LUCY'S BAR

Location summary:
A meeting place and haven for those Lucy allows in.

Location lore:
The site of a nightclub back before the Fall, Lucy (no last name) refurbished the derelict site a couple of years back. Though there is the usual level of scavenged/re-used material you'd expect in the rest of the city there are also luxuries – like a hidden generator providing electricity – that indicate Lucy has considerable resources and good contacts.

To gain entry to Lucy's you have to know where it is – she doesn't advertise – and to know the current password. People who stumble on the place by accident and still try to get in tend to end up dead in an alleyway.

Lucy herself is rarely seen. When she does grace her bar she treats her customers with distant politeness. But if you take the time to get to know her – and maybe do a few favours for her – she may come to treat you as a trusted friend. She never talks about herself but it is apparent to anyone paying attention that she has A Past.

Function in the game:
- Players must earn the directions to, and password for, Lucy's via a low-level quest; until they do the interior remains inaccessible and does not appear on the map.
- The bar is a neutral meeting place where business can go down in relative safety: talking to contacts, trading, gathering intel etc.
- Attempts to initiate combat, cause damage, harass NPCs or cause any other sort of trouble will result in the use of excessive force; players should be made aware that being a dick in Lucy's Bar will get you killed.
- Lucy – and some of her customers – may act as sources of information and mission givers
- As the season(s) progress players will uncover more about the location, and its owner, allowing it to morph from a neutral setting to a driver for future plotlines.

Level Design notes:
- Exterior: A solid (but not indestructible) set of double-width doors between two derelict shop-fronts. Touching the burnt-out panel beside the door plays an automated message, a gruff male voice saying 'whaddya want?'. Providing the password opens the door.
- Behind the door steps lead downwards.
- The main bar is a single large room, with a bar along one side.
- The furniture is scavenged and mismatched: the most common items are old aircraft seats (some with burn marks), though any item that can be sat on or used as a table may be present here.
- Restrooms to one side down a short corridor: the fire exit at the end leads to steep and narrow steps up to an indestructible security door opening to a back alley.
- A door behind the bar leads to a second corridor with the cellar, offices and various back rooms; this is not normally accessible.

Environment Art notes:
- Exterior: The doors look solid but uncared for. A broken neon sign above the door reads 'Prism' (the original name of the club). There is nothing else to indicate anything of interest behind the doors.

- The steps down are bare concrete, but the dark-painted walls are plastered with faded flyers for gigs and bands long gone.
- Lighting: in the stairwell a single LED string screwed to the wall provides light. In the main room strings of coloured lights criss-cross the ceiling; various lamps, lanterns and candles on assorted surfaces dispel the worst of the darkness.
- Though the walls of the room are in a bad state, they are partialy covered by draperies in various mismatched colours. Some large artworks and mirrors are also propped up against, or attached to, the back wall, where the bar is.

AI notes:
- Hidden turrets provide automated defences on the entrance stairwell, the emergency exit and at various points around the main bar. These are triggered if the external doors are destroyed or if combat breaks out inside.
- A bartender (specified elsewhere) serves behind the bar
- Between 5 and 15 bar regulars (various, specified elsewhere) sit around on the seating
- Security (street thugs, specified elsewhere) will appear from the door behind the bar to defend the location and regulars if combat breaks out.