during the night and early morning hours when there are few, if any, pedestrians out. Creatures like the Ninja Turtles have an especially difficult time at disguise because of their bulk, color, odd two-fingered hands, and turtle shell. However, other mutant characters may look so close to humans that they can easily disguise themselves with make-up and a wig. The disguise skill will be handy for these individuals. **Note:** Michaelangelo has a disguise skill which he uses to help disguise himself and his brothers.

Now, everything isn't as bleak as it may sound. This is the film capital of the world, as well as being one of the largest and sophisticated cities in the United States. This can work to the characters' advantage. The Hollywood film companies and advertising agencies are constantly staging publicity stunts and

appearances, so even if something as bizarre as humanoid turtles are seen, people are not likely to see them as anything more than actors in costumes.

L.A. Arrival

Read the following to the players:

The super-heroes arrive in sunny Los Angeles on a beautiful, balmy afternoon. After living in a huge, dank, and grey eastern city like New York City for so long, L.A. looks unbelievably bright and clean (especially if it is winter back home). The buildings are generally smaller and less imposing than those of New York. Los Angeles and surrounding communities are much more sprawling than the compressed humanity of Manhattan. The architecture is also very different. Buildings are an unusual mix of Spanish and Modern. Many are in colors of mauve and pink, others, gold and red, white and blue. The whole city looks well-scrubbed and splashed with bright colors. Only the taint of a pollution filled sky and human despair stains the glamour and sparkle of L.A.

Our heroes will need a base of operation. They can live on the beach, or in an abandoned building, or get a hotel room, or rent a beach house. **Note:** Los Angeles does *not* have the big storm drain type sewers found in eastern cities. The city has a system of aqueducts that look very much like an empty highway. These canal-like structures do not run throughout the entire city like sewers do and are often quite visible (they are often without water too).

Finding the Ratt Pak!

There is a lot that a self-motivated group can do to locate the Ratt Pak. Let the players come up with their own method. Here are some possibilities:

1) Go to the Crash Site

The characters can investigate the crash site of the Ratt Pak's rocket in the Hollywood Hills. If they do, they will find a deep crater marked off with police tape. If they search the crater, they will find fragments of the rocket.

A successful Mechanical Engineering skill roll reveals that the rocket was intentionally blown up after landing, and did not crash (the Ratt Pak blew it up to keep people from discovering it).

Also in the wreckage is a burnt fragment of a piece of paper missed by the police. In twisted, scrawled handwriting, it says: "Magaldi Cartel Safehouse, 5401 Melrose Ave, L.A."

If the group stakes-out the address, they'll discover that it is a safehouse for gangland members of the Magaldi Cartel. Currently, three men occupy the house. Nobody comes to visit and nobody leaves the home. If the heroes enter the house or bug the building, they will learn only that the three are crooks on the lam. Strong-arming the thugs for info will result in a brief moment of combat. The thugs will not use firearms for fear of alerting the police and will fight with knives, brass knuckles, and clubs. They will surrender as soon as they realize that their opponents are much tougher than they are. The three are equal to a typical goon.

Unfortunately, they know little about the Ratt Pak other than that they work for the *Magaldi Cartel*, "and you don't want to

mess with them brother. They cut you up into little pieces before you know what hit you."

They will reveal one more bit of data. The leader of the Ratt Pak is a "dude named Labb Ratt . . . he's a drug dealer . . . and mean from what we hear on the street. Maybe you superdudes should jus' go home now and make things easy on yourselves."

If the three thugs are not incapacitated, they will contact someone at the Cartel and warn them that ". . . some strange dudes are looking for the Ratt Pak. Get word on the street." If our heroes exhibited any unusual abilities or characteristics, they will be reported.



2) Rough up drug dealers

Our crime fighters will get similar comments from drug dealers and gang members who work the streets for the Cartel. They may also get the address to the safehouse (but this is basically a dead end). Asking too many questions about the Magaldi Cartel or the Ratt Pak will definitely get the attention of the people in question. This attention will be dramatically intensified if our heroes are destroying the drugs, drug houses, and/or incapacitating drug dealers (by beating them up or turning them over to the police).

All this attention is likely to get the player characters attacked by thugs or gang members (all equal to a typical goon). Or shot at by a speeding car. If these scare tactics don't dissuade our champions, then more serious measures will be taken (like an assault by Foot ninja, a hit man, hired super-villain, etc.). **Game**

Masters, please note that you can turn this Ratt Pak/drug situation into a long running campaign if you wish. Develop the situation as much or as little as you like.

3) Rival drug gang members

If approached with a little diplomacy, one of the rival drug dealers may be of greater service. He/they would like to see Labb Ratt off the street, because he's cutting into his profit. "It just good for business, man."

The rival dealer will supply a little more information about the Ratt Pak members too. "Labb Ratt is the brains. Don't give this son of a . . . any slack, 'cause he'll kill ya in a heartbeat an' do it wit a smile. The other guy to watch out for is White Rabbit. This dude's a psycho. Dresses up like a giant bunny rabbit in a leather mask, but he's all muscle and bullets, man. They say he can't be beaten. I heard tell 'bout an enforcer . . . Lizard something (Lounge Lizard) . . . heard he gots mind powers. There's Ratt's lady too, but she's just some ditzzy broad."

Lastly, the criminal knows the day and place of ". . . an important shipment . . ." that the Ratt Pak must receive (*see the Computer Hacking data that follows*).

Game Master's option: You could even give the group the address to a warehouse that's known to be a drug drop point used by the Ratt Pak. Of course, Labb Ratt has anticipated this location being discovered (it is too well known), so he's moved those operations elsewhere. However, he's left a welcoming party for anybody who comes snooping around. Trap Time! It could be ninja, or gunmen, or goons, or robots, or goons and White Rabbit (who slips away to fight again), or . . .

4) Hacking into the Magaldi Computers

The good guys could rent or buy a computer (or get access to one), and try to hack into the Magaldi Cartel computer net. This requires 2D6 hours of computer work, a successful Computer Operation roll to locate the net, and two out of three computer programming skill roll to penetrate the Magaldi Cartel computers.

The computer invasion will reveal three important pieces of data. One, a coded file titled "RATT."

Two, a series of invoices for microchips and electronic equipment (this is odd because it is so out of place for the Cartel. Give 25 extra EP for the first person to figure out that these are components for building another Subliminal Message Generator).

Thirdly, a shipping memo regarding a shipment to a Malibu company called "L.P. Enterprises" and marked "Attention: Mr. L. Ratt." The data of delivery and location is also indicated. A quick investigation will reveal that there is no company called L.P. Enterprises registered in Malibu or Los Angeles.

The computer connection is broken before any more data can be retrieved. Further attempts to break into the Cartel's computer files are unsuccessful. The heroes got lucky this first time; they will *not* be able to break into the mob's computer again.

Game Master Note: Just so you know exactly what's going on here. The Ratt Pak has paid the Cartel a small fortune for a steady supply of the Magaldi Cartel's *mutagenic drugs* developed by Frederick Porcelain. The mutant criminals *must* have a constant supply of these drugs to retain their sentient and humanoid state. Without the drugs they will slowly revert back to their animal form. **ONLY** the members of the Ratt Pak are aware of this!! The Cartel has no idea why Labb Ratt wants these drugs.

The Shipment

The shipment is scheduled for delivery tomorrow afternoon at 3:00 p.m. The shipment is arriving by boat along the Malibu coast, at the *Malibu Surfrider St. Beach*. Mr. L. Ratt is scheduled to be there to pick up the delivery.

NOTE: If the Turtles are being played, Splinter contacts them to say that April O'Neil (or one of her connections) has hacked into the Magaldi Cartel computers and found the information on the Ratt Pak's shipment.



To the Beach at Malibu

The Malibu Beach is a serene stretch of coastline that extends for miles and miles. The soothing waves roll and break with a relaxing, gentle rhythm. But they don't have a calming effect on you. They make you wanna surf!

There are only a few other surfers out today showing off their style. And there is time to get surf gear together and plunge into the waves. It may also be a good idea to break the group up to cover more area. Even the Ninja Turtles will pass unnoticed as long as they wear some beach gear. They can pass for short guys in green body suits. The locals are a little too laid-back and wrapped up in their surfing to notice how different the Turtles look.

Hanging out on the beach

In addition to surfing, the characters can also hang out on the beach, and check out the locals. This particular stretch of beach seems unusually devoid of surfers and beach babes, perhaps because it is a weekday and the weatherman threatens that an ocean storm is moving in. However, the sun is shining and the waves inviting. The few dozen people on the beach all look like happy sun worshipers. Not one is really suspicious looking.

Optional rules for surfing

Yeah, it may not be the wisest thing to be surfing and goofing around considering the seriousness of the situation, but if the characters have a few hours to wait and are a happy go lucky group, the game master may find himself with a bunch of amateur surfers on his hands. Consequently, the following rules will allow characters to enjoy to thrill of the surf.

If the group doesn't have surfboards with them, they can rent some from a friendly gentleman near the road.

The art of surfing really has a lot to do with physical prowess, balance, and courage. Of course, characters *must* know how to swim or wear a life preserver (even then it's best if they know how to swim). The basics consist of paddling out to sea, waiting for a big wave, letting that wave grab hold of you, and standing up on your board while the wave carries you along (okay, maybe there's more to it in real life, but that's the basics here).

Natural athletes, like Ninja Turtles and super-heroes, have an edge and may find that they have a special affinity for this water sport.

The base skill (without any instruction) is 20%. Roll percentile dice. 1-20% means the individual has caught the wave and has his board under control. Roll again to see if the character can get to his feet and stand. A roll of 1-20 means success. Now roll once for every melee (15 seconds) to stay standing. A failed

roll, 21-00, means a WIPE OUT! Now aren't you glad you know how to swim?

Surfing Bonuses: Add the following bonuses to your character's base skill ability. Bonuses are accumulative.

- +7% if the character has a gymnastic or acrobatic skill.
- +15% if the character has both gymnastics *and* acrobatics.
- +5% if a semi-pro or professional athlete or super-hero.
- +5% if he has the advanced swimming skill.
- +5% if the individual uses *telekinesis* for extra balance.
- +10% if the character is aquatic or semi-aquatic, like a mutant turtle or sea otter.
- +10% if the character is a martial arts master or of the *physical training O.C.C.* (From **Heroes Unlimited**).
- +4% per level of experience if the skill is selected as one of the character's *physical skills*.

Note: The TMNT each have the swimming skill at 98%.

Surfing Challenge

Read the following to the players:

Everything is quiet. There are no suspicious characters slinking in the shadows and everybody seems to be having a great time in the water. The suspected drug ship isn't due for another hour or two (or three) and those waves and laughter sure are inviting.

While you are standing around watching the fun, a skinny surfer with long, sun-bleached hair and a dimwitted, but friendly, expression walks over to you and says, "Hey li'l weird dudes. That's some wiiiiiiild wave ridin'! Wanna have a face-off? Yew know! A contest!"

His four surfer buddies line up to show off their skills and to coax the group into a "li'l fun."

The surfers propose four rounds of competition, with a surfer vs. "one of you weird dudes" in each round. If our heroes agree, the first surfer asks the group for a volunteer to surf against him. Then the second, third, and fourth surfer will surf against another volunteer. The fourth player character faces the toughest opponent.

Compare Surf rolls in each round. A failed roll means a wipe out. If both competitors fail their rolls, neither wins, and that round counts as a tie. If both competitors' rolls succeed, the winner is the one who made his Surf roll by the largest margin. If the heroes win two rounds and the surfers win two (or if both win just one), the match is a draw. The beach dudes have Surf skills of 50, 55, 60 and 65, respectively.

Win or Lose, the surfers are happy.

When they are done, the surfers say, "That was totally awesome, li'l surfer dudes. Party on!"

They saunter away, waving and laughing.

Foot Frogman Attack

The characters can surf at their leisure till 2:30 p.m. At this time the storm is moving in and most of the surfers have gone. About 2:45 p.m. a small boat appears above the waves, heading for the shore.

As the boat comes nearer, it can be seen to be a 40 foot yacht. Nothing too showy, but a sturdy and fast looking vessel. As the

yacht floats within 900 yards/meters of the beach, the characters may notice six dark shapes bobbing in the water about half the distance to the boat (each player rolls a 20-sided die for initiative/observantness). Characters with telescopic vision/devices can focus on the six shapes, identifying them as *frogmen*. However, the frogmen are not heading toward shore, but toward the boat.

If the characters act now, they may be able to reach the yacht about the same time that the frogmen do, as the SCUBA divers seem to be waiting for the boat to come to them. If the group continues to watch, they will see the frogmen carefully attach themselves to the slowly passing vessel and start to carefully climb toward deck. Their movements show stealth and ninja skill. They are not expected visitors!

At this point it is 2:55 pm and the yacht is about 600 yards/meters from shore. It's within easy surfing distance of you, or a tough swim. If our heroes have a motorboat, they can be to the vessel within four melees.

The six frogmen hop onto the deck and begin to make their way toward the pilot's area. Each is armed with a wicked-looking spear gun. One of the crewmen sees a frogman, pulls his pistol, but is cut down by a well placed spear. Another falls victim to a knife blade before he can sound an alarm.

Yep, it's the Magaldi Cartel smuggling boat, but it is under attack from some unknown assailants.

Game Master Notes

The Attack

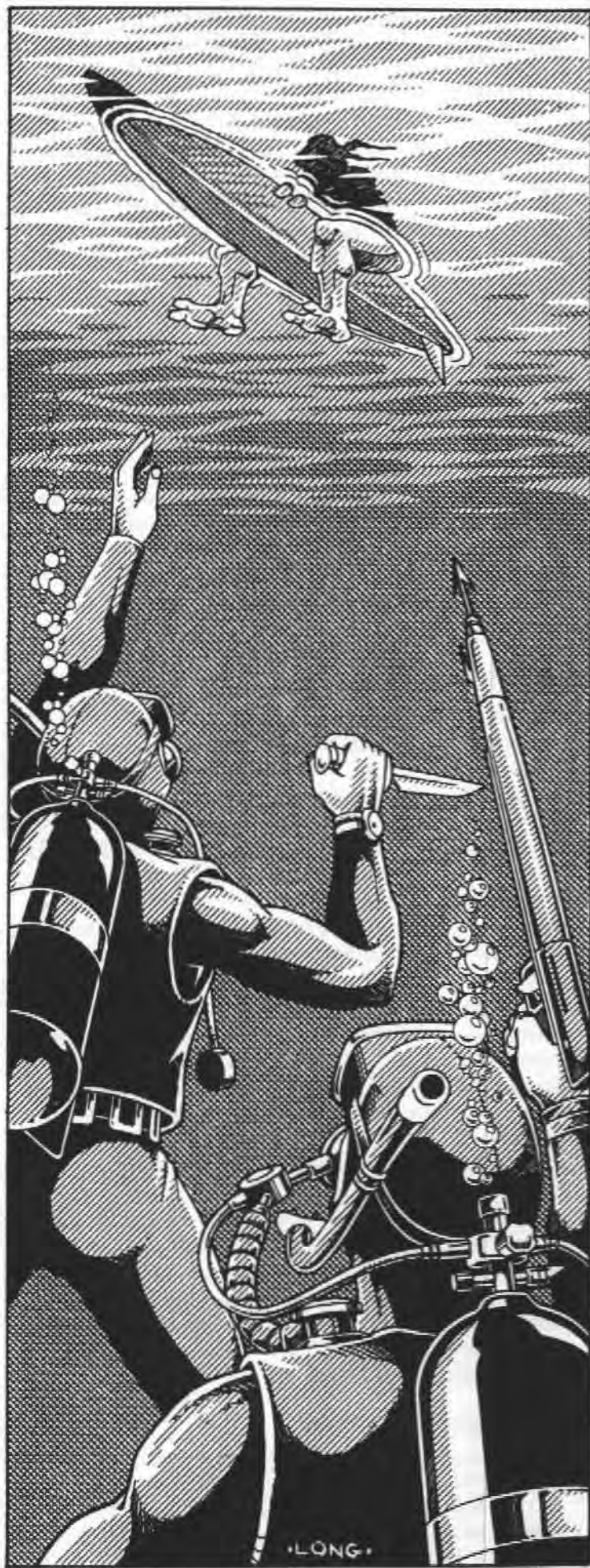
If our heroes head for the boat before the attack begins, inform the players that they may be able to reach the frogmen before they get to the yacht. Paddling on surf boards will take about 6 melees (a minute and a half). Swimming will require about 8 melees (2 minutes), because they will be battling the waves which push them back to shore. A motorboat will get them to the ship within a minute (4 melee rounds). Of course, super-heroes may have an alternative method of transportation, like flying, which could get them to the vessel in one melee (15 seconds).

Unless they can travel the 600 yards between the shore and the boat in six melee rounds, the *frogmen* will reach the yacht, climb on board, and begin to kill the Magaldi henchmen. Once they have slain the five crewmen, they will seize control of the boat and sail away. **Note:** The entire on board attack will take approximately 10 melees (2 1/2 minutes). The yacht will then be slowly turned around (another 4 melees/one minute) and begin its way back to sea at a speed of about 30 mph.

If the heroes were already in the water and 200 yards from the shore when the frogmen first surface, they have a chance to intercept the assailants before they even reach the boat (the frogmen wait about two minutes before they climb onto the yacht). Likewise, if the heroes have a motorboat or alternate means of transportation that's just as fast or faster, they can attack the frogmen before they reach the ship.

The Fight in the Water

If our waterlogged champions engage the frogmen in the water, the Magaldi Cartel henchmen on the yacht are not even likely to notice the combat only yards away. Characters who don't know how to swim are in danger of having their life preservers cut away and drowning. **Note:** The frogmen exhibit the speed



and agility of martial artists. Indeed, they are ninja assassins sent by the *Shredder*. Each is armed with a knife (1D6 damage) and a spear gun (1D8 damage and takes one attack to reload; four spears total). **See Foot Frogman, which follows.**

As if the appearance of the *Foot* was not enough trouble, they have to contend with a Great White Shark!

Read the following:

As you move toward the boat, you notice a strange motion in the water in front of you. A large fin cuts through the water, moving right toward you. With a savage ferocity, a great white shark erupts from the waves, hurtling directly toward you!

This may seem bad, but there's actually a lot the character(s) can do. There's only one shark, so one person can fight it while the others rescue the ship. Also, if the character wants to try to vault over the shark, he can do so with a successful Surf roll. (Failing a Surf roll while vaulting over the shark gives the shark a +3 on his first attack.)

The shark has no loyalties to the *Foot*. He's just hungry. He will be glad to munch contentedly on a *Foot Frogman* if he can get one. If the shark is chasing one of our heroes, and the character zips behind a *Foot Frogman*, the shark will attack the frogman. Eating will keep the shark busy for 3D6 minutes.

The Battle on the Boat

Another option the players may choose for their characters is to engage the frogmen on the boat rather than in the ocean. The *Cartel* goons are grateful to see them, but will not engage in the fight; they simply watch, guns ready. Undoubtedly, one or two goons will get shot by a spear gun, even with the intervention of our heroes.

If the characters attack the goons as well as the frogmen, the goons will angrily fight back, splitting their attacks between the *Foot* and the heroes.

Desperation Run

When three of the six *Foot* are beaten, the one who is damaged the least will break his attack (allowing those fighting him a parting shot, of course), and run below deck. He emerges two melees later, clutching a large waterproof box, and runs for the edge of the boat. If he is not stopped, he will reach the edge and be in the water in one melee round. He will not defend himself, but will just run, even as he is being attacked. The box contains the *Mutagenic* drugs, and he will give his life to steal it.

If he makes it to the ocean, the heroes can follow him underwater up to a depth of 100 feet. Any deeper and they'll get the bends. They may have little chance of catching him if he gets this far. The *Frogman* swims at a speed of 20. **GM Note:** Say, is that shark still hanging around?

Winning the Battle

If the *Foot* are beaten and the *Magaldi Cartel* goons subdued, the heroes have control of the boat and possession of the *Mutagenic* drugs.

Unless the *Foot Frogman* successfully stole the waterproof box, a search of the ship turns up the *Mutagenic* drugs. The drugs can be destroyed or confiscated. Make a note of what is done with the *Mutagenic* chemicals. Also on board are six two pound cases of cocaine with a street value of about \$40,000.

Any goons who survived can be interrogated. The goons are sullen and cranky, but grateful to have been rescued from the Foot. Here are some of their answers to the Turtles' questions:

1) Why did the Foot attack you?

"I never seen those guys before. I dunno what they want wid' us. Maybe they're from a rival gang."

2) What are these drugs?

"Some weird mutation stuff we make. Dese are the only guys dat want it. We usta' sell it to SoloChem, but dey recently hadda hostile takeover. I don't know what the stuff does. I jus' know it's radioactive, and I'd rather have nothin' ta do wid' it."

3) Who were you going to meet?

"Dey said it would be some big furry guy. Dey said I would rec'anize him because he'd be wearin' winter clothes, and he'd say, 'Labb Ratt sent me.'"

4) Where is your headquarters?

"In the jungles of Columbia, South America."

5) Where is your US headquarters?

"We ain't suppose ta hang 'round. But we got dis address of a safe place if we need it." The address is the safehouse that the characters already know about.

The heroes can do as they wish with the captured Cartel goons, including leaving them for the police. There's enough evidence in cocaine to put them away for a long time.

Searching the Foot bodies (no Foot ninja will allow himself to be captured alive) will yield little information. However, each body has an identical letter tucked inside the wet suit. It says:

"Dear Ratt Pak,

I have your precious mutation drugs. I can and will intercept every other shipment as easily as I obtained this one. If you want your life-sustaining chemicals, you will deal with me. All I want is your Subliminal Message Generator.

And one more thing. I do not take kindly to mutant creatures. Perhaps you should think twice about being one.

Shredder"

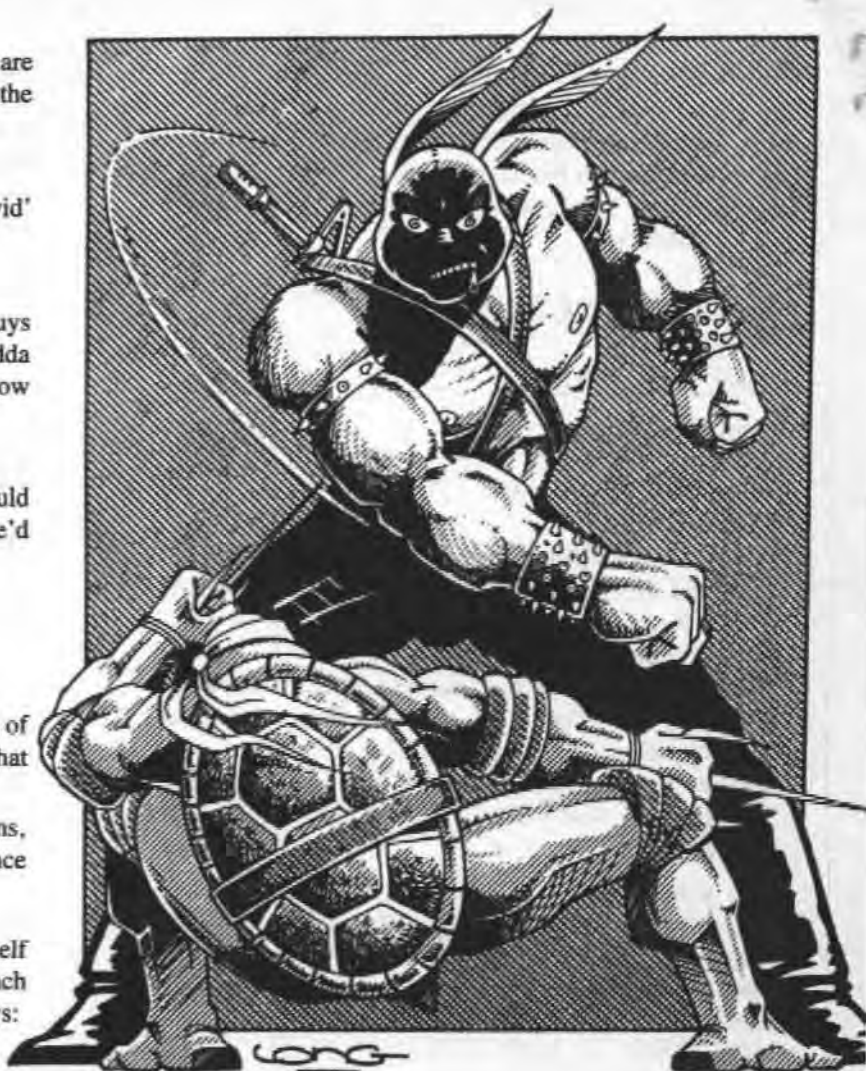
Well, that should do the trick. Now they know Shredder is involved.

White Rabbit's Attack

White Rabbit has been watching all this from the shore, and is enraged, because he is unable to swim and is deathly afraid of drowning. He is bundled up in hot, concealing clothes, and anxious for combat.

If the goons have been interrogated, the player group knows White Rabbit could be waiting for them somewhere on the beach. If they are not privy to this info, White Rabbit's ambush will be a surprise. The only way to avoid his attack is to pilot the yacht to a different location miles away. Of course, this'll mean abandoning the vehicles and equipment they used to get to the beach.

Returning to the beach, the group will see only a handful of surfers lounging on the beach. A few more people are at the concession stand. There is also a hulking figure bundled in bulky clothing skulking in the shadows. Yes, this is *White Rabbit*.



White Rabbit will make his move as soon as the heroes are halfway up the beach. He'll shoot his uzi sub-machinegun into the air and grab a woman hostage.

Panting with rage, he shrieks: "Give me the package! Now! Or I'll waste her!" White Rabbit snarls and growls, "You creeps are ruining everything!"

The characters may try to talk White Rabbit out of attacking, but he is berserk with anger and won't listen to reason. He wants the box now or people are going to die. It is painfully obvious that he is on the edge and should not be pushed.

If White Rabbit is given the box of precious chemicals, he slowly backs away, still pulling the woman with him. "Don't follow me. Don't even move! I'll let her go as soon as I'm clear of you chumps." The hulking mutant would love to fight it out, but understands how important the drugs are and will not take any stupid chances. Once he's at the road he pushes the woman to the ground and leaps into a new, blue jeep.

The group will hear him shout, "Now Brain, now!" Suddenly, White Rabbit begins glowing, and in a flash, his body disappears. He is not invisible. But he is definitely gone. Apparently, some sort of teleportation device has whisked the villain away.

Game Master's Note: The heroes can attempt to attack White Rabbit and pull the woman to safety. The ensuing battle is likely to be a deadly one as the evil rodent will fight to kill! If he is subdued or killed, his body will be teleported away as soon as he is a few feet away from his assailants.

The Clue!

The encounter does yield another clue. A business card is found near where the rabbit vanished. It reads: "Lambert Bullwark, Executive Producer, 10 Mortimer Mouse Blvd, Suite 50, Monolithic Movie Studios, Hollywood, California. (213) 555-MEGA"

Non-Player Characters

Foot Frogmen

Alignment: Miscreant

Hit Points: 26 **SDC:** 24

Average Age: 25 **Sex:** Male

Size Level: 11

Weight: 160 lbs **Height:** 5 ft, 9 inches

Attributes: I.Q. 8, M.A. 11, M.E. 9, P.S. 14, P.P. 14, P.E. 12, P.B. 8, Spd 14

Experience Level: Fourth

Combat Skills: Hand to Hand: Ninjitsu, Four attacks per melee.

Bonuses: +4 to strike, +3 to parry and dodge, +5 to damage, +3 to pull punch and roll. Includes all bonuses.

Weapon Proficiencies: W.P. Paired Weapons, W.P. Targeting (Spear gun). Add +1 to strike and parry when using these weapons.

Skills of Note: Athletics: General, Acrobatics, Body Building, SCUBA, Swimming: Advanced 85%, Prowl 78%, Pilot Automobile 90%, Pilot Boats: Motor 50%

Weapons: Spear Gun (2D6 damage), Knives (1D6 damage)

Armor: Wet suit: AR 5, S.D.C. 10

Vehicle: None

Personal Profile: Foot Frogmen are Foot Assassins who have been specially trained to fight on and under the water. They are silent, fanatic ninja who serve Shredder with an unswerving loyalty. They also have no sense of humor.

The Great White Shark

Alignment: Hungry

Hit Points: 40 **SDC:** 90

Size Level: 14

Attributes of Note: Animal I.Q., P.S. 24, Speed underwater 26.

Combat Skills: Chomp (4D6 damage), Two Attacks per melee round.

Bonuses: +1 to strike, +8 to damage, +2 to Dodge.

Skills & Weapons: Not applicable.

Natural Armor Rating: 7

Personal Profile: The shark is a normal creature. It is not mutated, but it is very hungry.

Typical Magaldi Cartel Goons

Alignment: Miscreant

Hit Points: 18 **SDC:** 30

Average Age: 22 **Sex:** Male

Size Level: 10

Weight: 180 lbs **Height:** 5 ft, 11 inches

Attributes: I.Q. 7, M.A. 8, M.E. 8, P.S. 15, P.P. 10, P.E. 13, P.B. 9, Spd 9.

Experience Level: Second

Combat Skills: Basic Hand to Hand, Two attacks per melee.

Bonuses: +1 to Parry and Dodge.

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Sub-machinegun.

Skills of Note: Pilot Automobile 98%, Pilot Boats: Motor 65%.

Weapons: Uzi (2D6 damage per round)

Armor: None

Vehicle: Mid-sized yacht (a bit old)

Personal Profile: These Magaldi Cartel Goons are a cruel and loutish bunch. They are used to a life of violence and easy money. They will reveal important information only if pressured.

Reel 3: Monolithic Movie Studio

Some simple library research will provide some data about Monolithic Studios.

- 1) Monolithic is one of the top six largest movie studios in the country. It has a rich tradition dating back to the late 1920's. Every year they produce dozens of multi-million dollar movies.
- 2) They have a huge Hollywood headquarters that houses their offices, and studios. Everybody knows where it is located.
- 3) Vicent Darkins is the studio's star director. He is famous for blockbuster action films and acknowledged as a genius in the industry.
- 4) Lambert Bullwark is the owner of the studio. He is known to be an aggressive and ruthless businessman who always gets his way. He has destroyed more than a few careers, some out of spite. He has been accused of mob connections, but no such affiliation has ever been proven.
- 5) The following films are currently under production:
 - "It Came From the Supermarket": Horror Movie about Food additives.
 - "Six Flags Over Totie Fields": Comedy.
 - "Ghostwhackers IX": Spooky Comedy
 - "The Cosmoroids": SF space epic by famed director Vincent Darkins.
 - "A Heartbeat Away": Wacky comedy about an incompetent vice-president.
 - "Gunfighter Death Hunt": Psycho Cowboy Western.
 - "Misfit Patrol": World War II action thriller.
 - "Passions of a Lonely Heart": Romance.

Loose Ends:

Without a clue

If the business card clue is insufficient to get the group moving, ad-lib an encounter in which the clue is given more credibility. One encounter could be the rival gang member telling our heroes that Monolithic Studios is involved with the distribution of drugs and/or is working with the Ratt Pak "on something big."

Or the group could be approached by a street punk who tries to sell them some Blue Ice. **Read the following:**

"Psst, buddy. Hey, wanna see something new? It's called Blue Ice. It's great! I'm giving away free samples. Try it. Whattaya got to lose?"

After the pusher has been apprehended and put in a more cooperative state of mind, he will reveal the following:

"Some fat, balding guy in an expensive suit. I dunno his name. I met him on the back lot of the Monolithic Movie Studios. He paid me to give this stuff away free on the streets."

This should get the group to Monolithic Studios.

Descriptions & Encounters At Monolithic Studios

GM's Note: This first overview section is to be read to the players once their characters have entered the compound. It will work just as well if they climb a nearby building or fly overhead to get a bird's-eye view of the Monolithic Studios.

Read the following:

The Monolithic Studio looks like a miniature town, and covers ten city blocks. There are large buildings, stores, and new construction, all connected by a maze of roads. Like so much of Los Angeles, most of the buildings are low and spread out, with lots of shrubs, small plants and palm trees around them. There are office buildings, soundstages, hotels, and even shops. Everything looks clean and friendly.

And then there's the other half of the studio city.

Beyond the normal, cheerful part of the compound is a surreal landscape of nightmare architecture. Some buildings are whole, but many are just facades, phony fronts and sides with no real interiors.

The first few blocks look like a western frontier town, but a block or two beyond looks like Paris during World War II after a bombing. Just beyond that is a futuristic city, and past that is a medieval castle. Modern day buildings blend into depression-era streets. Suburbia stands next to feudal Japan. The prow of a replica battleship juts over an artificial ocean.

The next part of the compound is obviously filled with outdoor sets. (Yeah, the Monolithic studio has more sets than normal movie companies, but hey, it's more fun that way.) The last portion is soundstages.

Day or Night

How the characters conduct themselves depends on **WHEN** they chose to visit. The daytime activities at Monolithic are different from nighttime activities.

During the day there are thousands of people at Monolithic, working in the offices, studios, and soundstages. The pace is hectic (in a laid-back California sort of way).

By night the offices are closed, but there are always a few hundred people filming night scenes and partying. Things are calmer, but the parties (that sometimes last till 4:00 in the morning) are more frenetic.

Prowl or the Straightforward Approach

Another important factor to consider is whether our intrepid heroes chose a sneak approach or a more straightforward one. If they are openly wandering around the studio, the encounters which follow will include them as participants. If they are sneaking around, the encounters will happen around them, but they won't be involved.

The Main Areas

There are three main areas that make up the Monolithic Studios. They can be visited in any order. There are mini-adventures in each area, but the main adventure gets rolling in the *Soundstage* encounter.

A Visit to the Studio

The Monolithic Movie Studio is a huge compound made up of very Californian ranch-style buildings enclosed by a huge, fifteen foot tall, stone fence. Above the main gate is a huge black marble sign that says:

MONOLITHIC MOVIE STUDIOS.

WHERE ILLUSION IS MORE IMPORTANT THAN
REALITY.

Bored security guards sit in glass booths at the entrances, checking ID tags as rich and famous drive in and out. The guards routinely turn away thrill-seekers trying to bluff their way through with phoney stories. "But I really AM Elvis!", one man wails plaintively as he's escorted away.

Gaining Access to the studio grounds

The heroes can choose their avenue of entry. They can hop over the wall when the guards aren't looking, they can hold onto the underside of a car or supply truck going in, or they can distract the guards and zip through the open gate.

If they really want to get clever, they could try to bluff their way in, forge fake IDs, make a deal with someone who has a valid ID, etc. As long as the players' idea sounds reasonable, or at least fun, allow it to work.

If they attract the guards' attention, they will have to elude them. The guards have the stats of normal humans. They are armed with .38 revolvers (2D6); game masters may use the stats of a typical goon with an I.Q. average of 10 and experience level of four.

Invited to Visit

It is possible to get authorized admittance by calling Lambert Bullwark or his press secretary or director, Vincent Darkins, and scheduling a meeting with him. They can get an appointment by posing as journalists or as actors' agents. Another sure way in is letting Bullwark know you have something to offer him, like publicity, money, information about "Blue Ice" or "the Ratt Pak," etc. Once they have a legitimate appointment, the guards will let them in.

- 1) **The Business Area:** Office buildings, shops, and hotels.
- 2) **The Outdoor Sets:** A surreal landscape of whole buildings and facades of buildings.
- 3) **The Soundstages:** Huge buildings containing indoor sets and production facilities.

What follows are the general descriptions of each area.

The Business Area

The characters will come here when they want to talk to/spy on Bullwark. The encounters can be played in any order, depending on whether they go directly to Bullwark's office, or wander around first. Game Masters should feel free to add any encounters of their own to the few suggested here.

By day: People bustle through the offices, looking very busy.

By night: The place is quiet at night except for parties and the occasional late working employee.

The office buildings look like office buildings in any other industry, except there are movie posters everywhere, and a lot of people look familiar. People bustle along the streets, couriers deliver packages, and cars choke the road with miniature grid-lock. There are restaurants, parties in full swing, and even a huge movie theater.

ENCOUNTER ONE: Party Animals!

The heroes walk in on a Hollywood party and are cheerfully accepted as members of the studio.

They see some famous stars and some not-so-famous stars, along with a bunch of more ordinary looking people, partying down in a large suite of rooms. Loud music blares from giant speakers. The people are laughing, chatting, and dancing on the tables. Waiters bring around silver platters with pate, snails, oysters, caviar, vegetables and dips, and those tiny little sandwiches. Everybody seems friendly and in a party mood.

No one regards our heroes as unusual even if they wear strange costumes or are mutants. If they put on some simple form of disguise, they can jump in and party too (a good way to get some basic information about the studio and Bullwark). They can help themselves to the free food, boogie down on the dance floor, or hobnob with the guests.

Here are some mini-encounters...

The Infatuated Starlet

A starlet comes up to them and says, "Oh, you are the most adorable little special effects. Are they making more munchkin movies?"

If one or more of our heroes talk to her, she becomes infatuated with one of them (it doesn't really matter who), and follows him around throughout the party. She's sweet and pretty, but a bit of an air-head. She's at the party to meet people and make connections. Unfortunately, she has had a few drinks too many and has "connected" herself to one of the guys. She is of no help in the information department because she loves the studio, loves her work, and simply loves everybody!



The Con Man

A shifty guy holding two drinks says to the player character(s), "Hey, you guys looking for an agent? I'll be your agent for just \$5,000 down."

He is a loud, fast talker, covered in expensive jewelry and Italian clothes. Although he has little genuine info to share, he does offer a few morsels.

"Yeah, that Bullwark can be a tough cookie, babe, but his name is money in this town; know what I mean? . . . What? Does he have mob connections? Let's just say he IS a very connected person. But not to worry! That's where an agent who is really concerned for his client comes in. I'll insulate you from bad scripts, bad PR, and from Bullwark himself . . . and only for 33% . . . etcetera . . . etcetera"

The shady agent is a two-bit con artist who preys on desperate individuals looking to break into the film industry. He's a creep, but is not linked to drugs, the Ratt Pak, or Bullwark. He will move on to a potential "new client" as soon as he realizes that the character(s) are not interested. **Note:** He can get the group an interview with Bullwark, but he'll want his \$5000 per each person first (probably not worth it at all).

Industrial Espionage Agent

While looking for a bathroom, one of the player characters accidentally enters the partially open door of a darkened room where a man is using a tiny flashlight to look through some files. As soon as the hero enters the room the man shuts off the flashlight and dives for cover behind a couch. He is an industrial spy for the *Twenty-second Century Movie Studio*, and is at the party to read the latest scripts at Monolithic.

The spy will remain behind the couch, making anybody who wants to investigate walk over to him. He will try to run for it if somebody does come to where he's hiding. If he is apprehended, the people throwing the party will immediately recognize him as one of the sleazy private investigators employed by the rival studio. They are very grateful, and will help our heroes in their investigation, including getting them an appointment with Bullwark.

Note: The spy is unarmed and will offer little resistance. He has nothing to say without his attorney and will ignore threats. If forced to talk or psionically probed, he still has no useful information. He's simply an unethical private eye who will consider anything if the price is right. He knows nothing about Bullwark other than rumors that he may be involved in some unethical practices and has alleged mob connections.

This is what the people at the party know:

- 1) None of the guests are familiar with Blue Ice, Subliminal Message Generators, or the Ratt Pak.
- 2) When asked about Bullwark, they offer a wide variety of opinions, such as:

"He's a great guy who made a lot of money for the studio, he's among the best. Do you work for him? Will he give me a job now?"

"He's total scum. The lowest form of life. The worst. He steals all the best ideas and scripts, uses people, and mistreats the talent. Of course, you realize I wouldn't be saying this if I wasn't completely inebriated, and out of my mind with mild alcohol poisoning."

"Bullwark? Don't cross him. He has absolute power. He's destroyed more careers than I can count. Of course, if he likes you, you're set for life in this business."

- 3) If a guest is asked about mutant animals, he or she thinks a moment and says, "They have a lot of weird critters on the Cosmoroids set. Soundstage A. You might try there."
- 4) Everybody has heard rumors about his affiliation with the mob, but nobody knows if these rumors are true. Most would not be surprised if they were.

ENCOUNTER TWO:

Pizza

One of the recommended places to eat is *Paula's Pizza Place*. It's a quaint, little restaurant that specializes in "health food" pizza. The only toppings available are things like tofu asparagus, green salad delight, or wheat germ and sushi surprise. Despite its deviant menu, the pizzas are actually very good.

While waiting for pizza, the heroes will notice a tough looking teenager wearing drug gang colors (they may have even seen him during their street investigations in the earlier adventures). He is joined by a movie executive type in a three-piece suit, but the meeting lasts less than a minute. The dude in the suit hands him a small package and leaves. The teen smiles, tucks it into his jacket, and leaves.

Either or both characters can be easily apprehended, searched, and/or questioned (or followed). **The drug gang member** is a snotty, wisecracking 17 year old who has more guts than brains. He'll pretend to not know what's in the package or how it got inside his jacket. The packet contains a pound of Blue Ice. If persuaded to talk, the punk will reveal that his drug boss instructed him to go to the pizza joint to make a pickup of some "stuff." He also knows that the drug is a new "designer" type to be distributed free. The kid's got a record a mile long and will be arrested if the police are called.

If he is followed, he will go to the seedier parts of town to distribute the "stuff."

The executive will insist that this is all a horrible mistake and may even cry. He will claim never to have seen the gang member and knows nothing about drugs. He has no police record and is a well known studio executive who often eats at the pizza place.

If followed or the right methods of persuasion employed, it is discovered that he works for Mr. Bullwark's office. He does indeed know about the drugs and it is his job to see that the right people are given these "samples" so that a new market can be developed. He also uses and deals cocaine. If enough pressure is applied he may even confess that Mr. Bullwark deals in cocaine and within the last week, "Blue Ice"! The source of the drugs is the Magaldi Cartel. The Cartel's new drug enforcers is a group calling themselves the "Ratt Pak." He also knows that Mr. Bullwark has some special deal going down with the Pak, but doesn't know what it is.

If the police are involved the executive will deny everything the heroes claim he's said. Mr. Bullwark will be appropriately appalled that one of his people could be involved in drug dealing and will promise to "look into the matter, with the assurance that we will prosecute to the full extent of the law. Monolithic Studios is beyond reproach and we will keep it that way!"



ENCOUNTER THREE: Lambert Bullwark

Exactly how the heroes get in to see Mr. Bullwark is somewhat irrelevant. They may fabricate a story to get in, bully their way in, or sneak in. They could even wait for him to come out, and question him outside his building. To get an appointment they had better come up with a good story or find somebody with connections. Bullwark is a high-powered producer, and lots of people want his time. Mentioning Labb Ratt or any of the Ratt Pak will work to get them an appointment, but he will be on his toes. Appeals to his honor, civic-mindedness, or requests for his cooperation to help stop dangerous renegades will NOT work to get an appointment.

If they push past his secretary, three Monolithic Security Guards will show up in two melees (30 seconds). They will then have to deal with an irate Bullwark while resisting the security guards. He is not eager to speak to vigilantes, but if they are persistent, he will answer a few basic questions. Especially if they seem to know about Blue Ice or the Ratt Pak (he'll want to know exactly how much they really do know).

If they make too much trouble, Bullwark calls five security guards to have them escorted out of the compound. If our heroes fight, five more guards are called for backup, and eventually, the police are called. All of these guys are honest security/police personnel.

Talking to Bullwark

Once the Turtles have an appointment, or have cornered Bullwark, read the following:

Bullwark leans back, puffs deeply on his cigar, and says, gruffly, "OK, you got my attention. Make it short and sweet."

If you ask about the Ratt Pak, he denies knowing anything about them, and asks what you know. He also plays dumb about Blue Ice, Subliminal Message Generators, and mutant animals. He is a smooth and accomplished negotiator who can look you straight in the eye and lie with a smile. However, the more the characters seem to know, the more edgy he will get.

If they ask what White Rabbit was he doing with his card, he snarls, "Lotsa guys have my card. I'm a very well known producer. That's no crime, is it?"

During the questioning, Bullwark asks, "Hey, who are you guys, anyway?" A quick, strong response will be the best reply.

During a conversation in his office, observant characters may notice a few Blue Ice flakes on the coffee table. When asked about the Blue Ice on his desk, he will deny any knowledge of it, saying that "I dunno what that is. God knows what sort of stuff people bring through here. I see a hundred people a day! I can't keep track of who leaves what! Look, I can see you boys mean well, but you have the wrong idea about me. People say a lot of things about a man in my position. I've got a lot of enemies, some I deserve, some I don't, but they're out there. Don't let my rep fool you. I may be many things, but I'm no drug dealer. What the hell would I be doing mixed up with mutant animal criminals for anyway? Monolithic Studios is worth hundreds of millions. Why would I jeopardize all that? I sure don't need to sell drugs."

Soon Bullwark brings the meeting to a close, saying, "Well, I don't know what I can do to convince you otherwise. Maybe one of my people is using my studio for illicit purposes. Where can I contact you if I learn anything?"

If the group actually gives him the address of the place they are staying, the Ratt Pak will be waiting there for them. Ad-lib an attack the next time the heroes return there.

Game Master Note: The Ratt Pak needs the mutagenic drugs to retain their intelligence and other abilities. Without it, they will slowly revert to their animal state. If White Rabbit did get the drugs at Malibu, the whole Ratt Pak is still at maximum strength. If they did not retrieve the Malibu drugs, they will be at medium strength (the second set of attribute stats listed).

Certainly the Ratt Pak laying in wait should confirm that Bullwark is a creep and definitely involved with the Ratt Pak!

Spying on Bullwark

If they sneak into his office and spy on him, they'll watch him call people and yell at them all day. He is bullying and unpleasant, but says nothing incriminating. He demands lots of shipments of new equipment and orders script rewrites that are obviously not well-received.

Killing Bullwark

If Bullwark is somehow killed, the Ratt Pak will make a deal with a different producer, and the adventure will continue.

Using Psionic Powers

Super-powered characters with psionic abilities can try to mind read Bullwark to get answers from him. If they do, they find a Mind Block in place. They cannot tell if it is an innate power or a created effect. (It's been manufactured by Brain Drain.)

The Outdoor Sets: Adventures

The outdoor sets are a huge, confusing terrain. If the heroes walk around the maze of sets, have them roll a 20-sided to see if they roll under their I.Q. to remember their way. A failed roll means they become hopelessly lost in the nightmare world of Hollywood illusion. Unless they ask directions, the group will remain lost and waste 1D4 hours going in circles.

The first two encounters are just for fun. If you like them, use them. If you want to get on with the adventure, go right to Encounter 3, Brain Drain's Machines.

ENCOUNTER ONE: War

Read the following to the players:

You are walking along a scenic street that looks like a quaint European city, circa 1940. Actors in picturesque clothes stroll the boulevards. Suddenly, you hear the whine of airplane engines, and a loud whistling sound.

Then the street in front of you erupts in a fiery explosion! You can feel the heat. This seems too real to be a movie. The other people run for cover.

Bombs erupt all around. Then a wall next to you buckles, and topples over toward you. (**GM Note:** The characters must each roll a dodge to avoid flying debris. A failed dodge roll means 3D6 damage from flying bricks.)

Suddenly, you hear a woman shrieking! Ahead you see a wall buckling. It is about to topple on a baby carriage!

There is time to leap forward and save the baby if the heroes act immediately. First, roll for initiative; all rolls above a "10" mean the individual is alert and making his move. Then roll to strike. A successful strike roll means the character(s) has gotten to the baby carriage and can push it out of harm's way. Then roll a dodge to see if our hero(s) is able to get out of harm's way before the wall topples on top of him! A failed roll to strike means that particular character has gotten to the carriage but has failed to remove it from harm's way (he can try to protect it with his own body). Another hero can try to save the carriage with the same consequences. A failed dodge roll means the wall falls on top of the character(s), inflicting surprisingly little damage; 4D6 damage.

As it turns out, this is all a movie set and there's no baby in the carriage, just a doll. After the devastation ends, the director and his assistants come running and screaming:

"Cut! What do you idiots think you're doing!! The special effects crew will have to spend days to re-create that scene! This a period piece and you stuntmen just wrecked it. What? Did you really think there was a baby in peril? Geez, I hate new people. Look, I'll let it go this time, mainly because you guys looked sooo good in action. Don't let it be said that I can't recognize talent. Now . . . GET OUT OF MY SIGHT!!!"

If the group is lost, somebody will gladly point them in the right direction.

ENCOUNTER TWO: A Cry for Help

As our intrepid crime fighters stroll along, they enter a bizarre world of half-built buildings and 1930's cars. It is clearly another period movie set. From the looks of things, it is for a gangster movie. Suddenly, a woman cries out, "Help! Someone help me!"

If they run to the rescue, they find themselves standing in front of filming cameras on a 1930's gangster movie set. The woman crying for help and the man menacing her are actors. If they didn't learn anything from their previous encounter, they will have another irate director screaming at them for ruining his film. Time to bow out gracefully.

If they looked before they leaped, they will see that the cry for help is only part of a movie.

ENCOUNTER THREE: Brain Drain's Machines

As our heroes continue their way through the array of outdoor sets, they enter a set that looks like the streets of an Old West frontier town. It's currently deserted. There are no actors or technicians about.

Out of the shadows they will notice a spider-like robot emerge and scuttle along the street. It places some sort of electronic device under a horse trough, and scuttles back into the shadows. Moments later, it emerges with an identical device and places it under a wagon.

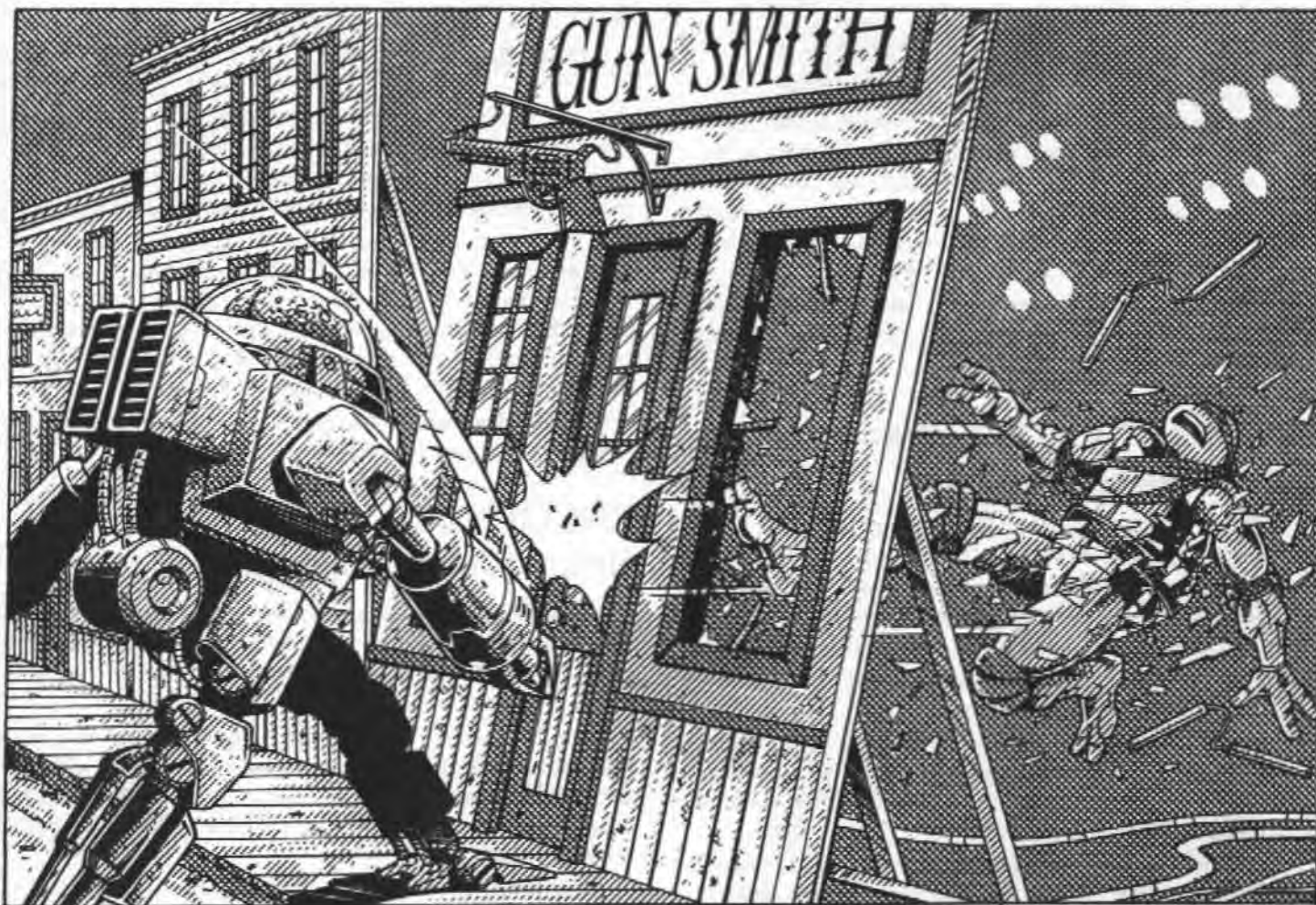
If they continue to watch the robot, it ambles down the street, placing electronic devices all around the soundstage. The characters can easily walk over to examine one of the devices. It seems to be designed to emit a pulse of light in regular intervals, but there is clearly more to it than that. If the person examining the device triggers it to flash a few times, he will be unharmed but feel a little lightheaded for a moment. Characters with psionics will sense the white flashes to have been a psionic attack. Only thorough examination or psionic object read will conclusively prove this to be one of the prototype *Subliminal Message Generators*.

If the heroes attack the spider robot, they can destroy it easily (S.D.C. 50, no defenses), but Brain Drain will appear behind them and attack them by surprise.

If the spider robot is followed, it leads them back to Brain Drain, who is behind one of the fake buildings tinkering with some weird electronic apparatus.

The creature is a huge, menacing robot with a giant brain floating in a clear container. He barks in a tinny, electronically synthesized voice, "You have violated a protected area! Special measures will be taken!" He raises his arm, and levels a crackling energy blast at you.

Brain Drain attacks with all his weapons blazing. He refuses to answer questions, and blasts away with a blind fury. Five spider robots swarm around, flailing at heroes who are not under the direct assault of Brain Drain. Fortunately, they are not designed for combat and do minimal damage (1D6 damage, two attacks per melee, +1 to strike, parry and dodge. 50 S.D.C. total, A.R. 10).



During the fight, Brain Drain shouts, "You cannot defeat Brain Drain, little humanoids! Surrender!" If the group really does surrender, he continues attacking them without mercy. They have seen too much and must die! However, if his foes seem too powerful and/or reduce his S.D.C. by 60%, Brain Drain flees via teleportation.

If Brain Drain defeats the heroes, he leaves. Note that he will not check to see if they are still alive, so they can trick the villain by feigning death. Likewise, if they flee from Brain Drain, he will give up pursuit within a matter of minutes (8 melees of chase) and teleport away.

ENCOUNTER FOUR: This Vicious Cabaret

In this encounter, the adventurers get mixed up in the filming of Vincent Darkins' SF movie, *Cosmoroids*. Start this encounter while they are walking around inside the soundstage.

Read the players the following:

You find yourselves on the set of a science fiction film. The equipment is all labeled "Cosmoroids." Lots of people in weird, alien costumes roam about. Some of the costumes are frighteningly realistic. Suddenly, a stagehand points at you and says, "Hey! You guys! You're late! Put the rest of your costumes on NOW!"

He tosses some strange black hooded robes at you, and hands you some lightweight plastic swords and blaster pistols.

He says, "What's the matter? The guys in make-up backlogged again, or did you just take a long lunch? God, these rewrites have got everything screwed up!"

If the Ninja Turtles or other mutant or alien characters are being played, the stage people will assume that they are in costume and are part of the film. If they are comparatively normal looking humans, the stagehands assume they are actors who are yet to dress in their costumes. If the group complies, and put on the robes, the stagehand will be satisfied. Continue with the next read-aloud section.

If the heroes don't comply, they will arouse the stagehand's suspicions. He will say, "What's the matter? Aren't you guys the Furdlings? What are you doing here?" Security guards may be summoned, but the super-heroes should be able to escape them easily. However, the security guards will continue looking for them.

Before our heroes can vacate the premises, they stumble on to the filming of the "Vicious Cabaret" scene. Here they will

see the villain Lounge Lizard play the organ and use the Subliminal Message Generator from a spectator's view from beyond the set. They will also have a chance to attack him.

Read the following to the players:

When you finish putting on your robes, the stagehand leads you down a dim corridor to a strange set. Before you get there, a make-up girl approaches you and says, "Oh my, make-up let you out like that? This will never do. Hold still."

The make-up girl says, "You're not nearly green enough. What's wrong with that make-up crew?" She paints your cheeks and lips and eyelids with fluorescent green make-up, and lets you go, saying, "Now be sure to come right back if you need a touch-up."

The stagehand leads you into the huge, smoky sci-fi cabaret soundstage filled with bizarre mutant creatures with make-up jobs so good it's hard to tell if they aren't actually authentic. There are huge, shaggy monsters, pterodactyl creatures, fish-men, plant-men, insect-men, and walrus-creatures, and others too weird to easily describe.

Some are sitting at the bar, some are slouching in booths, some are sitting around hovering tables, and some are perched in the rafters. If you look for the Ratt Pak, you can't see any; no rat, cat, rabbit, lizard, or guinea pig creatures. Or brain creatures, for that matter.

You don't know where your characters are supposed to go in the bar unless you sneak a peek at the script. If you don't take up the correct positions, an exasperated stagehand will move you around to different locations in the bar. He puts two together at the bar, one at the floating table, and the others in the rafters. You can all see each other from your positions.

If they read the script further, they see that during the crowd scene, the Furdings (aliens) are to "look wistful and misty-eyed as they fondly remember the methane swamps of their home-planet Furd, and chant loud salutations to others in the Cabaret." This means very little, and it really doesn't matter what they do in the next scene as long as it is not disruptive.

A hush falls on the set. Cameras start rolling. Famous director Vincent Darkins says, "And . . . take it." His assistant barks, "Cosmoroids, Scene: 327, Rewrite #1: This Vicious Cabaret. Take one!"

The denizens of the bar immediately start babbling in a weird cacophony of voices. The huge mobile camera platform moves past the crowd, raising and lowering to film the weird assortment of creatures.

The heroes can ignore the cameras, hide from them, mug shamelessly, wave to the folks at home, or do anything they please. As long as they don't do anything violent, filming will go on. **Remember**, they are in disguise or in concealing costumes, so they will retain their secret identities.

Read the following:

Suddenly, a weird chord rumbles through the room. Lights come up on a large, space age pipe organ. There is a slender figure hunched over it, playing slow, complex chords. He is wearing a sequined purple tuxedo. A hush falls over the room as he begins to sing. (GM Note: Recite Lounge Lizard's song with a menacing tone.)

"When the world is cold and boring,
And you feel low as scum,
There are facts you try ignoring,
Such as what your life's become.

There are simpler ways to cope,
At the far end of your rope,
Just surrender your control,
To me

Wild, barely perceptible pulses of light flash from the complex machinery of the organ. It was so quick you would have missed it, except that it sent a cold chill up your spine, and made your brain feel like it was momentarily invaded by a hostile alien presence. Psionic characters will register it as a psionic attack.

Suddenly, you feel like doing just what the weird singer says, surrender control of your life to him. You feel sedate, melancholy, and drained. But then the moment passes, and you have control of your thoughts again.

The strange musician turns and faces the camera. It is a tall mutant lizard, and he smiles a wicked, seductive smile at the camera, and laughs a sinister laugh. His face looks incredibly lifelike. Too real!

The lizard hits a final chord on the organ, and suddenly, the spotlight on him goes out, plunging him into darkness. The lights flash up again, and he is gone.

Yep, it's *Lounge Lizard*, one of the Ratt Pak's key operators.

Our champions will recognize the flash of light as the same as the one seen and felt on the cowboy set. They should realize that this must be the mysterious *Subliminal Message Generator* (SMG). Each time the lizard hits an organ key, the light flashes and the mental message to submit is repeated. Those with a computer science background and/or mechanical engineering will realize that the pulses of light from the organ are encoding Labb Ratt's powerful subliminals onto the film as it is being shot.

Give the players a chance to react. They may impulsively attack, or they may choose to keep their cool and not tip their hand early. Psionic characters can protect themselves with a mind block. Those without psionic skills will feel their wills slipping away as they are overwhelmed by apathy. However, this brief exposure to the SMG has no lasting affect on anybody. As soon as the music ends, the overwhelming emotions of despair and apathy also end. If they attack, see *Shoot the Piano Player*, which follows.

If they don't attack, the scene is completed, and the actors are dismissed. They can leave or follow Lounge Lizard. The mutant lizard can be followed to his dressing room. After a while there is no noise coming from his room. Entering the room will show it to be empty. Lounge Lizard has gotten away (teleported).

Shoot the Piano Player

If the heroes decide to attack the lizard they can. The whole place erupts in furor, actors rush away to avoid being hurt, studio guards rush around the perimeter, unsure of whether they should enter the area being filmed, and various techs run around trying to protect their equipment.

The organ is projecting the subliminals, and has an S.D.C. of 100. If it is attacked, sparks fly from it and it makes a horrible moaning sound.

However, it is Lounge Lizard who should be their main target. Any mutant animal will recognize him to be a mutant (not a costume) and they were told about the Ratt Pak's "lizard enforcer" in their earlier investigations. The lizard will try to escape if he can, but he is not a coward and can be a fierce opponent. He fights back with his *mind traitor* power to take control of one character's mind and making him fight the others. He then whips out his mini-uzi sub-machinegun and blasts away. He stays and fights until he is below 10 S.D.C. Then he teleports away. Of course, if the heroes act quickly they may be able to incapacitate him before he can zap to safety.



When the fight is over, read the following:

The director shouts, "And . . . cut! That was fantastic!"

His assistant yells, "Wait! That's wrong! The Furdlings are not supposed to attack until the next scene!"

The director replies, "I don't care, it was fantastic! It was much better than the useless rewrite Bullwark gave us."

The heroes can stay and talk to the energetic director, *Vincent Darkins*. He congratulates them and is enthusiastic about their performances. They may want to make up a good story about why they attacked, but it's not necessary. If asked about the rewrites or what it is like working for Bullwark, Darkins explains that Bullwark is often an unreasoning bully who runs his studio like a third world dictator. He will often make script or actor changes just to reinforce whose boss. This particular movie has been the victim of numerous changes to the script and delays in shooting due to restructuring of sets. The Lizard in the Vicious Cabaret scene was altered just this morning. The characters may want to question him further, but he bows out, saying he has an important meeting coming up. If they plead to meet with him later, he will agree.

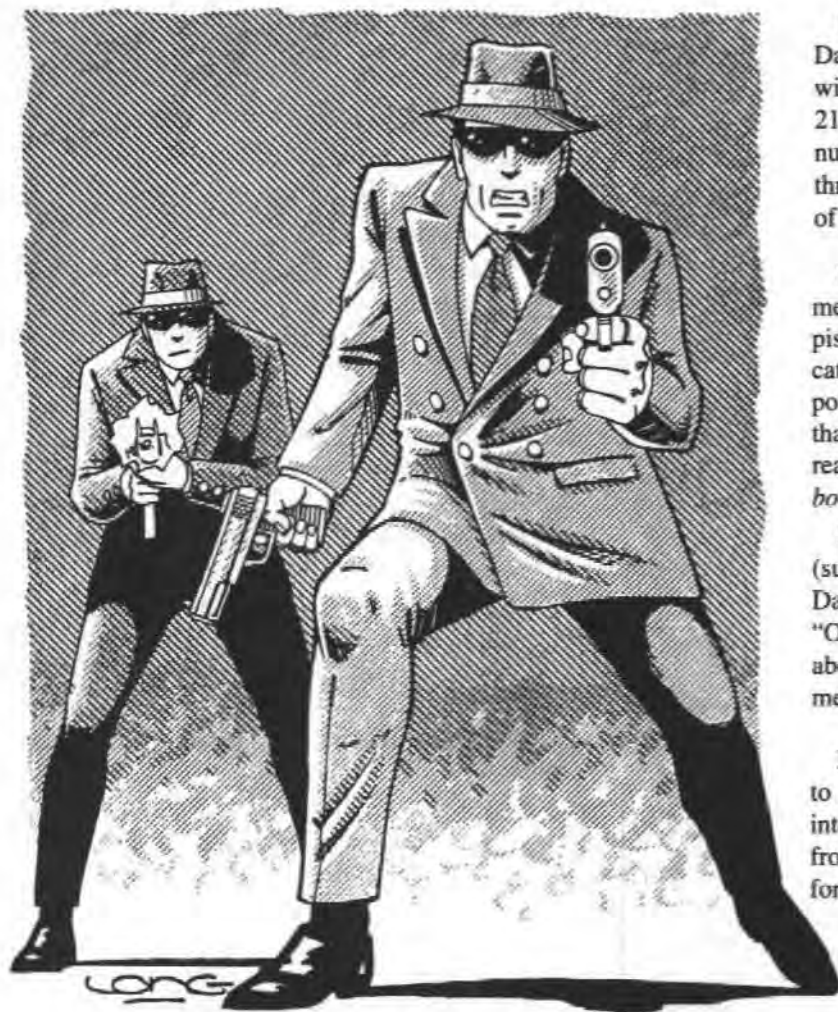
Game Master Note: If the heroes fight and flee, they will raise the suspicions of the security guards, and the guards will be on the lookout for them throughout the rest of the adventure. Add some scenes of guards hassling them. Remember, depending on how well disguised they were, the Monolithic security forces may not have a clear or accurate description of them. Many of the spectators will think of them in terms of the movie: "Yeah, then . . . then this Furdling in the rafters just swooped down like a bat! What did he look like? Well, umm . . . a Furdling . . . I mean a . . ."

Poking Around Backstage

After the Cosmoroids scene, the heroes can continue their investigation. They can examine the futuristic pipe organ after a tech crew finishes wheeling it into an empty storage room down the hall. Sure enough, a search will uncover a larger, more sophisticated version of the weird electronic device they found at the cowboy set. A successful Mechanical Engineering roll will enable them to remove the Subliminal Message Generator. (**GM Note:** The device can encode a lot of information into small pulses of light, and beam them out onto film. The prototype can't control minds directly, but can enhance the words spoken simultaneously while operating it, causing the observer to believe in the words or the person speaking. It is definitely a means of mind control.)

The device can be easily destroyed (30 S.D.C.) without wrecking the organ. The SMG machine is too unusual to be completely understood, even by a mechanical engineer. Consequently, our heroes can not reprogram it or alter its mind controlling capability.

Talking to the stagehands and other actors, they will learn that nobody knows much about the "lizard actor." He reportedly keeps to himself and is rarely seen elsewhere at the studio. He is never seen out of costume and most people feel uneasy with him. "It's almost like he's never out of character, you know what I mean. It's like this dude really is a lizard-man. Scary." A few people recall seeing him talking to a "rat-man" in an expensive suit. "We thought he was part of the cabaret scene, but he must have been cut from it, 'cause we never saw him again."



ENCOUNTER FIVE

The attack on Darkins

This encounter can occur while the group is examining the organ, or looking around, or later when they come back to meet with Mr. Darkins.

Suddenly, they hear a muffled "Don't you try . . ." followed by a crunching and smashing noise. That is followed by running footsteps and more smashing noises. "Help! Hel . . . mfff!" Crunch! Thud!!

The crime fighters will know a fight when they here one, and this is definitely a fight. Rushing to the rescue, they find four thugs in the next room roughing up Darkins. (GM Note: If they do nothing, they hear more crunching noises, more muffled cries for help, and then Darkins and the thugs crash into the room they are in. Space Case, a mutant cat, watches it all from the adjoining room.)

Read the following:

You see the famous director Vincent Darkins being roughed up by four well-dressed thugs. One thug holds a bag of Blue Ice in one hand. Another is prying open Darkins' mouth. You see a woman in an evening dress standing in the shadows of the next room. She purrs, "Time for your medicine, Darkins darling. I'm sure this will make you, like, **WHOLE BUNCHES** more cooperative. Hee, hee."

If the heroes do not stop the thugs, they'll force feed Mr. Darkins a mouthful of Blue Ice. The result (roll percentile dice) will be: 1-20% shock to his system, sending him into a coma; 21-60 make him high and muddle his thoughts (lasts 6D6 minutes); 61-00 causes severe hallucinating which could be life threatening (lasts 1D4 hours). The latter result has a 10% chance of turning him into a Blue Ice addict.

If the heroes fly into action, Mr. Darkins will stare in amazement. The thugs are not amused and counter by pulling out pistols to fight back. During the fight, Space Case, the mutant cat, will try to stay out of direct combat, using her *space out* powers to affect the heroes. Her power instills a sort of euphoria that reduces the attackers' number of attacks per melee and their reaction time. See *Space Case's* description at the end to the book.

Should Space Case and her thugs defeat the player characters (subduing them will be satisfactory); she will find that Vincent Darkins has disappeared in the commotion (he's hiding nearby). "Oh, what a mess," she purrs. "Labb Ratt will not be happy about this." She sighs and mutters, "I wish honey-kins would mellow out." With a flash, they are gone (teleport).

Moments later, Mr. Darkins will come out of hiding in order to help his would-be rescuers. The famous director is a man of integrity and will try his best to protect and shelter the heroes from the police and criminals alike. Mr. Darkin's "best" is pretty formidable.

Game Master Note: Space Case will be at full strength if the Ratt Pak received the mutagenic drugs in Malibu. Otherwise, she is at the second level strength; see character description. She will teleport away when she is down to 10 S.D.C. or less.

After the Fight

When the fight is over and all are safe, a stunned Vincent Darkins stares at the heroes and says, "Wh..what happened? Who are you?"

If the group tries to calm him and/or ask what happened, Mr. Darkins takes a deep breath and begins. **Read the following to the players.**

"This morning, Lambert Bullwark demanded we make some last-minute additions to the script. He gave me some hastily written segments like the mutant Lounge Lizard in the Vicious Cabaret scene. He also had some new touches added to the set, not that I could see any changes.

"I protested, since the changes had no place in my film. But Bullwark is the producer, and he insisted. So I reluctantly agreed. He also demanded that we film this scene today. No delays will be tolerated, he said. So we handed out script changes and started shooting. Well, you saw what happened after that.

"After the filming I went over to Bullwark's office, and barged in on him. He was talking to some rat-headed man named Labb Ratt, who he introduced as a "special effect" in an upcoming movie.

"Labb Ratt offered me some strange blue, flaky narcotics. I told them what they could do with their drugs, and

proceeded to lodge another protest against Mr. Bullwark's ethics. I told him my contract guaranteed me total artistic freedom and said I would not accept any more of his interference.

"Bullwark just laughed. He was absolutely euphoric. I think he was tanked up on Labb Ratt's flakes. Then he started raving. Something about influencing the audience like never before seen in the history of film. Then he began to rant about the power to manipulate the audience's mind and control their thoughts. He offered me rulership of New York if I cooperated with him. I felt like I was in a 50's B- movie.

"As he babbled on, I told him he was crazy and started to leave. The rat guy blocked the door and just started at me with this maniacal grin. Then Bullwark went off the deep end. It got real ugly. He threatened to ruin me if I fought his changes. Not only that, but he said that in addition to all the changes he's already ordered, he wants new mind-control gadgets in every scene. He must have been hallucinating. Mind control machines?

"I told him I wouldn't put my name to any movie so carelessly made, and told him I would gladly fight him in court, since I would win easily. I shoved the rat guy out of my way and left. As I stormed out, the rat creature said that I would soon be begging to do his bidding. I guess this is what they were talking about.

"Man, I believe this. When I got back to the soundstage those thugs were there. They attacked me . . . tried to shove those damn blue crystals down my throat. I thought I was a goner until you showed up. I don't know how to thank you. Jeez, I owe you guys my life. Or at least my free will. What do we do now?"

Moment of truth time. The group must decide whether to trust him, or not involve him any further (of course, he is already involved and certainly a target of the Ratt Pak). Either way, Darkins is amazed. He will gladly answer their questions. When told that the Subliminal Message Generator is real, Darkins says, "That's horrible. Well, I won't let them muck up my film with subliminals. What can we do to stop him? I'll help you in any way I can. He can't do this to people! It's monstrous!"

Things are really rolling now. Let's cruise to Reel 4 for the Strategy Session.

Loose Ends

Should the heroes run off after saving the director without talking to him, they will miss out on gaining a valuable ally. Continue with the next section, modifying it to leave out Darkins' cooperation. However, he will want to find them again, and if he ever sees them hanging around the studio, he will try to talk to them.

Reel 4: Strategy Session

What's next? Once again, it's up to the player characters to devise a strategy to stop these villains once and for all!

Things they should consider:

1) They have to protect Darkins. Despite his courage and conviction, he is likely to remain a target. He knows too much. This means the Ratt Pak and Bullwark will either have to force him to comply with their scheme or kill him.

2) Find and stop the manufacturing of the Blue Ice drug. It seems likely that the drug factory is on the studio. Vincent Darkins will be valuable in tracking down likely locations.

3) Find the Ratt Pak's headquarters. Again Mr. Darkins will have some suggestions, but shaking down Bullwark may be a better alternative.

4) Time to act quickly. If the criminals think that things are falling apart they may disappear. However, the Ratt Pak and Bullwark should still feel in control, although angry with their interference.

5) Perhaps the heroes can use the Pak's anger and lust for revenge to lure them out.

6) Mr. Darkins offers to keep his film in production if it will help. He could even pretend to go along with Bullwark if it will lure out the villains!

"I'll cooperate with you guys in any way necessary, and I'll help you keep your existence secret from the world. Help yourself to anything you need from the Cosmoroids set. It's all at your disposal. After all, if the Ratt Pak wins, it won't matter anyway."

7) Mr. Darkins gladly gets the heroes I.D. passes so they can move freely around the Monolithic studios. He also provides them master keys to open all locks in the soundstage and supplies them with maps of significant places and names and phone numbers of people on the studio grounds.

8) He also provides them with a headquarters in the subbasement of the Cosmoroid set and offers them any other help he can reasonably provide.

9) The characters may stay near Darkins in case the Ratt Pak tries to attack him again during the night, but no attack will come.

10) Unless the characters took one of the subliminal message generators with them, from an earlier adventure, there are no SMGs to be found. The ones on the cowboy set and the Cosmoroid set are gone! Even fragments of damaged devices will have been removed.

Search and Destroy

Here are several actions that the heroes may consider over the next few days. These will result in mini-adventures that build into the final battle. Game Masters, feel free to enhance, beef-up, and develop these and other possibilities.





The Ratt Pak

Getting answers out of Bullwark

The violent approach, roughing up Bullwark, will get him to talk, but is not necessarily the best way to get answers. An attack on Bullwark is likely to involve innocent Monolithic security guards and risks scaring off the Ratt Pak if the group looks too tough.

Along the same lines, the group could capture Bullwark and hold him hostage. This will get the Ratt Pak to come and get him. This will lead to the final confrontation, as the Ratt Pak is sick and tired of the heroes' meddling.

The nonviolent approach can be just as effective in forcing events to a climax. Cornering Bullwark alone somewhere and browbeating him with threats and information will get him to have the Ratt Pak make their move.

For example, they could tell him that they know about Labb Ratt's Subliminal Message Generator (SMG). Knowledge that the SMG was being used by Lounge Lizard on the set of Cosmoroids will convince Bullwark that the group knows too much. Additional knowledge about the Ratt Pak, the SMG, Blue Ice, or Bullwark's plans will scare him into action. (GMs should encourage the players to have their characters bluff/speech make like crazy!)

It may also be possible for mutant animal characters to trick Bullwark into thinking that they are Labb Ratt's fellow mutant creatures and wish to join him. This ruse *may* lead to a meeting and confrontation with the Ratt Pak.

If you feel the players' approach is credible, and they role-play well, Bullwark will talk to them. What follows are some questions and suggested dialogue with Bullwark. He is a gruff, cocky individual who will always pretend to be cool and unimpressed, even if he's quaking in his boots.

About the Ratt Pak

"Yeah, OK, I'm working with those weird creatures. They came to me with this great plan. They got this subliminal thing, see. They can make audiences believe ANYTHING! Great idea, eh? We're gonna make our audiences believe that all my films are the greatest, and to keep coming back, and keep watchin' 'em! The worst piece of trash will be a blockbuster. Ain't that a scorcher? I'll be the most successful producer in the world! We could sell advertising, sell political candidates, the works! Soon I'll have half the world eating out of my hands. The possibilities are endless. Maybe I'll even make movies that are free to watch, just to get people into the theaters to get hooked! They'll keep coming back! I can be the greatest producer ever! I could rule the world!"

If the heroes tell him that Labb Ratt has far worse plans for humanity than controlling their movie choices, Bullwark laughs at them. The suggestion that the Pak is using him and that they'd cut him out once they got what they needed only causes Bullwark to snort and say, "I ain't no stupid kid, boyo, I can take care of myself. Especially from a bunch of mutant fur balls."

About Blue Ice

"It wasn't my idea to get Darkins hooked on that stuff. Labb Ratt thought it up. He said it would make the guy easier to handle. I was a little . . . uh . . . out of it at the time."

He'll deny any involvement with the manufacturing and distribution of Blue Ice or cocaine. "You know so much, hot shots, prove it. Nobody's ever nailed drugs to me, and a lot better than you have tried!" Of course he's dealing drugs, but he'll never admit it!

About the Mutagenic Drugs needed by the Ratt Pak

"Yeah, they need the stuff to stay young and pretty." He laughs and clams up. However, if he is feeling terribly pressured and is considering selling them out to save his own skin, the following might happen. Bullwark will burst into tears and confess that he isn't as tough and ruthless as people think. He's gotten in too deep and is terrified of the mutant animals. He'll claim to have been stupid and greedy. He'll sob some more and plead forgiveness and sorrow. Finally, he'll say, "Look, you didn't hear this from me, okay? Ya gotta promise they won't know I told ya!" (his act of desperateness and terror is quite convincing) "They need the drugs to function right. They're junkies I guess. They haven't been looking none to good either. They've got a new shipment comin' from that Magaldi Cartel midnight tomorrow night. The drop will happen on the Cosmoroids Special Effects Soundstage. You nab the junk an' they'll be hurting bad. Real bad. If you're looking to duke it out with 'em, this'll be your chance."

Game Master Note: This is just to reiterate that Bullwark's confession is all an act to save himself. His attitude is "better the Ratt Pak goes down than me." He is a ruthless cutthroat and master con-artist.

If Bullwark is arrested or just disappears without a trace, the Ratt Pak will assume things have gone bad and will simply make a deal with another producer. Humans are expendable to Labb Ratt.

Looking for the Drug Factory

Careful research will indicate that an old, seldom used sound-stage near the outdoor sets is the most likely candidate for being either the Ratt Pak's headquarters or a drug factory. The building is a large rectangular building that resembles an airplane hangar. It is off limits to all studio personnel. Mr. Darkins is certain this is it! He insists on coming along and can not be dissuaded. It may be best to bring him along anyway, in case the thugs try to abduct him again.

Going to investigate the structure leads into an adventure. The building looks deserted, but characters with tracking abilities will recognize that people have been coming and going here often. There are signs of use only an hour old.

Inside, most of the building seems empty, with huge open expanses where sets can be built. The ceiling in these areas is 60 feet high. Toward the rear are the storage areas and dressing rooms. The lights will not work in this portion of the building. Checking the fuse box (assuming it can be found) shows that it has been destroyed. There are no windows, so the rooms are all very dark. Visibility is poor unless the characters have a flashlight, special optics, or the ability to see in the dark. Mr. Darkins anticipated this and has a high beam flashlight as well as a pen light.

These smaller adjoining rooms are offices, a cafeteria, storage rooms, and the drug lab! There is also a garage at the very end. It contains two motorcycles, three jeeps, and a Jaguar. All the vehicles are new.

Each of these various rooms are being used by Bullwark's criminal network of drug dealers. However, the rooms look like they were hit by a tornado. Papers are scattered everywhere. Furniture is overturned and broken and equipment has been smashed. Here and there are the beaten and unconscious bodies of the drug ring's crew. Everyone from thug guards to chemists are unconscious or worse. It is obvious that the factory has been ravaged in just the last hour or less!

The drug laboratory is the hardest hit, with a dozen unconscious people laying on the floor and a couple others who appear to be dead. Even minor equipment has been smashed to bits. Painted on the wall, in what seems to be blood, is a chilling message:

"I want the Subliminal Message Generator. I will not be so pleasant next time if you choose to refuse this last request.

Shredder"

On closer inspection, the message can be seen to be painted in some sort of chemical and not blood. But just as our heroes breathe a sigh of relief, they find themselves under attack by Shredder's Foot ninja. The ninja will assume that any mutant animal characters are members of the Ratt Pak. Non-mutant characters will be viewed as members of Bullwark's drug organization. Both are targets to be taught a lesson.

"You still choose to refuse the Master. For this, Bullwark, you and your mutant stooges must suffer!" shouts one of the Foot.

"Tell Labb Ratt that all who oppose the Foot are crushed under its heel!" cries another.

For the most part, the ninja are silent and deadly, breaking the quiet with an occasional attack cry or whoosh of a kick,



They are armed with conventional martial art weapons such as swords (1D6 damage), kusari-gama (1D8), and nunchaku (1D8). They fight to humiliate, not kill, but they have no qualms about using lethal measures if things get rough.

How many ninja are there? One for each hero plus three additional waiting in the shadows. If the hero seems especially tough, the waiting ninja will double team him.

If the heroes are winning, the ninja will retreat, disappearing into the shadows. No amount of persuasion can force a ninja captive to talk. Mind probes will only confirm that Shredder wants the SMG and will go to any lengths to get one.

The characters can call in an anonymous tip to the police regarding the drug factory. There remains plenty of evidence to get everybody found on the premises charged for operating an illegal drug operation. Of course, this may send Bullwark up the river too. That is ultimately a good thing, but it will make the Ratt Pak extremely jumpy. The only thing that keeps the Pak tied to Monolithic Studio is the drug drop later tonight. After they get their chemicals they'll consider looking for a new place to operate from.



Looking for the Ratt Pak's Lair

They've looked high and low, covered every nook and cranny, and still the mutants can not be found. Presumably, they are not hiding on the Monolithic Studio grounds. Ah, but if our heroes only knew.

Game Master Notes

For Game Master Eyes Only: The Ratt Pak's lair is hidden in a completely sealed underground bunker that was built in the 1950's as a fall-out shelter. The shelter is accessible only from the basement of Bullwark's office building. The huge iron and lead doors are locked and barred from the inside (S.D.C. 1500). The only way in or out is through Brain Drain's teleport device or by smashing through the doors. The shelter has been long forgotten, even by Bullwark (he doesn't know they are there), and covered by heaps of old stage props and boxes. Consequently, the most thorough searches are not likely to uncover it (1-4% chance).

The chamber is spacious, designed to accommodate 100 people. It has its own electrical generator, water tank, and air ventilation system. The space is divided into a large central chamber, a large storage area, kitchen and food storage (now used by Brain Drain as his laboratory), and three smaller rooms/offices (being used as living quarters by the Ratt Pak).

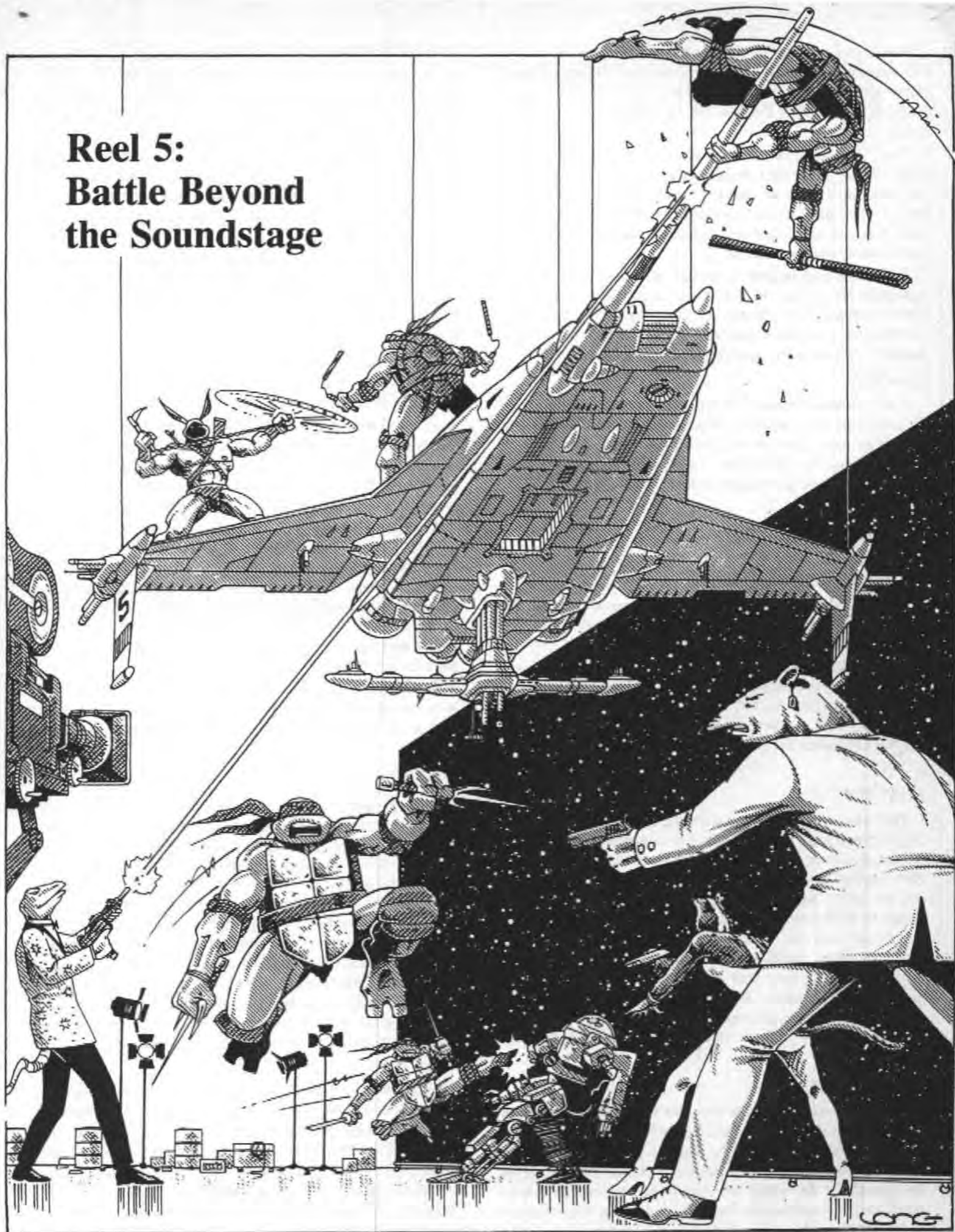
Labb Ratt and friends have the large chamber turned into a sort of quaint family room, complete with big screen TV, stereo system, pool table and furniture. The large storage area is filled with wires and machinery. This is Brain Drain's crude teleportation device. Whenever one of the villains teleports he ends up here. The teleportation system is basically *one-way*. Whoever activates one of Brain Drain's teleportation retrieval devices is instantly transported *back* to the shelter up to 500 miles away. However, the device can not teleport them more than 100 feet (30 meters) away from the shelter. Which is only good enough to teleport them out of the bunker into the basement or to a floor or two above them. Nobody pays much attention to odd creatures at a movie studio.

The last six Subliminal Message Generators can also be found in the lair. Brain Drain will personally protect his masterpieces. If the heroes find the SMGs, they will have to decide what is to be done with them. The wisest solution is to destroy them (the plans are in Brain Drain's head; nothing is written down) so that they do not fall into the wrong hands. Give an experience point bonus of 100 for this decision.

Other items in the lair besides food and personal items include: two pounds of cocaine, four pounds of Blue Ice, 25,000 dollars in 50 dollar bills, another 25,000 in 100 dollar bills, three sub-machineguns, four mini-uzis, a couple automatic pistols, a couple knives, and ammunition. Plus five spider robots, unless they were destroyed earlier.

Tracking the Pak to their lair is unlikely, but possible. On that occasion, the Ratt Pak will fight till the end. They will be joined by five of Brain Drain's spider robot drones.

Reel 5: Battle Beyond the Soundstage



One way or another, our heroes will end up on the set of the Cosmoroids at midnight for the big showdown. If they've been clever and inventive they will have learned about the drop already. If not, Vincent Darkins will find out and pass the info along.

"Hey, I've got something big here. One of my people overheard two of Bullwark's stooges talking. It seems that some Magaldi Cartel boys are going to make some kind of 'drop' tonight, right here, at the Cosmoriod set. Midnight. The name Labb Ratt was mentioned too. Apparently the drop is for him. I'm a regular Sherlock Holmes!"

The heroes may be able to surmise that the drop is another mutagenic drug shipment. If that is the case, they know White Rabbit or Space Case will definitely be there. If they know that the Ratt Pak needs the chemicals desperately, they have every reason to anticipate the presence of the whole gang.

Loose Ends:

If the characters missed all the clues and don't learn about the mutagenic drug shipment, they can get involved in the fight when they hear noise on the closed set. Remember, they're probably using the soundstage as their headquarters, and it is certainly the locale for meeting with Mr. Darkins.

Game Master Data

Pre-Battle Warm-up

This is it! The BIG confrontation! This scene includes the big showdown with the Ratt Pak, and the return of Shredder. (Didn't think he'd stay away long, did you?)

Magaldi Cartel goons are due to deliver the Ratt Pak's mutagenic drug shipment at midnight on the Cosmoroids soundstage. Shredder has learned this and intends to intercept the drugs. He'll then use them to blackmail the Ratt Pak into giving him the Subliminal Message Generator technology.

11:25 PM

The Cosmoroids soundstage is a huge, warehouse-sized, building filled with huge set pieces, forklifts, monstrous props, mobile camera platforms, and oversized starship models. The cast and crew have all gone home. The equipment sits idle. It's all very still and quiet. Any pre-fight plans on the part of our heroes should be done now, before another second in game time ticks by. Preparations can include checking out the controls on the starship models, forklifts, and mobile camera platforms. Remember, they may have been shown how to operate these items in an earlier adventure. Presumably, the players place their characters in strategic locations and silently wait. **Note:** A lot of noise after 11:30 p.m. will alert the bad guys to their presence.

11:30 PM: The Foot

Out of the corners of their eyes, the heroes see the shadows come to life as a dozen ninja silently prowl along the set. Shredder is there, although he can not be seen yet. The Foot sneak onto the Cosmoroids soundstage in pairs and position themselves for an ambush. If the heroes are already in position and remain quiet, they can ambush the Foot as they come in. Or watch and see what transpires next.

11:55 PM: The Cartel Arrives

"I'm telling ya we're early. That's why nobody's here yet", says a big, burly thug to a smaller guy carrying a large, black attache case. "Shut up and keep your eyes open. You know what happened back at Malibu." They are jumpy and look ready for trouble. Two more Cartel goons, armed with shotguns, take a defensive position behind some props about 30 feet away.

If the heroes do not attack them, the Ratt Pak will show up at midnight to make the transaction. At that moment the Foot ninja will attack.

If the heroes attack the goons now and try to run off with the drugs, the Foot will leap out and attack both the heroes and the Magaldi Cartel thugs. If the heroes have been silently ambushing all twelve ninja known to them, then only Shredder and four additional Foot attack. Five minutes later, the Ratt Pak will arrive and jump into the fray.

12:00 Midnight: The Ratt Pak arrives

As stated previously, the Ratt Pak will jump into any battle. They hate the rival Foot organization and loathe our meddling heroes. They will relish revenge on both groups. Of course, any surviving Cartel goons will fight with the Ratt Pak. This is a winner takes all battle to the finish.

Another possibility is that Shredder has defeated the thugs and the heroes remain hidden. This means he will have the drugs. When the Ratt Pak arrives he will mock them and try to blackmail them into giving him the Subliminal Message Generator technology and forbid them to give the SMG device to anyone else. Shredder wants a monopoly on this gizmo. "I have a new bargain for you. The drugs are mine until you give me your invention."

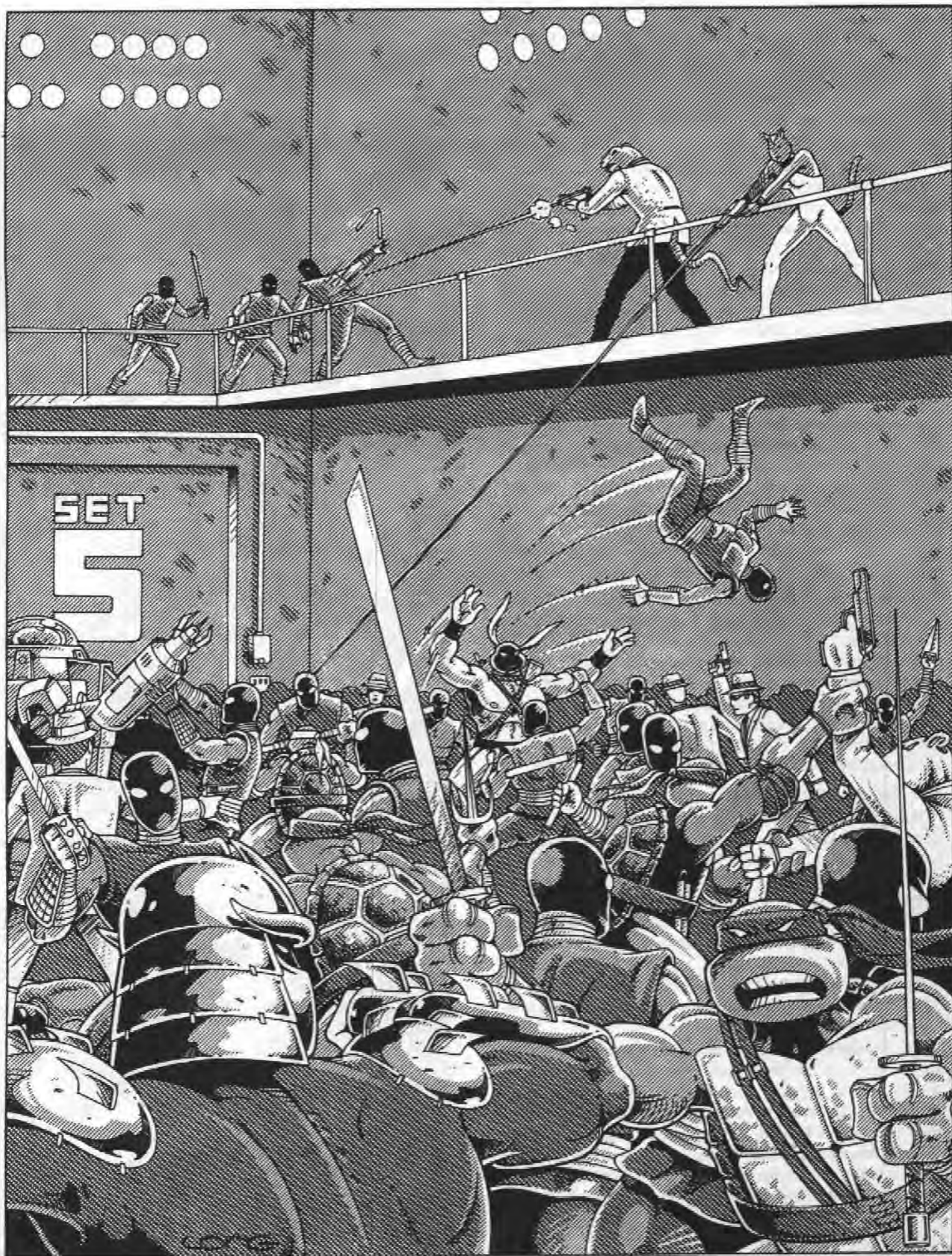
The Ratt Pak will answer by attacking. The heroes can jump in at any time. The suspense has built to its height. This is the perfect time for the crime fighters to make their presence known.

The Fight

Everyone wants the case with the drugs, especially the Ratt Pak. It is critical that no member of the Ratt Pak gets them, because as soon as they do, they will teleport to the safety of their lair. If this happens the heroes will have to track them down, either to their lair or lure them out again for a final battle. Consequently, the person(s) who has the drugs will be the primary target of the Ratt Pak and Shredder (Shredder is likely to be the guy who has it at the moment). If the drugs are knocked loose, everybody will leap for it; four Foot Ninja run to get the attache case. The Ratt Pak move to intercept them. The Cartel goons draw their guns and start shooting. White Rabbit and Lounge Lizard dive to grab the case first. And what about our heroes? Everybody wants the attache case, and they are willing to kill for it.

One safe way to make certain that the Ratt Pak does not get the drugs is to destroy them. Blowing up or blasting the attache case to smithereens will get the job done (total package has an S.D.C. of 25). The down side to this is that it will enrage Shredder, who now directs his attacks at the hero(s) responsible, and it sends the Ratt Pak into a berserker frenzy.

Shredder will eventually flee if it looks like his scheme is ruined (he will seek revenge later). The Ratt Pak, as noted



previously, will fight to the finish, but only if they can not get the mutagenic drugs. If they get the drugs they will vanish. If they lose the drugs they will fight like madmen until slain or subdued. Why? Because they desperately need these rare and expensive drugs to maintain their humanoid forms and intelligence. Without them, they are slowly changing back into ordinary animals.

The degeneration process has already begun! If the villains did not get the Malibu shipment they are hurting badly. They will be smaller and more animal-like in appearance than ever before. Likewise, their intelligence and other human attributes will be fading (*See each villain's description; use the third set of attribute stats and reduce hit points and S.D.C. by half!*) If the Ratt Pak did get the Malibu shipment, they will only be minorly diminished (*use the second set of stats and reduce hit points and S.D.C. by 10%*).

Game Master Tips on running the fight

Running a Cast of Dozens

In game mastering the three-way fight, it is NOT necessary to roll the attacks that do not involve the player characters. Just describe the rest of the action to the players as Shredder and the Foot attack any of the Magaldi Cartel henchmen or Ratt Pak members. Describe White Rabbit warping the minds of the Foot, Lounge Lizard making them attack one another, Space Case draining their attacks, and Labb Ratt causing them great pain.

Describe the Action Clearly

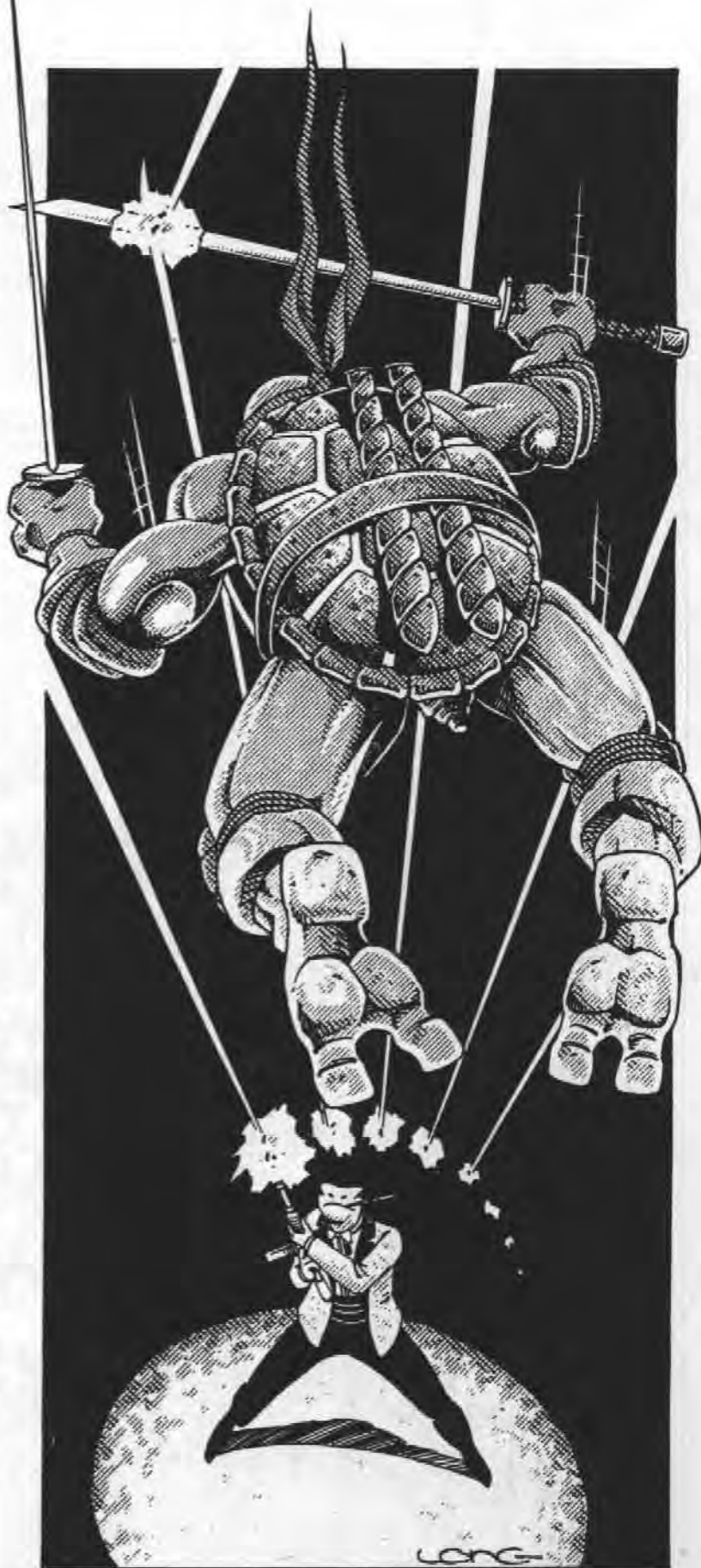
Remember, it is always important to clearly describe the action so that the players have a concise idea of what is going on. As Game Master, you may have to momentarily stop the action and summarize who is fighting who, where specific characters are located, ranges, weapons, etc. It may even be helpful to draw a quick and *simple* map showing some specific locations and character positions. Running a big battle with a dozen or more antagonists can be confusing, especially since the players don't know everything that the Game Master knows.

The Change in the Ratt Pak

During the fight, make a point of letting the characters know if the Ratt Pak members are weaker than they were when they fought them before. This can be a key element. If a player makes a point of observing the enemy, clue him or her in on other related data, like the mutants' more animal-like behavior, less attacks per melee, indications of limited abilities to reason, smaller size, etc. If he/she figures out that the Ratt Pak weakens the longer they go without their drugs, award 75 bonus experience points. If the players don't notice any changes, keep quiet about them. Of course, you should provide little hints about their appearance and reduced abilities.

For Example: "You turn to face the lumbering giant, White Rabbit. He's got that crazy look in his eyes, but somehow he doesn't seem as big or as menacing as he did the last time you saw him." When asked to describe him further, say something like: "He appears to be at least six inches smaller and furrier. His ears are more pronounced and he grunts and snarls more than he talks." If the character has seen him fight before, you may continue and say, "His reflexes seem slower too, but he's still a handful!"

Lounge Lizard may be described as being "more serpentine, and he speaks with an obvious slur." And so on.



Using Movie Equipment

The heroes may be greatly outnumbered or overpowered in this encounter. But there are a lot of unique pieces of equipment they can use to even the odds.

Forklift

By making a Pilot Automobile roll (-25% penalty), the character can ram his foes (6D6 damage and reduces the number of melee attacks to two), or drop heavy objects on them with the forklift (5D6 damage once per melee).

Mobile Camera Platforms

The mobile camera platforms are large vehicles with long mechanical arms with a mounted camera used to get tracking shots. It can be used for bashing (3D6 damage, number of attacks are equal to number of hand to hand attacks).

Remote Control Guided Models

Controlling the mechanical spaceships requires a bit of dexterity and concentration. Characters can not pilot a remote control spaceship and engage in fighting simultaneously; the drone becomes the hero's weapon. Characters with a P.P. attribute of 10 or less are -3 to strike. Those with a P.P. of 11 to 15 are -1 to strike and those with a P.P. of 16 or higher are +1 to strike with the remote. A miss means the starship careens off wildly. A successful strike means the starship slams the enemy, foes inflicting 4D6 damage and knocking him down (victim loses one melee attacks in addition to damage). Or it can swoop in, snag the target and carry it off to up to 50 feet (15m) away before dropping it/him; damage is 2D6, but the snagged victim who is carried off also loses all his remaining attacks for that melee. Either tactic counts as two melee attacks/actions.

It is also possible for one character to pilot the model and for another to ride on top of it, bashing opponents as he swooshes by. Add +1D6 to all physical punches, kicks, swords, and similar physical attacks due to the momentum of the moving model.

The person riding the model spaceship loses one melee attack because of the effort to hold on. Roll a parry of 10 or higher to see if the character holds on each time he is attacked. A failed parry means he tumbled off the ship, but takes only 1D4 damage from the fall. **Note:** Targets are all -2 to strike, parry and dodge because they must maneuver to avoid being clipped by the model.

Combat example: The ponderous starship model sways precariously beneath your feet, but holds firm. From your vantage point you have a clear view of the Foot and Ratt Pak combatants running amok on the soundstage. Your buddy nods and sends the toy ship careening into the midst of the combatants. Your first target is an unsuspecting Foot ninja. He turns and swings his sword (rolls a 9 to strike, -2, for a 7 to strike), you automatically try to parry his attack and block it with a roll of 9.

Before you can attack you must roll another parry to keep your balance (a 10 or higher). You roll a 12! Your feet firmly planted, you clobber him with your club, doing 1D8 (+1D6 momentum bonus) plus any damage bonus the attacker may have from combat skills and/or attributes. The ninja takes 10 points of damage as you swoosh past him toward your next foe, a thug armed with a pistol.

He starts to shoot and rolls a 15 to hit (-2 penalty, for a 13). You must roll a successful dodge or his shot hits. You roll a 14

to dodge so he misses, but you must again roll a parry to see if you maintain your balance. You need to roll a 10 or better, but even with combat skill modifiers, you roll a measly 8. The ship keeps going, but you have fallen off and tumble to the ground (roll 1D4 damage). Now you stand in the middle of the battle. Oh well, it was a good try. Combat continues as usual.

Heroes Triumphant

Our heroes stand over the defeated Ratt Pak as victors of the battle. (**GM Note:** Shredder may be among the defeated foes or may have escaped during the battle.) While they rest a moment before they contemplate their next move, they notice the mutants shrinking slightly and becoming more animal-like in appearance before their very eyes.

Labb Ratt regains consciousness, at least for the moment, squints his beady, yellow eyes at you and says, "So, at last you learn our terrible secret. Without those precious chemicals we are just animals. But it is not too late for us yet. You can help us."

"Come, come. You're mutants just like us (this will include humans with unusual powers). What has the world ever offered you but grief and misery? You owe them nothing! But the humans owe you EVERYTHING! We... yes, you and us, are a newer and better form of life!"

"We are brothers, you and I. We are fellow mutants! The world has no need of us. They hate and fear us. And we have no need of them. We are superior beings in every way! Why should we have to run and hide in the bowels of their teeming cities? They should bow to you as they make animals bow to them!"

"We can control the humans! If you stand with us, you shall control them too. You can live as kings! Emperors! Join us!"

There is no reason for the heroes to pretend to join with the Pak, so they are likely to indicate some form of refusal to join them. Labb Ratt becomes irate:

"You fools! You would damn us to a life as stupid, innocent ANIMALS! We won't stand for it! You think you've beaten us, but we'll destroy you too! We'll tell the world of your existence! We will tell the public all about you!"

"You won't be able to take a step without reporters breathing down your necks everywhere you go! You guys have no citizenship, and therefore, no rights! The FBI will be very INTERESTED to know that a bunch of mutant vigilantes are operating covertly inside the country. And every scientist in the world will fight to get a chance to dissect you! HaHaHaHaHaHah-hhhhhhaaaaa!"

"Oh, the police may hold us, but we'll call a press conference and prove your existence to the world tomorrow morning! We'll use all the press and public relations resources of Monolithic Studios to make sure the entire world knows of you! Bullwark will see to that! We'll have our revenge! Deliver a new batch of the mutagenic drugs to us before the press conference tomorrow morning and your secret will be safe. Betray us, brothers, and we'll destroy you!"

He snarls, "If we go down, you go down!" and then loses consciousness. Darkins has already called the police. They will arrive within minutes.

The characters actually have a lot of options. Depending on how they conducted themselves through the previous adventures, they may not have drawn any attention to themselves, and/or left little or no evidence of their part in this affair. Likewise, if the heroes are well known and respected by the public, Labb Ratt's accusations may mean nothing.

Even if the supposed press conference happens, is the public going to believe the Ratt Pak? Furthermore, the characters can

get out of town before the police and public can react. Vincent Darkins will help them every way possible with car, cash, and friendship. Personally, he doubts that the police would allow such a press conference to happen.

Game Master Note: See *Loose Ends: Heroes Defeated* if the Ratt Pak has defeated the heroes!

The Final Reel

Vincent Darkins was wrong. The media is abuzz with the upcoming press conference. The courthouse is crowded the next morning. Excitement cuts through the air like electricity. A huge crowd of reporters, news teams, and curiosity seekers mill around the stairs of the Monolithic movie theatre, where a large speaker's platform has been set up. The Ratt Pak's attorney speaks first.

"Ladies and gentlemen, we've called you here to discuss something far more serious than movies. We're here to discuss a mysterious threat that is lurking beneath the city streets, and prowling through the shadows. There are mutated creatures. Covert operatives with unusual powers and training. Their motives unknown."

A laugh goes through the audience.

"Silence! It's true!" He then gives the speaker's platform over to Labb Rat who is dressed in a hooded robe.

"It is true. I know, because I am a mutant animal as well!" He pulls off his hood to reveal his rat face, much more animal-like than before. The crowd gasps in horror. A stunned silence falls over the crowd.

Suddenly, Labb Ratt squeals in agony. "Noooooooo! Not now. Not yet!"

Like something out of a horror flick, the mutant rat begins to shrink. The entire transformation is over in a minute. Only a normal grey rat wiggles in the robe where Labb Ratt stood only moments ago. The crowd goes wild. Some scream. Some run for their lives. Others stand transfixed by what they see.

Later, there would be reports of mass confusion as similar transformations have claimed the other prisoners. The media would have a mixed response, but most decided that it was all an elaborate hoax.

This story is over. Roll credits...



Loose Ends: Heroes Defeated

If the heroes are defeated on the set of the Cosmoroids, the Ratt Pak will return to their lair to reorganize. The Ratt Pak is too crazed to stop and see if the heroes are dead, or to give much time to characters in hiding or in retreat. Without this shipment of mutagen they are doomed. They make one last bid to the Magaldi Cartel. The Cartel is reluctant, but agrees to try to get them the chemicals one last time. The price: the SMG technology and the loyal service of the Ratt Pak for five years.

Our heroes have only 12 hours to recover before they are needed again. Around 11:00 a.m. the next day, they learn that the Ratt Pak will participate in another drug drop attempt in just a few hours. The place: Bullwark's beach home 35 miles away. The time: 1:00 p.m. If they don't take more than 20 minutes to get ready, they can be there in less than an hour. The information is too easily attained and a trap should be suspected. However, they have little recourse but to act.

The Last Stand

The Ratt Pak has let this info leak out to get revenge on the group of vigilantes. The drugs are really to arrive that morning between 10 and 11. However, something goes wrong and the drugs are late. The heroes will arrive before the drugs as long as they arrive by 1:20 p.m. The Ratt Pak lay in wait. If they must lose their human intelligence, a fate worse than death, then they will send those responsible to the grave!

The Ratt Pak will attack shortly after the heroes arrive. They look horrible. **White Rabbit** has little intelligence or memory left. He stands only 6 feet tall and is on a leash controlled by a mangy looking Labb Ratt. His weapons are a kusari-gama (1D8 damage) and a battle axe (2D6 damage); he's forgotten how to use a gun. **Labb Ratt** is much more rodent-like and smaller. He is losing his intellect but is still cunning and smart enough to be dangerous. He is armed with a mini-uzi and two hand grenades.

Space Case is also pretty far gone. She moves with the speed and agility of a cat, but does so on all fours. By this point, she has lost her psionic powers and is limited to physical attacks only. She uses only her claws; 1D6 + 2 damage. **Lounge Lizard** hisses and slithers around like a giant lizard. He can barely talk, but still retains his mutant powers and significant intelligence to make him deadly. **Brain Drain** looks pretty much the same but his movements are slow and uncertain (only two attacks per melee and no bonuses of any kind).

GM Note: This is absolutely the final battle. Play it out for as much drama as possible. In the end, whether the Ratt Pak has been defeated or if they are about to deliver the final blow to our heroes, they suddenly begin to shrink into normal animals. The frightening transition lasts less than two minutes. During that time they can not attack.

Afterwards, the animals can be easily collected and turned over to the authorities (anonymously if necessary). Or left alone to run free. Slaughtering them is a bit pointless and cruel.

The Wrap Up

After the press conference, the reporters go home. Monolithic Studio is temporarily closed down pending a full investigation. Mr. Bullwark will also be under investigation (if he is not already under police custody) for charges of manufacturing and distributing illegal substances, conspiracy, money laundering, aiding and abetting illegal activity (including murder), and several other charges. New information about Mr. Bullwark seems to be coming out hourly.

Despite the criminal investigation, director Vincent Darkins is confident that the studio will be up and running again soon. Darkins thanks the heroes for all their efforts. Before they leave Hollywood he throws a private party in their honor and offers them the use of his private estate to rest and recuperate. "Why not? I've got nothing to do for the next month or so. It will be fun." Whether the characters take Darkins up on his offer is up to the players. When they leave, he bids them a fond farewell, and invites them to visit him any time. If nothing else, Darkins is a valuable ally and a good friend.

Note: The Ratt Pak's lair was never found, and a few SMG devices are still there, guarded by five of Brain Drain's spider robots. With luck, the lair will never be rediscovered. The characters should consider this a success, although it does leave a loose end.

The Return of the Ratt Pak

What's that? You say you liked these villains and wish they could return again someday? Well, who says they can't. Here are some ways that the Pak can come back.

The Magaldi Cartel (as well as Shredder) knows a little something about these animals and the role the mutagenic drugs play in their lives. If they didn't know how the drugs affected them, they certainly can piece the puzzle together now! They speak with crime boss Frederick Porcelain and track down his scientist who accidentally created the mutant animals in the first place. They inform the Cartel that the Ratt Pak's creation was an accident and has not been duplicated since. However, the mutation may reoccur when the drugs are injected back into the same animals. It is a minimal effort to secure the animals that were once the mutant Ratt Pak. Surprise, surprise, the scientist was right, the mutagenic drugs do give birth to the Ratt Pak. And this time the Pak has a grudge to settle.

Another possibility is that Labb Ratt still retains some of his humanoid memories and intelligence, even in his rat form. He is somehow able to communicate with an unscrupulous scientist and is re-created. Together they find and re-create the other mutants of the Ratt Pak.

A third possibility is that the mutant brain that is Brain Drain is not as affected by the lack of the drugs due to his robotic nature. After a few days of playing possum, he breaks loose, rescues his animal buddies before they can be destroyed and escapes. He contacts the Cartel and they help rebuild the Pak.

Non-Player Character Descriptions

The Ratt Pak

An Origin Story

While cooking up new designer drugs, Frederick Porcelain and the SoloChem gangsters experimented with unstable mutagenic chemicals, exposing a variety of laboratory animals to the radioactive drugs. They intended to create a new drug that was so addictive that it took only one or two uses to hook an individual. As a surprise bonus, they accidentally created a host of horribly mutated creatures with a keen, but wicked intelligence. These corrupted animals are the Ratt Pak: Labb Ratt, Lounge Lizard, White Rabbit, Brain Drain, and Space Case.

Led by the diabolical Labb Ratt, the Ratt Pak assisted the narcotics cartel in developing "Blue Ice" and quickly rose in the ranks of SoloChem as secret operatives. Soon they were given the freedom to develop their own projects. This led to an invention far worse than any drug. They created the infamous Subliminal Message Generator (SMG), capable of psionically addicting its viewers and ultimately subverting their wills.

The Ratt Pak Goes Solo from SoloChem

When the heroes attack the SoloChem fortress, the Ratt Pak doesn't help defend the building. Instead they take advantage of the diversion to steal their Subliminal Message Generator and flee. This had all been part of their plans for quite a while. The intervention of the super-heroes only served to initiate that plan a little sooner than they had considered.

Hollywood

Labb Ratt and company had already organized a nice little drug operation in Los Angeles and Hollywood sanctioned by the Magaldi Cartel. They had also already established strong ties with unscrupulous movie mogul Lambert Bullwark, and made a pact to encode new movies with the powerful subliminal messages.

Everything is coming along wonderfully until Shredder discovers their plan, and tries to extort the Subliminal Message Generator technology. He has discovered the secret behind the mutagenic drugs and makes one of his tactics keeping the Ratt Pak from getting the drugs they need to maintain their mutant forms. Things go from bad to worse when the super-heroes arrive and get involved.

Physical Changes May Occur During the Adventures

The Ratt Pak's statistics will change during the game. The creatures start out very strong, but as time passes and they remain deprived of their drugs, their bodies undergo severe changes. They weaken considerably with each phase. There are four Notable phase.

Phase One: FULL Strength. The Ratt Pak members start off at full power. They are smart, strong, and cunning. Each character description has three sets of stats. The first is the

Ratt Pak at its strongest. As each phase occurs the villains' abilities grow weaker.

Phase Two: Medium Strength. By the Malibu encounter, the Pak needs a booster shot of mutagenics. They are in a somewhat weakened state, but still very formidable. Use the second list of stats.

Phase Three: Weakened Animal Regressive State. At this point the villains are quickly deteriorating. They look more like animals than humanoids. Speech and remembering are extremely difficult and size is reduced dramatically. Without a booster shot of the mutagenic drugs, they will revert completely into animal form within 24 hours.

Phase Four: Complete Regression. In this state the villains have regressed back into the animals they originally were. However, each is still a mutation and can be re-created if given the correct mutagenic drugs. Labb Ratt will even retain some of his intelligence (I.Q. 6) and sparks of memory as will Brain Drain. However, Labb Ratt's body is that of an adult, two foot long, rat. White Rabbit and the others have no human-like intelligence nor memories, although they are all a bit smarter than their animal kin.

Labb Ratt

Alignment: Diabolic

Hit Points: Phase 1: 55, (36 phase 2), (22 phase 3), (5 phase 4)

S.D.C.: Phase 1: 125, (85 phase 2), (55 phase 3), (2 phase 4)

Age: Has been humanoid for 16 months

Sex: Male



Size Level: 7 (reduce to size level 5 by phase 3)
Average Weight: 110 lbs
Average Height: 5 ft, 4 inches; smaller only in phase 3.

Attributes in order of regression:

I.Q. 22, M.A. 27, M.E. 23, P.S. 18, P.P. 19, P.E. 22, P.B. 10, Spd 9

I.Q. 18, M.A. 21, M.E. 16, P.S. 12, P.P. 15, P.E. 17, P.B. 9, Spd 6

I.Q. 13, M.A. 14, M.E. 10, P.S. 8, P.P. 10, P.E. 13, P.B. 6, Spd 4

Level of Experience: Equal to 5th level

Combat Skills: Hand to Hand: Basic

Attacks Per Melee: Attacks Per Melee: 4, (4), (2)

Bonuses: Phase One: +4 to Strike, Parry and Dodge, +5 to damage

Phase Two: +2 to Strike, Parry and Dodge, +2 to damage

Phase Three: +2 to Strike, Parry and Dodge, +2 to damage

Note: Includes combat skill bonuses.

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Sub-Machinegun

Skills of Note: Pilot Automobile 68%, Prowl 75%, Mechanical Engineering 65%, Chemistry 70%, Chemistry: Analytical 65%, Advanced Math 84%; PLUS +9% I.Q. bonus when in phase one.

Weapons: Model 61 Skorpion and 9mm Automatic Pistol.

Armor: None

Psionics: Bio-Manipulation: Pain, Detect Psionics, Hypnotic Suggestion, Mind Block, See Aura

Personal Profile: Labb Ratt is a thoroughly rotten, despicable creature who wants nothing less than complete domination over humans, turning people into cattle, beasts of burden, and house pets.

His mind, which has been completely twisted by Mutagenic drugs, is coldly calculating and inventive. He is a cruel and ruthless individual. He is a deceitful manipulator who would sell out anyone, with the possible exception of the Ratt Pak, to further his goals. Space Case is his girlfriend, which he sees as an ironic twist of irony and his superiority since she is a cat.

Note: Labb Ratt speaks in a low, cold, breathy voice.

White Rabbit

Alignment: Miscreant

Hit Points: Phase 1: 74, (65 phase 2), (40 phase 3), (6 phase 4)

S.D.C.: Phase 1: 175, (135 phase 2), (80 phase 3), (2 phase 4)

Age: Has been a humanoid for 14 months

Sex: Male

Size Level: 14 (reduce to size level 9 by phase 3)

Weight: 382 lbs **Height:** 7 ft, 6 inches

Attributes in order of regression

I.Q. 13, M.A. 16, M.E. 20, P.S. 22, P.P. 22, P.E. 20, P.B. 13, Spd 12

I.Q. 10, M.A. 13, M.E. 17, P.S. 19, P.P. 18, P.E. 17, P.B. 10, Spd 8

I.Q. 7, M.A. 10, M.E. 14, P.S. 16, P.P. 12, P.E. 13, P.B. 7, Spd 4

Experience Level: Equal to sixth level martial artist

Combat Skills: Hand to Hand: Martial Arts

Attacks Per Melee: 5, (4), (4)



Bonuses: Phase One: +7 to Strike, Parry and Dodge, +7 to Damage

Phase Two: +5 to Strike, Parry and Dodge, +4 to Damage

Phase Three: +3 to Strike, Parry and Dodge, +1 to Damage

Weapon Proficiencies: W.P. Machinegun, W.P. Rifle, W.P. Sub-machinegun, W.P. Sword, W.P. Blunt, W.P. Chain, W.P. Paired Weapons, W.P. Targeting (Shuriken, Knives). Add +2 to Strike and Parry with any of these weapons.

Skills of Note: Pilot Automobile 34%, Prowl 75%, Tracking 55%

Weapons: M-60 Machinegun (6D6 damage per round/bullet), Mini-Uzi (2D6 damage per round), M-16 Assault Rifle (4D6 per round), Kusari-Gama (1D8 damage), 10 Shuriken (1D4 damage each), and a Knife (1D6 damage).

Armor: None

Psionics: Mind Trap: Reality Warp, Mind Block

Vehicle: None

Personal Profile: White Rabbit is an unstable killing machine.

He fights with cold fury. He says little, except to utter threats. He's deathly afraid of water, and if he's drenched he'll waste an attack shaking himself dry. If he's thrown into water, he'll lose his whole round of attacks panicking, getting out and shaking dry.

He obeys Labb Ratt implicitly. His friends include Space Case and Brain Drain. If something happens to them he will go berserk. He does not like Lounge Lizard, but tolerates him because Labb Ratt tells him to.

Special Power: Reality Warp

White Rabbit has a very powerful form of Mind Trap that is usable on as many as four people simultaneously. The

Mutagenic drugs in his system give him the ability to distort the perceptions of others. He broadcasts waves of weird mind-distorting energies which twist the minds of everyone within twenty feet of him.

The Reality Warp causes ALL people within 20 feet (6.1 meters) of White Rabbit to become confused. They must roll a Psionic save each and every melee round. If they fail, all attack, parry/dodge and damage bonuses are at *half*. Likewise, each person's speed and skill proficiency levels are also halved, due to the disorienting nature of the mind attack. Victims also lose one melee attack.

An example of a Reality Warp

"Suddenly, White Rabbit begins to shift and mutate, his face swirling off in a spiral. Then you notice it's not just White Rabbit changing, but everything around you is moving, swirling, and undulating. You smell a noxious blend of ozone and gunpowder in the air. Try as hard as you can, you can't shake the disorientation.

Reality Warp is a wild talent that engages automatically whenever he is involved in combat, without White Rabbit even thinking about it. He can't create any other mind trap illusions except for the Reality Warp.

Space Case

Alignment: Miscreant

Hit Points: Phase 1: 62, (40 phase 2), (25 phase 3), (5 phase 4)

S.D.C.: Phase 1: 100, (80 phase 2), (40 phase 3), (3 phase 4)



Age: Has been a humanoid for 13 months

Sex: Female

Size Level: 8 **Weight:** 115 lbs

Height: 5 ft, 5 inches

Attributes in order of regression

I.Q. 16, M.A. 23, M.E. 20, P.S. 18, P.P. 19, P.E. 18, P.B. 20, Spd 17

I.Q. 13, M.A. 19, M.E. 16, P.S. 15, P.P. 16, P.E. 15, P.B. 17, Spd 16

I.Q. 10, M.A. 15, M.E. 12, P.S. 12, P.P. 13, P.E. 12, P.B. 15, Spd 15

Experience Level: Equal to 4th level

Combat Skill: Basic Hand to Hand

Attacks Per Melee: 4, (4), (2)

Bonuses: Phase One: +4 to Strike, Parry and Dodge, +3 to Damage

Phase Two: +3 to Strike, Parry and Dodge, +0 to Damage

Phase Three: +2 to Strike, Parry and Dodge, +0 to Damage

Weapon Proficiencies: W.P. Revolver

Skills of Note: Pilot Automobile 96%, Prowl 70%, Paramedic 62%

Weapons: Lady-like, Pearl-handled .38 Revolver; also has retractable claws (animal power) that inflict 2D6 damage!

Armor: None

Psionic Powers: Special form of Bio-Manipulation: Stun (Space Out), Mind Block

Personal Profile: Space Case is a bubble-headed Valley-Girl sex bomb. She purrs sensuously when she talks and looks soft and lovable. She has a short attention span and tends to space out during conversations, then giggles as if blanking out were hysterically funny. Her foolish behavior stands in stark contrast to her combat abilities. She is a natural and deadly predator who stalks her prey silently and attacks without warning using her retractable claws! She uses her innocent and helpless demeanor as a ploy to lure her victim into a sense of ease, then lashes out for the kill.

Special Power: Space Out

Space Case has a unique form of Bio-Manipulation: Stun that allows her to attack multiple foes at the same time, resulting in a cumulative loss of attacks. Each melee round she can use her psionic attack up to 100 feet (30.5 meters) away from her and can affect up to 20 targets as long as she can see them. Victims of the attack must save vs. Psionics or lose one attack. The attack DOES NOT return in the next round, but remains gone until the character moves out of range or until she cancels her psionic influence. The victim feels sluggish and dizzy; however, unlike the normal Bio-Manipulation: Stun, the victim does NOT have a -4 to strike, parry and dodge; instead he loses one attack per melee.

She can use her Space Out powers again next melee to try to affect those who saved the previous melee and to reduce the attacks of those already affected even more. Everybody rolls to save vs psionics again. If those who lost one attack last time fail to save again, they lose another attack. This can be repeated until the individual has only ONE melee attack. **Note:** She can direct her powers at specific individuals. Space Case's powers are accompanied by the smell of perfume mixed with animal musk.

"Like, Omigod! I never, like, noticed what a totally cool katana I have!"

Brain Drain

Alignment: Miscrrent

Hit Points: Phase 1: 75, (50 phase 2), (30 phase 3), (10 phase 4)

Robot Body S.D.C.: 900

Age: Has been a mutant brain for two years; a robot for 16 months

Sex: Unknown... (originally female)

Size Level: 16

Weight: 1000 lbs **Height:** 6 ft, 6 inches

Attributes in order of regression

I.Q. 27, M.A. 15, M.E. 22

I.Q. 23, M.A. 12, M.E. 19

I.Q. 17, M.A. 8, M.E. 16

The physical abilities, other than reaction time/attacks per melee, do not change because they are robotic.

P.S. 24; +9 to damage

P.P. 20; +3 to strike, parry, and dodge

Spd. 22, about 15 mph

Other attributes not applicable.

Experience Level: Equal to a 6th level scientist.

Combat Skills: Roughly equivalent to Expert Hand to Hand

Attacks Per Melee: 6, (5), (3)

Bonuses: See P.S. and P.P. above. Also +2 to parry and dodge as a result of robot sensors. And +1 to strike with long range weapon systems.

Skills of Note: All Communication, Computer, Electrical, Mechanical, Chemical, and Math skills at 88%.

Weapons: LEFT ARM: Built-in Sub-machinegun — 2D6 per round/bullet (200 round payload), Built-in light machinegun — 5D6 per round (200 round payload), Built in flame thrower 4D6 damage per blast (10 blast payload, 60 ft/12 m range).

RIGHT ARM: Built-in Plasma Ejector — 1D4 x 10 damage (12 blast payload, needs 12 hours to recharge; range 1000 ft/305 m)

THE CHEST: Has twin sub-machineguns but they were damaged and have not been repaired, so they do not presently function.

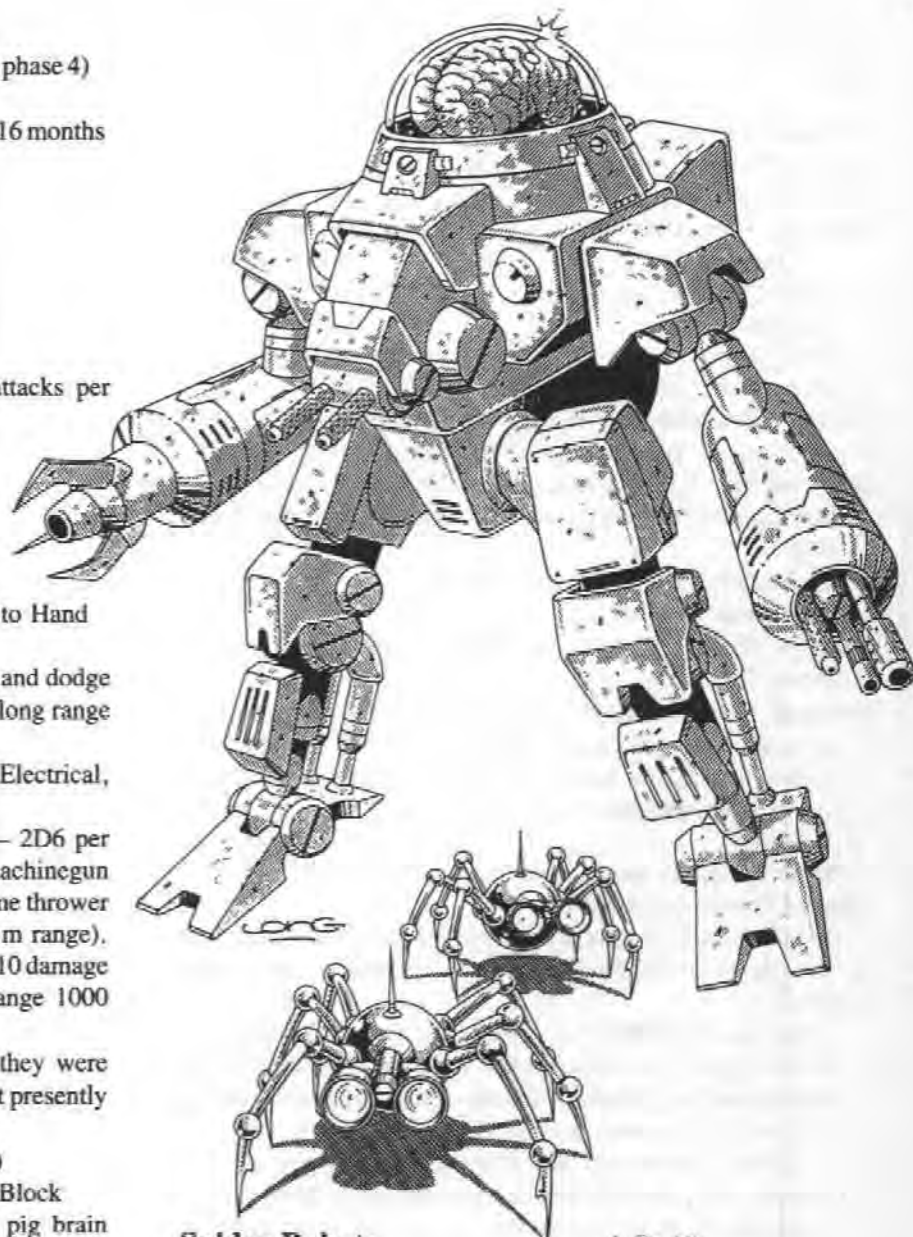
Armor Rating: 12 (S.D.C. 900 as noted previously)

Psionic Powers: Bio-Manipulation: Paralysis, Mind Block

Personal Profile: Brain Drain is a mutated guinea pig brain with exceptional intelligence. He has built a powerful armored body to house his brain, and uses the built-in weaponry to attack his enemies. His brain section can detach from his robot body and fly away if necessary.

He is also responsible for building the Subliminal Message Generators and teleportation devices for the Ratt Pak.

He's an introverted nerd, and will do anything to gain the respect of the rest of the Ratt Pak. He doesn't realize that without him the Ratt Pak is greatly diminished. He obeys Labb Ratt without question and considers the others to be his dearest friends.



Spider Robots

A.R: 10

S.D.C.: 50

Speed: 34 or about 22 mph

Attacks Per Melee: Two; +1 to Strike, Parry and Dodge.

Damage: 1D6; not designed for combat.

Notes: Simple programs for assistance, light labor, and security guards. Answer only to Brain Drain.

Lounge Lizard

Alignment: Miscrrent

Hit Points: Phase 1: 44, (32 phase 2), (25 phase 3), (6 phase 4)

S.D.C.: Phase 1: 125, (65 phase 2), (40 phase 3), (5 phase 4)

Age: Has been a humanoid for 16 months

Sex: Male

Size Level: 10 (reduce to size level 7 by phase 3)

Average Weight: 190 lbs

Average Height: 6 ft, 2 inches; smaller only in phase three.

Attributes in order of regression:

I.Q. 16, M.A. 22, M.E. 20, P.S. 18, P.P. 19, P.E. 15, P.B. 11, Spd 15

Brain Drain's Teleportation Device

The transporter machine is located at the Ratt Pak's lair, but each member of the Pak has a small teleport transceiver which can instantly teleport them back to their lair with the touch of a button.

The hand-held device has an S.D.C. of 10.

The big teleporter has an S.D.C. of 250.

Only Brain Drain knows how the devices operate.

I.Q. 12, M.A. 17, M.E. 15, P.S. 16, P.P. 15, P.E. 12, P.B. 11, Spd 11
I.Q. 8, M.A. 13, M.E. 11, P.S. 11, P.P. 12, P.E. 10, P.B. 10, Spd 7

Experience Level: Equal to 5th level

Combat Skills: Hand to Hand: Expert

Attacks Per Melee: 4, (4), (2)

Bonuses: Phase One: +5 to strike, +4 to Parry and Dodge, +3 Damage

Phase Two: +3 to strike, +2 to Parry and Dodge, +1 Damage

Phase Three: +3 to strike, +2 to Parry and Dodge, +0 Damage

Weapon Proficiencies: W.P. Automatic Pistol, W.P. Sub-Machinegun, W.P. Rifle, and W.P. Knife.

Skills of Note: Pilot Automobile 92%, Prowl 66%, Basic Mechanics 60%, Sing (professional quality) 60%, Play Piano 60%

Weapons: 30-06 Rifle, Browning GP 35

Armor: None

Psionics: Hypnotic Suggestion, Mind Trap: Mind Traitor, Mind Block, See Aura

Personal Profile: Lounge Lizard is a cold-blooded sadist. He is quiet and sophisticated. Behind his cool, sly, unruffled exterior is a vicious cruelty. He delights in torture and inflicting pain. He also likes to entertain, and plays "lounge music" very well.

Note: He speaks slowly, and hisses when he talks.

Special Power: Mind Traitor

Lounge Lizard uses a unique combination of Mind Trap and Hypnotic Suggestion to make his enemies betray one another.

He uses the Mind Trap to make the victim see his friends as his greatest enemies. At the same time, Lounge Lizard uses hypnotic suggestion to tell the victim: "You have a chance to crush your greatest enemy! Do so!"

Lounge Lizard uses See Aura to target the foe with the lowest M.E., and then hits him with the Mind Traitor affect. Same as any mind trap attack. He can use Mind Trap and Hypnotic suggestion simultaneously, but must sacrifice one attack per round to keep up the illusion, and can only use it on one person at a time.

Other Villains

Lambert Bullwark

Alignment: Miscreant

Hit Points: 32

S.D.C.: 15

Age: 46

Sex: Male

Size Level: 10

Weight: 195 lbs

Height: 5 ft, 8 inches

Attributes: I.Q. 13, M.A. 14, M.E. 9, P.S. 8, P.P. 8, P.E. 12, P.B. 8, Speed: 6

Experience Level: 6th level con man and business executive.

Combat Skills: none

Bonuses: none

Weapon Proficiencies: None, but does own a 9mm automatic pistol.

Skills of Note: TV/video, Math, computer, and business related abilities.

Weapons: Usually carries no weapons, but does own a pistol.

Armor: none

Personal Profile: Bullwark is a pushy, aggressive, intimidating businessman who is used to getting what he wants by throwing his weight around. He has no qualms about destroying careers and lives to gain more money, prestige, and power. In fact, he is obsessed with the acquisition of power and vast wealth. He has built a film empire but craves more. It is this hunger for power that got him involved with the Magaldi Cartel, drug manufacturing, and the Ratt Pak. He sees the Subliminal Message Generator as the means to finally achieve absolute power. These recent delusions of power have made him a little more careless and impetuous than usual.

To clarify Mr. Bullwark's criminal activities: He has been involved with the Magaldi Cartel for almost 20 years. This involvement includes sheltering criminals, laundering money, providing information to the mob, and use of studio equipment and materials for illegal purposes.

He has also enlisted the mob's help when dealing with "difficult" clients (blackmail, theft, illegal surveillance, and physical assaults). It has only been in the last five years that Bullwark has expanded his operations to include the manufacturing and distribution of drugs, mainly cocaine and crack cocaine.

GM Note: Bullwark has many influential friends and acquaintances and connections to beat most serious charges. Furthermore, he is ruthless and cunning, meaning that he will do whatever it takes to avoid a long jail sentence. The drug factory on the grounds of Monolithic Studios will be hard to beat. He'll be looking at 20 years (out in 7) for that one. If the SMGs and/or the Ratt Pak can be tied to him (and Mr. Darkins will do his best to ensure that they are), he will be facing several 20 to Life terms (out in 30 years . . . maybe). However, there must be conclusive evidence, as well as witnesses, to nail him to the Pak and the SMG conspiracy.

Vincent Darkins

Alignment: Scrupulous

Hit Points: 31

S.D.C.: 35

Age: 28

Sex: Male

Size Level: 12

Weight: 175 lbs

Height: 6 ft

Attributes: I.Q. 19, M.A. 19, M.E. 18, P.S. 11, P.P. 13, P.E. 10, P.B. 15, Spd 10

Experience level: 8th level movie director

Combat Skills: none

Bonuses: M.E. bonus of +2 to save vs psionic attack, 60% ability to evoke trust, I.Q. bonus of +6% to all skill proficiencies.

Weapon Proficiencies: none

Skills of Note: Artist: Film Director 97%, Artist: Writer 82%, TV/Video 98%, Radio: Basic 98%, Basic Electronics 86%,

Basic Mechanics 86%, Computer Operation 98%, First Aid 96%, Pilot Automobile 98%, Pilot Motorcycle 96%, and Photography 66%.

Weapons: None

Armor: None

Personal Profile: Darkins is an exceptionally talented director who has made some brilliant action movies. He is known and respected by most of the movie-going public, including the heroes. Anybody who watches television or goes to the movies knows the name Vincent Darkins. He is an honest and compassionate man who cares about people. His films are so excellent because he truly loves what he does and always gives it his best. He is friendly, caring, clever, and resourceful.

Magaldi Cartel Thugs & Goons

Alignment: Mostly Miscreant, some Diabolic, others Anarchist.

Average Hit Points: 24

Average S.D.C.: 35

Average Age: 25

Average Sex: Male

Average Size: Size Level: 12

Average Weight: 190 lbs

Average Height: 6 ft

Typical Attributes: I.Q. 9, M.A. 7, M.E. 8, P.S. 15, P.P. 14, P.E. 13, P.B. 9, Spd 14

Average Experience Level: 3rd & 4th

Average Combat Abilities: Hand to Hand: Expert

Attacks Per Melee: 4

Bonuses: +2 to Parry and Dodge, +1 or +3 to strike, +2 to roll.

Typical Weapon Proficiencies: W.P. Automatic Pistol, W.P. Sub-machinegun, W.P. Blunt

Weapons: All carry a 9mm or 45 automatic pistol and knife, plus they may have a shotgun or sub-machinegun or night stick/pipe/club.

Armor: Half wear bullet-proof vests under suit coat: A.R. 10, 70 S.D.C.

Vehicle: Most have access to a mid-size sedan; usually work in pairs.

Personal Profile: These guys are the soldiers of the mob. They are used as messengers, muscle, spies, and security. They are high on brawn but often light on using their heads. They are to follow orders, not think.

GM Note: Street gang members and common crooks can use these basic stats as well; however, they are likely to average at 2nd and 3rd level experience.

Monolithic Security Guards

Alignment: Mostly Scrupulous, some Unprincipled, others Anarchist.

Average Hit Points: 19

Average S.D.C.: 30

Average Age: 27

Average Sex: Male

Typical Attributes: I.Q. 9, M.A. 9, M.E. 8, P.S. 14, P.P. 14, P.E. 13, P.B. 9, Spd 11

Average Experience Level: 2nd & 3rd level

Average Size: Size Level: 12

Average Weight: 180 lbs

Average Height: 6 ft

Average Combat Abilities: Hand to Hand: Basic
Attacks Per Melee: 3

Bonuses: +2 to parry and dodge, +2 to roll

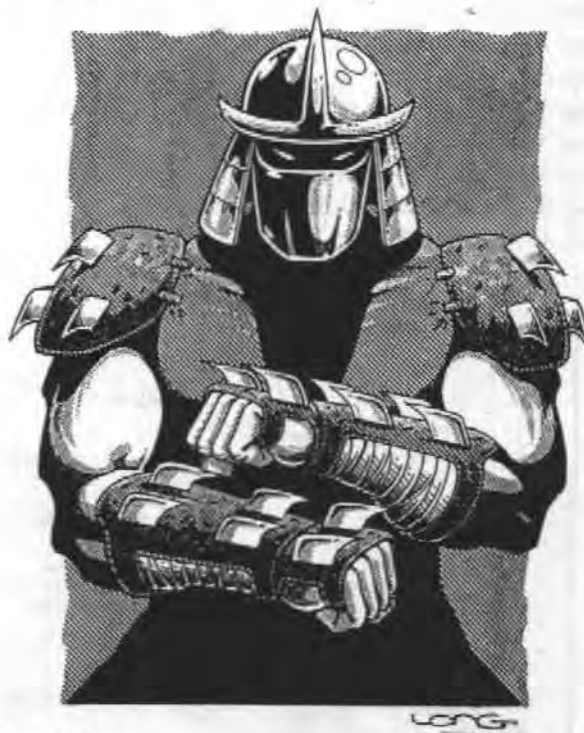
Typical Weapon Proficiencies: W.P. Automatic Pistol, W.P. Blunt

Weapons: All carry a 45 automatic pistol and billy club/night stick.

Armor: None

Vehicle: Most have access to a jeep; usually work in pairs.

Personal Profile: The typical security guard is just some guy who is in pretty good shape and lucked out in getting a fairly good paying job at Monolithic Studios. Most are family men. About 25% are ex-police or military. All have been given rudimentary training in hand to hand combat and shooting a pistol. The average age is 27, but 20% are younger and 20% are over the age of 35.



Shredder

Alignment: Miscreant

Hit Points: 44

S.D.C.: 35

Age: 34

Attributes: I.Q. 16, M.A. 20, M.E. 14, P.S. 19, P.P. 24, P.E. 19, P.B. 12, Spd 9

Experience Level: 8th level

Combat Abilities: Hand to Hand: Ninjitsu (from TMNT RPG)

Attacks Per Melee: 6; include kick (1D8 damage) and critical strikes

Bonuses: +7 to strike, +7 to parry and dodge, +6 to roll, +8 to damage, +2 to save vs toxins.

Weapon Proficiencies: W.P. All modern weapons, W.P. All ninja weapons, W.P. Suit (special).

Skills of Note: Body Building, Climbing, Acrobatics, Prowl 78%, Fencing, Swimming, and general athletics.

Weapons: Uses his special body armor with razor sharp blades built into it, but often carries short sword and dagger, 12

shurikens, 12 caltrops, and a 9mm automatic with a 13 shot clip with him too.

Armor: A.R. 12, S.D.C. 180; Arm blades inflict 3D6 damage, Fist blades do 2D6 damage, Shoulder blades inflict 3D6.

Vehicle: Whatever he needs.

Personal Profile: A psychotic criminal with a lust for power and revenge. He is a tenacious opponent; tricky and conniving. He loves to humiliate his foes before he terminates them.

GM Note: This adventure obviously takes place before the TMNT destroyed him in the black and white comic book. Or is he destroyed?

The Foot Ninja

Alignment: Mostly Miscreant, some Diabolic, others Anarchist.

Average Hit Points: 38

Average S.D.C.: 34

Average Age: 25

Average Sex: Male

Average Size: Size Level: 9

Average Weight: 145 lbs

Average Height: 5 ft, 8 inches

Typical Attributes: I.Q. 10, M.A. 9, M.E. 11, P.S. 18, P.P. 18, P.E. 19, P.B. 9, Spd 14

Average Experience Level: 3rd & 4th level

Average Combat Abilities: Hand to Hand: Ninjitsu (from TMNT RPG)

Attacks Per Melee: 4; include kick (1D6 damage)

Bonuses: +5 to strike, +4 to parry and dodge, +3 to roll, +3 to damage, +2 to save vs toxins.

Typical Weapon Proficiencies: W.P. Automatic Pistol, W.P. Blunt, W.P. Chain, W.P. Swords, W.P. Paired Weapons, and two of choice.

Skills of Note: Body Building, Climbing, Acrobatics, Prowl 78%, Fencing, Swimming, and general athletics.

Weapons: All carry short sword and dagger, ninja emergency kit (see TMNT RPG, page 65; includes 6 shurikens and 12 caltrops), and two weapons of choice (Kawanga, Katana, Sai, Yari spear, or other Japanese weapon; see TMNT Role-Playing Game, pages 63-66, or Heroes Unlimited for a complete list of weapons).

Armor: None

Vehicle: Most have access to a jeep or motorcycle; usually work in pairs.

Personal Profile: These are the members of Shredder's ninja elite assassins. They obey Shredder's every order without question and are willing to die for their Master. A tough foe.



Turtles Go Hollywood

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