

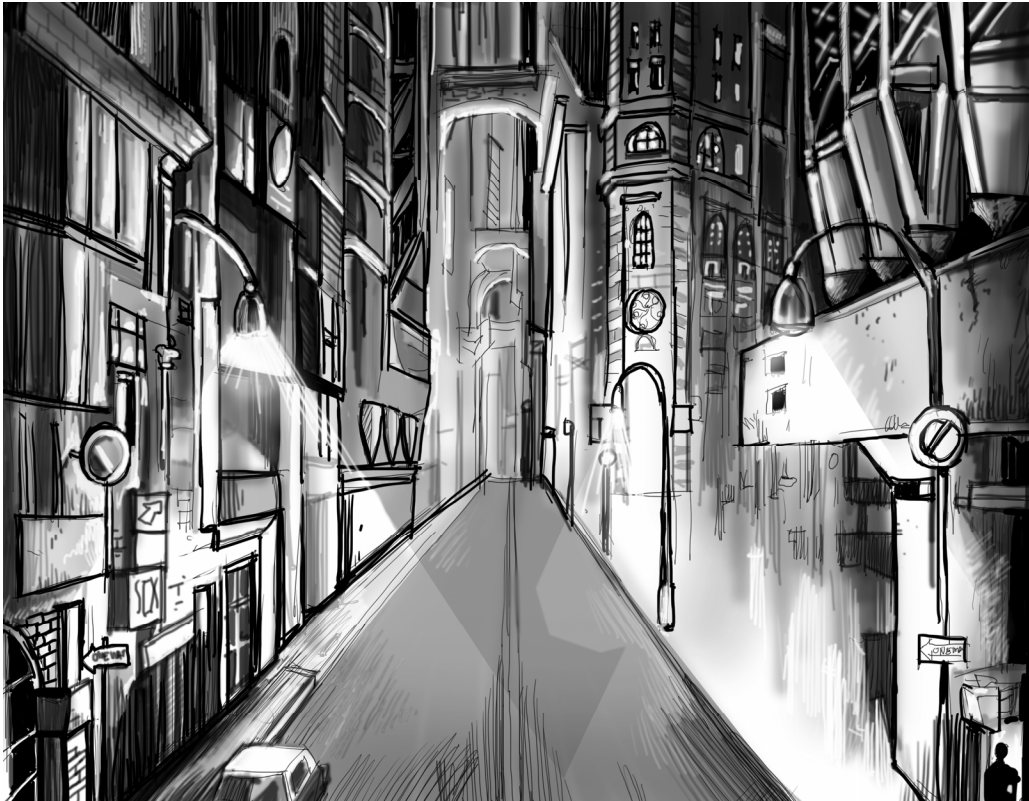
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INTRODUCTION: WELCOME TO BEDLAM



Thanks for Visiting Bedlam

Welcome to Bedlam—the meaner, poorer, smaller, town next door to your main campaign city. The Gary, Indiana to its Chicago, the Newark to its New York, the Compton to its Los Angeles. The town where your PCs can go have grim urban adventures for a change of pace.

At least, that's the way we conceived of it. If you would rather make Bedlam the home city for your campaign, go right ahead, but we thought its dark and corrupt atmosphere might be better for an occasional visit than for a whole campaign. This grim and gritty stuff can get pretty depressing after a while (just ask a certain pointy-eared Dark Knight). It's probably not a great setting for a traditional four-color campaign. It's not a very four-color kind of place.

What You Will Need to Use This Book

This is not a stand-alone game or an adventure module (although we do have a couple of adventures for you in the back). It's a setting for M&M Superlink adventures, a fully-fleshed-out city that you can drop right into your campaign with NPCs and neighborhoods and plot hooks all ready to go. You are going to need a copy of the M&M core book and a bunch of willing players.

And that's about it, apart from the dice and snacks. While we've imported some NPCs from other Plain Brown Wrapper Games' products (The Bad Guys, More Bad Guys, Another 13 Shades of Darkness) you won't need any of those books to use this one.