

NEW HORIZONS SCHOOL

Arriving at the school the Travellers find it dark and apparently closed, the front door electronically padlocked. The lock can be forced open with an **Electronics** roll or it can be shot off with a firearm—complacent local law enforcement will ignore any reports from concerned local citizens.

The power inside is off, so the Travellers will need artificial lighting or low-light goggles. The school appears abandoned with dust sheets over most surfaces and furniture.

1. Visitor's Lounge. Dust sheets over the furniture and wilting plants, the automatic watering system is shut down. Discarded drinking cups in the cupboards under the sink.

2. Medical Room. The door to this room was electronically locked and the lack of power now requires a **Mechanical** roll to force it open. Alternatively, the locks can be shot out with a firearm or it can be kicked open. Dust sheets cover the desk, chair and medical beds. Dust will waft into the air as the Travellers enter: have each make an **Endurance** roll; the individual with the lowest result will sneeze! This room clearly hasn't been used in some time, in contrast to other rooms in the school which appear only recently abandoned.

Looking around, a **Medical** roll will indicate this was a high-grade medical facility. Searching the room will reveal an empty drug ampule on the floor. A **Medical** roll will identify the drug as cyclopropionyl, a controlled hallucinogenic.

3. Storage Locker. Empty boxes.

4. Reception Area. Powered-off electronic display screens on various walls. Damaged security robot (location 6). Bullet holes in the ceiling from an auto-pistol.

5. Robot Stables. These lockers are two robot 'stables'.

6. Damaged Security Robot. A damaged *AN-427* security robot. This robot has been shot multiple times with a firearm. On closer inspection, a **Computer** roll will reveal critical damage to the CPU. Further inspection will uncover a few seconds of cached video footage that can be displayed on a Hand Computer showing a grainy video of a man with a shaved head and a distinctive flaming eye facial tattoo firing a pistol at point-blank range towards the camera.

7. Meeting Room. Furniture covered in dust sheets.

8. Security Office. Dust sheets cover the desk, chair and a computer against the wall. There are two lockers in this room, both empty, as well as a fresher. The computer is lacking power but a **Computer** roll will reveal it to be a Model/1 computer, overpowered for a school.

A Hand Computer will allow access to the computer's memory banks, revealing them to be empty. A **Computer** roll will reveal its memory has been digitally scrubbed, a professional and deliberate act. If the Travellers didn't think to check the robot, the same video footage of the tattooed man (location 6) can be found in a cache in this computer.

9. Fresher.

10. Classroom. A standard classroom with everything again covered in dust sheets.

11. Office. Dust sheets over the furniture.

12. and 14. Storage Lockers. Various empty boxes.

13. Hallway.

15. Kitchen. A few stray packs of food remain in the cupboards. The drawers have been emptied.

16. Dining Room. Dust sheets over the tables and chairs.

17. Play Area. There are several floor cushions scattered across the floor. Furniture covered in dust sheets. Searching this area will reveal a small memory chip on the floor.