

# The Laboratory of Dr S.

This BPN is a straight up travel/expedition into the deep levels of downtown to recover something that isn't really there. This adventure provides lots of opportunities to describe and deal with the horrors of lower downtown.

## The BPN

A yellow BPN has been issued to recover SLA Hardware from an abandoned Warehouse in lower downtown. It is more of a fact-finding mission for the department of retrieval, since they don't even know what is in the warehouse in question (or which of the three potential warehouses it is). This could be a green BPN, too, but the department of retrieval only issues yellow, so that is what is presented.

## The Backstory

A group of SLA ops stumbled upon a group of seemingly abandoned warehouses while on a mission to track down a group of Cognate Killers (unrelated Hunter Killer sheet or similar) deep in downtown. They found a warehouse that seemed to be an old Biogenetic or Karma Laboratory, with some paperwork or bio samples still in place. So they reported it to SLA Central Control and moved on (they found "Cloak Division Seals on a few things and got scared).

Control couldn't find anything about what is going on with the warehouse (SCL of the operators was too low) and so it was given to the department of retrieval, which in turn issued a BPN to recover the hardware. Based on the previous team's description the location was narrowed down to a street with three warehouses on it, but which of the three it is, and what is in it is not known. General consensus among the employees of the department of retrieval is, that it cannot be important at this point, but to be better safe than sorry.

The PCs are given a rough description and coordinates of the street and are instructed to look for three identical warehouses in a street. Whatever paperwork they can find they need to return and take pictures of everything else that they cannot move.

## What really happened

The warehouse was once used by Dr Scarogg to work on his creations as part of the Vodyanoy project. The shootout between Cloak Division and his creation happened here. Cloak sealed the building and moved most things off (and pretty much all of the important parts), but some papers and specimen jars were left behind. After all these years knowledge of it was forgotten and lost behind D-notices. The players will find a mostly empty place, but some creatures that have made this part of downtown their home will make life difficult for the SLA Ops.

## Lower Downtown

Traveling to the lower levels of downtown itself can be quite an adventure. It all must be done on foot, since no ramp is big enough or safe to accommodate vehicles anymore. Elevators have broken down and stairs and floors have become unsafe. There are plenty of opportunities to get lost and having to retrace steps. Carriens, Cannibals and worse lurk around every corner

After the hustle and bustle of the upper levels of downtown, things become quiet. No humans or other creatures are there. There is an eerie silence about the place. There is very little or no light. The most sources of light have either broken down or have been stripped or stolen. There is a flicker or muted glow every now and then, but mostly it is dark.

Every now and then the players can hear the scratching of small claws on the rough ground. Mort rats seem to be ever present, but it seems you can never see them. Occasionally a flashlight will reveal a pair of eyes reflecting in the darkness.

After a while the rain stops since everything is completely underground. But the rain is still present in the constant drip and flow of water. Small streams have found their own paths. Water is running down walls and collects in abandoned places. Rooms that have once been lived in are now cisterns. The rotting structure can give way and dump the players into cold, dark waters, often filled with less than friendly fauna. There is a constant threat of floods. Hopefully the characters can swim

The air quality goes bad, too. The air is stagnant and at some point, the smog starts, a yellow, oppressive smog that covers everything and distorts sound and vision. Breathing is hard and unless the Ops bring any kind of protective gear, they will have severe breathing problem and will constantly be coughing.

All of this should add up to moderate to heavy negative modifiers on even simple tasks. (-1 to -5 on every test that involves PHYS, DEX or STR)

## Random Events while traveling in lower downtown

These are some events that can take place while on the way to the location

- **Ambush.** The group of SLA ops is ambushed by Carrien or Cannibals. Or both. This should be a near constant threat
- **Getting lost.** Navigation based on old, incomplete maps is always difficult and the group may end up lost and must retrace their steps back, costing time and may lead into another ambush
- **Broken through flooring.** At some point the way to go leads through a part of a building where the floor collapses and gives way (especially when there some of the bigger races with heavy armor involved). The player may take falling damage or may end up needing to be returned to the group. Equipment may fall into the darkness below and has to be retrieved
- **The old man.** The group encounter an old man who is busy dragging a big cardboard box across a vast square or space. He is wearing faded old clothing, only one shoe, he has scraggly greyish-white hair and beard. When encountered he stops and just stands there, looking seemingly through the characters. He will not speak or react to almost any stimulus (he is completely and utterly numb at this point), his eyes are milky white and his skin seems translucent. The cardboard box is filled with all kinds of broken electronic equipment (junk that is not salvageable), but it seems of great worth to the old man, he will react to the SLA ops touching or taking it by trying to take it back.
- **The flood.** The players encounter a stretch of corridor or alley that seems completely devoid of trash or debris. Only a single, old washed up newspaper seems to be wrapped around a pole. This is an area that experiences occasional flash floods. And the players might get swept away. And get lost/have to retrace their steps.

## Warehouse Type A

The Warehouse is a simple, one room warehouse with an upstairs office room. It is meant to be accessible by a small van or truck. The three warehouses are identical in design and build (or were back in the day). Company logos and signs have long faded and have been weathered down to where they are unreadable. They are on a street with a slight incline, that is steeped in an almost complete darkness. Several rotting houses line the other side of the street and look dilapidated to the point of ruin. There seem to be some streetlights that are still hanging on. The street is oddly clean of debris (due to previous flooding and the occupants of warehouse #2). The main doors/gates to the warehouses are the roll up type that have been mostly rusted shut. They can typically be moved about half the way up before seizing completely. This will require an extraordinary amount of strength and will cause an enormous amount of noise.

### Warehouse #1

The first warehouse is at the lower end of the street. The main floor slants downwards towards the corner where the office is. The ground is covered in water that is ankle deep. Several cylindrical steel containers are in the center of the room. They are about human sized but empty. They seem double walled and had once had various openings and flanges. What functions they once had, is unknown. A pipe dweller lives in one of them.

The office level floor is rotted to the point where if multiple human sized operatives are on it, it might finally crack, and everyone will fall one level. There seems to be some office furniture in the center of the room and some metal lockers on one side. A stash of several severely rotted boxes cardboard boxes holds a collection of Captain Contract action figures. If everything does come crashing down, the commotion might wake up whatever denizens have made their home in the neighborhood.

### Warehouse #2

This warehouse is home to a small clan of Sector Mutants. They have carried various bits of furniture and various odds and ends into the warehouse. They have made a "comfortable" nest for themselves. They will attack on sight. Or they will roam and react to loud noises elsewhere in the neighborhood. The building is pretty much stuffed full of junk and debris. It is rotten and it stinks. The fight with the sector mutants might happen here or in warehouse #1 (if the players make enough noise) or on the street.

There is nothing much of value to be found in the building. The upstairs office was used as a meat locker by the mutants and is filled with all kinds of bones and really reeks of old blood and rotted meat.

### Warehouse #3

This building was once one of Scarogg's laboratories. Here is where he was attacked by Cloak division. The majority of the building was raided in the aftermath, but several tanks are still in place. They used to hold his living specimens. The doors and some of the tanks have cloak Division seals on them, but the seals were broken a long time ago.

The office is in remarkably good shape, but there is not much left. Posters, drawings and paperwork are still there, but will not tell the players too much, other than that there were genetic experiments done on various races, including animals and sentient creatures, humans and otherwise. Some glass jars with organs and body parts (human, animal and otherwise) in formaldehyde are still stacked in the office. The specimens are ancient and bleached white. You can also tell by the reports/diary entries that many

specimens were not voluntary subjects. Think of it as a Doctor Frankenstein type lab or old anatomy lab with lots of specimen and body parts in formaldehyde.

It is easy to see that a fight happened in the building a long time ago. Bullet holes mark many surfaces and a lot has been destroyed. (And anything of value removed)

A locked box on in one corner of the office holds various items of clothes for human-sized wearers of male and female types. If the SLA ops search the box they will find a Shaktarian Honor Blade wrapped in some kind of sash.

## Conclusion

After fighting the various downtown dwellers and the sector mutants, searching the lab should be straightforward and go without a hitch. They won't be able to make too much sense of what happened, since Cloak Division already raided the place. What the players retrieve from here (some papers, maybe some lab equipment) is up to them. But they may get rewarded with up to 1000 extra creds for the whole group.

After a few days their report will be marked with a D-notice and depending on how they conduct themselves in the aftermath the group may get investigated by Internal Affairs and the Shaktar Elders.