

# RATS IN THE WALLS



NEW

- 10 GO TO FLOOR 7 FALLEN INTO DISREPAIR
- 20 RAT IN THE WALLS EXTERMINATE
- 30 MEET RATFOLK FRANK, DEAN, SAMMY
- 40 INVESTIGATE LEGEND OF FLOOR 2.5

RUN

## JOB

Dhuraine tells the Crew that Floor 7's Console has been reporting a rat infestation for some time now, and has put in a Maintenance request.

## GEAR

Either **10 GP to each Crew member for use in the Gashapon**  
or **Rat Poison, Wooden Mallet, Grenade, Mouse Trap, Harpoon Gun**

## FLOOR 7

Floor 7 is a traditional Hotel hallway dimly lit by a few flickering overhead lights that really punctuate its rundown condition. Carpet is frilling at its edges, wallpaper is peeling away, and a few doors hang from their hinges.

In the first room the Crew enters, all the furniture is pushed up against the walls. In the center is Floor 7's Console shaking and holding a flyswatter.

**The Console is convinced that Rats are in the walls. Extremely frantic and paranoid, it speaks in quick hushed sentences while its pixelated eyes dart back and forth.**

The Console moves to the back of the suite, plowing through ceiling tiles with its mounting arm as it goes. It sinks down and attempts to hide in a heap of pillows and couch cushions piled up in the corner of the room.

It puts its 'ear' up to the wall;

**"Can't you hear them?"**

If the crew agrees to help the Console, it directs them down the hall to room 708 where Floor 6's Terminal is jutting out of the floor and doing construction (poorly).

The Crew can gain access to the space between the walls through the bathroom, where a large hole in the bath has been covered up by a sheet of plywood. There is a gap between the walls just big enough to walk in single-file through total darkness.

Light comes into the space from a new hole torn in the wall behind Console 7's room. The Console's screen is now smashed in, surrounded by scratches. A trail of cushion stuffing and feathers leads the Crew further along inside the wall. After a brief walk, candlelight flickers from yet another hole in the wall ahead of them.



**"It is rumored that the Elevator takes longer to move between floor 2 and 3 than any other."**

The Rats are seeking a forgotten floor where they may stay hidden from the watch of the Consoles.

**Floor 2.5 does in fact exist, but the Crew will have to get the Liftman Robot to stop between floors.**

Although a bit dusty, Floor 2.5 is preserved from a renovation in the 1970's. There is no electricity, so this floor's older ZON 128 console is inactive, with a plastic film still applied to its unlit screen.

A few clunkheads rush out of the darkness. It seems as though this Halted Crew found the Floor as well and are intent on keeping it to themselves.

**Clunkheads want to eliminate the Crew, but also respond wonderfully to bribes.**

## Once the floor is secure:

**If the Crew brought the Rats to floor 2.5**

Frank gives them: **"My Way"; 7 shot revolver FOC+■, Wv 1, Mt 3**

Sammy gives them: **"ZON 64 User's Guide"; 5 Knowledge**

Dean gives them: **Briefcase; +1 Item Slot**

**If the Crew brings the Rats to Dhuraine**

Shocked and frantic he will quickly usher the Rats behind the counter and into a wine cellar; thanking the Crew and ignoring further insights.

**If the Crew exterminates the Rats**

This Crew does not gain the ability to use Ratfolk as future Characters.

Dhuraine then pays the coin reward he promised of 25 Gold Pieces each.

