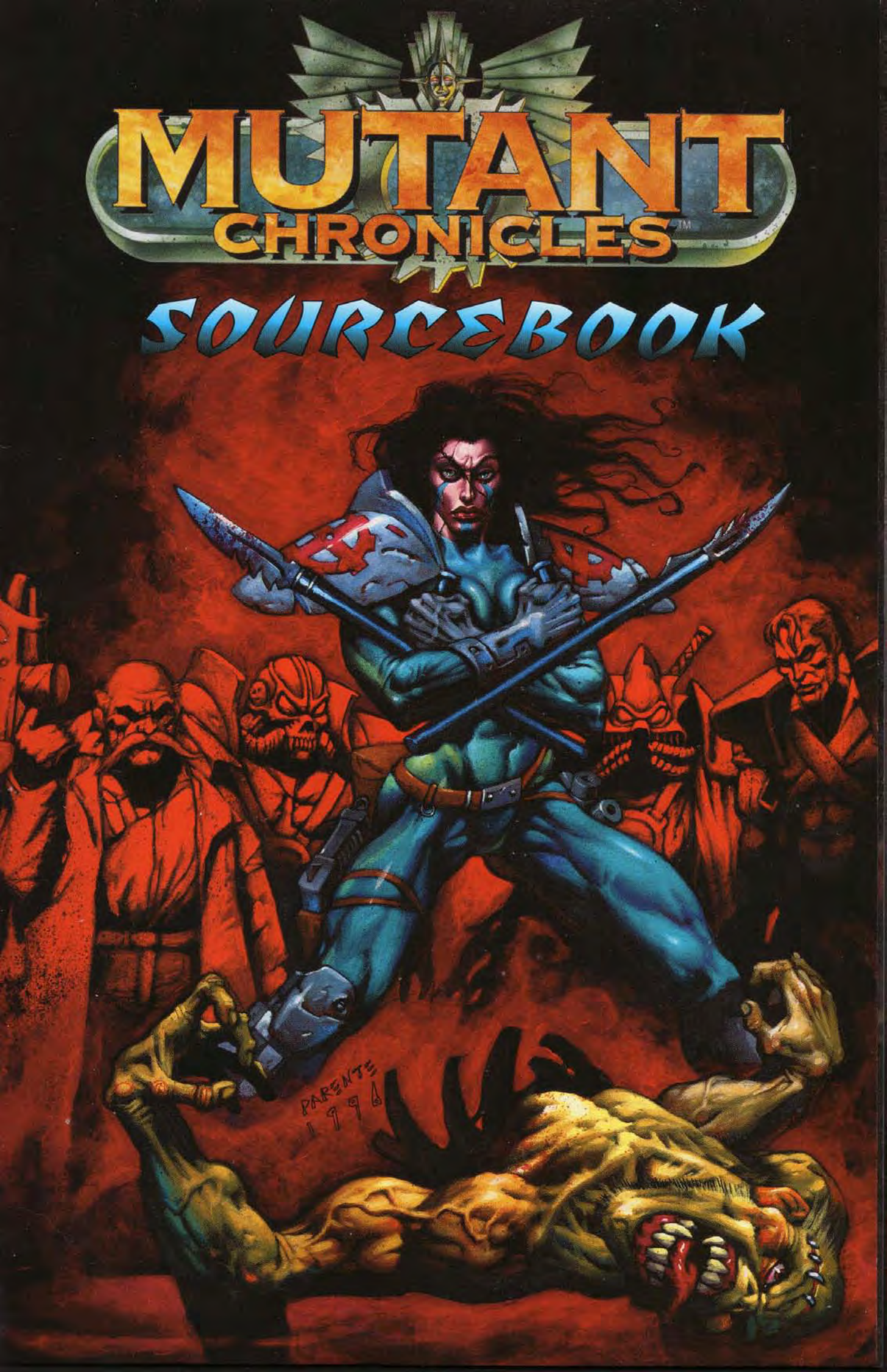
MUTANT CHRONICLES™

SOURCEBOOK



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MUTANT CHRONICLES™

SOURCEBOOK

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SOON TO BE A MAJOR MOTION PICTURE!

Now that "Golgotha," the first story-arc of our ongoing **Mutant Chronicles** series has been concluded, we hope you've gotten a good taste of the world of the Mutant Chronicles, and are ready for more. (The fact that you're reading this is a tip-off.)

Mitch Hunter and Crenshaw the Mortificator will be back in the upcoming saga "The Dark Eden," a four-chapter tale that again features more wild, fully-painted art from the gonzo team of Alex Horley and Paolo Parente (**Mutant Chronicles #5-8** from Acclaim/Top Dollar) So while that epic escapade is in preparation, we've compiled the first in a series of special sourcebook issues; background files delineating in obsessive detail, more facts and facets of that techno-gothic Mutant Chronicles universe, where Doom Troopers and the Brotherhood battle the ever-growing necromutant forces of the Dark Legion for the very survival of mankind. (And they're having a pretty good time doing it!)

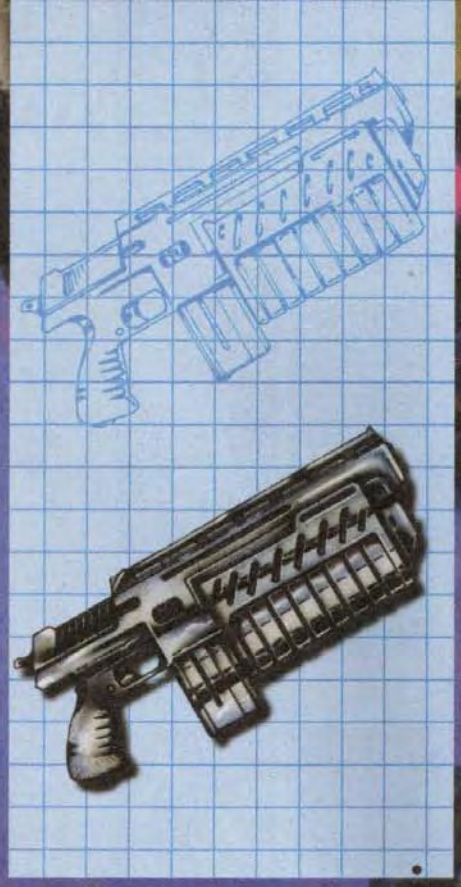
The Mutant Chronicles universe has been unfolding for nearly a decade now, in the form of role-playing games, the DoomTrooper collectible trading card game, video games and comics. Certainly, this 32-page book only scratches the surface! Still, here's a bunch of real cool art, most of it appearing in North America for the first time, and some core data to help it all fit together.

Now, even as you read this, the creative team at Pressman Films (those guys behind the **Crow** movies) is racing to make a **Mutant Chronicles** movie for summer, 1997. No official word yet on casting or other specifics, but over in England work has already started on the creature and set designs. (For more updates, be sure to visit the Pressman and Target Games websites, namely pressman.com and target.se.

Thanks again for checking us out. It's our plan to have the **Mutant Chronicles** continue to invade your personal space for some time to come.

JEFF CONNER
Editor-In-Chief,
TOP DOLLAR COMICS

MITCH HUNTER, A CORPORATE SPECIAL FORCES BAD-ASS FOR CAPITOL. RIGHT NOW HE'S THE SWEETEST THING I'VE SEEN SINCE THIS MORNING'S FIRST GLASS OF BEER.



NAME: MITCH HUNTER
HEIGHT: 6'2"
WEIGHT: 201 LBS.
EYES: BLUE
AFFILIATION: CAPITOL

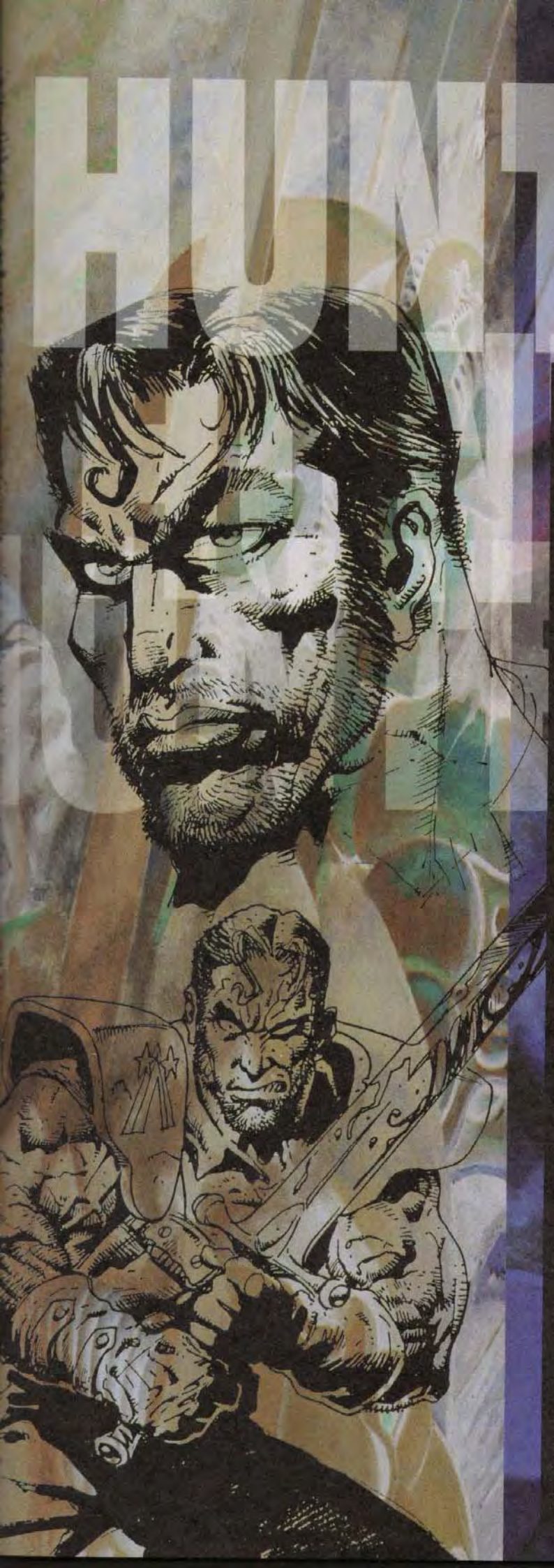
Description:
Epitomizing the "strong, silent type", Hunter is a corporate warrior-soldier of near-legendary lethality. Perhaps ironically, he is also afflicted with a rare character disorder: a strong sense of right and wrong. Hunter's ongoing struggle to satisfy this inner moral-code routinely puts him at odds with his military and megacorporation superiors, naturally suspicious of this personality "flaw."

MITCH HUNTER

STRENGTH	●●●●●○○○○○
ABILITY	●●●●●●●●●○
SPEED	●●●●●○○○○○
STAMINA	●●●●●●○○○○
MENTAL POWER	●●●●○○○○○○

Sherman .74 M13 "Bolter"
Caliber: .74
Rounds: 18
Function: Semi-Automatic (Single rounds and rapid volleys)

HUNTER



Appearance:

In world-class physical shape, Hunter is 6'2", with broad shoulders, raven-black hair, and gleaming eyes that belie his usually dour countenance. Though often remote and brusque, he has been known to rise to the occasion and inspire the most dejected of soldiers with stirring battlefield speeches. Once Hunter is convinced his actions are just, nothing short of death can stop him.

Background:

Hunter was once a career-driven youth like any other, having enlisted in Capitol's special forces just to further his ascent up the ladder of corporate high finance. But once he began serving in the Warzones, Hunter discovered that it was on the battlefield where he could make the most difference to humanity, which satisfied his developing moral code.

Hunter is a stubbornly agnostic individual who openly despises the Brotherhood's often harsh actions against the common man. Though a battle-hardened soldier of the first rank, Hunter still feels the emotional (and physical) scars inflicted by his intense love affair with Valerie Duval, the beautiful Bauhaus assassin. Thus, he is now reluctant to become emotionally involved with other people, which many of his colleagues mistake for aloofness and snobbery, a situation that leaves him even more remote and removed from his fellow soldiers.

NAME: JAKE KRAMER

HEIGHT: 5'10"

WEIGHT: 260 LBS.

EYES: HAZEL

ALLEGIANCE: CAPITOL

Description:

The corpulent Jake Kramer is a Capitol veteran of countless battles and numerous secret operations. Seemingly born with a natural talent for attracting trouble, Jake joined the Free Marines while a teenager, compelled to make this career choice in order to avoid a life sentence at hard labor in a penal colony—this dire fate stemming from the self-defense killing of a local crimelord with powerful political connections.

JAKE KRAMER

STRENGTH

ABILITY

SPEED

STAMINA

MENTAL POWER

Gehenna Puker

This high-tech flamethrower spews out a cloud of burning plasma that reduces everything it contacts to cinders and ash.

KRAMER

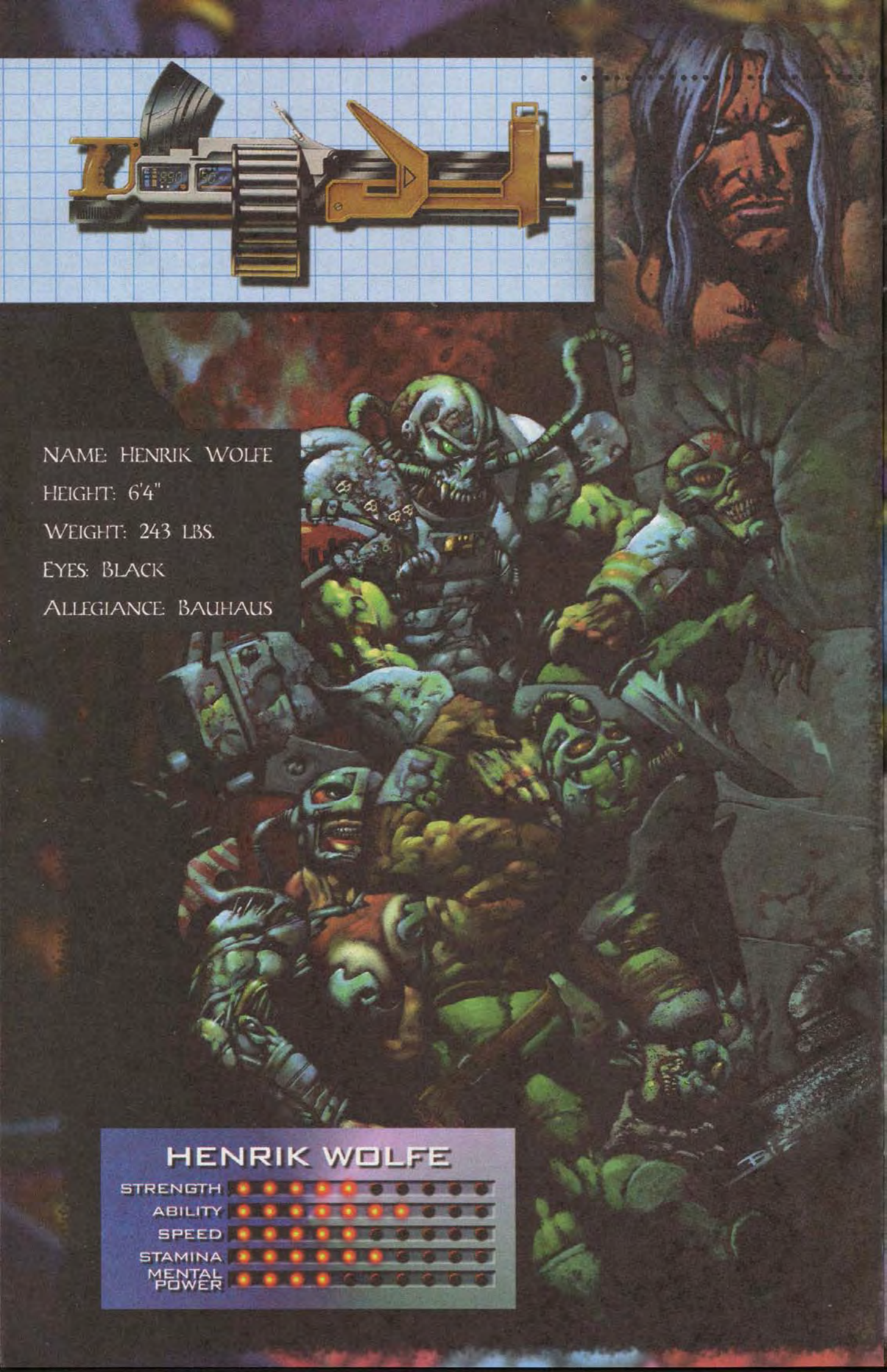
"Jake, you're a mean, low-down, back-stabbin' weasel, an' you're gonna come to a bad end."

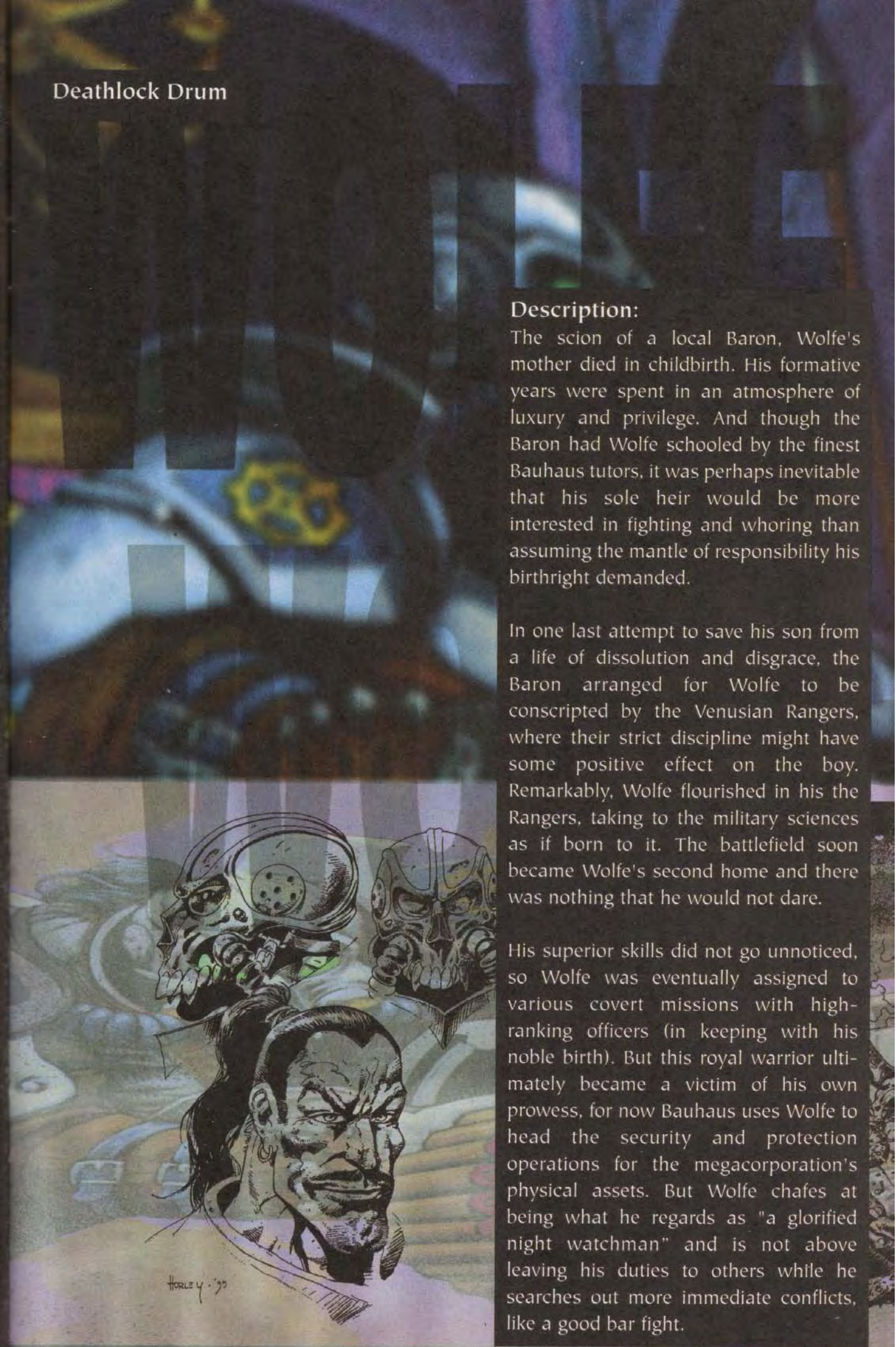
Not surprisingly, young Jake thrived in the Free Marines, welcoming the camaraderie of the thieves, murderers and adventurers who comprised Capitol's most infamous combat unit.

Although Jake repeatedly distinguished himself in combat, his incorrigible independent spirit and inherent problems dealing with authority figures prompted his commanders to transfer him into Special Operations, where his considerable fighting skills could be utilized in a less structured environment. Initially, Jake loved the excitement and danger of covert actions, but as the decades passed he realized that for all his risks and hard work, nothing ever really changed, no one truly cared about anything except themselves.

Jake Kramer is now quite bitter about his experiences, but realizes that he's too old and set in his ways to change now(and perhaps still addicted to the excitement of the mission, his last genuine pleasure in life).

Piranha Handgun
Caliber: .45
Rounds: 11
Function: Single round


NAME: HENRIK WOLFE
HEIGHT: 6'4"
WEIGHT: 243 LBS.
EYES: BLACK
ALLEGIANCE: BAUHAUS
HENRIK WOLFE
STRENGTH
ABILITY
SPEED
STAMINA
MENTAL POWER



Description:

The scion of a local Baron, Wolfe's mother died in childbirth. His formative years were spent in an atmosphere of luxury and privilege. And though the Baron had Wolfe schooled by the finest Bauhaus tutors, it was perhaps inevitable that his sole heir would be more interested in fighting and whoring than assuming the mantle of responsibility his birthright demanded.

In one last attempt to save his son from a life of dissolution and disgrace, the Baron arranged for Wolfe to be conscripted by the Venusian Rangers, where their strict discipline might have some positive effect on the boy. Remarkably, Wolfe flourished in his the Rangers, taking to the military sciences as if born to it. The battlefield soon became Wolfe's second home and there was nothing that he would not dare.

His superior skills did not go unnoticed, so Wolfe was eventually assigned to various covert missions with high-ranking officers (in keeping with his noble birth). But this royal warrior ultimately became a victim of his own prowess, for now Bauhaus uses Wolfe to head the security and protection operations for the megacorporation's physical assets. But Wolfe chafes at being what he regards as "a glorified night watchman" and is not above leaving his duties to others while he searches out more immediate conflicts, like a good bar fight.

NAME: VALERIE DUVAL

HEIGHT: 5'10"

WEIGHT: 132 LBS.

EYES: BROWN

AFFILIATION: BAUHAUS

Description:

Valerie Duval is an expert assassin almost without peer. Her steely cool demeanor conceals the fierce loyalty she has for those few she calls friend. To all others, Duval is a relentless killing machine, devoid of human emotions or empathy.

Punisher handgun

Caliber: .813

Rounds: 13

Function: Full Automatic

VALERIE DUVAL

STRENGTH

ABILITY

SPEED

STAMINA

MENTAL POWER

DUVAL

Appearance:

Strikingly beautiful, Duval is lean and agile, with beautiful eyes that match her long deep brown hair. Projecting an aura of stern self-confidence, Duval rarely expresses her emotions outwardly, while her supple agility and economy of movement recalls the lethal demeanor of a jungle predator.

Background:

Duval was raised alone by her career-officer father following the early death of her mother. Some believe that Duval dedicated her formative years to overcoming her father's disappointment at not having had a son to carry on his military legacy; while others posit that darker powers compelled her towards the life of an assassin. Whatever the case, Duval actively sought out the wildest fighting units and most dangerous assignments, specializing in sabotage and liquidation.

Though Duval's activities have garnered her many commendations, as well as a high rank in Bauhaus's vaunted intelligence service, these are empty rewards, faint compensation for the loss of her father, killed by agents of Dark Legion. His death deprived Duval of knowing if she had succeeded in proving herself to him, and she has since vowed to destroy the Dark Legion whenever and wherever she encounters it. Since that time Duval has had a turbulent relationship with Mitch Hunter, whose personal demons in many ways compliment her own.

It is a powerful relic of the ancient days when glorious Algeroth walked this world.

NAME: GOLGOTHA

HEIGHT: 9'7"

WEIGHT: 1065 LBS.

EYES: YELLOW/GREEN

ALLEGIANCE: DARK LEGION ALGEROTH

GOLGOTHA

STRENGTH

ABILITY

SPEED

STAMINA

MENTAL POWER

GOLGOTHA

Description:

Golgotha is a Nepharite in the service of Algeroth, the Apostle of War. She is in charge of a Dark Legion Citadel hidden in a remote region of Venus. Like all Nepharites, Golgotha is extremely ambitious, constantly striving to acquire personal fame and power while serving Algeroth and the Dark Forces. So while she is actively pursuing the destruction of mankind, she is just as actively plotting and scheming against other Nepharites, especially Overlord Alakhai, Algeroth's chief rival.

Appearance:

Standing almost ten feet tall, Golgotha is an impressive sight. She has a brutish yet feminine body whose eerie paleness suggests both high-born aristocracy and diseased death. Golgotha usually wears a spiderlike Dark Symmetry power stabilizer on her back, a device that allows her to channel the magic of the Dark Legion and utilize its dark gifts to their maximum advantage. The daunting arachnoid shape of the stabilizer only adds to her image of authority and power.

Background:

Little is known of Golgotha's true origin, but one theory suggests that she was once a human Valkyrie, an elite Brotherhood troops consisting only of women, and that she was wounded and captured in the Brotherhood's first battle against Algeroth. (This hypothesis also explains Golgotha's evil attraction towards human men, which has earned her the nickname "the Mistress of Pain".)

NAME: LORD MARSHALL ERWIN STAHLER
HEIGHT: 6'3"
WEIGHT: 210 LBS.
EYES: BLUE

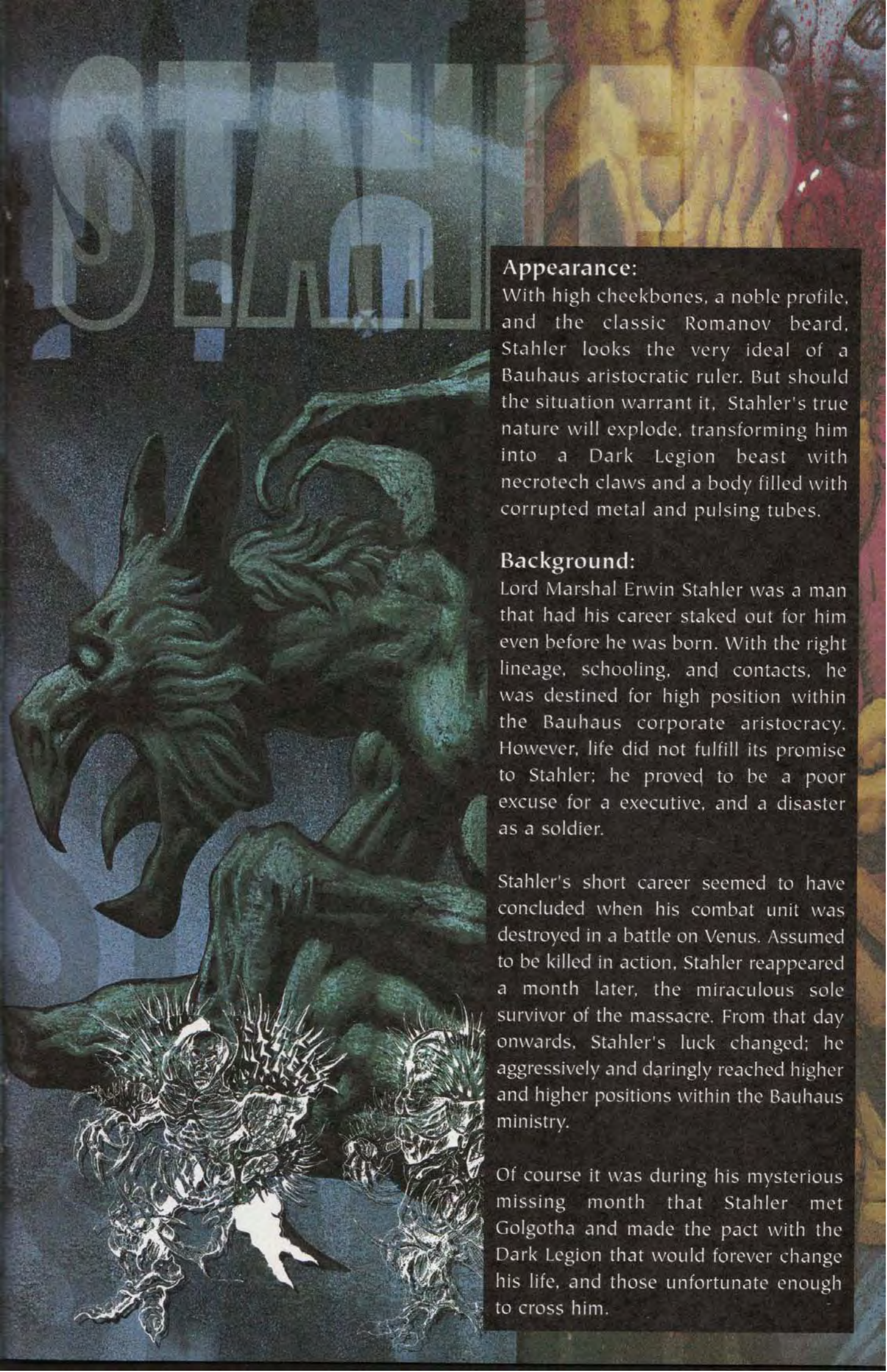
Description:

Erwin Stahler is a man with some of Bauhaus's most noble blood running through his veins. He holds the office of Minister of Defense and Grand Master of "the High Order of Merit of the Templar Knights of Venus". Though his elaborate personal fortress of stone and steel, the Stahler Palace, is situated in the middle of Heimburg, and thus the heart of the Bauhaus empire, it is Stahler's powerful political and social connections that truly make him a man to be reckoned with.

Yet, as ruthless and feared as Stahler is, even his fellow Bauhaus ministers cannot begin to guess his secret nature, for there is not only generations of blue blood pumping through Stahler's heart, but also the dark infectious poison of Dark Legion heresy. A fully developed Heretic with the gifts of Dark Technology, Stahler has used this unholy advantage to further is career and crush his enemies.

ERWIN STAHLER

STRENGTH
ABILITY
SPEED
STAMINA
MENTAL POWER



Appearance:

With high cheekbones, a noble profile, and the classic Romanov beard, Stahler looks the very ideal of a Bauhaus aristocratic ruler. But should the situation warrant it, Stahler's true nature will explode, transforming him into a Dark Legion beast with necrotech claws and a body filled with corrupted metal and pulsing tubes.

Background:

Lord Marshal Erwin Stahler was a man that had his career staked out for him even before he was born. With the right lineage, schooling, and contacts, he was destined for high position within the Bauhaus corporate aristocracy. However, life did not fulfill its promise to Stahler; he proved to be a poor excuse for a executive, and a disaster as a soldier.

Stahler's short career seemed to have concluded when his combat unit was destroyed in a battle on Venus. Assumed to be killed in action, Stahler reappeared a month later, the miraculous sole survivor of the massacre. From that day onwards, Stahler's luck changed; he aggressively and daringly reached higher and higher positions within the Bauhaus ministry.

Of course it was during his mysterious missing month that Stahler met Golgotha and made the pact with the Dark Legion that would forever change his life, and those unfortunate enough to cross him.

NAME: NECROMUTANT

HEIGHT: 5'8"—6'5"

WEIGHT: 180—275 LBS.

EYES: RED

ALLEGIANCE: DARK LEGION

Voriche
Caliber: Varies
Rounds: 18
Function: Full Automatic

Belzarach
Caliber: Varies
Rounds: 30
Function: Full Automatic

NECROMUTANT

STRENGTH
ABILITY
SPEED
STAMINA
MENTAL POWER

NECROMUTANT

Description:

From the chambers of Black Technology, the Necromutants march forth in ever growing numbers. Living captives are brought into the mechanized Distortion Chambers, whose cruel caresses restructure the victim's muscles and reprogram the basic genetic code, resulting in a soldier with nearly perfect combat abilities.

The Necromutant still retains some cognitive brain activity, as well as a shred of its original personality, rendering it capable of some self-initiative when carrying out its core directive: to spend its non-life existence serving its masters to the utmost.

Appearance:

Necromutant skin is the color of soot, and their hair is silvery white or black. Their eyes are completely red with a glittering retina which glow crimson red in the dark, like cats eyes.

Background:

Almost all the Necromutants are prisoners of war, which suits the Dark Legion well as they already have the basic training for warfare.

NAME: SEBASTIAN CRENSHAW

HEIGHT: 5'10"

WEIGHT: 195 LBS.

EYES: UNKNOWN

ALLEGIANCE: BROTHERHOOD

Description:

The name Crenshaw is legendary within the Brotherhood's 2nd Directorate—the Inquisition--where he is one of the Inquisition Mortificators, highly trained assassins used to eradicate any threats to the Cardinal or Brotherhood. No other Mortificator in the history of the Brotherhood has racked up more confirmed kills against so many important targets. The legends say that Sebastian Crenshaw has never failed—at least not while working by himself. In this case, the legends are correct.

CRENSHAW

STRENGTH	●●●●●●○○○○
ABILITY	●●●●●●●○○○
SPEED	●●●●●●●●●●
STAMINA	●●●●●●○○○○
MENTAL POWER	●●●●●●●○○○

Mortis Sword

Length: 100 cm

Weight: 3.2 Kilos

PERCIVAL '94

CRENSHAW

Appearance:

Crenshaw is always clad in the black armor of a Mortificator, and has never been seen without his helmet on, not even in the company of his fellow brothers. He rarely, if ever, discusses his work, lest his impressive list of exploits diminish the stature of the Brotherhood.

Just as he conceals his physical mien beneath ever-present battle-gear, Crenshaw cloaks his true personality by often speaking in quotations from the Book of Law. Hunter finds this practice annoying in the extreme.

Background:

No one is really sure where Sebastian Crenshaw comes from, for he just suddenly appeared as a fully trained Mortificator within the 2nd Directorate. Investigations from his superiors showed no records from his life previous to his having joined the Brotherhood. Even more peculiar is the fact that no one really remembers his time in training, at least until he donned the armor that he now permanently wears.

Some people believe that Crenshaw harbors many dark secrets that have forced him to erase the man he used to be and become the ultimate Brotherhood assassin. Very few people know him to any great degree, and ArchInquistor Nikodemus is the only person who Crenshaw really trusts.

NAME: ARCHINQUISITOR
SALVATORE NIKODEMUS

HEIGHT: 5'10"

WEIGHT: 186 LBS.

EYES: BLUE/GRAY

The Book Of Law

NIKODEMUS

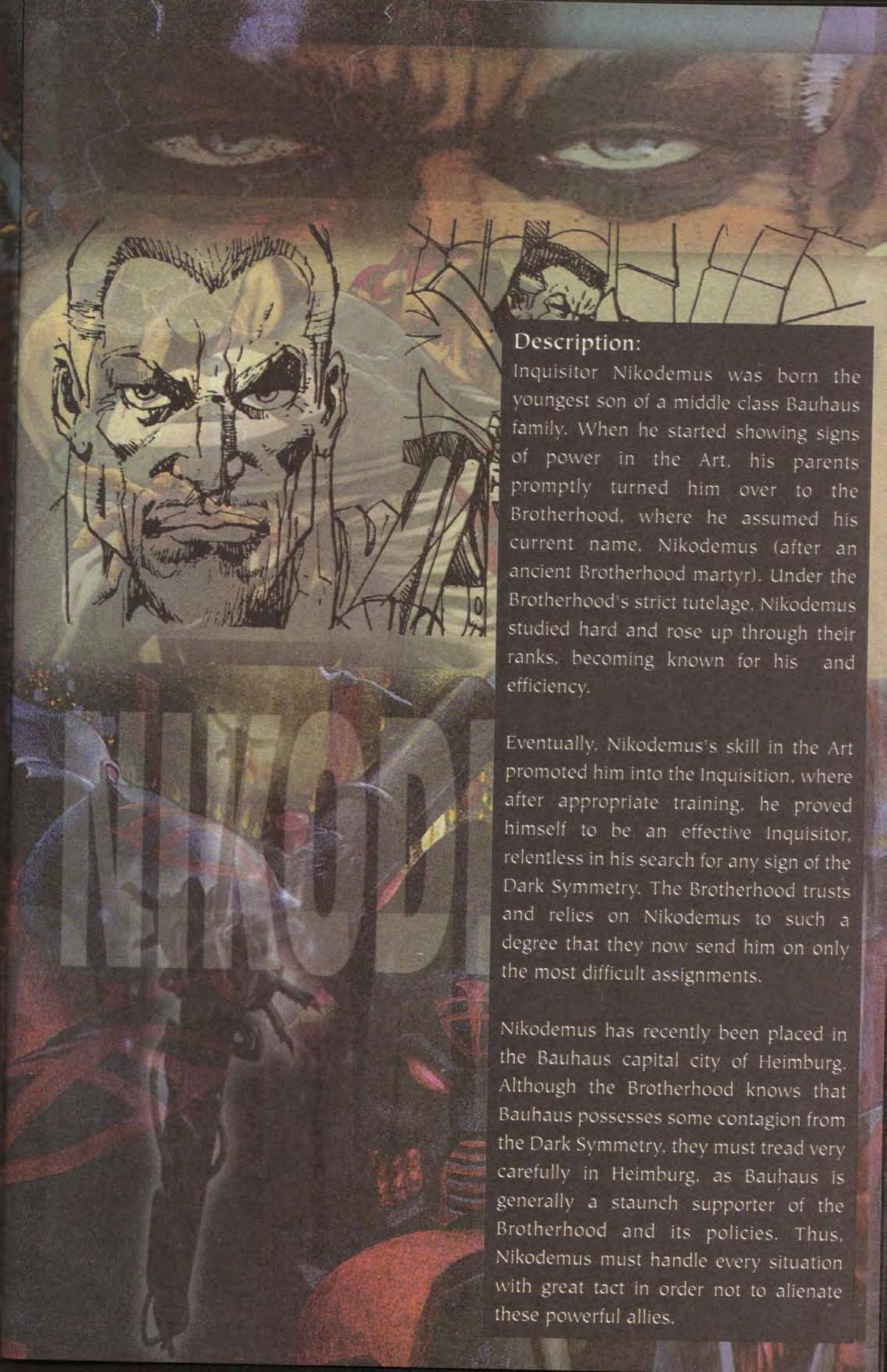
STRENGTH

ABILITY

SPEED

STAMINA

MENTAL POWER



Description:

Inquisitor Nikodemus was born the youngest son of a middle class Bauhaus family. When he started showing signs of power in the Art, his parents promptly turned him over to the Brotherhood, where he assumed his current name, Nikodemus (after an ancient Brotherhood martyr). Under the Brotherhood's strict tutelage, Nikodemus studied hard and rose up through their ranks, becoming known for his and efficiency.

Eventually, Nikodemus's skill in the Art promoted him into the Inquisition, where after appropriate training, he proved himself to be an effective Inquisitor, relentless in his search for any sign of the Dark Symmetry. The Brotherhood trusts and relies on Nikodemus to such a degree that they now send him on only the most difficult assignments.

Nikodemus has recently been placed in the Bauhaus capital city of Heimburg. Although the Brotherhood knows that Bauhaus possesses some contagion from the Dark Symmetry, they must tread very carefully in Heimburg, as Bauhaus is generally a staunch supporter of the Brotherhood and its policies. Thus, Nikodemus must handle every situation with great tact in order not to alienate these powerful allies.

NAME: RAGATHOL

HEIGHT: 13'2"

WEIGHT: 520 LBS.

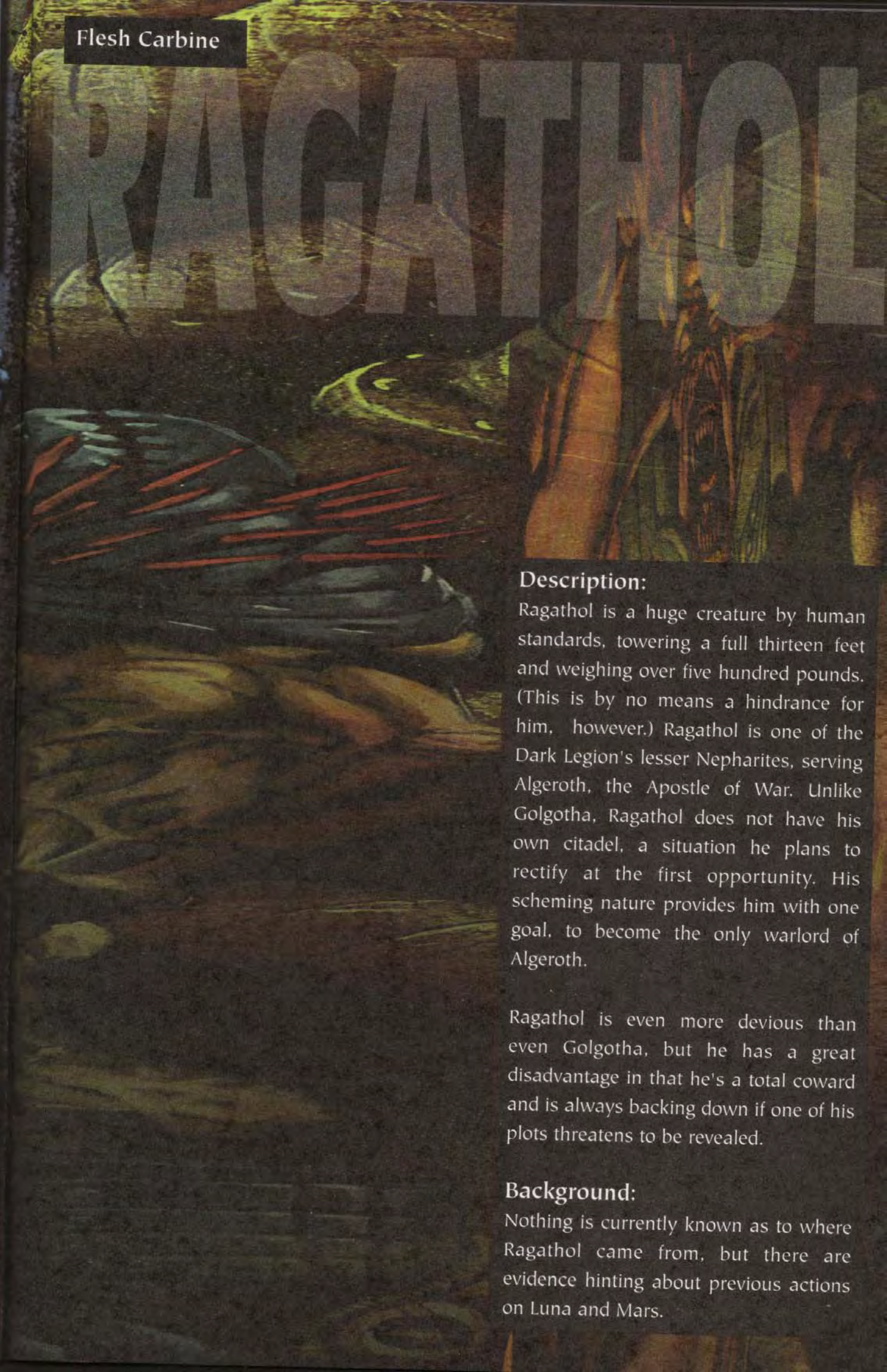
EYES: BLACK

AFFILIATION: DARK LEGION, ALGEROTH

RAGATHOL

STRENGTH	●●●●●●●●●●
ABILITY	●●●●●●●●●○○
SPEED	●●●●●●●●○○○
STAMINA	●●●●●●●●●○○
MENTAL POWER	●●●●●●●●○○○

RAGATHOL



Description:

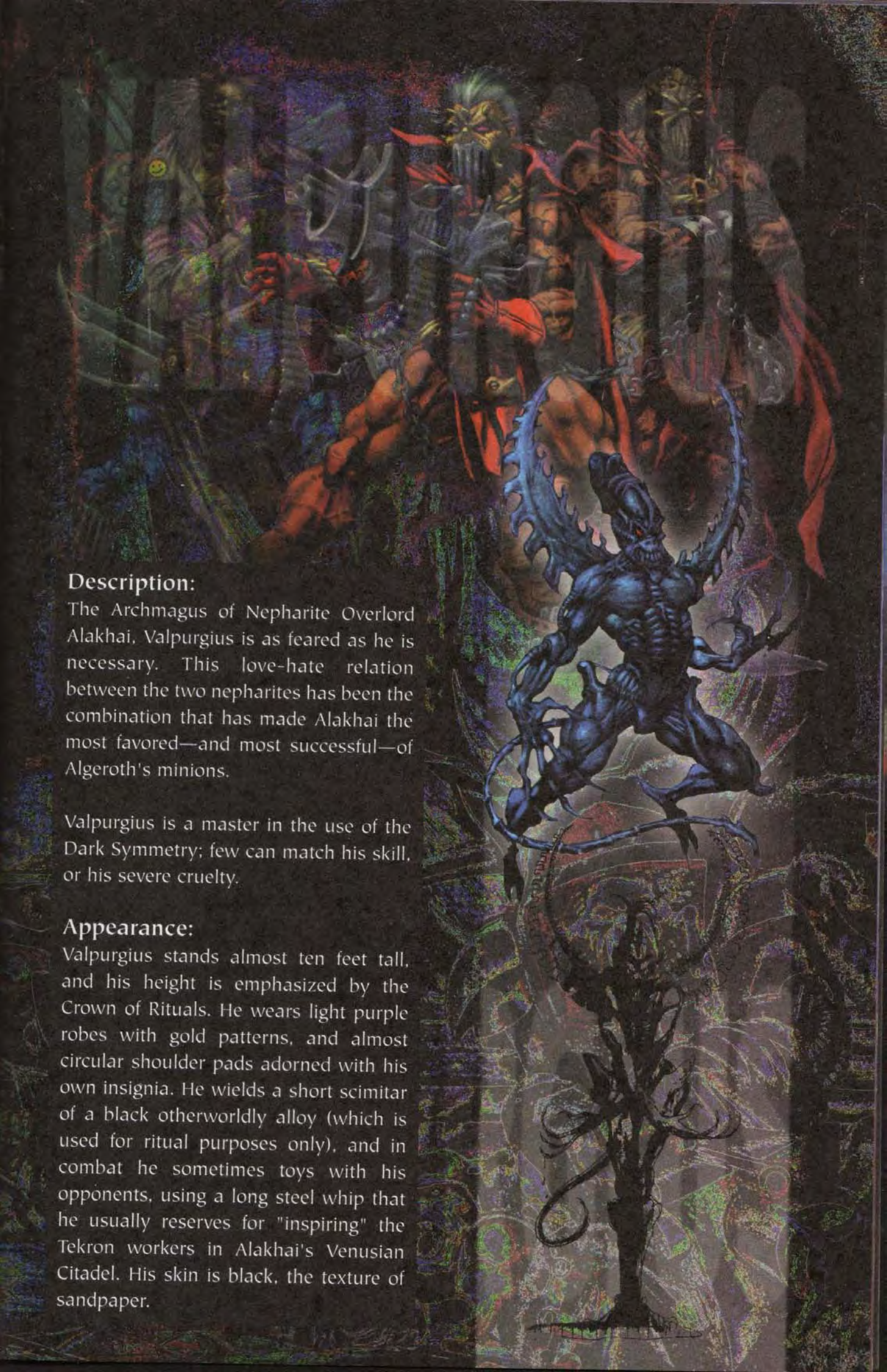
Ragathol is a huge creature by human standards, towering a full thirteen feet and weighing over five hundred pounds. (This is by no means a hindrance for him, however.) Ragathol is one of the Dark Legion's lesser Nepharites, serving Algeroth, the Apostle of War. Unlike Golgotha, Ragathol does not have his own citadel, a situation he plans to rectify at the first opportunity. His scheming nature provides him with one goal, to become the only warlord of Algeroth.

Ragathol is even more devious than even Golgotha, but he has a great disadvantage in that he's a total coward and is always backing down if one of his plots threatens to be revealed.

Background:

Nothing is currently known as to where Ragathol came from, but there are evidence hinting about previous actions on Luna and Mars.

NAME: NEPHARITE ARCHMAGE VALPURGIUS
HEIGHT: 10"
WEIGHT: 650 LBS.
EYES: RED
ALLEGIANCE: DARK LEGION
VALPURGIUS
STRENGTH
ABILITY
SPEED
STAMINA
MENTAL POWER
Valpurgius Ceremonial Dagger



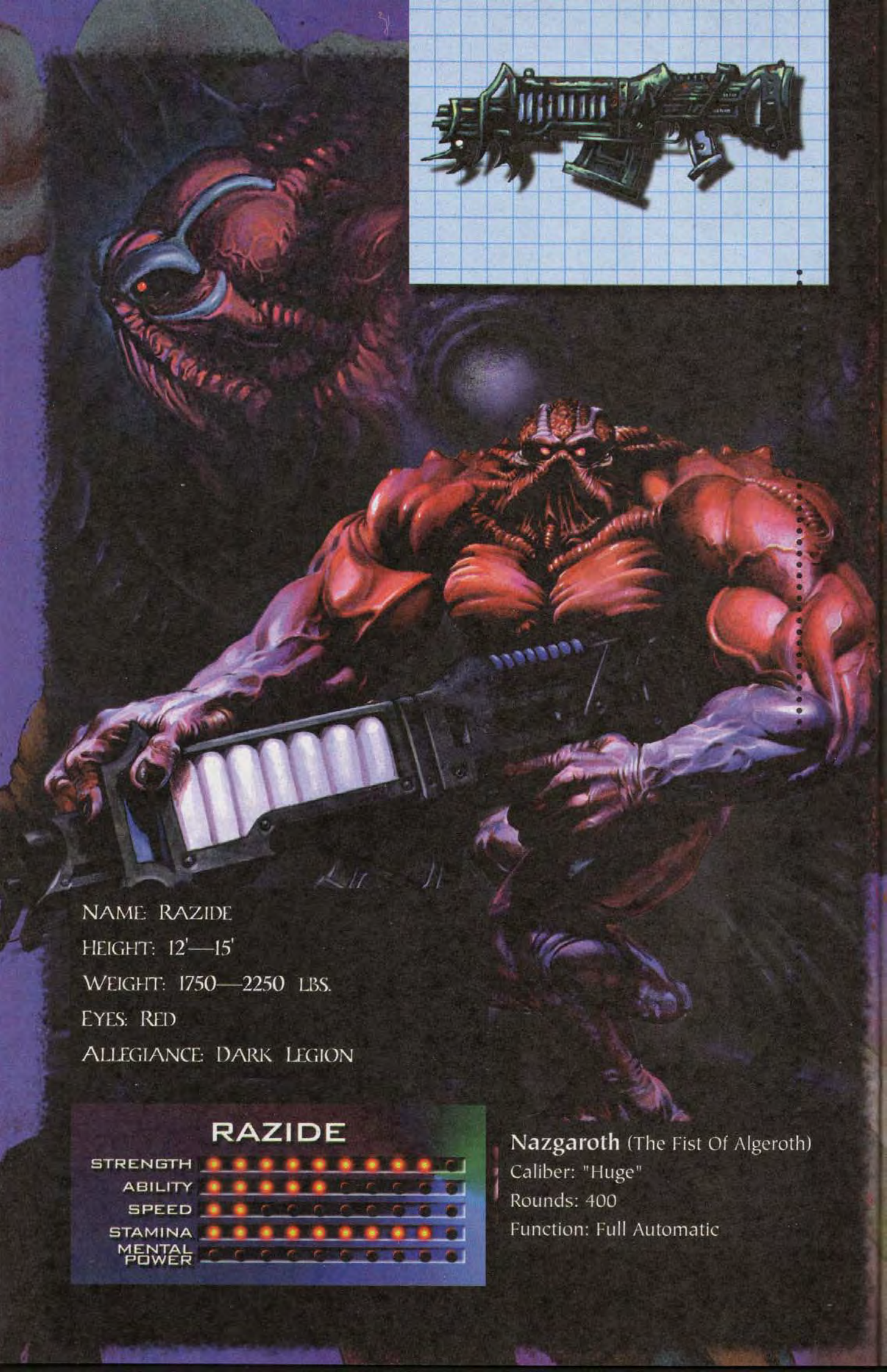
Description:

The Archmagus of Nepharite Overlord Alakhai, Valpurgius is as feared as he is necessary. This love-hate relation between the two nepharites has been the combination that has made Alakhai the most favored—and most successful—of Algeroth's minions.

Valpurgius is a master in the use of the Dark Symmetry; few can match his skill, or his severe cruelty.

Appearance:

Valpurgius stands almost ten feet tall, and his height is emphasized by the Crown of Rituals. He wears light purple robes with gold patterns, and almost circular shoulder pads adorned with his own insignia. He wields a short scimitar of a black otherworldly alloy (which is used for ritual purposes only), and in combat he sometimes toys with his opponents, using a long steel whip that he usually reserves for "inspiring" the Tekron workers in Alakhai's Venusian Citadel. His skin is black, the texture of sandpaper.


NAME: RAZIDE
HEIGHT: 12'—15'
WEIGHT: 1750—2250 LBS.
EYES: RED
ALLEGIANCE: DARK LEGION
RAZIDE
STRENGTH
ABILITY
SPEED
STAMINA
MENTAL POWER
Nazgaroth (The Fist Of Algeroth)
Caliber: "Huge"
Rounds: 400
Function: Full Automatic

RAZIDE

Description:

The Razides are devoted to the mission of Algeroth. They act as enforcers for the Nepharites, leading the cohorts of Necromutants into battle. They often carry heavy support weapons, either captured from their enemies, or Dark Tech supplied by the Tekrons. Razide's don't normally wear armor, but will protect themselves if faced with a truly potent threat, such as a Disrupter missile.

Appearance:

The Razides are gigantic creatures, over three meters tall. Conceived by the dark technicians of Algeroth, the bodies of these monsters are made out of metal and black iron, glass and tissue, blood and muscles. Their eyes glow with a sick yellow light. Between the eyes, two holes gives the monster the ability to breathe. The bodily fluids of the Razides flow through tubes and metal pipes, and the creature is held together by a partial outer skeleton of metal, tissue and muscle.

NAME: CITY OF HEIMBURG

POPULATION: 40 MILLION

PLANET: VENUS

CATHEDRAL: YES

ALLEGIANCE: BAUHAUS

Description:

Heimburg is the center of Bauhaus power on Venus. A sprawling megacity with an uncountable population, Heimburg rises from the lush forests of Venus' northern hemisphere; a gleaming monument to the power and pride of the Homebuilders.

Here you can find the offices of all the major Ministries, and palaces belonging to all the Elector Houses, the Great Houses, and most of the Noble Houses (including the Stahler Palace).

The Seal of
The City Of Heimburg

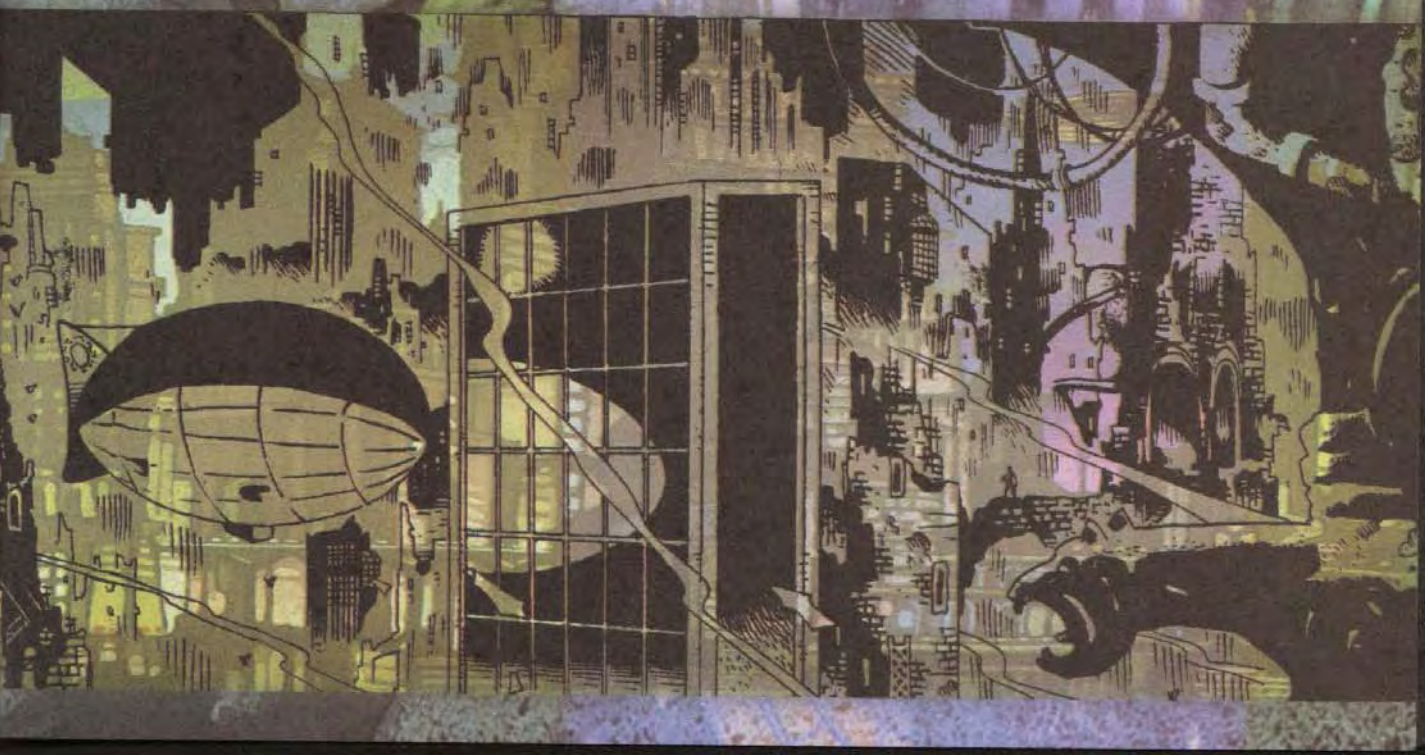
HEIMBURG

Heimburg itself is an ancient city, located in the northern Ring of Strife, close to the Ring of Fire. It is bisected by the winding Serpentine River, which flows from the Mountains of Fire to the Cold Sea. Beyond Heimburg the river turns red from the human wastes and industrial pollutants pumped into it by the city's huge factories.

Heimburg itself is a Charter City, which means that it is officially not part of any domain, but it is owned directly by the corporation.

While many nobles have small estates here, the city does not belong to the estate of any Noble House. Instead, it is ruled directly by the Council, a body of high-level administrators and Brotherhood members who report directly to the Elector Council. It is also regarded as an open city.

This is one of the few places on Venus where the Electors recognize the right of non-Homebuilders to own land. Consequently, there are massive Capitolian, Mishiman and Imperial quarters.



NAME: KLEIN HELITEK DRAGONFLY
LENGTH: 35 FT.
WEIGHT: 3 TONS
MAX. SPEED: 350 MPH
ARMAMENT: TWIN MG-80 GATLING OPERATED MACHINE GUNS (TURRET MOUNTED); 20 DISRUPTER MINI-MISSILES

Description:
Klein Industries produced the Dragonfly via a special contract with the Bauhaus corporation. The Dragonfly is the perfect blend of transport capability, maneuverability, and weaponry. The vehicle is capable of carrying a dozen people, and can deploy them into virtually any a combat zone, using its Gatling-style machine guns and Disrupter mini-missiles for cover fire. The Dragonfly handles well in a variety of weather conditions, but its gas mileage is poor.

What is most valuable about the Dragonfly is its vertical take off ability, which is viable on a variety of terrain situations, even water. Because of its versatility, the Dragonfly has become one of the favorite vehicles in the Bauhaus military.

NAME: DEATH ANGEL
LENGTH: 9'
WEIGHT: 780 LBS.
MAX. SPEED: 280 MPH
ARMAMENT: SAVIOR TRI-CANNON

Description:
The Death Angel is a recent addition to the Brotherhood's attack fleet. Death Angels are used to harass enemy positions and cover the approach of other Brotherhood troops. The tri-Cannon is not particularly accurate at high speeds, but its ten shots per second rate more than compensates for this. (The Death Angel can literally fill the air with bullets.) The Holy Breath generator can produce a thick smoke screen to aide advancing ground troops.

The Death Angel is both fast and maneuverable, but it has not yet been adapted for the rougher terrains, such as the jungles of Venus or the mountains of Mars. However, the Death Angel is perfect for combat on the smooth streets of a city or on the plains of Mars.

DARK EDEN

IN YOUR FACE

FROM ACCLAIM COMICS®

SLIDERS™

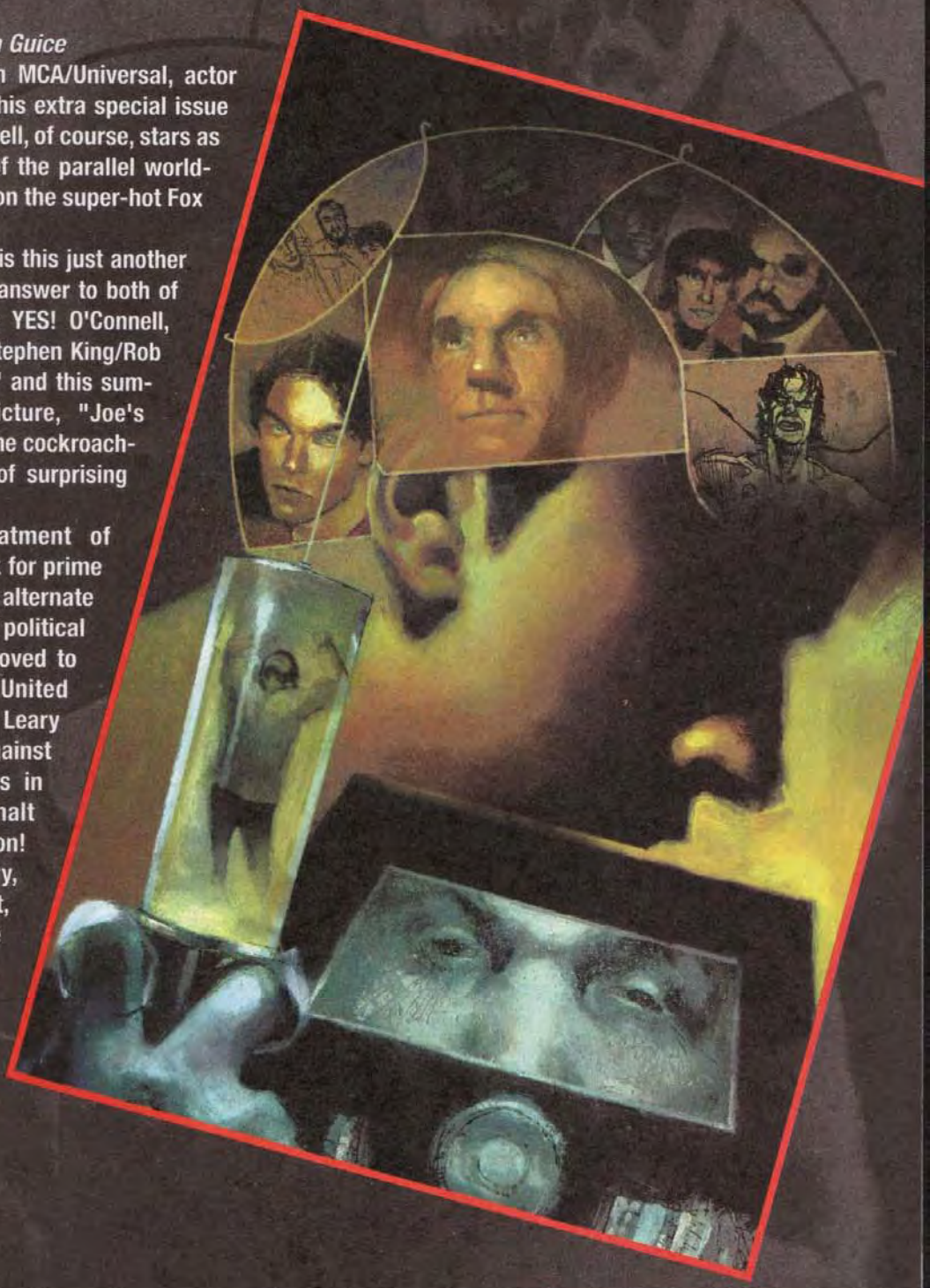
SLIDERS SPECIAL #1

By Jerry O'Connell & Jackson Guice

By special arrangement with MCA/Universal, actor Jerry O'Connell has written this extra special issue from Acclaim Comics! O'Connell, of course, stars as Quinn Mallory, the inventor of the parallel world-jumping "Slider" technology on the super-hot Fox TV-series, Sliders!

So... is O'Connell any good or is this just another gimmick to sell comics? The answer to both of these questions is a definite YES! O'Connell, who has also starred in the Stephen King/Rob Reiner classic "Stand By Me," and this summer's first MTV motion picture, "Joe's Apartment" (the one with all the cockroaches), delivers a Sliders story of surprising wit... and gritty depth.

Based on an episode treatment of O'Connell's deemed "too dark for prime time," the Sliders arrive on an alternate Earth where, in order to avoid political ruination, J. Edgar Hoover moved to legalize drug use in the United States! Now, in 1996, Timothy Leary leads a Grunge movement against steroid pumped Narc Squads in a vainglorious effort to halt the narcotization of a nation! Naturally, Quinn Mallory, Professor Arturo, Rembrandt, and Wade get caught up in the action! But where drugs come into play, even the noblest of heroes can find their limitations...



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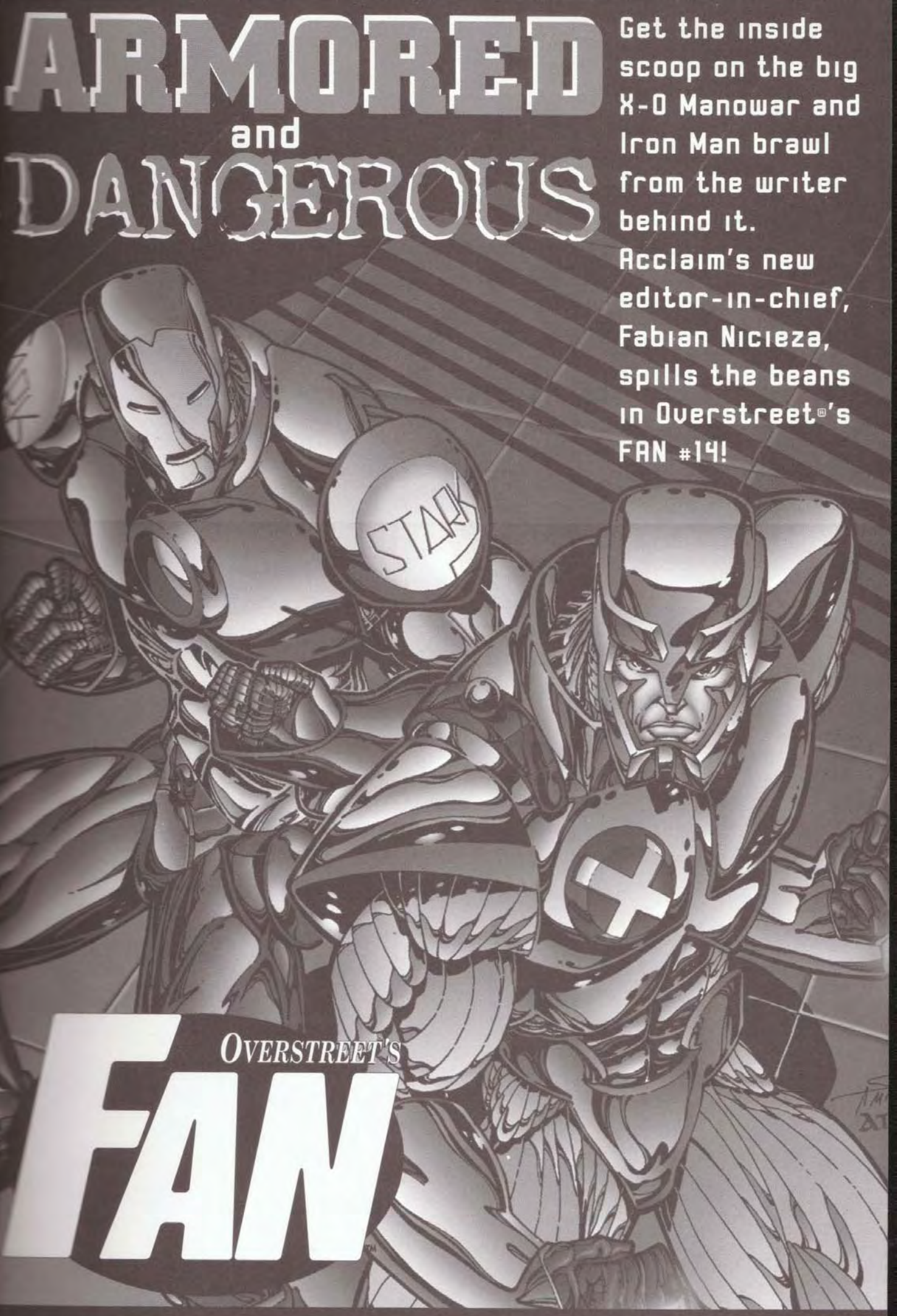

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