

You walk down the stairs leading to the Underground Lab. The air is humid and cool.

Within await groups of **Akko** and **Ophelia** in one corner. In another part of the room stand **Lily**, **Elizabeth**, **Marley**, and **Steven**. Rounding out the people are **Rodrigo**, **Ramses**, and **Gunnar**.

Where's Victor? Did he chicken out? That coward!

Everything is tinted in aseptic gray and white, the only dots of color being small signs with directions to various labs and rooms. You only took a few steps inside the first corridor, when the door slams shut.

"Good morning, little mice. I've prepared a nice maze for you to run today!" **Victor's** voice. "I wonder if you'll have the strength to overcome what's ahead of you, or if the chains that strangled you for your entire life will hold you down one more time while I kick you in the guts!"

After a brief pause, he continues "The controls to open the door are in a security room down the halls. But I wonder, will you ever reach it?" with a last laugh the speakers cut, and the corridor falls silent.

Well, looks like he wasn't as absent as you thought. You make a dash to go find some items. Within a side room you discover a **Toolbelt**, as well as some **Old Birdwatching Binoculars** and a **Portable X-Ray Scanner** like the one you tossed earlier.

You decide to stealthily roam around and see what other people are doing. First, you take out your binoculars and get a good look at **Marley**, who's split off on her own. She discovers an **Emergency Broadcast Access**, a **Camera Flash**, and some **Machine Parts**.

Moving on you find **Elizabeth** picking up a **Foreman's Vest**, and in the same room, **Lily** is weighing a **Baseball Bat**. Nearby, **Steven** is putting a **.50 BMG Pistol** in his backpack.

You keep walking around, finding **Akko** intent to swing a **Jagdkommando** in the air, pretending to be a ninja or something. **Ophelia** is close by and seems to have found some **Disinfectant**.

In another lab is **Gunnar**, a **KRISS Vector** submachine gun strapped on his back. After him **Ramses**. The purple vial in his hands is unmistakable, it's **Serum 12-B!**

Rodrigo found a **Serum 12-B** as well, hidden in a well secured room protected by a thick steel door.

And finally, you see **Victor**. He's stealthily moving towards where you found Elizabeth, hiding in the shadows. You see him pick up a **Morphine Syringe** from a first aid box.

You decide to lurk in the shadows, until the time is right to strike out at Victor. Soon, you hear the sound of gunfire coming from a room.

Moving as quietly as you can, you go from one hiding spot to another and try to get into an advantageous position to better attack your enemies...

But then, you hear a shout. "EAT LEAD STEVENU!" Akko is fighting as well, several bursts of gunfire echoing down the corridor.

The quick fire of her weapon is answered by the roars of a high caliber pistol, bullets clanging on the walls and ricocheting around.

You finally get into view of the fight. Ophelia and Akko are standing in the doorway of a room, returning the gunfire coming from inside. Bullets whizz all around them. A shot hits the ground next to Akko and bounces right into her leg! Dios Mio! You have to protect her!

Quickly, you drag Akko behind a table.

"It's OK now," you tell her.

"Thank you, Olivia=Chan?" Akko sounds kind of confused.

You hear more gunfire, and Ophelia takes cover nearby. Then, a thick white mist fills the air.

FIRE SAFETY MEASURES ENGAGED the speakers blare.

The lights shut down, and a dim red light from the emergency lamps floods the corridors.

You decide now is the time to split, and head out into the hall. After several minutes, you find some filing cabinets, hoping to find something of use, but all you can find is chemical formulae and code words you don't recognize.

"What do you think you're doing?!" Someone shouts at you. You turn and see Marley

"I was... I was helping Akko, she was hurt and I..."

"She was shooting us!" Marley leaps forward and grabs you by the collar. "Listen to me, she's armed and dangerous! What side are you on?"

Suddenly, Lily appears from around a corner. Seeing the two of you, she has a puzzled look. "Liz's resting in a lab nearby, she should be safe."

Before Marley has any time to explain, Akko emerges from the opposite side of the room, from a side door. She rushes forward, gun in hand.

Marley strikes the girl with a type of martial art, probably hitting a pressure point, and Akko falls to the ground! She wobbles left and right like a worm, then decides to shoot at random with the gun still in her hand! "AH! Marley-bitchy! No time to play, I need to look for Ophelia=CHAN!"

You're able to avoid her wild spray, and Marley seems to determine that Akko doesn't want to fight. She lets Akko go, and she runs off.

Suddenly, Marley tenses. She looks at the entrance Akko came from, and gestures at you and Lily to go hide. She then takes cover herself.

A moment later, Victor's head pokes into the room. He walks unsteadily, rifle still in hand.

You hold your breath, not to give away your position. The man takes one step into the room, wary. Then he starts whistling. The tune sounds familiar... is that that old American musical, Singin' in the Rain?

Tap. Tap. Tap. The sound of his steps echo into the room as he advances, face hidden in the shadows. The muzzle of his rifle shines, capturing the reflection of the red light emanated by the red safety lamps.

He passes by Marley, seeming not to notice her. The girl takes advantage of Victor's back being turned, and steps out with her Baseball Bat, swinging...

Only for Victor to dodge the strike, sidestepping it!

BLAM! BLAM!

Victor suddenly turns around and fires two shots into Marley's knees. She collapses to the ground.

Gloating for his victory, the man pokes her back with the tip of his rifle "Allow me to pay you back from what you did at the garage! Tell me, do you remember where you hit me?" he shoves the point of his rifle in her back "Was it here? Or here?"

With a sadistic smile on his face, the man keeps shoving the muzzle of his gun in her back.

"FUCK YOU!" Marley spits out, wincing in pain. You and Lily are moving closer to him.

"Time to close the curtains on your performance, Victoria. Thank you for such wonderful co-"
You draw your pistol and fire on the man!

The shot misses by an inch, and Victor hides behind a metal desk. "Would you STOP interrupting me!" He yells.

Lily has her sword out and charges at the enemy, only for him to deliver a punch which sends her reeling. He then turns his gun towards you and fires a burst, luckily out of mark. Being outnumbered, he turns around and seemingly decides to make a run for it. Marley, however, is back up. She delivers a bashing to the back of Victor's skull with her bat "It's Detective Marley to you, criminal scum!" She yells.

Clearly bleeding badly, Victor rushes out of the room. The detective chases after him, stumbling as she goes. Her wounds are grievous but she doesn't give up!

Lily jogs over to you. She seems unhurt. "I'll go after them," you say, and run out of the room.

You lose your way for a little bit, before hearing a gunshot very close. Rounding a corner, Ophelia rushes past you, and you see Ramses holding Victor, Victor's gun on the ground. You rush to help him, but Ramses gives you a menacing look and positions himself between you.

The man drags Victor away by his hair as you stare silently, suppressing any of his attempts to escape and slamming him around until he reaches another room.

Several sickening crunches fill the air.

As Ramses exits, you poke your head in. All of Victor's limbs, as well as his neck, are broken.

You, Gunnar, and Ramses finally reach the security post Victor was talking about at the beginning of this long morning. You push a few buttons, and the lights soon return.

As you're heading to the exit, Rodrigo makes his appearance. With your only wish being finally leaving the place, you hurry your pace and head down into another corridor.

However, you must have turned in the wrong direction. After a minute, you realize you're lost in the labyrinth of corridors.

Standing at a crossroad trying to orientate yourself, you suddenly hear a blood-curdling scream. Making a run towards the sound, you reach a secluded lab at the end of a closed hallway. Inside, Ophelia. She's thrusting a knife in Marley's flesh, a sadistic glee in her expression. You remain frozen in horror as she cuts her right index finger and shoves it into her throat, then mercilessly cuts her neck.

Understanding there is nothing else to do for the girl, you run away. Finally directed towards the exit, you're almost tasting the fresh air outside when suddenly another terrible spectacle is laid bare in front of your eyes. Ramses is on the ground, in a pool of blood. His head disfigured by a shot to the head and his body filled with holes. Rodrigo is leaving, a rifle in hand and his back turned at him.

Almost thinking you're hallucinating at this point, you reach for the exit and climb the stairs two steps at a time, your armband beeping while injecting the dose of Serum 12-B.

Current HP - 15

VIT - 5

ATK - 5

DEF - 3

STA - 7

SPE - 8

STH - 10

Perks: Private Eye, Shadow

Flaws: Unguarded Flank

Role:

Name: Spy

Role Description: Learn the inventories of players that marked you as an ally.

~~**Easy Objective (3 Points):** Use Betrayal 2 times.~~

~~**Medium Objective (5 Points):** Learn the inventory of 3 players that you do not have marked as an ally.~~

Hard Objective (7 Points): Learn the inventory of the same player 2 consecutive times.

Very Hard Objective (10 Points): Learn the inventories of 5 players in one night.

Additional Objective Details: The Medium Objective does not need to be completed in one night.

Role Ability Name: Betrayal

Role Ability Details: At the cost of speed, improve your stealth and learn the inventories of all players that have you marked as an ally.

Role Ability Extended: Your SPE is set to 1. Gain +5 STH. Learn the post-night inventories of all players in the same room as you that marked you as an ally. If a player dies during the night you cannot learn their inventory.

Inventory

Inventory Slots: 1/2 Weapons, 2/2 Equipment, 7/5 Consumables

Weapon Name: Korth PRS

Category: Weapon

Details: +10 ATK, -2 STH, 2 Uses, Recharges with Ammo

Description: A big, German made handgun. Efficient and deadly.

Equipment Name: Makeshift Torso Armor

Category: Equipment

Details: +1 DEF

Description: Looks like a hard plastic chestplate. It could probably be put on under your shirt.

Equipment Name: Toolbelt

Category: Equipment

Details: +2 Consumable Slots

Description: A nice toolbelt, left laying around. There's plenty of room in its pouches.

Consumable Name: Morphine Syringe

Category: Consumable / Healing

Details: Heal +8 HP

Description: Now this is a real painkiller! Without a doubt you'll be feeling better after sticking yourself with this.

Consumable Name: X-Ray Portable Scanner

Category: Consumable / Information

Details: Choose a player and learn their inventory.

Description: A small, flimsy, nearly broken portable x-ray scanner. It's got enough juice left to get a good look at something one last time.

Consumable Name: Damaged Military Grade Infrared Goggles

Category: Consumable / Information

Details: Learn a player's weapons at the end of this exploration phase.

Description: Some well worn infrared goggles that'll let you get a good look at someone.

Consumable Name: Hack: Blackbox - Proximity

Category: Consumable / Information

Details: Learn the identity of the killer of a specific player.

Description: A small USB stick. It contains a special program that can be run once.

Consumable Name: Old Bird Watching Binoculars

Category: Consumable / Information

Details: Learn what items a player in the same room as you loots this exploration phase.

Description: A small, colorful pair of binoculars. Probably good at looking at birds.

"ACQUIRING BIRDS" is written on one side in mostly faded black marker.

Consumable Name: Repair Tools

Category: Consumable / Other

Details: Restore a decayed weapon to its original state.

Description: An almost empty can of oil, a rusty screwdriver, a couple rags. It's not much, but it should keep whatever you have around for at least a little longer.

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