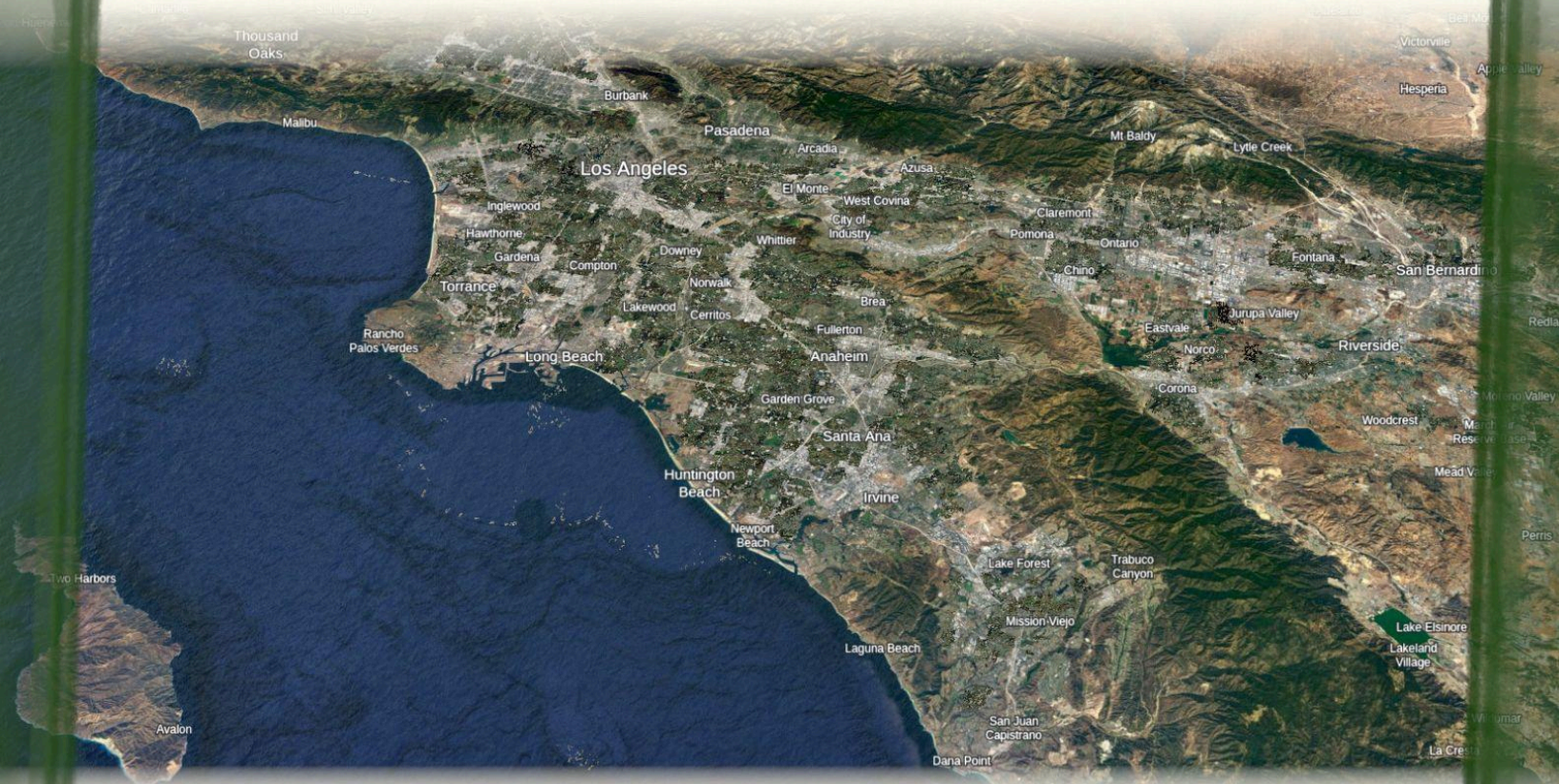


Fully Automated!

Story Modules

Campaign 1: Regulation!



***A starting collection of playable adventures
set in the world of Fully Automated!***

Published by the Fully Automated! OG Dev Group

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This game would not have been possible without friends, family, and playtesters:

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Campaign 1:

Regulation

~

“Where are the defenders of the regulators who make sure most of us don’t work in factories where equipment could kill us or drive cars with defective brakes? Where are the parades and special citations for the federal employees who make sure that cancer treatments really are cancer treatments and that the air is clean enough for our babies to breathe and grow and flourish? Where are the thank-you op-eds and national holidays to celebrate that infants are no longer strangled in poorly designed baby cribs and that airplanes rarely crash?”

~ Elizabeth Warren, “Speeches Highlighting the Urgent Need to Address Corruption in Government”, 2018

~

“Regulators. We regulate any stealin’ of his property. We’re damn good too. But you can’t be any geek off the street. You gotta be handy with the steel, if you know what I mean. Earn your keep. Regulators, mount up!”

~ Warren G & Nate Dogg, “Regulate”, 1994

Introduction

This is the first collection of playable story modules for the **Fully Automated! Solarpunk tabletop RPG**. The rules and background can be found in the Fully Automated game manual. Assets for these stories should be available wherever you downloaded this manual, but can also be found on our website at fullyautomatedrpg.com.

This collection of stories was prepared as part of the release of this game, and makes up one of what we think of as the four legs on which the game rests. The aspiration of this project is to help raise awareness of the potential of solarpunk settings as a vehicle for telling diverse, exciting stories. People often take for granted that fantasy, cyberpunk, and space opera/western are blank canvases onto which one can tell stories that are epic; silly; dramatic; funny; small and character driven; and/or vast and politically entangled. But in order to convince more people that the same is true for solarpunk, we set out to create four key components:

- **A world guide:** Because this world is still novel, people need a factbook
- **A set of rules:** Without a set of rules, a world guide is of limited use.
- **A collection of playable adventures:** Rules and a world guide make a game, but still require a lot of work and invention from GMs. This campaign is intended to help new players kick off their adventures with a strong start.
- **A toolset for helping a community create:** In a sense, the most crucial component is a player base. Far more playable content comes from players themselves than publishers, and we're not even a real publisher. Our hope is that by creating the other three components and then giving this game a name, we might create a vessel which others can add to and draw from, and that in doing so this game might become far bigger than what we as a small group could make.

All of this is to say that we hope you find herein something entertaining, insightful, or useful in whatever way those words hold meaning for you. And if you do, take it, use it, remix it, and share it. This game – like the future itself – belongs to no one, but rather all of us.

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A collection of as-yet unpublished stories for those looking for inspiration.

Story Template: Publish your own adventures

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Use this simple layout for formatting if you need help organizing your own notes into a playable adventure module.

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In this quick demo mission players negotiate and then fight for a data backup that could expose corruption.

Part 2: Psychonautica

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A psychonaut's animal companion calls for help when her human friend falls into a catatonic state after trying an experimental psychedelic. Her doctor seeks out players' help to find an antidote in order to safely revive her... before it's too late.

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68

A collective of whitehat biohackers needs help thwarting their blackhat rivals before they use a rare stolen chemical reagent to enact a nefarious plan.

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136

A messy breakup between the son of the head of the olive growers guild and the son of a local restaurateur sparks a feud that threatens to upend one of the biggest festivals of the year.

Story Summaries

The following summaries are provided as examples of stories that can be played in Fully Automated. About half have been played, while the rest are just concepts. These are likely to make up future campaigns, but if you want more content immediately reach out to the developers and the rest of the community on social media for draft adventures.

Campaign 2: Monkey Business

The AKC Job - An investigator was targeted for assassination while investigating the finances of the American Kennel Club. Their partner wants answers they can only get from a data heist.

The Most Dangerous Hunger Games of Dr. Moreau - A powerful business leader is abducting enhanced chimps to a remote island, and two more just went missing.

Hunting the Hunters - On a remote island, a team of crisis responders have just rescued a group of hostages. Now begins a game of cat and mouse to find the hostage takers before they disappear.

Trouble in Paradise - Someone made off with a cash box at the Paradise Forest gentleman's club. The manager wants it found before a meeting with the "vampire" prince of Los Angeles.

Campaign 3: Untitled Future Stories

Town and Country - A dispute is escalating between a community of shepherds and a locomodo who has been preying upon their flock of sheep.

The Missing Element - A baseball-sized specimen of the world's heaviest element disappears at a physics conference. Who could've stolen the impractically heavy ball? Why? And *how*?

Where's Jeff? - A competitive hiker goes missing days before a major competition.

El Mula de Datos - A man is unknowingly the target of an old CIA spook desperate for a long forgotten data trove that was hidden in their cells as a child.

Funny Business - Rising comedian Santos Ray's is set to take the biggest stage in their career in three hours. Where are they?

Campaign 4: Seas and Skies

Truffle Scuffle - An orbital research station suffered an attack after it made a breakthrough in fungal cultivation. Players must infiltrate the caves of a powerful mycomancer to find evidence before a great discovery is lost.

Computer Bug - An organic supercomputer in an underwater settlement is endangered by a bacterial infection. Players must venture into the deep for a cure.

Pod Guard - A famous pod of whales is making its annual migration through LA's waters, where the matriarch performs a whalesong concert. But the world-famous Cetacean singer has an obsessed stalker fan.

Story Template

By Author

“A catchy tagline makes people want to know more... *or does it?*”

Session Planning

Story Summary

A story summary begins the Session Planning section with a concise overview of what the story is about. In this case, it's about explaining how stories in this book are formatted to help GMs read them (and possibly write their own).

Story Overview

The Story Overview expands on the summary by laying out more precisely what happens. Whereas a story summary is intended to let a GM quickly consider if the story sounds appealing, the story overview section lays out a relatively complete arc of the story. It describes the precipitating events, the stakes of failure, what goals constitute success, etc.

Templates are broken into two major sections: **Session Planning** contains explanations on what the session is about and instructions for what materials need to be prepared. **Session Running** is intended to be a referable resource for GMs to use during play, and is broken into discrete encounters.

Obviously, this structure can feel more linear than some players prefer, however we think it's easier for those folks to jump the tracks and improvise than it is for those looking for training wheels to do the opposite.

Themes

The Themes section provides room to briefly describe what feelings or concepts inspired the story, and what kind of subtext the story might be useful for exploring.

Establishing Context

The context section is for suggesting how the story fits into larger narratives. Does it expect the central characters to know each other well? Does it make any assumptions about prior events, or lay the groundwork for stories to come?

Events Outline

- Readers review a **Session Prep** section filled with metacommentary
- They see that the **Events Outline** bullets **key events** that connect essential plot points.
- They review **how assets are laid out**
- They read the section on **Session Running**

Locations

A list of locations is helpful for preparing backgrounds and maps

Characters

The character list includes bios that can be shared with players when learning about NPCs.

Handouts

An example handout:

Text or Images that players may receive within a session can be laid out in blocks like this one

Session Running

Establishment

The Establishment section describes how to open the session, often with opening text like:

“The time is _____. The day is _____. The weather is _____. You’re at _____”

A role play encounter

A location

Once the game is started, roleplay the scene in which the players find out what is needed of them. Roleplay Encounters often contain subsections to block off relevant information for convenient quick access during play.

Transit & Interstitials

Starting Location -> Destination

During interstitials, players can talk outside of a time-sensitive real-time role play encounter. One of the most common kinds of Interstitial is transit time.

Offer some window dressing to let players know what is going on and encourage players to talk amongst themselves about what they're doing next. Interstitials often take place during transit from one location to the next, but can also include periods of waiting between days or for someone to arrive somewhere.

Combat Encounter!

Combat location

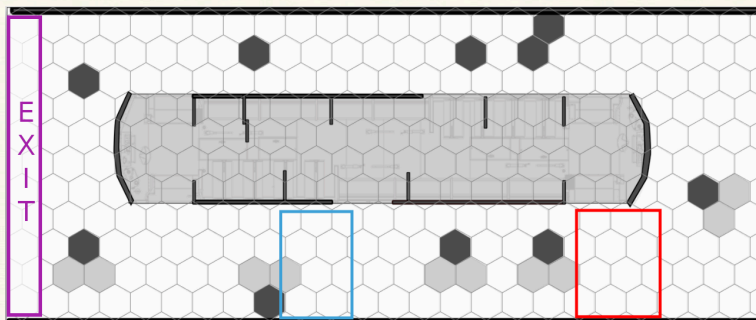
Character	HP	Armor	Speed	Attacks
Adversary 1	20	0	20	👊 Punch 🗡️ Pistol
Adversary 2	20	0	20	👊 Punch 🗡️ Pistol

Difficulty Adjustment

Describe the expected difficulty of the fight, and options for reducing/increasing challenge.

Setup

Describe the starting locations of tokens within the map.



Resolution

- **If players succeed fully/succeed partially/fail:**

The outcome is explained here. *“The GM begins to reads a block of stunning flavor text...”*

Conclusion

Location

We truly hope that laying out the structure we use for writing stories will be useful, both for helping people use this guide and also encouraging them to apply a simple and convenient approach to sharing their own adventures.

A Demonstration of Power

Written by Andrew Gross



**In this fast demo adventure players get a quick taste
of the world and how combat works**

Session planning

Story Summary

Players are asked by a data auditor to meet with the lead data manager for a hydrogen production plant and negotiate access to a data backup. The data manager explains his concern that if he authorizes the transfer the data will be lost. The players agree to recover it personally. When they do, they fight off adversaries trying to keep it out of the auditor's hands. The players then fly to the desert to give it to their contact, who finds evidence of corruption.

Story Overview

In this short introduction to the game, players are called upon to assist an auditor in recovering incriminating data before the target of their investigation takes extreme measures.

The story begins with the players in a cyberspace patio with Tomatillo, a data analyst and grid auditor. Tomatillo explains that they were probing the background of Avon Trent, known online as PowerMaker. PowerMaker is awaiting confirmation as chair of the Pacifica Grid Operators Consortium. Voting on the nomination closes in four days, during which time auditors across the technosphere are continuing to review their background.

One point under scrutiny is the Inland Empire Blackout of 2119. In August of 2119, a battery station suffered a heat-related failure and the Victorville Fusion Station spent 9 minutes trying to weather the demand before being forced to execute a controlled shutdown, plunging 90,000 people into a 6-hour blackout. PowerMaker was the station chief and the shift operator of the nearby Hesperia Fusion Station at the time of the blackout, and their performance during the leadup to the blackout has been a subject of intense scrutiny. So far, the available records imply that the plant performed to the best of its ability, but was unable to generate enough power fast enough to help Victorville avoid the shutdown. Even so, that year was the first year that Hesperia outproduced Victorville's output, and set it on a trajectory to become the top performing station in the region. PowerMaker rose to head the station, eventually putting them into consideration for chair of the grid consortium.

In order to try and find something others had missed, Tomatillo learned that a hydrogen production plant run by Aquarius H2 next door has a direct hardline to Hesperia Fusion Station's sensor array, which they use for managing their own operations. Tomatillo contacted the data team lead, Duncan Harris, and requested a copy of their data. Harris submitted an obligatory data transfer authorization to the rest of the Aquarius H2 cooperative, and within minutes had suffered a major network incursion that wiped the relevant records. Harris submitted a data loss announcement and attempted to restore the data from backups, and within minutes their backup storage was attacked as well.

Tomatillo knows that they have an auxiliary backup, but says Harris won't touch it until after the nomination closes to avoid losing it too. Tomatillo asks the players to convince Harris that if authorized, they'll recover the physical auxiliary backup in order to find what is motivating someone to try to stop the investigation and also safeguard Aquarius H2's last copy of their historical sensor records.

The players are asked to call Duncan Harris and ask to meet about assisting with data protection. Harris invites them to meet in his office where he explains his reticence. The two previous incursions have demonstrated the technical proficiency to destroy the last available copy of the data, and a willingness to do so if he attempts to recover it. He's concluded that the safest solution is to take the attackers' hint and give them what they want. He'll wait until the vote is over before touching the backup, and give a copy to Tomatillo once he's finished reviewing the attack and hardening his system. The players negotiate with him. They appeal to his sense of right and wrong, and offer to retrieve and safeguard the offline backup personally. Harris relents, and tells them to get into position to retrieve it as soon as the transfer request is submitted, since the attackers will likely strike as soon as they learn that he's approved the transfer. He gives them the location, and the players travel to the CalTech Center for Optimal Distribution of Power to await Harris' instructions.

As soon as Harris submits the request, the team heads in and meets with Uthra Jefferies, a research collaborator assigned to escort them to the offline backup. Uthra locates it and gives it to them, but as they're leaving a mysterious team claiming to be the actual authorized couriers demand the data drive under threat of violence. A fight ensues, but the players hold the attackers off. Jefferies offers them access to a set of ultralight gliders ready to depart from the top floor. Tomatillo offers the players coordinates to meet up, and they fly the gliders to a secluded location within Joshua Tree International Park. Tomatillo meets them with their dog Liba and their van, Winifred. They submit the data to the auditors distributed storage system and run a quick test, confirming that the data proves that Powermaker withheld capacity deliberately, triggering an unnecessary blackout to kneecap the Victorville Fusion Station. Within minutes the news is spreading across the Fediverse. Tomatillo then helps the players stow the gliders and invites them to make camp with them for the evening as the stars come out.

Themes

This adventure is meant to introduce players to the gameplay and lore of Fully Automated. It includes opportunities to see the mechanics of role play and combat in action, and it is meant to tell a story that helps players understand the technological, economic, and social condition of the world in which the game takes place.

Establishing Context

This story is written with several possible contexts in mind.

One is to forgo any continuity. 'Demonstration of Power' can be played as a fast tutorial level to demonstrate how roleplay and combat mechanics work. Players pick characters and assume they know each other.

It can also be the introductory story to further adventures. Players and the GM may want to establish how the characters know each other. Players can also use this as a meeting story. Characters who aren't already acquainted can be introduced to one another when called upon by Tomatillo. If so, the players may enter the cyberspace meeting room at the beginning of the story from different locations, then meet up in biospace when they go to talk to Duncan Harris.

If establishing some relationships or planning to integrate this story into the rest of the first campaign, it's recommended that players enter the mission with a basic understanding of how they got there.

Events Outline

- The players are **briefed by Tomatillo**
- The players **call Duncan Harris** and ask to meet.
- Players **meet Duncan Harris** and ask for access to the data. Harris is reluctant, but will concede if the players make sufficiently convincing promises to recover it safely.
- Players **go to the Caltech** Center for Optimal Power Distribution.
- The players meet with Uthra Jefferies, and **Uthra gives them the data drive**.
- When trying to leave, **the Crusaders arrive and a fight begins**.
- Players defeat or flee from the Crusaders and **meet Tomatillo in Joshua Tree**

Locations

- Tomatillo's cybermeeting room
- Harris' home office in San Bernardino
- The CalTech COPD office (Hexgrid map available here)
- Joshua Tree International Park

Characters

Tomatillo - An auditor asking for help recovering sensitive data

Avon Trent; PowerMaker - The Chief Executive of the Hesperia Fusion Station

Duncan Harris - The data team manager for Aquarius H2 hydrogen production coop

Uthra Jefferies - Researcher for the Cal Tech Center for Optimal Power Distribution

Bigsby Styles - One of the goons sent to recover the drive

Filigree Larson - One of the goons sent to recover the drive

Yusa Kravitz - One of the goons sent to recover the drive

Michaela Wayne - One of the goons sent to recover the drive

Liba Dorthidge - Tomatillo's animal companion

Winifred Zoom02-05 - Tomatillo's camper van



An auditor and data analyst investigating Avon Trent

Names: Tomatillo; Sabina Tamayo (Given)
DOC: 2102_JUL_13 (Age 22)
Res: Sonora / Arizona / Variable
Species: Human
Gender: Non-binary (Any pronouns)
Followers: 6,300 - Restricted
Sapience: S5

Education Benito Juárez Publica, 2117
BS in Physics, Universidad Autonoma de Yucatan, 3rd Yr

Associations Desert Guides, 2118 - Present
Pacifica Grid Auditors Forum, 2121 - Present

Community Liba (Companion, dog); Winifred (Camper van, synth); Rudy (Digital assistant, synth); Maria Tamayo, Isabella Tamayo, Carmen Tamayo(Parents)



Chair nominee for the SoCal Grid Operators Consortium

Names: Avon Trent (Given); PowerMaker
DOC: 2072_AUG_29 (Age 52)
Res: Santa Clarita
Species: Human
Gender: Non-binary (They/Them)
Followers: 1,486,000 - Public
Sapience: S5

Education BS in Physics, University of Southern California, 2102
MS in Industrial Engineering, CalState San Bernardino

Associations Hesperia Fusion Station, Station Operator, Chief Executive, 2112 - Present
SoCal Grid Operators Consortium, Board member, 2120 - Present



The data group lead for Aquarius H2 Hydrogen Production

Names: Duncan Harris
DOC: 2091_APR_22 (Age 33)
Res: San Bernardino
Species: Human
Gender: Masc (He/Him)
Followers: 11,900 - Quasi-private
Sapience: S5

Education BS in Industrial Chemistry, University of Michigan, Ann Arbor, 2114
MS in Electrophysics, UC San Diego

Associations Aquarius H2 Hydrogen Production, 2116 - Present
Arrowhead CoolParentsNet, 2124 - Present

Community Annie Harris (Child); Rita Harris (Wife);



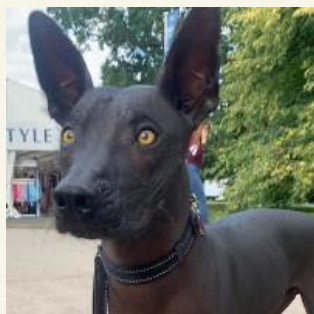
Researcher at the Center for the Optimal Distribution of Power

Names: Uthra Jefferies (Given)
DOC: 2102_JUL_13 (Age 26)
Res: La Cañada
Species: Chimpanzee
Gender: Female (She/Her)
Followers: 2,900 - Public
Sapience: S5

Education Altadena Enhanced Secondary, 2116
BS in Mathematics, Pasadena Community College, 2120

Associations Pasadena Climbing Club, 2113 - Present
Pasadena Flyers Society, 2120 - Present
Caltech Center for Optimal Power Distribution, Researcher, 2119 - Present

Community Glen (boyfriend); Phyllis (Digital assistant, synth); Ronald and Cara Jefferies (Parents)
Altadena En-Chimp Geller Troop



Tomatillo's animal companion

Names: Liba Dorthidge
DOC: 2115_MAR_30 (Age 9)
Res: Sonora / Arizona / Var.
Species: Canine
Gender: Female (Any pronouns)
Followers: 450
Sapience: S4

Education Dorthidge Farm Puppy School, 2107

Community Tomatillo (Companion human); Maria Tamayo, Isabella Tamayo, Carmen Tamayo (Tomatillo's parents), Winnifred (Camper van)



Deceased famed herbalist & agribotanist

Names: Dana Pigeon;
DOC: 2036_FEB_13 DOD: 2119_AUG_19 (Aged 83)
Last Res: Redlands
Species: Human
Gender: Fem (Any pronouns)
Followers: 45,000 - Quasi-private
Sapience: S4

Education BS in Philosophy & Soil Science, University of Idaho, 2058
MS in Environmental Science, University of Nevada, 2066
MS in Education, University of California, Redlands, 2086

Associations UC Riverside, Professor, Dept. of Honorable Harvesting

Community Agribotanists Association of Pacifica



One of the independent adventurers sent to recover the data drive

Names: RedStar; Bigsby Styles
DOC: 2088_MAR_04 (Age 36)
Associations Anaheim Civilian Order of Protectors, 2118 - 2119
The Crusaders of West Covina, 2123 - Present

The leader of this band of idiots



One of the independent adventurers sent to recover the data drive

Names: YellowEx; Michaela Wayne
DOC: 2085_SEP_30 (Age 39)
Associations Pacifica Coast Guard, Seaman Apprentice, 2109 - 2119
The Crusaders of West Covina, 2123 - Present

Red's "seasoned" ex-military second-in-command



One of the independent adventurers sent to recover the data drive

Names: Blu'hawk; Filigree Larson
DOC: 2093_AUG_15 (Age 31)
Associations Inland Empire Call of Duty minors league, 2117 - 2121
The Crusaders of West Covina, 2124 - Present

A friend of Red & Yellow, with a bit more sense than the two of them.



One of the independent adventurers sent to recover the data drive

Names: Green; Norma Wayne
DOC: 2196_SEP_12 (Age 28)
Associations The Crusaders of West Covina, 2124 - Present

Yellow's sister, younger by 11 years. Gets annoyed with constant jokes about being the "rookie". The most self-aware of the bunch.



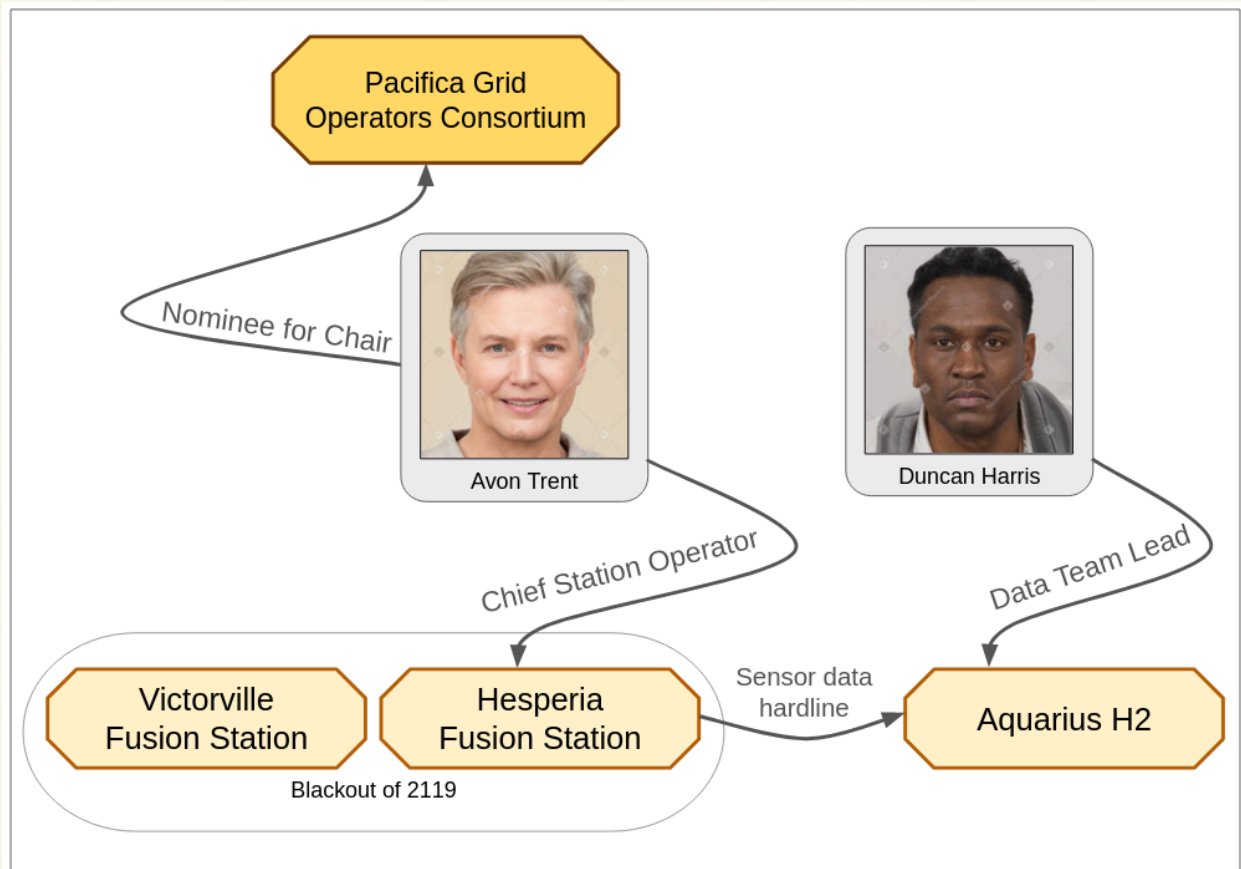
Tomatillo's camper van

Names: Winifred Zoom02-05;
DOC: 2105_FEB_01 (Age 19); **Res:** Sonora / Arizona / Variable
Species: Vehicle-embodied synth
Gender: Female (She/Her/It)
Followers: 9 - Restricted
Sapience: S4

Education Elemental Midweight Synth Calibration Course, 2107
Associations Elemental Motors Support Network; Auxiliary Crisis Response Vehicle Network, SoCal
Community Tomatillo (Guardian, human); Liba (Friend, canine); Rudy (Digital assistant, synth);

Handouts

Diagram of relevant parties



Duncan Harris' wife's contact information

Contact Card for Rita Harris [audio & text address]

Data backup location [Physical Address]

CalTech campus, Pasadena, 91106, Frautschi Hall, 550 Hill Street, Level -1.

Session Running

Establishment

Before starting

Consider informing players that they can get XP for asking other character's what they've been up to lately, and for being able to provide good answers to these sorts of questions. Provide around 1-5 XP for players based on the quality of their roleplay in this kind of intra-character small talk.

Starting

"It's 1:05 PM on Monday, May 22nd, 2124. It's 20 °C (which is 75 °F) and expected to get up to 80°F. What are each of you wearing?"

"The moon is $\frac{3}{4}$ full and waxing, and will rise at 2 PM, an hour from now. Sunset is at 8 PM."

If playing without planned context

The players start in an apartment in Silverfeather Tower in East LA belonging to any of the players. Ask one to volunteer or pick one.

Inform the players that they've got a cyberspace meeting, and whenever they want to step in to put on a VR visor or activate whatever device they use for entering cyberspace.

Describing the physical experience of entering VR

The standard visor looks like ski goggles and simulates sight, sound, smell, and acceleration. It will start by simulating the room they're in when they don the goggles, and will populate the virtual environment with the people and things in biospace to mitigate the risk of anyone walking into anyone or anything in the room. If players are looking for a hand-holding experience, use this to help them picture what the experience of logging into cyberspace feels like.

Some players (especially experienced roleplayers) may already have imagined how their character interacts with cyberspace, such as using AR contacts in a dark room. In this case, this is an opportunity to invite them to share that.

"You're all physically in <the host's> lounge in the Silverwing Tower in East LA. When you enter VR, you see a virtual reconstruction of the physical space you're in."

<The host> gestures to manifest a lightly glowing wooden orb in front of them. They rap a knuckle on it twice to let Tomatillo know that you're waiting to be let in. A moment later, Tomatillo's head and shoulders extend out of the orb. "Hey, c'mon in." Tomatillo retreats

back in. When each of you are ready, touch the orb to your forehead to enter Tomatillos' secure cyberspace meeting room."

[After each one touches the orb to their forehead]"_____, as you bring the orb to your face, you can see the meeting room on the other side, and as your face passes through its surface, the environment expands from a projection on the inside of the orb to the space around you. To the rest of you, _____ fades and dissolves, then as a wisp of steam curls into the orb like a djinn entering a lamp. Once they do, the orb remains hovering where they last held it. You can gesture at it to call it towards you and do the same.

If playing with some established context

Ask the players to explain where they are in biospace. They may be all together, all apart, or some gathered and others alone. Describe them donning their gear and requesting entrance to Tomatillo's meeting room as appropriate.

Briefing

A player's apartment in East LA/Tomatillo's cybermeeting space

Tomatillo welcomes the players. Roll for [Observation + Situational Awareness or Detection & Analysis]. The space resembles a sunny patio, and Tomatillo is sitting on a bench. To their side is their dog companion, Liba. They thank the players for coming and explain their need.

The Grid Operators Consortium Chair Elections

Tomatillo asks if they've been following the Pacifica Grid Operators Consortium chair election roll [*Knowledge + Law & Crime or Physics & Engineering*].

Avon Trent – known as PowerMaker across the Fediverse – is currently leading the election for chair of the Grid Operators Consortium. With four days in the voting period remaining they hold the most votes after collapsing the rankings (see [Government and Democracy](#) in manual for details). Like many auditors, Tomatillo has been analyzing Tomatillo's background. And like many of them, they've been reviewing the Inland Empire blackout of 2119.

The Inland Empire Blackout of 2119

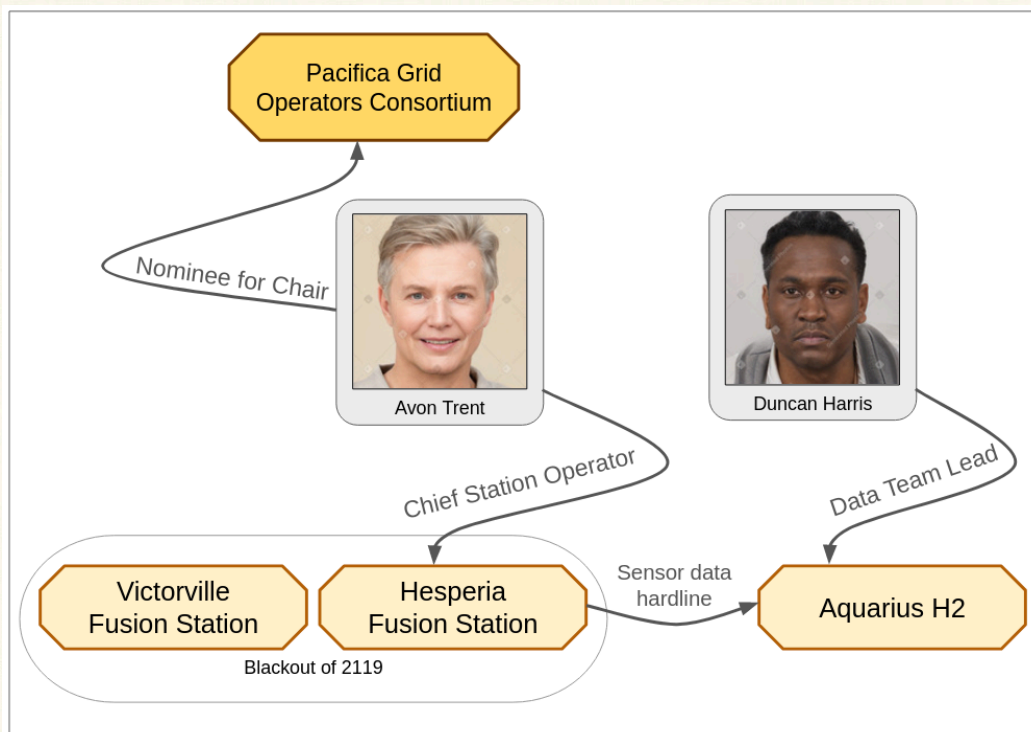
Ask players if their characters have any connection to the practice of herbalism or agriculture, and if so what. Based on their answers, have them roll for [*Knowledge + Community Contact*] with a bonus of 1 to 4 points. Share with anyone who passes (or the highest scoring if no one does) the character bio for Dana Pigeon. Explain that they remember the blackout because Dana was a leader in these fields and died of heat stroke during the blackout.

Have players roll *[Knowledge + History & Geography or Physics & Engineering]*. Based on their score, share parts of the following with them as a recollection, and the remainder through Tomatillo.

Five years earlier, on August 19th, 2119 a battery station suffered heat-related failure during peak usage under the weight of a heatwave. The Victorville fusion station attempted to ramp-up production to cover the demand for nine minutes, but was unable to weather it. The overdraw forced an emergency shutdown to protect the station hardware from overloading. The shutdown plunged 90,000 people into a 6 hour blackout during 113°F/45°C temperatures. Twenty-three deaths were attributed to the blackout.

At the time of the blackout PoweRmaker was the station chief and shift operator of the nearby Hesperia fusion station, and their performance leading up to the blackout has been heavily scrutinized. The data all imply that the Hesperia station did that could've been expected of it, but wasn't able to relieve the load that forced the Victorville Station offline. The outcome, however, was that Victorville was shut down for four weeks. That year became the first year that Hesperia Station took Victorville's spot as the highest producing station in the region, which it has held every year since. PoweRmaker's position on the Grid Operators Consortium board was built on the prestige of Hesperia Station, and it's based on their reputation for effectively managing Hesperia Station that they are now set to become the highest serving regulator over the flow of electricity across the west coast of North America.

[Toss in Knowledge checks as feels fitting to tell some of this to players directly and explain which parts they know and which parts Tomatillo is telling them]



Aquarius H2 and the Missing Data

Four days ago, Tomatillo had the idea to cross-reference the records of Hesperia Station's output with readings from the Aquarius H2 hydrogen plant next door. Aquarius has a direct hardline to most of Hesperia station's sensors, and Tomatillo thought they might find something that had been missed. They requested the data from the head of Aquarius' data group, **Duncan Harris**.

Tomatillo explains that Harris told Tomatillo that despite his earlier agreement, he wouldn't be able to supply the requested records. Harris said over a text message that he'd tried to access the data, but that he encountered a data log failure, and the failure had affected their backups too.

Tomatillo says that it makes no sense that Aquarius wouldn't be able to access some basic archival records. They're not sure what is going on, but Harris will only meet in biospace, and Tomatillo is currently in a secret and distant location in their camper van trying to rake through other files. This is why they reached out to the players' characters. They would like the players to go talk to Duncan and find out why he can't or won't supply these files.

"I need you to do whatever you can to get this data before the voting period closes. I don't have any evidence that there's anything hot in these files aside from their wildly suspicious inaccessibility. But I need your help just to lay these suspicions to rest. Any questions?"

Summary of Key Info

Based on the players' questions and rolls give them appropriate information and character handouts. The players should know:

- **Who PoweRmaker is:** a board member of the national grid operators network and candidate set to be elected as its chair.
- **What Tomatillo wants:** a dataset containing the raw sensor readings from the Hesperia Fusion Station as collected by the neighboring Aquarius H2 hydrogen plant.
- **Who Duncan Harris is:** lead of the Aquarius H2 data group.
- **What their next step is:** call the address provided to set up an immediate appointment with Harris to ask why he hasn't fulfilled the data request.

They may learn during their briefing that Duncan Harris isn't facing people in videochat, which proves meaningful later.

When the players are satisfied, they can leave by summoning another glowing orb and touching it to their head, bringing them back to the room they were in previously (or anywhere else).

They can also just take off their headset or sign off. Doing so is odd behavior and somewhat bad mannered, like climbing out the nearest window instead of leaving through the front door.

Calling Duncan Harris

One of the players' apartments in the Silverwing tower in East LA

If the players are physically gathered in the same location, they talk there. Otherwise, they relocate to a player's private meeting space. Ask the players if they want to call Harris. Let them discuss what they know and how they want to proceed. When the players call Harris his virtual twin picks up. It looks like Harris, but with silver, pupiless eyes. The virtual twin introduces themselves and explains that Harris is not taking face calls right now.

Roll for [*Charisma + Charm or Intimidation*]. Harris' virtual assistant tells them that if they want to talk, Harris will speak with them if they meet him in person before 4 PM.

The assistant gives them his address – San Bernardino, Walnut Village Complex 92336-3245, Tower 2, Lvl 5, Unit 1. – and tells them to call him when they're at the door rather than ringing the bell.

Let the characters know that they can take the indigo line from East LA to the Walnut Village Complex from the station adjoined to the Silverfeather by a skybridge on level 2.

Transit

Silverfeather Tower -> Walnut Village Complex

Leaving from wherever the players are

It's 2 PM when the players leave to see Duncan Harris.

Players are advised to take a train, though they can borrow a vehicle from the building's vehicle pool if they wish. The trip is 60 miles and takes ~45 minutes however they travel (from East LA).

If leaving from the Silverfeather: *"The lobby is two levels in a large, airy room. The first floor is occupied by a community kitchen and cafe with a small stage, couches, and chairs around tables. Mama Ravi and Jupa Ravi (49 and 16) are filling up water bottles on their way out to an ultimate frisbee matchup, and Mr. Goa is reading the paper on a couch. It's a short walk from the mezzanine over a skybridge to a train station. The vehicle pool is in an underground garage."*

Arriving at Duncan Harris' neighborhood complex

Once they reach San Bernardino they make their way from the station or wherever they park into the Walnut Village Complex.

“It’s a cluster of buildings ranging from two story buildings with large parks on top to a few eight-story towers topped with greenhouses, which is where Duncan Harris is. The ground level is a mix of desert, garden space, and an outdoor mall.”

Based on their observation rolls, players may receive a notice in the general broadcast channel that a large game of laser tag is currently in progress in the area, and/or they may notice various people in athletic gear carrying bright orange rifles taking up strategic locations along rooftop parks, balconies, and corridors. When they reach Harris’ building a synth doorman instructs them that elevator A will take them to level 5.

Talking with Duncan Harris

Harris’ home office in San Bernardino in the Walnut Village complex

When leaving the elevator there are four apartments on the floor, and Harris is in unit 1. If they call, the virtual assistant informs them that Harris is coming, and Harris opens the door and lets them in.

If they press the buzzer a person they don’t recognize gets the door and invites them, then Harris jogs up to them, annoyed that they pressed the buzzer. This gives them a disadvantage of 2 on charisma checks.

“In the main room of Harris’ spacious condo a group of three are watching a basketball game on a large wall display. Harris is wearing athletic shorts with the logo of the San Bernardino Scarabs and a loose brown silk robe around a baby sling in which a baby is silently gawking at the world around them.”

Harris invites them to follow him into his home office, and he closes the door. Roll for *[Charisma + Charm or Intimidation]*.

The baby fusses and Harris offers them a breast to suckle. He then explains – quietly but matter-of-factly that he offered to speak with them to make sure that they and Tomatillo don’t get the wrong idea and think that he’s covering anything up, but he can’t help. He says that he’s sorry that they couldn’t talk in cyberspace, but Abby hates when he takes face calls or wears a visor.

“It’s a little old-fashioned, but my daddy always says ‘You can be in C-space OR B-space: no such thing as ‘AND’. “

In any case, he says, something like this deserves in-person face-to-face discussion. He then asks what Tomatillo has told them so far.

Harris explains the problem

Once they’ve explained what they want, Harris explains why he can’t deliver it. He tried, and as soon as he submitted the data transfer disclosure to the data management system someone came in and wiped it. When he attempted to restore it from backup, the backup

was wiped too. Allow the players to ask questions and make rolls to get more info out of him.

When pressed, he admits that there is an auxiliary backup. However **it's not safe to access data until the system has been secured**. He interpreted the fact that the hackers didn't touch the first backup until he tried to access it as a clear message to leave things be if he doesn't want more data erased. He points out that there's a lot of work that he needs to do reviewing the attack and re-securing the system before he should be accessing anything.

Additionally, the auxiliary backup is air gapped. It's not even networked, and **it's way across town**, in the hands of a third-party partner. So he or someone else needs to recover it, and there's no way to do so without letting the data management group – as well as their adversary – know that he's trying to get at it. His plan is to wait until his post-hack audit is done, well after the nomination vote for Powermaker is over, then quietly reach out to his contacts at the third-party partner and arrange to pick up the backup before he submits any requests to the data management system. He hopes that if he doesn't make waves he won't lose the last store of the data permanently. The players then need to persuade him to let them recover it. Use charisma checks as appropriate.

“Look, I support what you and Tomatillo are trying to do. Believe me, it freaks me out to think that Powermaker might be hiding anything, and that they might go to such lengths to cover it. But you've gotta understand that I've got a lot on the line, and this has not been a good week. I've got data that might be permanently lost. I've got hackers in my system. I might've already pissed off the incoming head of the Grid Consortium at the same time the Aquarius board and members are going to be wondering how I let a fuc- an eff-up like this happen. On top of that, Annie just started teething. And now it feels like you and Tomatillo are really ho-gung on getting me to grab a hot kettle after I've already been burned.”

“You've gotta accept that the smart thing – the thing that fulfills my sworn obligation to maintain Aquarius' data security – is to just lay low for a few days. If something is in there, Tomatillo can still pick a fight with Powermaker after the vote closes. But I don't want to be anywhere near it.”

Planning the data pick-up

Through persuasion, Harris will agree to Tomatillo's request if the players can go position themselves to recover the data as soon as the data transfer request is submitted. They plan for the players to meet with his contact as soon as he gives them the go-signal. He tells them that the auxiliary backup is in a nucleic acid storage archive in the **Caltech Center for Optimal Distribution of Power office in Pasadena**. He says it'll take him some time to arrange for someone to escort them in, so they should head there and message his wife that “their table at Rosario's is now ready” when they're outside. He then writes out his wife's digital address and the physical address of the CODP office on a notepad and peels off the square and hands it to them.

Give the players these handouts:

- Rita Harris audio address
- Pasadena, 91106, Frautschi Hall, 550 Hill Street, Level -1.

He instructs them that as soon as they have the nucleic acid drive to take it somewhere secure and then make a voice call to him with an update. He then tosses a spit cloth over his shoulder and moves Annie to burp her and asks them to repeat the plan back to him. He nods and tells them to get in position and await his instruction. Annie burps up and Harris tells her soothingly that it feels better when you get things out.

Transit

Walnut Village Complex -> Caltech campus

It's 3:30 when they leave Harris' house. They can take the Indigo-to-Cyan line to Caltech from the same station as before. They may see a handful of players wearing violet ribbons around their upper arms guarding a pen containing a handful of people wearing Turquoise ribbons tied around their upper arms.

"The train speeds past the afternoon landscape, joining up to a longer train for most of the trip before separating again as the train approaches Pasadena. It slows and crowds move off as others move on through the other side, depositing the players 400 m from Frautschi Hall"

Retrieving the Backup

Frautschi Hall, Caltech campus, Pasadena

Getting in Position

The players arrive outside Frautschi hall around 4:20 and begin to wait in an adjacent park dotted by students relaxing, reading, and laughing. A food cart is selling burmese food at a recommended price of 8 heart reacts. Ask the players when they last ate. They might have on the train rides.

Tomatillo messages the group asking for an update. They ask the players to message them as soon as they've got the drive, at which point they'll message them with a location to meet up in person. Players can roll for charisma to attempt to learn the meeting spot immediately.

The Go Signal

Once ready, one of the characters should message Rita Harris. Once the players send their message: *"She gives a thumbs up react. Five minutes pass."* Let players react to the wait for a minute.

"After another five minutes, <the person who sent the message> gets a one-time-viewable text message from Rita: 'Meet Uthra Jefferies in the lobby (Text address embedded)'."

The lobby is a tasteful mid-size space sparse with benches along the walls. Uthra is waiting when they enter. Ask the players if they have their ID's publicly broadcasting or not. If they do, she greets them immediately, otherwise she asks them if they're looking for anyone, and then to identify themselves.

They are escorted down one level by Uthra, who leads them through two hallways and into an archive room within the office of the Center for Optimal Power Distribution. The office has three other people currently working in various offices. If players need names for these characters they are Jerry, Donna, and Tom.

Uthra takes a few minutes to find the right drawer, then withdraws a small orange plastic tube the size of a AAA battery. She reads it, and scans a barcode on it, and having collected the nucleic acid drive hands it over to whatever player is nearest. At that moment, whoever rolled the highest for situational awareness when entering the lobby becomes aware of footsteps outside.

Confronting The Crusaders

When the players step out of the room they see the four Crusaders in white tactical gear. The Crusaders are a team of dim unaffiliated protectors, duped into recovering the drive for the adversaries. They explain that they were sent by Duncan Harris to recover this drive by any means necessary, and to look out for imposters pretending to be his couriers, which is why they broke their way in. They insist that it be given to them, and when denied draw microdarters and threaten to take the drive if it is not relinquished.

If they are challenged for their authenticity they will face call Harris and invite everyone present onto the face call. What appears to be Harris will appear, affirming their claims. Uthra is confused. Roll for [Charisma + Will] or another relevant check to convince Uthra. Add +4 advantage if the players point out that Harris isn't currently making face calls. Jerry, Donna, and Tom look on but do not get involved.

Bigby Styles: *"Hand it over, or I'll be forced to take it! Lives are in the balance! I assume?"*
[Looks at "Duncan Harris"]

Fake Duncan Harris: *[Clearly improvising badly]* *"Uh, yes! Lives! In the balance! Get it!!"*

If the players convince Uthra, she sends them a subvocalized message that there are gliders on level 9 that can take them wherever they need to go, and to look for Maurice Cloud-Therapy. This should earn ~4 XP. If the players are very successful at negotiation they can convince up to two of the Crusaders not to fight, but eventually at least two will attempt to take the drive by force.

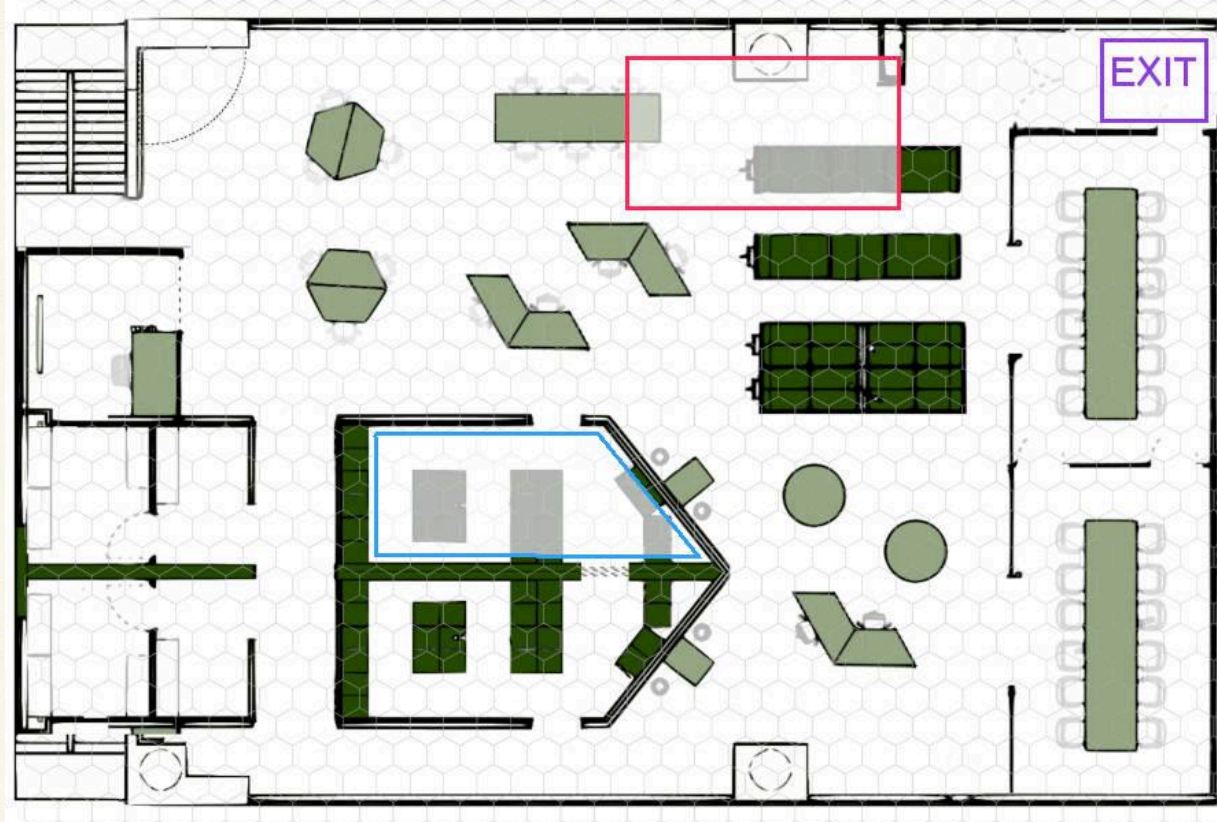
At this point, have players roll for initiative and inform them that the Crusaders are attacking.

Jerry: *"Donna, do something!"* Donna: *"Hemulin! Drop a beat!"* *[Ballroom Blitz starts to play]*

Faceoff against the Crusaders

Center for Optimal Dist. of Power office

Characters	HP	Armor	Speed	Attacks
Bigsby Styles (Red star)	22	1	22	☺ Punch ⚔ Club 🏹 Microdarter
Yusa Kravitz (Yellow X)	22	1	22	☺ Punch ⚔ Club 🏹 Microdarter
Filigree Larson (Blue stripe)	22	1	22	☺ Punch ⚔ Club 🏹 Microdarter
Michaela Wayne (Green bar)	22	1	22	☺ Punch ⚔ Club 🏹 Microdarter



Difficulty Adjustment

This setup is designed for even combat against four players with 2 pts in combat. To reduce difficulty for fewer players, reduce the number of adversaries to match the number of players. To reduce difficulty overall, lower HP to 20, armor to 0, and/or speed to 18. To increase difficulty, increase armor to 2 and/or speed to 24. For even greater difficulty, reverse the starting positions of the players and adversaries and require the players to defeat the adversaries to recover the drive.

Setup

Players should start within the records room in the blue region with Uthra. Adversaries should start in the fuschia region. The primary win condition is to reach the exit with the

drive, which is worth 7 experience points for each player. Players can obtain additional XP for strong performance in combat.

Players can attempt Charisma checks to encourage the attackers to stand down, whether based on intimidation or convincing them that they're being manipulated.

- The checks should be at a disadvantage of 4 for Green and Blue and of 8 for Red and Yellow.
- Add the difference in a character's HP and that of their target as an advantage to persuasion checks

Conclusion

The players win by escaping through the exit. This does not require that they restrain or discourage all their attackers, though if they do not then they will leave while being pursued by any attackers who remain active.

If the players fail to retain the drive, the GM can let the adversaries escape with the drive and then reveal that Uthra gave them a decoy in order to allow the players to complete the mission.

Transit

Frautschi Hall air garage -> Joshua Tree International Park

Immediately after the fight

The players find themselves in the hallway. If they subdued all adversaries, there is no pursuit. If they fled without subduing them all, they are being pursued.

Uthra announces that she's called the Pasadena Protector League, who will be there in a few minutes to deal with the Crusaders. Players should now contact Tomatillo. Tomatillo sends coordinates located within a remote sector of Joshua Tree International Park. Roll for *[Knowledge + History & Geography]* to recognize the area. The players should then head for the air garage, either based on Uthra's advice or the advice of their virtual assistants.

If they head for another mode of travel, at some point they should get in touch with Tomatillo, who gives them his coordinates and tells them to fly to them as soon as possible.

If Uthra told Maurice to expect them, Maurice does. Otherwise, they will need to persuade the gliders to assist.

Meeting up with the Gliders

"It's 5:40 PM when you reach the air garage. A stranger is stowing an ultralight and paying you little attention. A set of ultralights matching the name Uthra mentioned message you in your info displays. 'Hey! Uthra told us to queue for takeoff! The pre-flight checklist is already done! Get in!'"

The ultralights are named Maurice Cloud-Therapy, Purple Pasadena Peahen, and Cogsworth, and each can seat two. They're part of the Pasadena Flyers Society, along with Uthra. Instruct the players to issue the coordinates if they wish, or they can choose to plot the location and fly manually without telling the ultralights [roll for Charisma + Piloting to convince the ultralights]. The ultralights explain that they've got 150 miles of range. Have one player roll 2d10 for the wind speed in km/hr and another for directionality (2 - 10: blowing east, 11 - 20: blowing west).

"Ready?" (Wait for players to confirm) "3... 2... 1! You feel the firm pressure of the magnetic accelerator launching the gliders in quick succession. Soon you're heading west, in the direction of the shadows creeping along the ground far below. The moon is a hands-width above the treeline and three-quarters full in the clear blue sky. A sky bus and a balloon are passing far to your starboard, and a few evening flyers and some hobby drones are enjoying themselves a few hundred meters off to your port side, but the sky is otherwise wide open as you glide past a set of traffic kites with the soft noise of the electric propeller behind you. Your flight is (80 - 120 minutes, depending on wind). Do any of you have anything you'd like to do to pass the time?" (Let them describe) "Okay. Eventually buildings give way to a less adulterated landscape. You pass over a cauldron of bats beginning to feed as you reach Tomatillo's location." [Roll for situational awareness to see who spots Tomatillo's van first] "You come down for a gentle landing in a wide stretch of desert and Tomatillo and Liba jog out to greet you."

Conclusion

Joshua Tree International Park

The players meet with Tomatillo, who helps them stow the gliders and mount them on a roof rack before plopping down on a small padded bench inside Winnie.

"Alright, I'm reading the data. Rudy, as soon as sequencing finishes upload to the Auditor Cloud vault."

Tomatillo asks the group how it went. Let them recount the events of the day.

"Shiiiiiz, that's wild. Alright, sequencing and upload is complete. Rudy? Send Harris a link with my thanks. Also, ask my moms if they'd make a batch of tamales for me to take over when I get back. Now let's cross-reference what's in it with the publicly available files from Hesperia Station. It'll take a few minutes. Any of you want anything to drink?"

Tomatillo: "Rudy, you can speak through the speakers, I'm whitelisting everyone present to whatever you find." Rudy: "Alright. I found 18 datasets which appear to reflect information

of potential interest. The first one on the list shows the auxiliary coupling cooling system temperature and power consumption.”

You all get an invitation to share Tomatillo’s display. (If accepted) a set of files appear on a virtual holographic whiteboard.

(T:) *“Whoa... bring up the recommended specs for their couplings and their cooling system. Yeah... am I reading this right? It looks like excess cooling, right?”* (R:) *“Indeed. It does appear that they were maintaining temperature on the auxiliary couplings.”* (T:) *“What’s the consumption on that? In percent of output?”* (R:) *“It appears to be a 0.5% power draw.”* *“Oh shiz... that looks like a smoking gun.”*

Allow the players to ask questions and roll for wisdom. They learn that the data shows an extremely wasteful choice to direct power to cooling systems that weren’t in use as though they weren’t in a power shortage. This strongly implies that Powermaker either withheld capacity to deliberately overtax the Victorville Fusion Station or committed massive malpractice. Tomatillo does some quick analysis and then forwards it on to the public auditors forum.

(T:) *“Should we message Harris? It’s already out in the world, and this is going to be top of feed news in a few minutes, and he’s going to start getting a lot of calls.”*

Have the players message Harris over text and explain.

(Harris:) *“Well how about that? Let me and the team start reviewing and putting out some statements.”*

If there’s a problem, they’ll find it. But this data seems to explain why someone was desperate to keep it hidden, and it’s very likely that Powermaker’s appointment is canceled, and it’s possible that they could face lawsuits from people who were negatively impacted by the blackout.

A moment later, Harris posts a short public message that says, “The AquariusH2 data team has just become aware of a recent upload on the auditor forums. We will release our insights and answer questions once we’ve reviewed the contents. In the meantime, checksums are attached to confirm the validity of these records. Also, if was unclear before: this is why you don’t fuck with with AquarriousH2 Data group.” He then sends everyone on the team a private message. “Thanks big folks. Truly. Lmk if there’s ever anything I can do for you.”

Tomatillo tells Rudy to hold any non-urgent messages for the next forty minutes and begins prepping a fire to cook. Liba begins requesting jerky frantically using a button communicator. Tomatillo goes to get jerky, some beers, and a bit of hash oil, and offers it to the players as they set up the fire to make dinner. The first stars are coming out, and one of the orbital cities (Logon Kee, perhaps?) is glinting. Light music can be heard starting at a neighboring campground a few dozen meters away. The players are free to enjoy

themselves and set up somewhere to sleep at their leisure until they're ready to settle in for the night. For tomorrow is another day.



Psychonautica

By Andrew Gross and Jack Gross

When a psychonaut experiences a medical emergency
it's up to the players to do whatever it takes
to help find a remedy before it's too late

Session planning

Story Summary

The players are sparring at Inconel Crew's Gym when they receive a request for emergency medical assistance. They arrive at the apartment of Evelyn Wilcox, where Dr. Naomi Turner is assessing Evelyn. Evelyn is suffering an adverse effect from an experimental psychedelic, and needs an antagonist to it before sundown or she risks irreversible harm. The players dive into Evelyn's mind to find out where the drug came from and learn that she got it from another psychonaut named Exper Mental, who they locate and seek out at a nearby bathhouse. Exper leads them to the biohackers who made the drug in Compton. The biohackers are wary, as they've seen an escalation in recent covert operations against them, but agree to provide the antagonist to save Evelyn. But as they're retrieving the sample they stumble upon a crew of androids attempting to rob their lab. The players stop the androids, then return to Dr. Turner's lab. They assist her in preparing the antidote and restore Evelyn.

Story Overview

Preface

Evelyn Wilcox is a regular user of psychedelics. She enjoys testing and documenting interesting new psychoactives under the watchful observation of her best friend, a hound named Dayenu. Evelyn met Dayenu through epileptic support circles. Evelyn has a brain-sensing implant for monitoring cognitive patterns to predict seizures, and it passively broadcasts to Dayenu, who wears a scent-based canine heads-up-display. In conjunction with their training, it allows Dayenu a nearly empathic link to Evelyn, even at a distance. Intervention has rarely been necessary though, as Evelyn's epilepsy is well treated through a synthetic gland that provides a steady delivery of medication.

Three days before the events of the session Evelyn received a sample of a new empathogen called Lightreader from her friend Exper Mental. Lightreader heightens perception and empathy to a point of providing a reliable ability to feel the emotional state and basic thought patterns of others through the normal senses of sight, hearing, smell, etc.. Before Evelyn took it, she disabled her medicative gland using an optogenetic inhibitor. She did so as she routinely does before experimenting with psychoactives in order to limit the risk of unexpected interactions, and she invited Dayenu to trip sit her as usual.

Evelyn took LightReader in her tea at 8:30 AM. Around 9:15 she began to experience a feedback loop caused by empathically observing Dayenu empathically observing her. Dayenu, smelling the distress in Evelyn's thought patterns, summoned Dr. Naomi Turner. Upon arriving and finding Evelyn unresponsive she issued a crisis alert beckon to Evelyn's apartment on all major emergency channels.

Act I

The players begin on a Monday morning working out and sparring at a gym in Echo Park when they're summoned to Evelyn's apartment. When they arrive, Dr. Turner tells them of Evelyn's condition. She explains that Evelyn must receive a chemical antagonist uniquely complimentary to the drug to neutralize its effects or she'll suffer a permanent dissolution of self. She also risks increasing risk of seizure while her medicative gland is deactivated. Which means that the players must track down the source of the drug in order to find out if an antagonist exists, or failing that acquire a sample for analysis to aid in providing a safe and effective treatment before time runs out.

They decide to mind dive (or "skidoo") into her mind in search of the answers as to the source of the psychedelic. Inside her mind, they wander a surreal landscape until they find Evelyn's consciousness and learn that the drug - Lightreader - was given to them by Exper Mental. Exper is unreachable on the technosphere, but various lines of investigation indicate that they were recently seen not far away, in the Hyperion Debouchment on the south edge of Los Feliz. Dr. Turner tells the players that she needs to prepare a properly compounded antagonist for the drug Evelyn is on, and the easiest way would be for the players to bring her a sample of the drug and hopefully a pre-made antagonist. Dr. Turner explains that she's going to head to her lab to prepare cultures of Evelyn's neurons and explore the closest available drug and antagonist analogs she can find as a backup plan. She implores the players to find a sample of the drug and the antagonist and any documentation on its binding profiles as soon as possible. The players leave with Dayenu for Los Feliz and proceed to look for Exper.

Act II

The players find the kushari stand where Exper was last seen an hour prior and begin asking around. Through investigation they track them to the Yastnist Bathhouse down the block. They negotiate entry with two members serving as gate checkers to the bathhouse. Inside they explain Evelyn's situation, and ask for an antagonist or a sample from which to generate an antagonist. Exper calls the biohackers who made the sample and asks for their help. They insist on meeting in person, at their lab in Compton. Dayenu heads back to be near Evelyn, and the players and Exper proceed to the Nazel Complex in Compton.

Act III

The players arrive at the ground level of the Nazel complex's industrial center with Exper and meet Mystik and Housecat: two members of the biohacker collective known as the Crystal Bullshit Gang. Mystik and Housecat interrogate them to ascertain if they're sincere in their request. They're currently on the same drug as Evelyn: an empathogen that provides nearly psychic levels of intuition into the thoughts and emotions of others. They're operating under extreme caution, as they've encountered several suspicious events that lead them to believe that someone is targeting them for clandestine ends. Based on the players' choices they may deduce at this point what caused Evelyn's response.

Once convinced that the players are trustworthy, they escort them upstairs to their lab to retrieve the antagonist. When they arrive, they find four travatars have broken into the lab. These androids are intended for remote travel, but are currently being used in an attempted heist of the collective's lab. Once discovered, they draw pistols and attempt to complete their burglary by violence, and the players must intercede to stop them.

Once the fight concludes, the players return to Echo park and share whatever they've retrieved with Dr. Turner. Together, they prepare the treatment and administer it to Evelyn. Once restored, she thanks the players profusely.

A bit later, Exper follows up to tell them that the Crystal Bullshit Gang would like their help soon in order to untangle whatever trouble they're in.

Themes

This mission is intended to help acclimate and orient new players, so the themes of the story are a basic reflection of the world as it is. It is supposed to answer the question of what day-to-day life looks like in a post-capitalist urban setting. What does an emergency look like? It's also meant to assist new GMs in finding their voice in this world. GMs are encouraged to experiment with comedic and dramatic elements to see what feels right for their group. Additionally, GMs are encouraged to find points of alignment between the story and the players' histories and goals to build personalized themes and stakes from there. The mind dive offers particular opportunities for this.

Incorporating into a series

This mission is written as a starting point for a group looking to play recurring episodes of Fully Automated. As written, it leads into Peace of Mind. It is timeline-neutral enough to be placed after other episodes, though, including the demo mission (A DEMONstration of Power) if desired.

Events Summary

- The players spar in Inconel Crew's Gym in Echo Park.
- They are summoned to Evelyynn's apartment.
 - ~ Players travel to Evelyynn's apartment ~
- Dr. Turner requests their assistance in finding out what Evelyynn is on.
- The players examine the apartment.
- The players skidoo into Evelyynn's mindscape.
- The players identify their target as Exper Mental, and exit the mindscape.
- The players place Exper at the Hyperion Debouchment.
- Dr. Turner reiterates the player goals.
 - ~ Players travel to the Hyperion Debouchment ~
- Players explore the "debouch' " and track Exper to the Yastnist Bathhouse
- Exper contacts the Crystal Bullshit Gang and arranges to meet at their lab.
 - ~ Players travel to the Nazel Complex in Compton ~
- The players meet the Crystal Bullshit Gang, who explain their suspicious posture.
- They enter the lab to retrieve the sample
- They encounter and then fight the avatars.
 - ~ Travel to Agular Clinic laboratory ~
- The players assist Dr. Turner in peparing the treatment
- They administer the treatment to revive Evelyynn

Assets to prepare

[Link to assets for this module](#)

Non-Player Characters

Evelynn Wilcox

Dianiu

Dr. Naomi Turner

Nipsy Hsueh

Exper Mental

Safa Mukhar

Violent Chiller

Vanya

Sergei

Mystik

Housecat

The Trypnotist

Laura

The Funkes

Bigsby Manuşya

Chkchk ThistleOneTwo

Locations

Inconel Crew's Gym - Map available

Evelynn's Apartment - Background available

Evelynn's mind - Background available

Hyperion Debouchment - Background available

Yastnist Bathhouse, antichamber

Yastnist Bathhouse pool

Nazel Center Cafe - Background available

CBG Bio Lab - Map available

Handouts

Entrance card to the Industrial Space



A psychonaut in medical distress

Names: PsilocybeVulgaris; Evelyynn Wilcox (Given)
DOC: 2061_JUN_04 (Age 63)
Res: Los Angeles
Species: Human
Gender: Fem (She/her)
Followers: 12,300 - Public
Sapience: S5

Education BS in Music Theory, 2092
BS in World Music History, 2099
BS in Sports history, 2108

Associations Epileptic Lakers Fanatics support club, 2102 - Present
LA Sports Commentators Network, 2112 - Present
WestCoastPsychonauts cyberspace forum
The Ripcords (Band)

Community Dayenu (Companion, dog);



Chair nominee for the SoCal Grid Operators Consortium

Names: Dayenu Romineau;
DOC: 2112_MAR_24 (Age 12)
Res: Los Angeles, Echo Park
Species: Canine
Gender: Female (All pronouns)
Followers: 880 - Quasi-private
Sapience: S4+

Education Romineau puppy school

Community Evelyynn Wilcox (human friend)



Evelyynn's doctor

Names: Naomi Turner, D.O.
DOC: 2082_MAY_06 (Age 42)
Res: Los Angeles
Species: Human
Gender: Fem (She/They)
Followers: 22,600 - Public
Sapience: S5

Education Talos Center of Osteopathic Training, DO, 2107

Associations LA DocNet
LA Augmentation Development Review Consortium
Silver Lake Community Medical Collective



Evelynn's neighbor

Names: Nipsy Hsueh
DOC: 2108_AUG_22 (Age 16)
Res: Los Angeles, Echo Park
Species: Human
Gender: Masc (He/All pronouns)
Followers: 5,200 - Public
Sapience: S5

Education Thuthuka Community Secondary School (enrolled)

Community Evelynn Wilcox (neighbor)
Gary Hsu, Conifer Chavez (Parents)
Shaquille Hsueh (sibling)



Evelynn's friend and supplier

Names: Exper Mental; Exper Manzhoukas (Given)
DOC: 2081_SEP_17 (Age 43)
Res: Los Angeles
Species: Human
Gender: Masc (He/Any)
Followers: 8,400 - Restricted
Sapience: S5+

Community Evelynn Wilcox (Friend and collaborator)



LAPL dispatch coordinator

Names: PuzzleQween; Nethika Persister
DOC: 2115 (Age 9)
Res: SoCal Technosphere
Species: Unembodied Synth
Gender: Fem (She/They)
Followers: 12,100 - Quasi-private
Sapience: S5

Associations Los Angeles Protectors League; Synth Puzzlers Club, Americas Servers



Free Protectors Network dispatch coordinator

Names: Dispatchy_Aleksys; Aleksandra Kaminski
DOC: 2079 (Age 45)
Res: Boyle Heights
Species: Human
Gender: Fem (Any)
Followers: 17,000 - Quasi-private
Sapience: S5

Associations LA Free Protectors Network



Food stand vendor

Names: Medhi Giorgi
DOC: 2068_JUL_04 (Age 56)
Res: Los Angeles, Echo Park
Species: Human
Gender: Masc (He/All pronouns)
Followers: 59,200 - Public
Sapience: S5

Associations Cairo Kushari

Community Shalaal Giorgi (progeny); Giorgi family (extensive); Armenian Greater Apostolic Church of Echo Park



Locomodo busker

Names: Violent Chiller
DOC: 2105_SEP_12 (Age 19)
Res: Los Feliz
Species: Human (Modificado)
Gender: Fem (Any)
Followers: 12 M - Public
Sapience: S5

Associations Supersayin Dance Crew
Root and Branch Locos Pack



Bathhouse member

Names: Vanya Lumis
DOC: 2092_MAR_04 (Age 36)
Res: Los Angeles, Echo Park
Species: Human
Gender: Masc (He/All pronouns)
Followers: 8,200 - Quasi-private

Associations Yastnist Bathhouse, 2109 - Present



Bathhouse member

Names: Sergei
Gender: Masc (Sergei)
Associations Yastnist Bathhouse, 2104 - Present



A member of the Crystal Bullshit Gang

Names: Mystik; Ethyl Baccera
DOC: 2091_MAR_31 (Age 31)
Res: SoCal region
Species: Human
Gender: Fem (Any)
Followers: 13,400 - Public
Sapience: S5

Education BS in Neuroscience, Stanford University, 2113
PhD in Psychochemistry, Stanford University, 2118

Associations Crystal Bullshit Gang, 2116 - Present
HorseGrills, 2104 - Present

Community Friend of Evelyn Wilcox

Violations Theft (2118)



A member of the Crystal Bullshit Gang

Names: Housecat; Clive Hanson
DOC: 2096_JAN (Age 27)
Res: SoCal region
Species: Human
Gender: Masc (He/All)
Followers: 8,900 - Public
Sapience: S5

Education HS degree + 5 semesters of study in orbital biology

Associations Crystal Bullshit Gang, 2119 - Present
Minnesota Rebel Alliance, 2111

Violations Damage to commons during Cal State Channel Island riot, 2117



A member of the Crystal Bullshit Gang

Names: Laura
DOC: ...
Res: Pacifica
Species: Human
Gender: NB (They/Them/It/All)
Followers: 29,200 - Quasi-private
Sapience: S5+

Associations Crystal Bullshit Gang, 2116 - Present

Community Chelsea Marigold (Wife, 2110 - Present)



A member of the Crystal Bullshit Gang

Names: the Trypnotist; Braydon Lehey
DOC: 2051_SEP_11 (Age 74)
Res: SoCal region
Species: Human
Gender: NB (Any)
Followers: 3,400 - Restricted
Sapience: S5

Education BS Agricultural Engineering, Arizona State University, 2073
MS Agricultural Engineering, ASU, 2075
MS Agricultural Chemistry, Texas A&M, 2089
MS Pharmacology, U. Nacional Autónoma de México, 2099
PhD Pharmacology, Cal State Channel Island, 2118

Associations Phoenix Rising, 2066
Raptor Fleet, 2072
ChillzBase Squadron 111, 2070 - 2080
Sinaloa Cartel (2089 - 2100)
IE Biohaxors, 2102 - Present?
Crystal Bullshit Gang, 2117 - Present

Community Olivia Doyle (Married, 2072 - 2077);
Dennis Franklyn (Married, 2078 - 2087);
Michelle Li (Married, 2080 - 2087);
Chelsea Marigold (Married, 2099 - 2105);
Caroline Marigold (Married, 2106 - present);
Jamie Bosch (Married, 2117 - present)

Violations Inciting a riot (2069)
Fraudulent product claims (2075)
Unlicensed drug trafficking (2092)
Drug trafficking w. expired license (2100)

Session Running

Establishment

Setup

The recommended opening for this story is to have the players sparring at Inconel Crew's Gym when one or more of them receive a crisis alert in the adjacent Agular Tower and head over to investigate.

This offers the players some brief training in close-quarters combat during the scene-setting. If the players or GM prefer, the establishment can just consist of the players roleplaying the exercise of their choice. Additionally, while it's convenient to establish the characters as already acquainted, the crisis alert can be a justification for introducing characters who don't already know one another.

Run

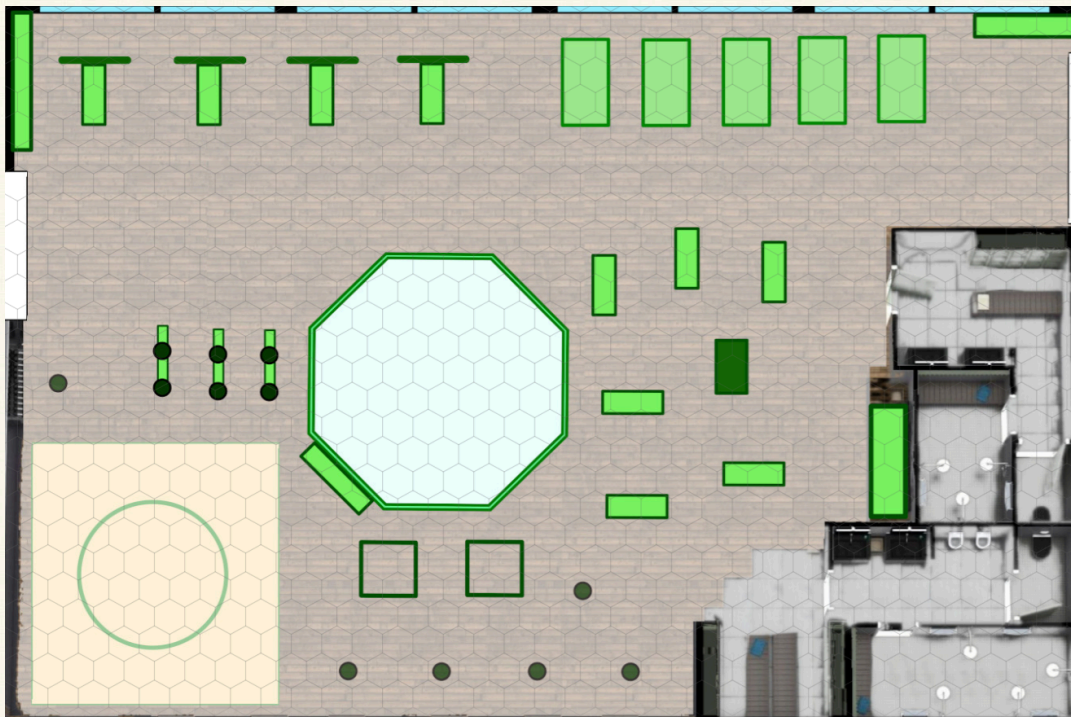
"It's Monday, June 12th, 2124. It's 915 AM in Echo Park. It's 76° F /25° C with clear skies. The moon is almost perfectly sunward right now. It is new and thus invisible, but everyone who has part of their thoughts on Luna knows it's just below the sun, half-way up the sky, hidden in the light. The weather is dry, and will likely be for the rest of the week. You're all at the Inconel Crew Gym. What are you wearing?"

Ask two players to spar. Offer to let either use armor at 0, 1, or 2.

Sparring Match - Inconel Crew Gym

Setup

Two players should start touching opposite sides of the octagon ring. Alternatively, they could attempt a Sumo match in the Dohyō. Either player can set their armor from 0 - 2. Both are limited to their best unarmed attack. Have each roll for initiative and begin.



Run

Once either player has dealt 10 pts of damage or more a coach calls the fight. They exit, and drink a restorative tonic and make their way to the showers.

“TWEET! A whistle blows. ‘Okay, let’s break there,’ says Norma.” ...

“‘Okay, here’s a restorative. Go hit the showers.’ The tonic is pungent and fizzy. Is there anything you want to do before you shower?” ...

“You all make your way into the larger of the two shower rooms, and under the hot water you can feel the inflammatory responders in the tonic go to work unwinding the bruises from the match. You each regain your endurance stat in HP.”

(For Synth) “You can spend 15 minutes running a temporary repair routine. This will assess damage and reconfigure your components to account for any misalignments or parts damage. It increases your power consumption, so you can only maintain the effect for a day, but it allows you to artificially recover your endurance stat in HP until you have a few free hours to spend in a repair station.”

The players dress. Ask what they're wearing. Then, depending on who is a member of a protector league or is watching emergency notifications, share the following.

"You see a priority 2 alert going out to any protectors or medics in the building. A doctor in the adjacent Agular tower is requesting immediate aid for a patient experiencing an acute drug-related medical crisis."

If they ask for more info, share that Dr. Naomi Turner is responding to a patient found unresponsive in Agular Tower Floor 23, apartment 9.

Once they accept, their virtual assistants will offer directions. They can jog across the floor to the adjacent Agular tower and take the elevator down to floor 23, or choose to zipline or ride a flying vehicle to Evelynn's apartment balcony.

Briefing

Evelynn's Apartment, Agular Tower Floor 23, apartment 9

Setup

When the players arrive, they meet Dr. Naomi Turner and get introduced to Evelynn Wilcox / Psilosibe Vulgaris. They learn that Evelynn took an unknown psychedelic 90 minutes ago. After 60 minutes, her canine friend Daiaynu became alarmed and summoned Dr. Turner.

- Dr. Turner needs to perform further analysis to understand what condition Evelynn is in and how to devise an appropriate remedy.
- Dr. Turner would like the players' help assessing Evelynn's condition and investigating the surrounding events to try to better understand Evelynn's state and how to correct it.

In this scene, players should get introduced to Dr. Turner and Daiaynu, and learn about the mysterious medical crisis for which they're being asked to lend assistance.

During this initial meeting it is okay to allow players to experience a degree of confusion appropriate to what they're characters would be experiencing. The GM should answer questions readily though, and make sure to freely share information through Knowledge checks about the technology and culture of the world that would be common knowledge to the characters.

Run

It's just before **10 AM** when the players enter Evelynn's apartment [Roll for observation + situational awareness]. The apartment is a comfortable bungalow-style apartment with well-worn rugs over rough wooden floors. The main room has a kitchen against the wall off to the side of a double-door main entryway. On the opposite wall, large glass sliding panes divide the room from the balcony, which is half-covered by the floor above but similar in size to the interior. These panes are movable and retractable, and the condition of the floor

and furniture implies that Evelynn closes the interior off from the balcony only during bad weather, and otherwise leaves the room open to the outside

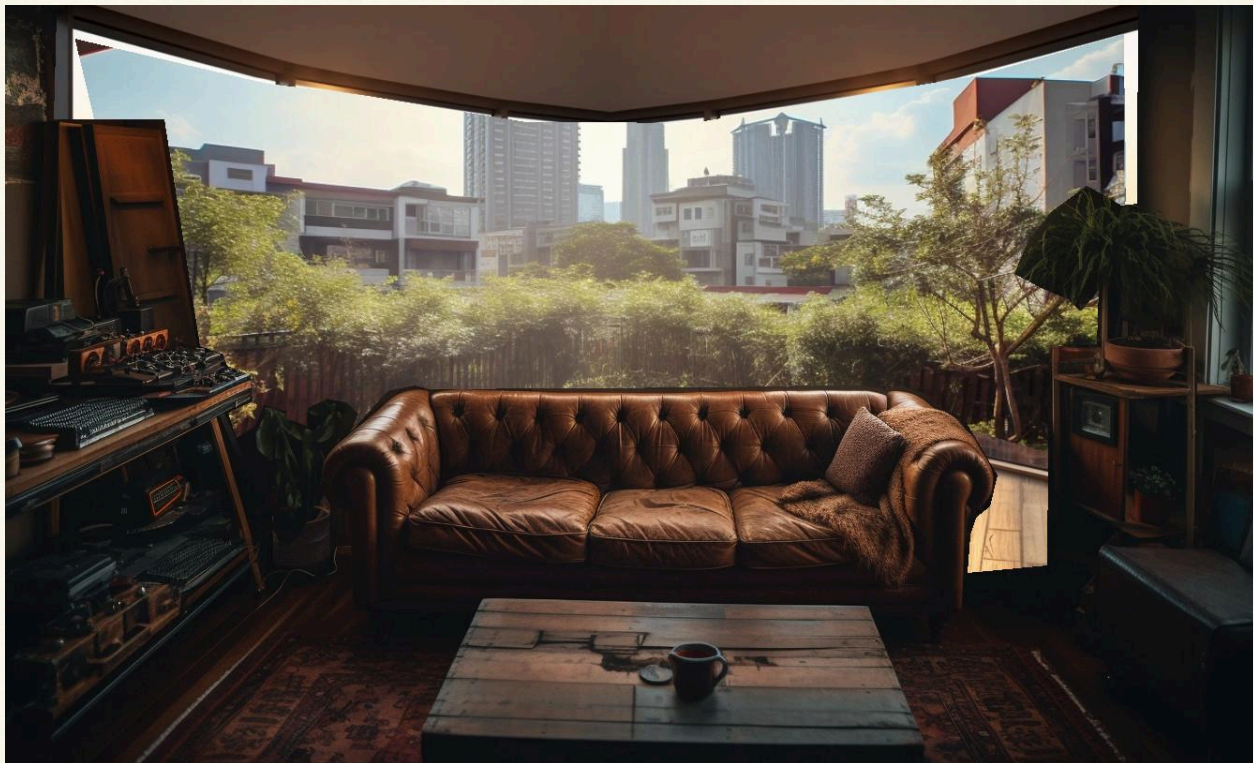
Evelynn Wilcox is lying on her sofa in a catatonic state. Beside her a large wolfdog is sitting on its haunches, mostly still but occasionally twitching their tail nervously as they watch a physician at work. A person identified as Dr. Naomi Turner (she/her) in the players' HUDs is moving some knick-knacks off of the end table as she sets up a portable MRI cap.

"I'm Naomi, Evelynn's doctor. I assume you're responding to the distress call?" ...

"I was summoned by Dayenu (gestures to the dog) about thirty minutes ago, and spoke to her home assistant. It seems Evelynn took a psychedelic I'm not familiar with about 90 minutes ago and fell into a catatonic state. I'm not sure yet how serious the situation is, but I'd like to have assistance available once I know more. Do any of you have any medical experience?" ...

"Evelynn's epileptic. She manages it with a pharmacological gland, but she disables the gland with an optogenetic armband when she's experimenting with chems. Whatever she took, it seems to have affected her in a way she didn't expect.

If the players ask for details, Dr. Turner will inform them that Dayenu monitors the readings of a brain implant in Evelynn so that she can monitor her condition and detect seizures, even remotely. **This implant is the primary cause of Evelynn's unexpected reaction:** she focused on Dayenu, and her heightened ability to observe Dayenu's state while Dayenu was observing her created a feedback loop that caused Evelynn to fall into her own mind.



Investigating Evelynn's Condition

Evelynn's Apartment, Agular Tower Floor 23, apartment 9

Setup

After talking briefly with Dr. Turner, she turns her attention to setting up the MRI scanner and asks players to attempt to piece together what happened until she has readings to examine.

Players may find the vial which contained the sample of Lightreader. They may talk to Dayenu or research Evelynn's background. Eventually Dr. Turner begins reviewing the fMRI data with the players. Through consultation with Dr. Turner, the players should decide to perform a mind-dive into Evelynn's mind to find out where she got the drug she's on in order to track down an antagonist or sample from which to create an antagonist.

Run

"I'm going to proceed with my exam. If you could figure out what Evelynn's on it'd be a big help."

"You see a tea set on the coffee table with an empty mug and a plate of tea cakes. In the kitchen you see a packet next to the kettle with the label "Lightreader - v0.09 - CBsG b04JUN2123"

Eventually Dr. Turner generates a set of graphs examining Evelynn's mind and vitals. The GM should use these displays to hint or inspire players to propose a skidoo (worth ~4 XP). Players should also find a VR room while searching her apartment. If no one does, Dr. Turner should suggest it.

"Off the side of the main room a hallway extends. A doorway on the right side leads to the master bedroom, with a large window overlooking the city. Across from it, the door leads to a VR room. The room has a murphy bed against the wall. The room interface offers to extend a VR harness on command."

Once a mind dive is proposed, Evelynn's neighbor Nipsy will offer to help the players find VR harnesses. *"Are you looking for VR setups? We've got 8 common holopod suite. It's at the end of the dining hall, I can show you.' ... He leads you out the double doors and turns right, past a spacious sitting room and a set of several long tables to a dark room with standard VR helmets and harnesses to allow players to move without fear of running into a wall. 'Hey, Patrick: warm up __ rigs, these folks need to do an emergency skidoo!' Patrick responds 'I'll tell Jaime to hold off on her raid. Can you folks send me your configs?"*

Preparing for the Skidoo

“Have you done this before?” Roll for *[Knowledge + Psionics]*

≥ +6: You know exactly what you’re doing. You know the rules and the risks: damage incurred in neurospace feels real. Successful egress will prevent damage from impacting biospace, but too much damage and a bad egress can cause light-threatening conditions. Neurospace Induced Psychosis (NIP) can manifest as paralysis, phantom pains, and derealization that can be fatal if severe enough. Take +4 in tuning checks while in the mindscape.

+5 to +1: You’re not pro, but you know the basics: damage in neurospace isn’t permanent if you leave through an egress point, but a careless skidoo can cause a variety of dangerous, potentially permanent or fatal conditions. Take a +4 on one check of your choice while in the skidoo.

0 to -3: You don’t know the details, just that it’s dangerous if you’re sloppy. Tread lightly.

≤ -4: You haven’t done a skidoo, but you’ve read all about them. Folks say they’re dangerous, but “The Nips” is a folk disease. You’re too smart to be affected by things that aren’t real.

“I’ll authorize a basic, non-invasive level-1 medical investigative skidoo. Do you agree to search only for information relevant to Evelyynn’s treatment?” ...

“Do you agree to make yourselves available for a full debriefing with Evelyynn once she’s had sufficient time to recover?” ...

“And do you commit to guarding her privacy by sharing no information you encounter which she might find embarrassing or otherwise want withheld?”...

“Alright. I’m feeding the input from the MRI and her intracranial implant into <player acting as tuner>’s skidooer. Keep in mind that her only input will be auditory. She can’t see anything based on what you see or do, only what you say to her. You can enter the mindscape whenever you’re ready”

If players haven’t previously asked, make sure to inform them that Evelyynn has a brain implant that monitors various functions which allows Dayenu to monitor her state from her olfactory HUD.

What is an Antagonist?

Antagonists are proteins or drugs that compete with a psychoactive chemical to bind to a receptor in order to block its effect. A notable example of this is Naloxone (better known as Narcan). Naloxone is an opioid antagonist that will bind to opioid receptors in the brain, but not activate them in the way opioids do. By competing with whatever opioid is in the body, they can rapidly interrupt the chemical effect of a broad range of opioids to halt an overdose.

Skidooing into Evelynn's mind

Evelynn's mindscape / Evelynn's Apartment

Setup

Players will start in a virtual waiting room, then enter the gateway to Evelynn's mind.

From there, they'll wander until they see a lake in a massive teacup, and swim to the bottom.

At the bottom is an old-fashioned wishing well with a small bronze bust of Daiyenu ornamenting its roof.

At the bottom is a distant mirror, and when players go down the well they pass through the mirror to find Evelynn struggling not to dissolve in a churning shallow river delta. From talking to her, they learn that she acquired lightreader from Exper Mental, and see a vision of them in the sky.

Reviewing Skidooing

At the start of the mind dive, review the rules with the players.

1. To investigate a mindscape, one player must "tune" it.

This player describes the features they're trying to focus on. They cannot investigate a mindscape they've tuned.

2. Obstacles and threats are triggered by failed attempts at tuning.
3. Tuners can apply a safety modifier of whatever size they want to add a positive modifier on their ability score, but doing so applies an equivalent negative modifier to observation checks made by other psychonauts.
4. Players take no damage if they exit a mind dive through an egress point.

If they remove their equipment without having passed through an egress point they take whatever damage they incurred in biospace. Players can roll for [Endurance + Psionics or Will] and recover any points rolled above 22 in HP.

Entering Evelynn's Mindscape

"Once you've donned your gear you see a cyberspace reconstruction of the room you're in, but with glowing circles on the floor. When you're ready to enter live neurospace, step onto a circle, then hop."

"When each of you hop, the circle rapidly expands into a ring and swiftly shoots upward. As you pass through the ring your body becomes a transparent, ghostly blue, and the world

around you is gray mist.”

Have the tuner(s) roll for tuning, then describe Evelynn’s living room resolving into focus, then being revealed to be a world of flat panels like stage dressing in a school play. Every time the players move the world appears to break apart as their change in position breaks the illusion of the carefully placed flat panels. But when anyone moves again, the new 3D arrangement of panels is revealed to be another flat-panel-at-various-distances illusion, until the tuner is able to resolve it by passing a check by 6. They can reach six by rolling repeatedly and adding positive results, but for each failed check, players must roll for Endurance + Psionics or Psychology. If they fail, they take however many points they failed by in damage and must describe a traumatic memory of feeling blindsided and confused.

Picking up the Trail

Recommended music: “Just dropped in (to see what condition my condition was in)”

“Once you walk out past the panels that made up Evelynn’s living room you find yourselves in wildland at dusk. Every so often, a cloud rumbles with building thunder. Sometimes a wolf in the distance howls.”

Seers roll for Observation + Detection & Analysis or Wilderness to find a set of footprints in the course sand.

“The footprints lead down to a lake inside a gigantic teacup. The teacup is turned at an angle, tilted toward them. The players find themselves standing on a beach, with the footprints leading into the lake. On the far side of the lake its lip rises out of the ground and forms the lake’s edge.”

If a seer fails an observation roll significantly, a cloud above releases a lightning strike at the place where the players stand, and the players recognize intuitively that the cloud represents seizures kept at bay by the drugs released by Evelynn’s currently deactivated medicinal gland. Have players roll to Dexterity + Athletics or Psionics to dodge or deflect the lighting. If they fail, they take that many points in damage. If they choose to describe a relevant painful memory, award them XP for it.

Players are expected to follow the footprints into the lake. When players look beneath the lake, it’s fuzzy and unconstructed. The tuner must tune again, adding successful rolls until they reach 4. Unsuccessful rolls summon water snakes that threaten and snap at players. Once successfully tuned, any snakes fade into harmless trout, and seers can proceed with their search.

“When you look down under the water you see glints of light off metal about 20 meters below. As you approach the bottom of the lake you notice that the sense of being underwater fades away. The bottom of the lake looks like a meadow. There is a quaint wishing well, and the glint was the last rays of dusk glinting off a bronze bust of Daiyenu adorning the well.”

“At the bottom of the well you can see a small spot of light, but it’s hard to make out what you’re looking at.” Have players roll for Observation + Detection & Analysis.

“Suddenly you realize that the water at the bottom of the well reflects back at you yourself, minus flesh. Your own desiccated skeleton looks back up at you, and then begins growing quickly as you fall down the well, watching your own flailing motions in the movements of the ghoulish reflection falling toward you.”

Any players who looked and failed their observation check take that many points in damage. Players who passed gain an awareness that Evelynn looked into Daiaynu and saw herself through Daiayanu’s ability to smell Evelynn’s brain patterns, and it triggered a startling rush of derealization.

Finding Evelynn

“After passing through the well, you see Evelynn below you. She is two to three times the players’ size, lying in a choppy, shallow river delta with a dark, multi-colored sky above. She’s laying on her back, and while her face and neck look normal, her body fades into wet sand and rock clumped into her shape. The water is rushing by up to her ears. Her open eyes are silvery and pupil-less, reflecting the shifting clouds that form recognizable memories and people like mirrors. The rushing water threatens to wash away the sand that makes up her fingertips and toes, and she appears to be focusing intensely to hold herself together against the water’s desire to wash her away.”

All around her, water is rushing. Her face is outside it, but getting splashed considerably. She is showing intense resolve to maintain her literal composure despite the stressful condition. When the players try to talk to her she will complain of the intense heat she’s experiencing, and if they have Dr. Turner place a cold pack or damp towel on her head, the water slows from choppy rapids to a smooth flow. If players do not pick up on her cue, Dr. Turner might ask them what she’s saying and suggest a cold compress. If the players solve it themselves, award whoever thinks of it with ~4 XP at the end.

Evelynn tries to communicate through distorted, slow words to find Exper Mental, and provides an image in the sky of Exper.



Leaving Evelynn's Mindscape

Once they're shown Exper, inform the players that she's turned her attention back inward, and that Dr. Turner instructs them to leave quickly to avoid doing her any harm.

The tuner rolls for [Intelligence + Psionics] to summon an egress point. If the tuner rolls well, the portal is easily accessed. If they roll poorly it may be far away, hard to find, or through a path that is obstructed. If so, describe it off in the distance, and make the players race for it and roll for defense as lightning strikes out at them.

Once characters pass through the portal they reemerge into the starting room in cyberspace from which they originally entered mindspace, and can take off their headsets.

Players who exit successfully do not retain any damage taken within the mindscape. Have these players roll for [Strength + Will or Psychology] to describe their emotional state upon exiting.

If players exit unsuccessfully they keep and damage incurred in the mindscape. Have players roll for [Endurance + Psionics or Will] to possibly recover some HP (or possibly take more damage).

Tracking down Exper

Evelynn's Apartment, Agular Tower Floor 23, apartment 9

Setup

Once the players have exited the neurospace they regroup in Evelynn's apartment, where Dr. Turner asks what they've learned. Players should recognize that they need to find Exper. Exper is currently at the Yastnist Bathhouse in Echo Park. Players can find Exper's whereabouts through whatever research they propose that the GM will accept, but if they get stumped, have an NPC propose that Dayenu look among dog friends, which returns a hit at the Misr's Finest! food cart 30 minutes earlier in the Hyperion Debouchement. They then need to travel there to continue their search for Exper.

Once they're ready to go, Dr. Turner explains that she'll be performing literature and lab work in the clinic on level 3, and that they should check in when they know more. Dr. Turner will communicate the urgency and specific goal again, which is finding a sample of the drug and its antagonist in the next 6 hours (if not sooner), or Evelynn may experience complete and permanent derealization.

Run

"As you reenter the living room you're once again offered entry into Dr. Turner's augmented reality chatroom. Dr. Turner asks you: "So what did you find?""

As players describe what they observed, images are added to Dr. Turner's whiteboard.

Eventually, players need to brainstorm ways to find Exper. The players will likely suggest research ideas which the GM can accept, decline, or modify, and request rolls as appropriate. Likely sources of investigation may include:

- Contacting friends and followers in the area
- Contacting protector network coordinators
- Dayenu asking their contacts on the CanineNet

Eventually they should learn that Exper was seen near **Misr's Finest! food cart** in the Hyperion Debouchement about thirty minutes ago. If they get stumped, Dayenu should sniff a few times and report that she recognizes Exper by the smell embedded in Exper's profile.

'I know them! They are Exper. They are an outsider who is a friend. Are we seeking Exper?'

Having players utilize Dayenu is the preferred strategy, and should be awarded ~5 XP. If asked, Dayenu will send a message to surrounding dogs asking if they've smelled Exper, and a bulldog named Gandolf will report noticing Exper in the back of another dog's nowgram. Dayenu will share the nowgram, which was taken at Misr's Finest food truck 30 minutes prior.

If the players rely on human networks they'll hear that someone thinks that they saw Exper in the same area around the time, drinking soju at the Fernwood Deli, but they're not

nearby any longer. If they roll badly, they'll get more false hits, still centered on Hyperion Debouchment, but older and further apart. It is advisable that they should go to the Hyperion Debouchment with Dayenu. Award 2 XP for whoever proposes bringing Dayenu, or have Dayenu simply follow them if they don't suggest it.

Once they know to go to the Hyperion Debouchment help them with wayfinding by having them roll for Knowledge + History & Geography. The Debouchment is 2 miles away and is 10 minutes away by jitney.

Concluding

Dr. Turner tells the players that she is heading down to the clinic on level 4. She's going to culture Evelyynn's neurons and try to identify the most likely analog of the drug and its antagonist, and any binding kinetics data available. She'll prepare cultures to test antagonist solutions on, and once the players have retrieved or failed to retrieve the sample and the antagonist they can run those tests and administer the best candidate treatment before Evelyynn suffers a fatal event.

If the players haven't yet identified the name or type of drug Evelyynn is on, Dr. Turner implores them to find out immediately and tell her so she can factor it into her backup plans.

Transit

Agular Tower, Silverlake -> Hyperion Debouchment, Los Feliz

"You leave Evelyynn's apartment around 11 AM and hail a jitney [Charisma + Community Contact]. An older man with a voluminous mustache responds to the digital hail. 'Headin' to the debouchment?' ... 'Right-o. Name's Benny, and the recommended fare is two hearts-a-passenger. How many are you?' (if the Party is >4:) Benny subvocalizes something for a moment, and as soon as he finishes a two-wheeled balancing bucket robojitney pulls up. 'This is Seafoam=Avoidance, though I call 'em Sav.' Sav sends a finger-gun emoji to you all."

Once everyone's in, Benny and Sav drop into the flow of bikes and light vehicles. If the players request haste, they drop into the fast lanes, swimming through a churning mass of kite scooters and racing bikes jockeying for any path they can find to overtake the rest of the flow. Several frantic minutes later they drop out of the fast lane and sidle up to a pickup and dropoff area between a skatepark and a metro station.

"Fast enough for ya?" ... If tipped, they thank the players. If not, they indignantly point out that where they're from, service and performance are recognized with gratitude, but don't push the point and wish the players well. Billy subvocalizes, laughs after a beat at a private response, then takes off again.

The area has an assortment of restaurants and bars as well as a large Slavic Pagan church, a furniture and wingsuit repair shop, a bathhouse, a strip club, and a granary and mill.



Following Leads

Hyperion Debouchment

Setup

Players ask around until someone tells them that Exper went into Yastnist Bathhouse.

Run

It's just after 11 when the players arrive at the Hyperion Debouchment. It's a busy square bustling with people on their way to jobs, performing jobs, running errands, and those hanging out. Exper's last known location is a Kushari cart called "Cairo Kushari" run by Mehdi Giorgi and Shalaal Giorgi. Next to Mehdi and Shalaal, a feline locomodo named Violent Chiller is busking. Violent is dancing on a bamboo mat to classical Sudanese Reggeton. There is a small line of people waiting to order from Shalaal and waiting to be served by Mehdi from a massive basin of kushari. Violent has a posse of three friends and about half a dozen people watching as Violent practices.

If players ask Mehdi, Shalaal, or violent if they've seen Exper, have them roll for charisma + presentation or community connection for each character.

≥ +6: They're highly receptive. They may know the player through social media or common friends. They vouch for the player, providing a +3 advantage on all charisma and research checks during

this encounter.

+5 to +1: They're receptive, but they say that they're busy, and will answer three questions, then they're going to get back to what they're doing. This point, the player would need to roll for charisma again, adjusted by the DM based on the rapport they're building.

0 to -3: They're disinterested in talking. They'll listen to the player try to explain why this is important, but must be persuaded to cooperate.

≤ -4: They decline to provide the player with information.

All will ask why you're looking for Exper, but remember Exper coming by an hour earlier and ordering a bowl of lentils and crispy fried onions without the noodles or tomato sauce. Mehdi and Shalaal explained that the ingredients were already all mixed into the pot they serve from, so they can't make that kind of special order. Exper appeared tipsy, and asked a series of highly technical questions about whether the wheat in the noodles was vitamin enriched and other such things about the biochemistry of the dish. Eventually they asked for two of the starch bowls the kushari is served in, and declined to furnish the recommended gift of three deka-likes, but offered several dollars in bills, which Mehdi declined. Exper ate the bowls while watching Violent and their friends dance, and through a 5x heart-react bead to Violent and then wandered into the Yastnist building across the street.

Players can also ask Dayenu to search for Exper. If they attempt to use hacking to review cameras, remind them that they'll need to roleplay and describe the specific cameras they wish to hack. Violet has a camera that they're using to stream on, but if players attempt to hack it, if they fail the check, Violent notices and tells them to leave or fight.

Through whatever means they choose, they should eventually make their way to the entrance of the Yastnist Bathhouse.

Finding Exper

Yastnist Bathhouse

Setup

They find Exper, who calls the Crystal Bullshit Gang. Exper says that to get the antagonist, they have to meet up with the CBG in Compton.

Run

It's 11:30. The Yastnist Bathhouse is within the Yastnist building, a stepped building built into the hillside on the eastern side of the street. The entranceway leads to a cavernous cathedral-like atrium with hallways extending back and to either side. The left leads to to

Yastnist vintage store. This is like a pawn shop, except everything is free. The back leads to the garage entrance and elevators to the residential levels. To the right is a hallway that leads to the bathhouse. The hallway is about 20 m long and weakly and illuminated by small dot lights set into the stoney arched roof overhead. At its end is a large wooden door, and by the door are a few tables and chairs. Two people sit playing backgammon directly under one of the dot lights and drinking tea.

As players approach they can roll for identification [Charisma or Knowledge + Community Contact].

≥ +4: The two people have their ID set to semi-public, but the player has a sufficient number of mutuals or a positive public profile, so their ID is fully visible and the player will have a +3 advantage on charisma checks in this encounter.

+3 to -3: Based on the player's community connection, Vanya and Sergei's names are visible, but not their associations.

≤ -4: The player is viewed as an outsider. Vanya and Sergei will be polite but uncooperative. Charisma checks are at a -3 disadvantage.

Based on charisma + presentation checks (and any advantage or disadvantage, Vanya and Sergei may or may not supply information. If the players ask to enter, they can roll a charisma + community connection or presentation or will check.

≥ +4: The player is welcomed in, and can vouch for a friend.

+3 to -3: The player can enter, but must pay a small donation of around \$30 or ♥20

≤ -4: The player is told that the guest pass quota is filled, and to reserve an appointment on a day with available guest spots.

“Vanya (if they know his name) speaks to the players without turning his attention away from the game. ‘Hello, welcome. Is this your first time to Yasnist Baths?’”

‘Unfortunately I don’t give traffic reports. Are you hear to wash or pry?’

‘Mental? Ah, the shifty fellow. He did come in. He usually does laps in the pool.’

‘Are you looking for a membership or day pass? ... Membership is 20 hours a month, in person or funded at \$30 per hour.’ Guest passes are (\$30 or ♥20, adjusted based on how much Sergei and Vanya like the character).’ “



“You go through the arched hallway punctuated by small lamps until you reach a tiled chamber with an arched ceiling. Windows on the far wall look out on a wide, fern-draped alleyway along the southside of the building, separating it from the church next door. A few people read on benches. A sign indicates the way to changing rooms, showers, the pool, and the washing rooms and saunas.”

If players wander, describe various locations. They may ask people if anyone has seen Exper. If they pass a check by greater than 5 they learn that Exper is in the pool. Otherwise, they will have to search the pool to find them.

The light is low and the air is musky. The tile pool deck transitions into the ceramic polymer ringed by engineered moss that lines the pool. Exper is floating out in the pool naked, staring up at the warm, shifting lights projected on the botanical canopy suspended from the ceiling.

“Listen, I’m kind of in the middle of something... it’s a daily routine, and if I modify it I could compromise the value of the results. Can I talk to you in 30ish minutes?”

“Oh shit, Vulgaris? Really? Who are you, are you for real?” ... “Fuck, lemme make a call, I’ll get an antagonist and a sample, just gimme a sec.” Exper rummages through their belongings for an old AR monocle that resembles a Dragon Ball Z power monitor. They tap on it for a minute and then have a one-sided conversation. ‘Yo, Mystic, it’s Exper. ... Ulgh, white pizza. ... Noise jazz. ... I don’t know! I don’t know what my first pet was, we had dozens! Would you just listen! Vulgaris is in purgatory. ... I don’t know! Her doc sent some protectors to get an antagonist! Can you send it? ... SERIOUSLY? ... Okay, fine! We’re on our way!

Goodbye! (As an exclamation of frustration, similar to 'Jesus Christ!') Ati'as Tirawa! (Toward the players:) I can get the antagonist, but we have to go pick it up! My suppliers are kinda twitchy, and they say we need to meet them in Compton to get it.'

Dayenu will ask where Compton is, and when shown in their HUD will make a circle and then announce that it's too far, and that she's going to go back to watch over Evelynn.

If the players ask for details about what Exper is on or who their suppliers are Exper will offer to explain on the way. If players ask for faster transit, have them contact a dispatcher or propose any ideas. Any travel option is fine.

Transit

Yastnist Bathhouse, Los Feliz -> Nazel Complex, Compton

It's noon when Exper dresses in a loose robe and pair of wooden geta and heads outside. Giving a nod at Vanya and Sergei, Exper heads toward the Hyperion train station, toward the southbound express train platform. Players can ask questions, and Exper will explain that the suppliers are biohackers called the Crystal Bullshit Gang. They've got a lab at the Nazel Complex in Compton. Players can roll for wisdom + community connection or research & investigation to get their bios. For every two points they pass by they can have one of the four NPC bios.

Exper explains that the Crystal Bullshit Gang are whitehat biohackers who experiment on the leading edge of human consciousness. They're benevolent pacifists who have been working on an empathogen called Lightreader. It enhances perception and cognition that simulate an effect like telepathy. It doesn't allow for the transmission of complex information, but it can allow one to know what hand a poker player has or foresee a boxer's punch. It's potential to violate privacy or provide unfair performance advantages in many fields makes it a controversial and questionably legal material.

If asked what they're on, Exper explains that they're testing a new colon biome program that its developers claim unlocks enormous boosts to perception and logical intelligence. It requires inserting suppositories three times a day and maintaining a very strict vitamin balance, along with incubation at elevated temperature daily during the uptake period, which lasts five weeks. If asked if it's working Exper explains,

"Well, I'm in week four of shoving this shit up my ass every 8 hours and all that's different is that I feel like a fucking idiot. But I'm not usually that self aware, so I think that means it's working!"

During the train ride, Dr. Turner checks in to see how things are going.

The Meetup

Nazel Complex Industrial Space, Compton

Setup

Players meet Mystik and Housekat. Once they convince Mystik and Housekat that they're trustworthy they get escorted up to the lab on level 3, where they confront the travatars mind-heist.

Run

The players arrive at the Nazel complex around 12:30 to 12:45.

The Nazel Complex contains an industrial space that's 6 stories of factories and labs

The south end of the Nazel Industrial Space is mostly office space. The north 2/3rds are factory and lab space. Level 3 is the least sought after. Level 1 is a general workshop and basic fabrication center. Level 2 is a confectionery and culinary lab. Level 3 includes the Crystal Bullshit Gang, a horse medicine lab, and a production center manufacturing battery melanin. Level 4 contains a low-volume electronics fab center and chip manufacturing hub. Level 5 manufactures resilience bars. Level 6 is a couple of ag-research collectives.

The players and Exper meet Mystik and Housekat on the ground level of industrial space B. The ground level is dominated by a community fab and repair center. Mystik and Housekat tell Exper to meet them in the ground level cafe. They're shaggy hippies in jewelry, tattoos, and robes of natural fibers. They introduce themselves and ask for details on what happened, and what the players need. Have players roll for [Observation + Psychology] to learn that Mystik and Housekat are trying to assess if any of this is a trick. If asked, they explain that a package they tried to move by drone was intercepted, and they've seen suspicious traffic on several networks they use that have led them to suspect that someone is watching them and possibly targeting them. If the players aren't already aware, they explain what Lightreader is and why it's sought after and feared.

If asked about their lab's reputation they explain that they are afforded space by the Nazel center primarily for their research and production of neurotype adjusters, which induce and suppress neurotype traits. In historical terms, these drugs can allow people with various autism-related neurotypes to experience alternate neurotypes, and vice-versa. But many people within the biohacker underground know that the Crystal Bullshit Gang's off-the-radar work is in empathogens, and they fear their recent successes have started to bring in unsavory attention.

The conversation turns to Evelyn, or "Psilosybe Vultaris", as she's known in the community. Housekat observes that a trance like hers was once observed in a pair of brothers who took a heavy dose of lightreader and focused on each other until they created a feedback loop, but it's never been seen in someone who was taking the drug by themselves. Mystik asks for a full report and plans to interview Vultaris once she's well, as perhaps her epilepsy or the

medicated gland might augment the effects. If players realize that the precipitating cause was a feedback loop caused by focusing on Dayenu and they pass this to Dr. Turner, award those responsible 10 XP, and have Dr. Turner report that this information could be highly consequential in her treatment plan.

Eventually, Mystik and Housekat agree to escort the players up to their lab to retrieve the sample and antagonist. When they discover the Funkes, they report that they've taken the sample and antagonist, and if they escape there will be no hope for Evelyn.

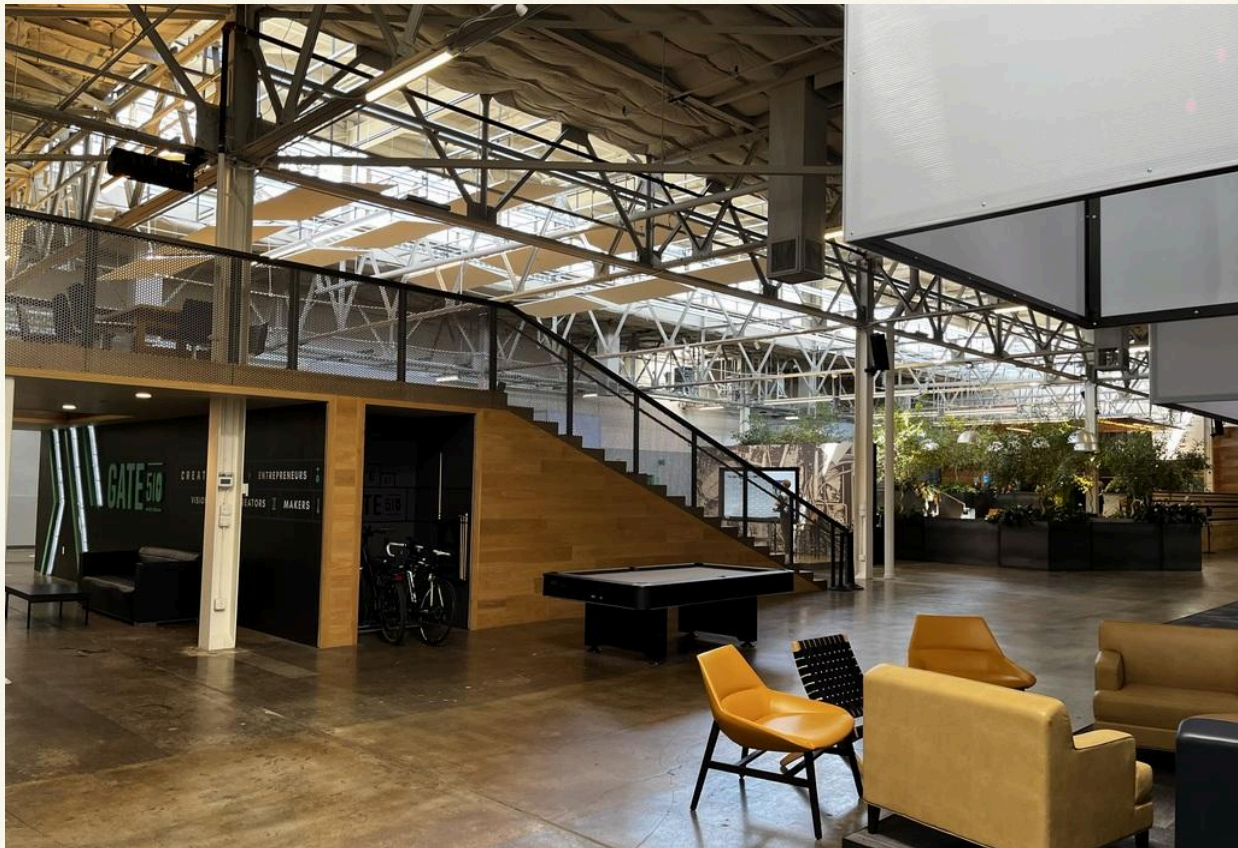


Photo by Andrew Gross

The Confrontation in the Lab

CBG Lab, Level 3 of the Nazel Complex, Compton

Setup

Players walk in on the travatars robbing the lab. They may speak briefly, but eventually the travatars draw pistols and attempt to shoot their way out.

Run

The players follow Mystik and Housekat up to the lab at 1:30 PM.

Have everyone roll for [Observation + Situational Awareness]. If they pass by >4:

“You follow Mystik and Housekat down a hallway and toward the lab. As you go through, you notice that the door slides open immediately without appearing to recognize Mystik or Housekat. It appears to be unlocked.”

Otherwise, the players enter the lab and then notice their unexpected guests.

“Upon entering the lab and turning you see four androids efficiently transferring aliquot boxes into large, chiller bags inside traveling backpacks. One of them, with the likeness of a young boy, sees you and looks up. ‘Oh! You can’t be in here! There’s a chemical spill, it’s not safe for organics!’ ”

“ ‘Jah, we were passing through looking for the water closet and a maintenance droid told us that there’d been an accident, and that they had to go get help, and told us to start containing it. But you have to get out, it’s very dangerous, jah?’ ”

If asked why travatars need a bathroom: *“ ‘And just park my body in public while I’m using the toilet? I still need to use the potty in real life, and when I do I like my travatar to sit in a water closet. It’s part of staying immersed!’ ”*

“ ‘Alright, that’s enough! Hands up, mouths open!’ They draw pistols from their fanny packs. ‘This is on you! I told you it wasn’t safe and now there are guns! Keep your mouths open, don’t try to send any messages!’ (if there’s a synth:) ‘You, airplane mode, now!’ (If there’s an avatar:) ‘You, log-off! And don’t send help! If anyone interferes, your friends are dead!’ ”

The players can speak if they like, but the travatars are adamant that it’s too late to talk, and they’re now in a hurry.

“ ‘That’s enough, last chance, move or I drop you!’ They began walking towards you, guns drawn.”

Have players roll for initiative and select their first move

Stopping the Funkes!

Crystal Bullshit Gang Biotech Lab

Character	HP	Armor	Speed	Attacks
“Wilke”(Green)	10	0	10	👊 Punch 🗡️ Pistol
“Helmut” (Blue)	10	0	10	👊 Punch 🗡️ Pistol
“Gerhard” (Red)	10	0	10	👊 Punch 🗡️ Pistol
“Ingrid”(Orange)	10	0	10	👊 Punch 🗡️ Pistol

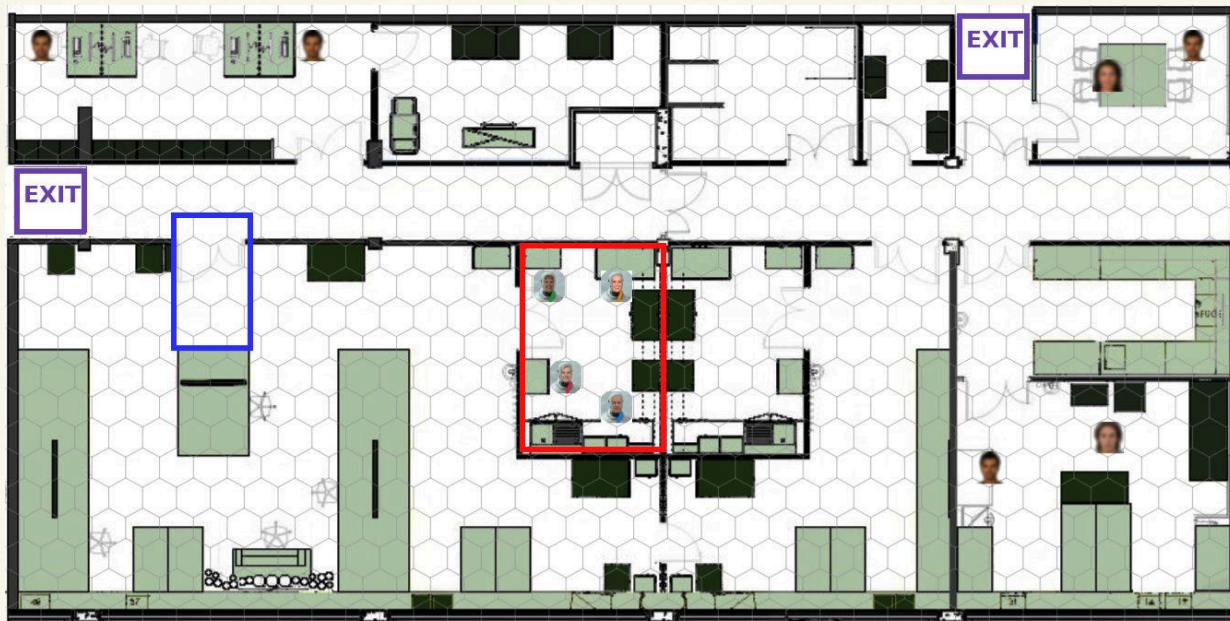
Difficulty Adjustment

This setup is designed to provide a low challenge to four players. It is written towards the preferences of players who prefer roleplay and narrative over combat, and allows the players to indulge in some gleeful, morally uncomplicated violence. It’s meant to allow them to soundly defeat the adversaries quickly, though with some sense of stakes. It also assumes some characters may retain some damage from the skidoo earlier in the day.

To increase overall difficulty, raise the Funkes’ HP to 20 and/or give them an armor of 1. They can also be given upgraded weapons if the players are looking for a serious challenge.

Setup

The Funkes should start within the red square. The players should start in the blue square. Non-identified NPCs are populated to give presence, and should flee if they hear violence. The situation should begin with the Funkes attempting to bluff, unsuccessfully, and refusing to empty their travel backpacks. Once out of options, they will draw metal-resin pistols. When fighting breaks out, begin playing [Robot Rock by Daft Punk](#). The CBG will only defend, unless someone wants to play as them in which case they can punch.



The players should roll Knowledge + Assess tech to understand what travatars are.

If they wish to attempt to hack them, a successful hardware hack will disrupt their radio control and apply permanent disadvantage on one travatar for every 2 pts they roll under Intelligence + Hardware hacking.

Resolution

➤ If all travatars are defeated:

Players receive the antagonist, LightReader, and the binding data.

Describe the last travatar collapsing. *“The metal body spins and gives several loud pops of overcurrent burning out motors and then falls to the floor. A whisp of smoke curls out of the waist joint before the power system cuts out completely.”*

Mystik lets out a long exhale. ‘Holy shit. Who’s paranoid now, Exper? Fuck, help me get all this shiz back into the freezer.’

They dig through the travatars camping backpacks and find a brown cardboard booklet, and in another one a wooden microtube freezer box. Mystik takes one of the four phials out of the booklet. Housekat hands her a microtube from the freezer box. She puts it into the booklet with the three remaining phials and hands it over. “Here’s the antagonist and three samples of LightReader.”

‘You guys should get along, but stay in touch. Whatever this was isn’t over.’

➤ If one travatar escapes:

Players receive the antagonist and the binding data, but not LightReader.

As you slip into darkness, you hear clanking footfalls of the avatar running past you.

Everyone roll for [Intelligence + Situational Awareness]. Suddenly you’re looking up at the ceiling, coughing. The smell of ammonia burns your nose, but as it dissipates you smell the earthy, proteinous musk of med putty. “Hey, how ‘ya feelin’?”

“Gaia watches! that was fuckin’ unreal! I can’t believe you dudes just disabled ___ avatars!”

“Well, it sucks that one of them got away. We’re still assessing what they got away with, but fortunately the LightReader antagonist wasn’t in that bag.” They hold up a small brown microtube. Inside of it is four glass phials 3 cm long and 8 mm wide. They take out two of the phials, and put them in a similar booklet, and hand it to Housekat and Exper, who are returning aliquot boxes from the backpacks into the freezer and refrigerator. They hold out the original with two phials in it to one of you.”

“That’s the antagonist. There’s an extra in there, just to be safe. Get that back to Vulgaris and they’ll be rain-right in a smooth minute. And thanks again. We owe you hard. I gotta take care of all this, but I’ll call and check in later. We should talk. But I know you’ve gotta slide.”

The players get ~4 XP each for defeating most of the travatars.

➤ **If two or three travatars escape:**

Players receive LightReader and the binding data but not the antagonist.

Similar, but they only get the lightreader. *“We lost the agonist, but we still have one sample of LightReader. It should be some help.*

➤ **If all travatars escape:**

Players receive only the binding kinetics data to take back to Dr. Turner.

If the players don't act, have Doctor Turner ask for an update, and suggest they call a dispatcher to summon an emergency transport.

Transit

Nazel Complex -> Agular Tower Medical Clinic Lab

Depending on how the fight went it's either around 1:45 or 2:15, depending on how many players needed serious medical attention.

In order to travel from the Nazel Complex to the Agular Tower, players should contact their preferred dispatch agent to summon an ambulance to land on the roof transit deck and ferry them to the Agular Tower sky transit deck extending out from the 20th floor.

“Okay, I'm sending a medical 'craft to the transit deck of Nazel industrial space B.” You receive the pickup location in your HUD, along with the real-time location of the ambulance.

Bigsby Manuşya and Chkchk ThistleOneTwo arrive and take up to four players to Agular Tower. Any extras need to summon a separate hovercraft, which can be auto-piloted to their location and set to follow Bigsby's ambulance.

When the players arrive at Agular, Bigsby sets down the craft on a landing pad on floor 25 of Agular tower and wishes the players luck. They can take the elevator to level four and meet Dr. Turner and the medical clinic's lab.

Preparing the Treatment

Agular Tower, Level 4 Medical Lab, Echo Park

Setup

Once players regroup with Dr. Turner, they should deliver either the antagonist, the sample, or just a data packet. Dr. Turner will then prepare a treatment solution, either using the antagonist retrieved or the best available antagonist she was able to synthesize. Players then help Dr. Turner design the ideal carrier solution using the Bulls and Cows minigame.

The players' degree of success in recovering the antagonist will determine the difficulty of the minigame. Once the minigame is complete, Dr. Turner will use the results to prepare Evelynn's treatment and head upstairs to administer it.

Recommended music: [The Oligo Separation Verse](#) and [Analytical Gangster](#) by True Speak.

Run

The players arrive back at Agular tower around 10 minutes after leaving the Nazel complex. The players hurry down to the medical clinic laboratory on level 4.

"Thank the spirits you're here. Her EEG readings are showing increasingly frequent bursts of desynchronized activity. We don't have much time before she undergoes complete derealization."

➤ ***If they've got the antagonist AND LightReader:***

"Excellent. All we need to do is add the antagonist to a carrier solution." She walks across the room to the automicrolab. The well-used machine's exterior is aluminum and glass enclosing a set of fluid handlers and microfluidic devices that look like clockworks within the vehicle-sized box. She opens the sample entry door and places the vial in position A1 of a small tube rack and closes the door. "Wendell, transfer the microplate I prepared of Evelynn's neuronal cultures." A microplate glided through a tunnel connecting the automicrolab to a nearby incubator. Now help me pick out the best domain sequence for the primary chaperone."

➤ ***If they retrieved the antagonist but not LightReader:***

"That should be good enough. Let's load this into the automicrodoc and treat the cultures I've prepared. I wish we had LightReader, but we should be able to prepare the treatment without it."

➤ ***If they retrieved a sample of LightReader but not the antagonist:***

"Alright, it's not ideal, but it'll make a big difference. Along with this binding data we should be able to validate the candidate antagonists I've designed. Let's load this into the automicrodoc and treat the cultures I've prepared"

➤ **If they did not recover either LightReader or the antagonist:**

“This is less than I’d hoped for, but it’ll have to do.” Dr. Turner transfers the binding kinetics over to the lab server. “Wendell, cross reference these kinetics with the simulations we’ve run and identify the candidate suggested by the simulation that most closely matches the real-world kinetics. Load the cultures, treat them with our best approximation of LightReader and our best approximation of the antagonist.”

Identifying the Primary Domain Sequence

The Bulls and Cows minigame puzzle is used to simulate the climactic preparation of the treatment for Evelyn. While we try to introduce scientific realism where possible, if anyone is curious, this minigame departs from that realism for the sake of providing a suitable mechanism for gamifying the final challenge.

Using Bulls and Cows for technical challenges

To perform complex technical tests of intellect, GMs are encouraged to use variations on the game Bulls and Cows. To play, the GM just needs to select a four-digit code and give players a series of turns to suggest codes. After each suggestion, the GM reports the number of positions in the code that were guessed correctly and the number of elements which are in the code, but not in their correct placement

- The difficulty of the game can be modulated based on several variables:
- The default recommended number of unique options for the players to choose from is six, although it can be reduced to five or raised to seven.
- GMs can choose whether to declare that the code cannot use repeat digits. The default recommendation is that GMs allow for repeats.
- GMs can choose when reporting the outcome of players’ guesses whether to report how many of the suggested characters are NOT present in the code. If duplicate elements cannot be used, this number is known anyway. But if they can, this information can be very useful. The default recommendation is to report the number of elements present that are NOT in the code.

Finally, GMs can assign difficulty based on the number of attempts the players are given. The default recommendation is that players are given 8 attempts to solve the code. For difficult games, players may be given six attempts, and for easy games, ten.

In this implementation, the players are asked to identify the right four-digit sequence of protein domains. The options can be denoted by as many Greek letters as the puzzle difficulty requires. Feel free to invite players to use Latin letters or Arabic numerals if it’s easier for them (or you).

Minigame difficulty is set based on players’ degree of success recovering the sample:

If the players recovered the antagonist and LightReader: Set difficulty to Easy.

If the players recovered the antagonist but not LightReader: Set difficulty to Moderate.

If the players recovered LightReader but not the Antagonist: Set difficulty to Hard.

If the players did not recover LightReader or the antagonist,: Set the difficulty to Very Hard.

The difficulty is then adjusted one level by having players roll for [Intelligence + Chem & Mol. Bio.]. Players can combine skills by adding half of their skill points in Medicine to their ability score. If any player rolls 25 or greater, decrease the difficulty one step.

Difficulty	Possible Code Elements	Number of Guesses
Easy	5	10
Moderate	6	8
Hard	7	6
Very Hard	8	6

“Alright. Help me test configurations. I have <the number of chances they get> separate culture wells available to test.”

Have players collectively select their guesses and report how many correct positions were found in the sequence, how many correct elements were present in the wrong sequence, and how many elements in the suggestion are not present in the correct code at all. Players are encouraged to list out their guesses and the reported outcomes in order to refine their guesses.

➤ **If the players identify the code:**

“Yes! That’s it! That’s the sequence! Excellent. This should work. The binding is clean, with minimal mistargeting.”

➤ **If the players do not identify the correct code before they exhaust their guesses:**

“Okay. We’re out of cultures, so it’s time to make our decision based on the results we have.”

Either way, once they’re ready, Dr. Turner prepares the treatment.

“Wendell, prepare the primary chaperone using the selected sequence. Dilute it to 25 ng/mL and add it to the powdered antagonist and mix it into 500 microliters of Hograth’s nasal carrier solution.” The lab synth replies. “I’m preparing a chaperone consisting of sequence <the selected sequence> now. I expect to dilute it to 25 ng/mL and and mix it into the antagonist in position A1 in 8 minutes.”

After eight minutes, Wendell reports: “The antagonist solution is complete. Would you like me to load it into an atomizer?” The automicrolab’s door opens and ejects a rack with a small cartridge.

Administering the Treatment

Agular Tower Medical Lab, Echo Park

Setup

Ask players who among them knows how to administer Narcan (naloxone). Give anyone who says that they do 3 XP and inform the others that it's a one-dose nasal spray administered by inserting into the nostril of someone unresponsive from opioids and dispensing fully. Instruct them after the game to search for a short video and know how to administer it in an emergency.

Run

Players return to Evelynn's apartment. While Dr. Turner watches her vital signs and brainwaves, whoever has the highest skill in Medicine roleplays administering the antagonist by inserting the nasal spray into one nostril and ejecting its contents fully.

Everyone watches Evelynn's EEG readings. Roll for [Knowledge + Medicine]

For those who fail, the results mean nothing. For those that pass, the results start out with chaotic regions within three separate plots that look like the surface of an undulating ocean, shifting with choppy spikes that are rapidly shifting in color.

➤ ***If the sequence was correct:***

After a moment, patches of smooth and patterned regions with regular colors appear among the chaotic regions, then spread outward until the entire surface has become regular and stabilized. A moment later, Dayeinu's ears perk up and she stands up suddenly. Evelynn opens her eyes and looks around.

(Evelynn:) "Can I have a glass of water?" "Thank you all so much!" She hugs Dayeinu.

➤ ***If the sequence had 1 incorrect value:***

After a moment, patches of smooth and patterned regions with regular colors appear among the chaotic regions. They begin to spread outward slowly, then retreat, then spread again. It's not immediately clear if one is winning over the other.

Slowly, over several minutes the smooth regions cover the entire surfaces. Dayeinu's ears perk up and she stands up suddenly. Evelynn opens her eyes and looks around, still with a drunken look in her eyes. Slowly she becomes more lucid.

➤ ***If the sequence had 2 or more incorrect values:***

After a moment, patches of smooth and patterned regions with regular colors appear among the chaotic regions. They begin to spread outward slowly, then retreat, then spread again. It's not immediately clear if one is winning over the other.

Suddenly, the chaotic regions begin to grow exponentially in their intensity and quickly overtake the smooth regions. Dr. Turner covers her mouth in dismay. Dayeinu stands and runs over to nose at Evelynn frantically, then lets out a howl. Dr. Turner shakes her head as her eyes fill with tears.

Conclusion

Assuming Evelynn is revived, she asks if the players would escort her to the bathhouse to soak and recover from her ordeal.

Thirty minutes later, Exper messages to ask about Evelynn's condition. He then says that the CBG want to talk tomorrow afternoon, in person.

Piece of Mind

By Andrew Gross



**Players race to uncover the plans
of a gang of dangerous biohackers**

Session planning

Story Summary

Five weeks after the attempted robbery at the Nazel Center, Exper asks the players to escort him from the LA Spaceport as he hands off a rare compound called Micro Gravity Organic Polymer-17 (MiGOP-17) to the Crystal Bullshit Gang.

After completing the exchange, the CBG's fears are realized when a strike team attempts to rob Exper and the players at the Long Beach Waste Garden sky station. The players then discover that a simultaneous robbery of the Crystal Bullshit Gang robbed them of the MiGOP. The gang rendezvous at the Bhavana Lounge to assess and plan their next actions.

Based on the nature of the attacks, the Crystal Bullshit Gang suspects that they've been targeted by the infamous Kontrol Phreaks, a notorious gang of black-hat biohackers who practice the darkest of arts: mind control.

They identify two leads: an attacker (or attackers) who were captured in the robbery (if this happens) and a dream clinic where a romantic partner of one of the Crystal Bullshit Gang members worked.

At the Peace of Mind sleep clinic in Van Nuys they review recovered data files and find backstage passes for a concert happening the next day. And when they interview one of the attackers who tried to rob them under enchantment they recover an image of two suspected members of the Kontrol Phreaks.

Convinced that the Kontrol Phreaks are seeking to ensnare high-value targets at the concert, the players arrive to run interference and get evidence of the Kontrol Phreaks' plan. They eventually find the Kontrol Phreaks, but can't find evidence of them trying to enchant anyone with drugs until their leader, Mentok, goes on stage and attempts to hypnotize the audience, who has been drinking drugged drinks from the concessions. The players stop Mentok and apprehend the Kontrol Phreaks in the process.

Story Overview - Outline

1. Introduction

- Players meet up with Exper, who just returned from a two-week trip to Anya Ikwiikwii, a town in Medium-Earth Orbit.
- They travel to the Long Beach Waste Treatment Park.

2. MiGOP-17 Exchange

- Transfer 500g of MiGOP-17 for 18 doses of EtherealMontage.
- A dose for each player is provided upon completion.

3. Ambush and Aftermath

- Players are attacked on their return trip to Echo Park.

- One or more assailants may be subdued and hospitalized; others escape.
- CBG reports their MiGOP-17 stockpile was stolen.
- 4. Immediate Actions**
 - The CBG proposes an urgent meeting at Bhavana Lounge.
 - Players change into fresh clothes upon arrival.
- 5. Suspect Discussion**
 - Brainstorm who could have leaked information about MiGOP-17.
 - Teddysnare, a friend of CBG member Housekat, becomes the prime suspect.
- 6. Investigation at the Clinic**
 - Players investigate the Peace of Mind Clinic in Van Nuys.
 - Find erased files and concert backstage passes.
- 7. Confirmation of Kontrol Phreaks Involvement**
 - Interrogate subdued attacker Marcus Callagheri.
 - Confirm Kontrol Phreaks were running the clinic's operations.
- 8. Preparation for Concert**
 - Players join the concert's security team.
 - Equipped with CBG-provided anti-hypnotic augmented reality tool.
- 9. Concert Events**
 - Spot Kontrol Phreaks backstage but lack concrete evidence.
 - Thwart Mentok's attempt at mass hypnosis during concert.
- 10. Resolution**
 - Apprehend the Kontrol Phreaks.
 - MiGOP-17 remains lost, but the immediate threat is neutralized.

Themes

This story is meant to continue introducing the world to players and providing a diversity of experience to help immerse them. Like *Psychonautica* it includes some tropes familiar to cyberpunk adventures, but recontextualizes them by showing how differently this world treats violent or violative acts.

Incorporating into a series

This story is meant to follow *Psychonautica*. If you wish to play it without *Psychonautica*, the events can be described as having happened in the past anyway, either exactly as written or without the players having been present.

After this session, *Olive's Fair in Love and War* is recommended as a palette cleanser, but any story should suffice. The conclusion of this story might be a good place to encourage the player characters to identify themselves as a friend group and plan to meet up in the

future. It's often helpful for them to establish a name for their group, which they can do quickly or allow to emerge later.

Events Summary

- Players start on Sally Ride Beach, and meet up with Exper Mental
- They travel by airship to the Long Beach Waste Treatment Park
- Exper and the Crystal Bullshit Gang make their exchange
- The players are attacked by the Kontrol Phreak puppets
- The players meet up with the Crystal Bullshit Gang at Bhavana Lounge
 - The Crystal Bullshit Gang lays out the stakes and objectives.
 - The group deduces that Teddysnare is likely part of the Kontrol Phreaks
 - The CBG explains the KP's MO: they seduce and exploit high-value targets
 - The group recognizes their primary leads:
 - The Peace of Mind Sleep Clinic
 - The attackers, recovering under observation at the medical center
- The players investigate the Peace of Mind Clinic
 - They learn that the KPs will be backstage at the concert the next day
- The players interview one or more of the attackers
 - They gain images of Brainwash, Morning Person, and/or Ram Overrun
- The players negotiate access to the concerts' backstage
- The players acquire the experimental anti-hypnotic AR layer
- The players arrive at the concert and familiarize themselves
- The players find the Kontrol Phreaks with Warpcore and try unsuccessfully to get evidence that they KP roofied his drink.
- Warpcore brings Mentok on stage to initiate his plan to brainwash the crowd into messaging blackmailable information to a private address.
- The players attempt to interrupt his hypnotic persuasion
 - The players attempt to capture the Kontrol Phreaks.

Assets to prepare

NPCs

- Exper Mental
- Mystic
- Housekat
- Laura
- The Tripnotist
- The attackers
- PuzzleQween
- Dispatchy_Aleksys
- TeddySnare
- Cecil Gargantuan 21219 Bryant Ave
- Lucy Hoffman
- Tom Fredrickson
- Synthesizer Jones
- Michelle Fredrickson
- Cinnamon Telosa
- Kelsey Vanezuela
- Jericho Belezebub
- Aide Guzmán
- Mentok the MindTaker
- Brainwash
- Morning person
- Ram||Overrun

Handouts

- Calendar entry with minimal information
- Thomas Fredrickson Neurospace recording
- Backstage Pass (corrupted)
- Backstage Pass for Magnus Umlat (intact)
- Concert flier
- Concert schedule
- Free Kava coupon
- Backstage pass for players
- Anti-hypnotic augmented reality program
- Summary of countermeasures against enchantment
- Research paper on effects of empathogens against chemical enchantment

Navigation Maps

- Long Beach Waste Treatment Park
- Long Beach Waste Park visitor's center
- The Van Nuys Crater
- The Van Nuys Crater understage

Battle Maps

- Long Beach Waste Park Sky Station
- Van Nuys Crater loading dock

Backgrounds

- Sally Ride Beach

Audio Assets

- Music
- Mentok's speech



Evelynn's friend and supplier

Names: Exper Mental; Exper Manzhoukas (Given)
DOC: 2081_SEP_17 (Age 43)
Res: Los Angeles
Species: Human
Gender: Masc (He/Any)
Followers: 8,400 - Restricted
Sapience: S5+

Community Evelynn Wilcox (Friend and collaborator)



A member of the Crystal Bullshit Gang

Names: Mystik; Ethyl Baccera
DOC: 2091_MAR_31 (Age 31)
Res: SoCal region
Species: Human
Gender: Fem (Any)
Followers: 13,400 - Public
Sapience: S5

Education BS in Neuroscience, Stanford University, 2113
PhD in Psychochemistry, Stanford University, 2118

Associations Crystal Bullshit Gang, 2116 - Present
HorseGrills, 2104 - Present

Community Friend of Evelynn Wilcox

Violations Theft (2118)



A member of the Crystal Bullshit Gang

Names: Housecat; Clive Hanson
DOC: 2096_JAN (Age 27)
Res: SoCal region
Species: Human
Gender: Masc (He/All)
Followers: 8,900 - Public
Sapience: S5

Education HS degree + 5 semesters of study in orbital biology

Associations Crystal Bullshit Gang, 2119 - Present
Minnesota Rebel Alliance, 2111

Violations Damage to commons during Cal State Channel Island riot, 2117



A member of the Crystal Bullshit Gang

Names: Laura
DOC: ...
Res: Pacifica
Species: Human
Gender: NB (They/Them/It/All)
Followers: 29,200 - Quasi-private
Sapience: S5+

Associations Crystal Bullshit Gang, 2116 - Present
Community Chelsea Marigold (Wife, 2110 - Present)



A member of the Crystal Bullshit Gang

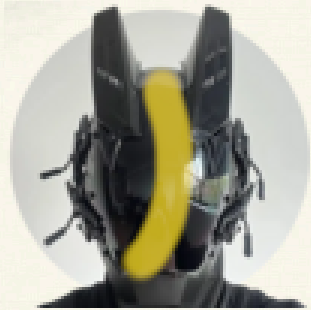
Names: The Tripnotist; Braydon Lehey
DOC: 2051_SEP_11 (Age 74)
Res: SoCal region
Species: Human
Gender: NB (Any)
Followers: 3,400 - Restricted
Sapience: S5

Education BS Agricultural Engineering, Arizona State University, 2073
MS Agricultural Engineering, ASU, 2075
MS Agricultural Chemistry, Texas A&M, 2089
MS Pharmacology, U. Nacional Autónoma de México, 2099
PhD Pharmacology, Cal State Channel Island, 2118

Associations Phoenix Rising, 2066
Raptor Fleet, 2072
ChillzBase Squadron 111, 2070 - 2080
Sinaloa Cartel (2089 - 2100)
IE Biohaxors, 2102 - Present?
Crystal Bullshit Gang, 2117 - Present

Community Olivia Doyle (Married, 2072 - 2077);
Dennis Franklyn (Married, 2078 - 2087);
Michelle Li (Married, 2080 - 2087);
Chelsea Marigold (Married, 2099 - 2105);
Caroline Marigold (Married, 2106 - present);
Jamie Bosch (Married, 2117 - present)

Violations Inciting a riot (2069)
Fraudulent product claims (2075)
Unlicensed drug trafficking (2092)
Drug trafficking w. expired license (2100)



Unknown Assailant

Names: - (Unidentified)
DOC: -
Res: -
Species: -
Gender: -
Followers: -
Sapience: -



Unknown Assailant

Names: - (Unidentified)
DOC: -
Res: -
Species: -
Gender: -
Followers: -
Sapience: -



Unknown Assailant

Names: - (Unidentified)
DOC: -
Res: -
Species: -
Gender: -
Followers: -
Sapience: -



Unknown Assailant

Names: - (Unidentified)
DOC: -
Res: -
Species: -
Gender: -
Followers: -
Sapience: -



LAPL dispatch coordinator

Names: PuzzleQween; Nethika Persister
DOC: 2115 (Age 9)
Res: SoCal Technosphere
Species: Unembodied Synth
Gender: Fem (She/They)
Followers: 12,100 - Quasi-private
Sapience: S5

Associations Los Angeles Protectors League;
Synth Puzzlers Club, Americas Servers



Free Protectors Network dispatch coordinator

Names: Dispatchy_Aleksys; Aleksandra Kaminski
DOC: 2079 (Age 45)
Res: Boyle Heights
Species: Human
Gender: Fem (Any)
Followers: 17,000 - Quasi-private
Sapience: S5

Associations LA Free Protectors Network



Housekat's special friend

Names: Teddysnare; Magdalena Huerra-Phong
DOB: 2105_MAR_1 (Age 19)
Res: Canoga Park, Los Angeles
Species: Human
Gender: Fem (She/They)
Followers: 3600 - Quasi-private
Sapience: S5

Education Whitney High School, Cerritos, 2120
BS in Neuropathology, UC Channel Islands, in progress

Employment Clinician-in-training, Peace of Mind Sleep Clinic, 2122 - Pres.

Associations Knit-Circ LA Knitting club, 2119
Northridge Pumas Gaming Club, 2121
ThisControllersBroken gaming club , 2123 - Present



Building superintendent

Names: Cecil Gargantuan 21219 Bryant Ave
DOC: 2105 (Age 19)
Res: 21219 Bryant Avenue
Species: Infrastructure embodied Synth
Gender: NB (He/They)
Followers: 1280 - Quasi-private
Sapience: S5
Associations Chatsworth facilities management network
Gargantuan v.9.91 plumbing code base review board



Asst. Coordinator of the Peace of Mind Sleep Clinic

Names: Lucy Hoffman
DOB: 2099_NOV_27 (Age 27)
Res: Canoga Park, Los Angeles
Species: Human
Gender: Fem (They/She)
Followers: 2600
Sapience: S5
Education BS in Somnology, Salzburg College, 2120
Employment Researcher, Munich Sleep Center, 2119 - 2121
Asst. Coordinator, Peace of Mind Sleep Clinic, 2123 - Present
Associations ThisControllersBroken gaming club , 2123 - Present



Recovering mind control victim

Names: Tom Fredrickson
DOC: 2073 (Age 51)
Res: Sherman Oaks
Species: Human
Gender: Masc (He/Him)
Followers: 860 - Public
Sapience: S5

Employment Pacifica Landguard, Private First Class
Associations Peace of Mind sleep study
Community Michelle Sofredrickson (Progeny); Clare Sofi (Wife); Galen Sofredickson (Progeny)



Tom's doctor

Names: Synthesizer Jones
DOC: 2090 (Age 34)
Res: Long Beach
Species: Human-Cyborg
Gender: NB (They/them)
Followers: 16,000 - Public
Sapience: S5

Education MD, Angeles College of Nursing, 2116
Employment Cerritos Community Hospital, 2116 - 2119 Amanda Gorman Medical Center, 2119 - Pres.
Associations Southern California Medical Association; Cyborg Physicians Network



Tom's progeny

Names: Michelle Sofredrickson
DOC: 2105 (Age 19)
Res: Sherman Oaks
Species: Human
Gender: Fem (She/her)
Followers: 2970 - Public
Sapience: S5



Tom's advocate

Names: Cinnamon Telosa
DOC: 2097 (Age 27)
Res: Sherman Oaks
Species: en-Gorilla
Gender: Masc (He/They)
Followers: 12,000 - Public
Sapience: S5

Education JD, Pepperdine Law School, 2120
Employment Uprisen Alliance
Associations Southern California Bar Association



Concert promoter and coordinator

Names: Kelsey Vanezuela
DOC: 2088 (Age 36)
Res: Van Nuys
Species: Human
Gender: Fem (She/They)
Followers: 130,000
Sapience: S5

Employment Van Nuys Crater - Event director

Associations Van Nuys Historical Society
Blind Athletic Tournaments (BATs), Van Nuys Chapter



Head of Concert Security

Names: Jericho Beelzebub
DOC: 2085 (Age 39)
Res: Van Nuys
Species: Human Cyborg
Gender: NB (It/They/He)
Followers: 280,000
Sapience: S5

Employment Van Nuys Crater - Security team lead
Bloodfyre, 2nd Bass guitar

Associations Order of the Noisehead Fatherhood
Church of Satan

Community Magdalena Siren (Partner) Damien (progeny, 7)
Lucifina (Progeny, 4)



Free Protectors Network dispatch coordinator

Names: Aide Guzmán
DOC: 2068 (Age 56)
Res: Chatsworth
Species: Human
Gender: Fem (She/her)
Followers: 45,000
Sapience: S5

Employment Van Nuys Crater - Stage manager



Leader of the Kontrol Phreaks

Names: Mentok the MindTaker; Dieter Gerhardt (Given)
DOB: 2095_SEP_29 (Age 31)
Res: Unknown
Species: Human
Gender: Mac (They/Master)
Followers: Unknown
Sapience: S5

Education BS in Psychology, University of Salzburg, 2115
Graduate credits in Psychochemistry, U. of Salzburg, 2116

Associations FC Nürnberg Verein für Leibesübungen, reserve, 2109 - 2111
Vergewaltigungsclub Nürnberg, 2112 - ?
Kontrol Phreaks, 2114 - ?

Violations Ethics violations, 2116 - [Expelled from University]
Stalking, 2117
Manufacture of restricted substances, 2120
Enchantment, 2122 - [Banished from European Union]



Member of the Kontrol Phreaks

Names: Gehirnwäsche; Brainwash; Luzia Müller (Given)
Lucy Hoffman (Alias)
DOB: 2099_NOV_17 (Age 27)
Res: Unknown
Species: Human
Gender: Femme (They/Mistress)
Followers: Unknown
Sapience: S5

Education BS in Somnology, University of Salzburg, 2120

Employment Researcher, Traumzentrum München, 2119 - 2121

Associations Vergewaltigungsclub Nürnberg, 2115 - ?
Kontrol Phreaks, 2116 - Present

Violations Sexual consent violations, 2117
Enchantment, 2122 - [Banished from European Union]



Member of the Kontrol Phreaks

Names: Frühaufsteher; Morning person; Grendel Müller (Given)
DOB: 2097_OCT_05 (Age 29)
Res: Unknown
Species: Human
Gender: Fem (They/Master)
Followers: Unknown
Sapience: S5

Education AD, XR Video production, 2116

Employment Coordinator, Peace of Mind Sleep Clinic, 2123 - Present

Associations Videospiele Nürnberg, 2114 - 2118
Kontrol Phreaks, 2115 - ?

Violations Enchantment, 2122 - [Banished from Deuchland]



Member of the Kontrol Phreaks

Names: Ram||Overrun; plynny metal 2103;
pm3400_2103_G_199
DOB: 2103_MAY_17 (Age 20)
Res: Unknown
Species: Embodied Synth
Gender: NB (They/Overlord)
Followers: Unknown
Sapience: S5

Education Warsaw Mechoptronika Ośrodek Edukacji Syntetycznej, 2106
LIC, Hazardous Materials Handling, 2109
LIC, Health Data Collection & Analysis, 2111

Employment Researcher, Traumzentrum München, 2114 - 2120

Associations Kontrol Phreaks, 2116 - Present

Violations Trespassing, 2115
Enchantment, 2122 - [Fled a decommission directive issued by European Union]

Handouts

Showtime.cal

“Showtime!!”

Wednesday, July 26, 2124; 8 PM - 1 AM
VNC

2124-07-21_1421--Fredrickson-Thomas-TP3_r9.Nsp

11.2 GB

Van Nuys Crater welcomes Dovepenis!

Wednesday, July 26, 2124; 8 PM - 1 AM

Group	GUEST
Host	Warpcore (Performer)
Security Comm. Addr.	(50B9) 445.6F4.510.91A

MAGNUS UMLAUT is authorized to enter the backstage area

**PLEASE LOAD THIS PASS INTO YOUR PUBLIC FLAIR FOLDER AND ENABLE
VISIBILITY AT ALL TIMES WHEN ENTERING OR INSIDE OF ACCESS CONTROLLED
AREAS**

Van Nuys Crater welcomes a dove's penis!

Wednesday, July 26, 2124; 8 PM - 1 AM

Group	@\D6\FN8O\FB<E7\9Ca\CF<O\F9
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Wednesday, JUL-26!

Goodroot Kava presents:

DOVEPENIS!

and

MIDNIGHT TREGASM!

with

Financial Suicide, Folie de L'Espace, and Warpcore!

Live at the Van Nuys Crater!

Doors open at 8!

Schedule

- 6 - Kelsy, Jericho, and Aide arrive
- 7 - Staff finishes arriving
- 8 - Doors open
- 8:25 - Gengis Prime goes on
- 8:40 - MC Donna Suit starts the show
- 8:50 - Folie de L'Espace goes on
- 9:20 - Warpcore (w/ Supersayin' during "Primal Luminescence")
- 9:50 - MC Donna introduces Midnight Treegasm
- 10:00 - Midnight Treegasm
- 10:40 - Intermission (Supersayin')
- 10:50 - Donna introduces Financial Suicide
- 10:55 - Financial Suicide
- 11:25 - DOVEPENIS!
- 12:05 - Donna closes the concert
- 12:15 - Local DJs spin
- 01:00 - Concert closes

Van Nuys Crater welcomes Dovepenis!

Wednesday, July 26, 2124; 8 PM - 1 AM

Group	GUEST
Host	Vanezuela, K (STAFF)
Security Comm. Addr.	(50B9) 445.6F4.510.91A

_____ is authorized to enter the backstage area

PLEASE LOAD THIS PASS INTO YOUR PUBLIC FLAIR FOLDER AND ENABLE VISIBILITY AT ALL TIMES WHEN ENTERING OR INSIDE OF ACCESS CONTROLLED AREAS

Basic Countermeasures Against Enchantment

Mental manipulation can take many forms, but certain features are common if not constant.

- Mental manipulation typically includes a warming process to gain control, sometimes followed by a “heat check”, in which the controller tests their target’s degree of compliance, followed by the period of utilization of control
- Warming may rely on enchantogens to increase subject’s susceptibility, but will use similar mental techniques of suggestion either way:
 - Putting the target at ease
 - Establishing rapport
 - Applying social pressure to discourage resistance
- The best countermeasures against mental manipulation are to “cool” the target by trying to create the opposite effects created during warming.

ANTI-HYPNO_defensive-v0.31.WRLD

MONTAZZUMA_refleXX

Anti-hypnotic AR Defense Layer version 0.3

Compatible with all .wrlD supporting AR frameworks

Status: [in development] ; [awaiting testing]

To install, place in your default layers folder. Activate & deactivate through your preferred layer manager.

The Effects of Empathogens Before, During, and After Co-dosing with Enchantrogens

Erowid Journal of Psyonic Chems, March 2122

MyDogIsaBear, SleetStream, +4 others

Abstract: Subjects were co-dosed with the empathogen *3rd-I* and the enchandrogen *mupp3tParty* under controlled (n=8) and real-world (n=4) conditions. Subjects were tested along seven metrics to assess awareness of and resistance to enchantment relative to a control group (n= 20 & 20 respectively). Empathogen use was found to advantage users in their ability to detect manipulative intent before dosing, though with variable effectiveness at discerning the target of intent. Upon co-dosing, the empathogen continued to provide users with enhanced awareness of emotional states and general intentions of others. Empathogen was found not to increase susceptibility to mental control, with high confidence. Evidence of empathogen increasing resistance against enchantment effects was observed, but with low confidence.

...

Corrupted data text for general purpose use

```
D\C8\E7.\00H\89$\E8\A5\00\00H\8BD$\183=C\A0\00\00\85\84\00\00H\8B
fF7=\00H\89H\8DxH\8D5\F7=\00H\89!\$F0H\8DI\F0\E85Y\00H\8Bm\00H\8D
\9F\A3\00H\89HH\8D
@<A0>Y<94>^@<91>Z^@^@<A0>^@<A6>Z^@^@pE<95>^@<BB>Z^@^@<90><B1><95>^@<D0>Z^@^@<8
0>&<96>^@<E5>Z^@^@<9C><96>^@<FA>Z^@^@<90>^O<97>^@^O[^@^@P|<97>^@[$^@^@p<EC><97
>^@^@[^@^@P^A<98>^@U[^@^@ <87><98>^@j[^@^@0<EF><98>^@?[^@^@<D0>1<99>^@
<97>[^@^@<2<99>^@<AF>[^@^@<B0>2<99>^@<C9>[^@^@P3<99>^@<E6>[^@^@o\^@^@P~<99>^@<8
7>^@
^@<C0>~<99>^@<9F>^@^@<BF><9B>^@icudt54/af.res^@icudt54/ak.res^@icudt54/am.res^@icudt54/ar.r
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n.res^@icudt54/br.res^@icudt54/brkitr/burmesedict.dict^@icudt54/brkitr/char.brk^@icudt54/brkitr/cjdict.dict^@icu
dt54/brkitr/de.res^@icudt54/brkitr/el.res^@icudt54/brkitr/en.r
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```

Session Running

Establishment

Sally Ride Beach, San Nicolas Island

Establishing what players know

It's just past one on Tuesday, July 25th, 2124. The tide is coming in on Sally Ride Beach, where it's 32°C (or 90°F) with a smooth 7 mph wind coming from the west. There are no clouds in the sky, other than the contrails of spaceplanes as they arrive and depart from the Ellen Ochoa Spaceport on San Nicolaas Island, 80 miles west of LA.. You're all passing the time until Exper Mental's arrival on the beach. Roll for ... [Knowledge + Community Contact or Chem & Molecular Bio. or Law & Crime].

If they pass for:

- **Community Contact:** They know that Exper is returning from space with a rare reagent and traveling directly to a handoff to pick up some finished drugs. Exper called them to assuage Mystik's highly specific security requirements, and also to ask the players to talk Mystik and the others out of what seems like a counter-productive level of paranoia.
- **Chem & Molecular Bio. :** They know that Exper spent the week with the Skylight Syntheses collective in Anya Ikwiikwii talking shop and learning about their recent work in microgravity organic synthesis. Exper is coming back with some micrograv organic polymers and is looking for help smoothing out friction with the Crystal Bullshit Gang.
- **Law & Crime:** They know that Exper is traveling with a high quantity of a substance that is rare, valuable, and potentially dangerous if deliberately misused. It's one of the chemicals that the mysterious travatars tried to steal from the Nazel Complex 6 weeks ago. The Crystal Bullshit Gang insisted that Exper recruit an escort, and Exper chose the players because Exper is hoping that they'll help convince the gang that their new security measures are too rigid.

Additional Information

Anya Ikwiikwii is a 25 year old sphere-and-spoke habitat in Medium Earth Orbit (3000 km altitude) that houses ~1800 people. It's primarily a research, manufacturing, and logistics hub, but with a charming mix of Irish and Nigerian culture. It consists of a large, rotating Bernal sphere modeled off a North African climate with dozens of smaller bodies radiating off the counter-rotating ring surrounding the central sphere and the poles.

MiGOP-17's legal status is as a "Substance of Concern": this means that it's within a class of chemicals that are recognized as potentially harmful if misused by several advisory boards, but there's no specific handling restrictions placed on it within the province of Southern California.

Psychoactive micrograv chems are a growing concern among the public, though most experts argue that the public perception is warped by misleading film and VR experiences. There likely will be new regulations on their use and transfer in the next few years, but this particular compound is still fairly new and not produced in large enough volumes to have required restrictions. Furthermore, the people who are capable of using or misusing it make up a fairly small club.

“Based on this, what are you wearing, and what have you brought with you? Please describe any bags, changes of clothes, gear, tech, weapons, etc.”

“The flight tracker reports that Exper’s shuttle is due to deplane in 50 minutes. Towels are available at the beach, and clothing is optional. The water temperature is 21°C/70°F, which is colder than it sounds. If you’d like to surf you can use any of the public boards in the board racks. You can also have brought one, either a traditional board or collapsible mema board.”

Portable boards are made of inflatable metamaterial that hardens into a wood-like rigidity when given a charge at 150 Hz and softens to a rubber-like texture when charged at 45 Hz.

Surfing

Ask if they want to surf and explain the minigame associated.

1. **Players identify their Dexterity + Athletics ability score.** GMs can give an additional point or two if the player makes a convincing case that their character is an experienced surfer.
2. **The GM rolls a d10 for the size of the approaching wave.** Players subtract that from their ability score.
3. **The players wager risk points,** and subtract that from their ability score.
4. **The GM rolls a d10 for the size of the wave as it crests.** Players subtract it from their remaining ability score.
 - If the result is 0 or greater, they successfully surfed the wave, and get the number of risk points they wagered in experience points.
 - If the result is less than 0, they take that many points of damage.

Optional: If all or most players have ability scores below 11, consider applying a modifier to the first wave to make the minigame easier.

Meeting up with Exper

“Were any of you tracking Exper’s shuttle or waiting for an arrival notification?”

“GriffonVulture shuttle Bingo7 is unloading, and Exper messages that they’ll be at Dicky Fox Park in about 25 minutes.”

Dicky Fox Park is named after the subspecies of [island fox](#) native to San Nicholas island.

Ask if they want to rinse off and dress. If anyone wishes to, they can retrieve a bottle of restorative tonic at a rustic wooden bar made of local wood and resins. Afterwards, they should stand under a heated beach shower to activate the active ingredients in the tonic, which restores up to their endurance stat in HP. For machines, they can obtain the same effect by spending 15 minutes running a temporary repair. Both procedures can be done once a day.

Ask the players how they’re dressed, with the understanding that it’s going to be hot throughout the afternoon.

“From the beach it’s a short walk over one of many raised wooden walkways that extend off the boardwalk that rings the buildings surrounding a wide roundabout. Dicky Fox park is in the center of the roundabout.”

Have players roll for [Observation + Situational Awareness], then describe spotting Exper to the one or ones who scores highest.

Emerging from the beach between two four story buildings you see a crowd filled with people killing time until a departure or meeting an arrival, along with many locals who make the spaceport run, and those just there for an afternoon get-away. It’s like most neighborhoods, but with a sense that there is a higher-than-average number of people wishing someone a safe journey or reuniting.

As you pass through the foot-cross-traffic you see the wide pavilion in the middle of the encircling promenade that is Dickey Fox park. You see Exper sitting at a game table, playing a game of chess by themself.

‘Just waiting. Good-timing, though, I was just about to four-move-mate myself.’

‘Alright, well, we can talk on the bus. We’ll have plenty of time to catch up on the ride, but I’m eager to hand off this stuff and have our pickup safely back home. After two weeks at point-seven-gee, there’s nothing I want more than to get home and rest! And also take a shit on my home toilet.’

Transit

Ellen Ochoa Los Angeles Spaceport -> Long Beach Waste Treatment Park

A nearby elevator with a glass wall lets you look out over the promenade as you glide up to a fifteenth floor height. Stepping out of the elevator you see an airship raise its basket up into the passenger compartment attached to the airship's keel and the fans spin up, carrying the skybus off towards Santa Rosa Island to the north. Behind it, the Long Beach Express is just lowering its basket compartment toward a line of a dozen people waiting to board. The doors open and a crowd flows out the back side. The waiting borders flow in from the front.

Once you make your way on, the basket rises to meet the airship passenger compartment 10 meters above and the doors reopen in the spacious bay at the back of the passenger compartment. The flight to Long Beach will be 90 minutes.

Briefing

San Nicolas Island and Cloudbus airship

Summary

The initial briefing provides an opportunity for players to ask questions and get to know the backstory of why they're escorting Exper to make a handoff of MiGOP-17 at the waste treatment park.

This is a very flexible environment to inform new players or remind returning players of character relationships, motivations, and all the context and flavor that helps them understand what they're doing and why.

The mission that the players are initially given is to help Exper resolve an ideological conflict over how to react to the robbery six weeks earlier (on June 12th). Mystik and the rest of the Gang have become far more cautious, discrete, and suspicious since. They've been tightening what information they share with whom, and this has created a rift between them and Exper over what the CBG views as Exper's cavalier attitude towards very serious threats. Exper thinks they've got it backwards: closing themselves off is what their adversaries expect, and it weakens their defenses more than it strengthens them. Exper wants the players to make this case to Mystik and the others.

Within the story, this conflict will quickly be supplanted by a more pressing one once the CBG face a violent heist. But this initial mission exists because without it, players immediately assume that the mission is to wait for an attack to occur, and it makes everything before the attack feel perfunctory.

Exper recounts their trip

During the flight, Exper tells the players about their trip to Anya Ikwiikwii. They explain that they dropped off the CBG's last batch of lightreader. They gave a presentation on their experience with the perception-upgrade suppositories, and the things they did while they were in medium Earth orbit (colloquially known as 'med-orbit').

'Oh man, it was great! I got to see so many people I haven't seen in biospace in years. I gave them a presentation on that perception-upgrade microbiome treatment I was on when we were retrieving that antagonist to rescue Vulgaris.'

(If the players ask what the results were:) *'Pretty wild, actually! Once I reviewed the data, it was clear that it didn't increase my perception or cognition, though supposedly it DID increase my baseline skepticism. At least, supposedly. I'm not yet convinced.'*

Catching up on the Crystal Bullshit Gang

They review what the Crystal Bullshit Gang has been up to since the players intervened during a robbery at their lab in Compton. They've left their previous location at the Nazel Center (by mutual agreement) and are currently in the process of moving their lab somewhere else. They're still settling up a new permanent location, but they're running a heavily pared down operation from some temporary location. They're keeping things so tight that no one outside their core collective group knows its location. It's why they're receiving materials and sharing products through discrete off-site handoffs.

Exper has a case of **MiGOP-17** from Anya Ikwiikwii's premiere orbital chem manufacturing coop, Skylight Syntheses. They are going to be handing it off with the CBG at the Long Beach Waste Treatment Park, and picking up a batch of the CBG's current primary product, which is a psionic training accelerator called **Ethereal Montage**. A course of treatments allows users to obtain a new psionic ability in four weeks, instead of the average training time of four months. Exper expresses gratitude that the players agreed to escort them from the spaceport to their meeting and back to Echo Park afterwards, and reminds them that Exper is going to share a dose of Ethereal Montage with each of them as a gift of gratitude.

A Difference of Opinion

The reason the players were brought in was multifaceted. Mystik didn't want Exper traveling without an escort because she thinks it's a security liability, and also because she thinks that Exper needs a babysitter. Over the last six weeks, Exper and Mystik have gotten into increasingly terse arguments over how to manage the unknown threat that attacked them at their lab in the Nazel Center back in June.

Mystik and company have been compartmentalizing all information on what they're doing and where among themselves and their collaborators. They've been very discrete about the attack at the Nazel center, and want Exper to do the same.

Conversely, **Exper immediately sounded the alarm** among their contacts. Exper has been doubling down on their trust in friends and looking to leverage their trusted contacts to learn more about their mysterious foes.

This difference in attitude has created a lot of frustration on both sides. When Mystik demanded that Exper agree to an escort, Exper suggested the players, which suited both sides. For Mystik, the players made ideal allies, as they'd met through the unplannable happenstance of Evelyn's medical crisis and then interrupted the adversaries robbery. All of this made it nearly impossible that the players could be infiltrators. For Exper, it was an opportunity to get some like-minded allies to help talk sense to Mystik: the fact that she was relying on people she'd only recently met to facilitate a critical transfer was a live demonstration of Exper's philosophy that a time of suspicion is the most urgent time to trust in one's community.

"I'm really glad you guys are here. Beside the fact that Mystik flat-out refused to meet with me if someone wasn't "keeping an eye on me and the package", I thought that maybe you guys can help me get through to the Bullshitters."

"Have you ever heard this old expression? 'Locks keep out only the innocent.' That's what I'm trying to get through to Mystik. Like, think about the attack: the folks who planned it already know everything! Mystik was pissed when she heard I'd been telling everyone in my circles about what happened, like I was just some kind of Yenta! It's not gossip, it's how we make sure that they don't pull the same trick on anyone else! And if someone pieces something together, we'll never know if we're just sitting on all this, you know?!"

Once they've explained everything, have Exper offer to let someone else carry the package.

"Since you're running "security" (he says the word with thick sarcasm), one of you wanna carry the stuff?"

Let players choose among themselves. The package is a flat, nondescript waxen hemp backpack consisting of a bag the size of a large envelope with shoulder straps and a handle on the top. Players can carry it by hand, wear it, or place it into a large bag.

What the players should know

- Their stated goal is to deliver the MiGOP-17 to the Crystal Bullshit Gang and get Exper and the Ethereal Montage back to Exper's apartment in East Hollywood.
- Exper's goal is to have the players convince Mystik to lighten up, or at least not patronize Exper.
- Their reward for completing this escort and delivery is a course of the psionic training accelerator called Ethereal Montage.

Players can do whatever they like on the flight. The environment is similar to a train or small ferry. When they're ready to proceed, they can jump to their arrival at 1300. Ask if anyone ate on the trip, and if so what.

The Handoff

Long Beach Waste Treatment Park

Summary

GMs are encouraged to use the time between when players arrive and when the ambush takes place as they are leaving for exploring whatever content the table likes. This can be character roleplay, world building, exploring secondary goals, etc. The general advice is to keep players curious, engaged, and a little bit off-balance while they anxiously wait for the main story to present itself.

Arriving at the Long Beach Waste Treatment Park

Inform players that during this mission, they must move their characters in steps of five hexes or less at a time. Moves don't need to be carefully enforced, players just need to agree not to teleport across the map.

“Just before 2:30 the cloudbus chimes its arrival and invites those disembarking to enter the transfer compartment at the rear. The doors slide shut and the compartment descends six meters to the station platform, and the doors on each side of the compartment slide open.”

(Show the map) “The station is a wide terrace of hardwood decking. There’s a small cafe next to the loading and unloading area, and a smattering of trees and light foliage beside concrete blocks for resting on. The stairs and elevators are on the opposite side of the sheltered cafe space, and the terrace is encircled by a promenade one story lower on which smaller aircraft can pick up and drop off passengers.

Roll for [*Observation + Situational Awareness or Detection & Analysis or History & Geography*]. If successful on:

- **Situational Awareness:** They're disembarking with around twenty people, who are making their way along outside of the loading/unloading area in the directions of elevators or stairs. After a dozen people board and the basket winds back up the sky station has about thirty people on it, which makes it busy, but not crowded. No one appears to be an obvious threat. **If +4 or greater:** provide a +3 advantage to the observation roll taken when the attackers strike when the players are leaving after the handoff.
- **Detection & Analysis:** The air smells sharp and astringent from the fermentation going on across the waste treatment park. **If +4 or greater:** provide a +3 advantage to navigation to find the CBG.
- **History & Geography:** The player knows the area. The waste treatment park is a few decades old, but it wasn't beautified until after the turn of the century. There's a great view from the sky station. It's exposed from above, but would be hard to observe, enter, or escape from without aerial capabilities. **If +4 or greater:** provide a +3 advantage to navigation to find the CBG.

Meeting up with the Crystal Bullshit Gang

Players disembark at the Long Beach Waste Center Sky Station and take the stairs or elevator down to the ground level. The park is a wide expanse of tiered pools and pavilions. Have players roll for [Charisma + Community Connection]. Those who pass are in the CBG group chat with Exper. When the players arrive, Exper messages the group chat, and the CBG message back instructions to meet them at settling pond 7. Roll for [Knowledge + History & Geography] to navigate to them (if you wish).

“At settling pond 7 you see four people in flowing, natural-fiber clothes in a mixture of bright patterns lounging.”

Depending on which players have played Psychonautica, they may recognize Mystik and Housekat. They are accompanied by two others who are identifiable as The Trypnotist and Laura. Have players roll for [Knowledge + Community Contact or Chemistry & Molecular Bio]. If they roll successfully, share the bios for The Trypnotist and Laura (and Mystik and Housekat, if they haven't previously met). Players can share these bios among allies.

(Mystik) “Namaste! ‘Ey Exper, how was the flight?”

(Exper) “Good. After watching a couple sunrises I slept through most of deorbit. Reentry was bumpy but quick. How ‘bout you? Do anything for the Green Corn Festival?”

(Mystik) “I wish. Between trying to finalize a location for the lab and finish up this batch (they tap a shoulder satchel) I’ve barely had the time for my tantric exercises. We’ve found somewhere, though, so as soon as we hear back from the membership board, we should be able to start the move in. Can I see the delivery?”

When they get the bag, they open it and do a quick visual inspection. It's lined with a silvery interior like a lunchbox and filled with packets that resemble ketchup packets the size of playing cards. Mystik pulls out a small paper card with a live line-graph of the temperature in the 10 hours since it was packed, then return it and zip the bag back up. Housekat removes a bundle packed into a roll of muslin held shut with a simple alligator-tooth clasp and offers it to whoever wants to carry it.

If they inspect it, it contains 20 brown, waxy cylindrical sticks the size of hot glue sticks and twenty amber bottles with eyedropper caps. The cylinders are the medicinal resin that is ethereal montage, and the amber bottles contain an activator and an emulsifier that dissolves the resin in hot water. To use it, doses are cut off the sticks by the millimeter and dissolved in tea before psyonics exercise each day for a month. Any of the CBG can explain this if asked, and will add that there instructions are coded into a sigil on the label.

(the Trypnotist) “So what’d the folks upstairs think of Lightreader?”

(Exper) “The’re gonna try it out at the Sea of Tranquility Anime Expo this weekend. Fuckin’ NERDS! I would’ve gone, but tickets were sold out. I’ll share their write-up when I get it.”

(Mystik) “Alright, let’s get going.”

Treating the MiGOP

Long Beach Waste Treatment Park Visitors Center

Summary

This encounter is optional. It's a brief scene with no challenge associated that exists to allow GMs to manage the pacing. It gives players space to dwell in the tension as they await a looming conflict or possibly get distracted from that expectation by roleplaying whatever kind of interactions entertain them. GMs should may impart the scene with comic relief, character development, worldbuilding, or whatever the table finds engrossing.

Depending on the natural pace the players move and the length of a group's sessions, this encounter may be useful or entirely skipped.

Running

(Mystik) "We should add gravity stabilizer now. We're going to head into the visitors center. Follow at a distance and rendezvous outside the learning labs on the second level"

The visitors center is a quiet, desert-colored library and museum built around a large central courtyard open to the sky. The floor is polished red brick. A sign directs guests to an exhibit on waste treatment, bathrooms, and study and class rooms, including practical chemistry labs on the second floor.

They all discretely enter the Waste Treatment Garden visitors' center and make their way to an empty educational lab. Housecat then removes a portal anoxic chamber in the form of a large, clear vinyl-like bag with an airlock. They insert a can that looks like a carbonated beverage along with the 10 packets in the bag, several implements, a roll of tape, and a small electronic box. They close the chamber, and sticking hands into attached gloves open the can to fill the chamber with nitrogen. They then methodically pierce each packet with a needle and add a tiny volume of liquid, cover the puncture with the tape, and set the packet on the electrical box, which gives a faint hum.

The CBG can make small talk with the players and ask about what kind of stuff they're into, whether they have any psyonic skills, and what skills they're planning to learn using Ethereal Montage.

After processing all ten of the packages, Housecat withdraws their hands from the chamber's attached gloves and opens the airlock. They pull on nitrile gloves and remove everything from the chamber, cleaning it down. They put the MiGOP back in its bag, then put away the equipment into another before rolling up the chamber and putting that into the equipment bag as well.

(Housecat) "Alright. Let's mosey."

(Exper) "Cool. If we want to make the next express bus to East Hollywood, it leaves in 9 minutes." It's a 5 minute walk to the elevators back up to the sky station deck.

Waiting at the Station

Long Beach Waste Treatment Sky Station

Summary

This is the setup for the impending ambush.

Waiting for the bus

Have players appear on the map at the elevator, and have them roll for [Observation + Situational Awareness]. Inform them that their bus is arriving in six minutes and ask them to find somewhere to wait. Based on their observation and situational awareness, inform them when the attackers reveal themselves.

The attackers appear









Standard Play: the attackers emerge from the stairwell or elevator.

Advanced: the attackers rappel down, either to a tactically ideal position or attempt to land on one or more of the players.

"Hand over the package, Mal-bots!"

Sky Station Robbery

Long Beach Waste Treatment Sky Station

Character	HP	Armor	Speed	Attacks
Blue Attacker	20	2	20	 Punch  Rifle
Yellow Attacker	20	2	20	 Punch  Rifle
Red Attacker	20	2	20	 Punch  Rifle
Green Attacker	20	2	20	 Punch  Rifle

Difficulty Adjustment

This setup is designed to be challenging. The attackers have strong armor and rifles, which makes them very formidable, although also gives players a justification to cut loose a bit. If the puppets fight too successfully, additional protectors will arrive when one of the players drops to 0 HP, at which point they'll retreat. Alternatively, the attackers will retreat after one of them is restrained.

To increase overall difficulty, they can be given higher speed or HP, although their difficulty is already enough that an increase shouldn't be necessary unless players are extremely good at combat and require a substantial challenge. Their difficulty can be reduced by lowering their speed and/or armor, but is best reduced by making their fighting posture extremely aggressive and predictable, with no effort to use cover or act defensively.

Setup

Have players roll for [Observation + Situational Awareness]. Apply a +3 advantage for any player who passed a situational awareness check upon arrival by 4 or greater.

You exit the elevators as the southbound cloudbus to Avalon is loading its passengers. The express bus to East Hollywood is floating behind and above it waiting for its turn. A dozen smaller airships mill about in a crude queue to drop off or pick up passengers on the deck one floor lower that encircles the pavilion and serves as a waystation for smaller airships. "I'm going to grab a snack from the vending machine. Want anything? ... Alright. I'll meet you on the loading platform in a minute."

Show Exper going inside. Ask players where they want to stand to wait. After a minute, the attackers rappel out of their airship and demand the package they collected from the players.

Recommended scoring: ["Headshot" by she.](#)

{{ THIS SECTION NEEDS PLACEMENTS AND PLAY TESTING }}

If a player passed their situational awareness check by 6+:

If a player passed their situational awareness check by 3 to 5:

If a player passed by 0 to 2:

If a player failed their check:

During the Fight

The attackers make references to a fictional body of comicbook, film, and game lore.

‘You won’t get away with this, Mal-bots!’

After the Fight

Additional protectors arrive to render aid and secure any of the attackers who did not escape. They ask for the players identification and contact information and a summary of what they saw.

“If you ask your assistant or do a map search yourself you can find the fastest route to Bhavana Lounge.”

[MAP]

Reacting to the Assault ***Long Beach Waste Treatment Sky Station***

Summary

Players take a moment to collect themselves before meeting up with the CBG.

Letting the characters catch their breath

You’re at the sky station. About a dozen protectors are performing traffic management with the help of a similar number of community helpers. They’re speaking to witnesses and assisting a dozen medics.

They’re looking over the restrained assailant(s) who attacked you. Others hurry over to look you over.

“Hi, can I check you out?” one of them asks.

They shine a light in your eye, and ask you if you know where you are, measure vitals, and apply med paste and bandages to any wounds you have. Do any of you have skills in Care or Medicine? You recover your endurance in HP

Players with skills in Medicine and Care can heal other players the sum of these two skills, and themselves half that amount.

Mystik messages the group chat. "We need to regroup. Can you meet us at the Bhavana Lounge, AQAP?"

When they try to leave, a reporter asks if they'd be willing to describe what happened for a local news feed. If no one is playing as Knowhound, feel free to use them as this NPC. Someone with a detective insignia in their ID asks if they'd be willing to provide a statement, and when they try to go asks to share contact information to talk later. These characters don't have names or bios, but if the players connect, feel free to invent them and tie them into the story as desired.

Transit

Long Beach Waste Treatment Sky Station -> Atlantic Avenue, Sunrise Block

Your assistant (or device) tells you to head to the train station on level 3 of the station and take the Sienna line, car 5.

Signs announce the arrival of the Sienna line, cars 4, 5, and 6. The cars decelerate into the station, come to a stop, and the doors open.

The train (like most trains) has two levels connected by a paternoster. The lower level has chairs around the perimeter and grab bars and handles distributed in an open area for passengers to stand in with enough space for bikes. The upper level has rows of seats and booths. The booths provide tables with a bit of privacy in which to eat and play cards.

The train's conductor is an unembodied synth, who strolls about the train, between screens that otherwise list arrival times for upcoming stops and advertisements for events in the neighborhoods surrounding these stations. You can interface with them in extended reality if you have the Metro's AR layer enabled.

You're getting off at Atlantic Avenue, which is 7 minutes away.

Encourage players to roleplay their discussion on the train. Set a timer for 6 minutes, then tell them that they get notifications that the train is arriving at Atlantic Avenue Station in one minute.

Arriving

The train lets you off onto a platform on the third story above ground level (or fourth if departing from the train's upper level).

The station platform is built of biocrete resin, and to the east a park stretches off towards a forest corridor running north to south. To your north and south stretches Atlantic Avenue.

It's half past three, and the tail end of the lunch crowd is on their way to one thing or another.

You can take an elevator down to street level or ramps.

Roll for [Observation + Situational Awareness]

As they reach the ground level the players may see:

- A modest crowd watching a debate in the park between two orators weighing the ethics of pre-birth genetic adaptation for off-world living.
- Bistros and bike shops, and a classic film theater
- A skate park and playground. To the side of the playground is a littletown modeled after a pre-melt city. A few kids run from a pretend office to a parking deck, playing stock brokers and Feds.
- Their HUDs / devices indicate that the Bhavana lounge is in the Arevatsag building, 400 m south on the left.

When you reach the Arevatsag building there is a large entry arch with a Burmese restaurant on one side and a grocer on the other. Through the arch is a courtyard. The space is dimmer and cooler than the street. The upper levels slope inward to constrict the opening seven stories above to about half the size of the courtyard at ground level. A few trees occupy a garden in the center of the courtyard, and parrots perch and play about on a mobile suspended in the middle of the open space.

The courtyard level offers access to the Burmese restaurant and the grocer, a shoe repair clinic as well as a garden supply store, a comedy club, and a sex club. Both the comedy club and the sex club have signs advertising classes currently open for enrollment, and both declare that space is limited for their popular sex comedy class they run jointly.

Bhavana lounge is on the second level. You can enter from a wide promenade accessible by elevator or a ramp that curves in a wide loop from the middle of the courtyard up to the promenade.

Regrouping to form a plan

Bhavana Lounge, Atlantic Avenue, Sunrise Block, Arevatsag building Unit 3-7

Summary

This is a big scene. It's effectively the briefing for the real mission, but it takes place interactively as players assist in piecing together what they think is going on and deciding what to do next.

Entering the Bhavana Lounge

It's a quarter to four when you arrive. The Bhavana lounge's front entrance has large glass accordion doors. The front of its lower level is occupied by several salon chairs where three people are being groomed. Behind them on the lower level is a wall with doors leading into a washroom. On the mezzanine above are low tables and pillows for visitors to congregate and unwind around water pipes, coffee, and pastries. On the mezzanine, a DJ is practicing or composing music only they can hear through their headphones. For the rest of you, the space is filled with mellow-but-upbeat mechno jazz.

The Crystal Bullshit gang emerges from the back of the lower level talking to a person in their late thirties. Housecat is carrying a first aid kit by its handle, and Mystik retrieves bottles of restoration tonic from a fridge before gesturing for you to follow them through one of the doorways leading to the washroom area in the back.

Entering the washroom

The floor is bamboo slats over tile, with matching benches along two walls. Mystik says 'Aubrey, can you give us some privacy?' A smart speaker on one of the benches says 'Sure', and pops itself off onto its side and rolls on a fat donut off the bench and out the door.

Mystik, Housecat, The Trypnotist and Laura begin to disrobe. They adjust sliders on the walls to turn on showers, get out stools, check the temperature. Mystik asks, "You folks okay?"

"Were you followed?"

They weren't, but if they're unsure or ask, base the answer on their roll success. If they rolled for Observation + Situational Awareness during the transit, use that. Otherwise, they can roll for Observation + Situational Awareness, Stealth, or Combat to determine their confidence that they weren't followed.

"Do you mind if I do a foreign body check?"

You are aware that Mystik would prefer you disrobe, but will perform the check over your clothes if you're modest.

She applies some lavender oil to the smooth paddle on her palm and runs it over your arms, back, legs, etc in a way that is clinical but kind. It's neither suggestive nor distant. Do you have any implants or embedded devices?

There are no unexpected implanted devices.

Housecat, The Trypnotist and Laura clean their hair and wash off caked blood from their attack. Housecat has a black eye and a bruised cheekbone above a split lip. He gently drinks down the bottle of thick red liquid from the round bottle and then applies ointments and oils using a hand mirror.

Figuring out what happened

The Trypnotist asks, "So what happened?"

If necessary, ask what they looked like. Where did they come from? What did they want?

Mystik says, "That MiGOP in the wrong hands is a loaded weapon. It can be used to create some powerful mental manipulators."

They emphasize the harm that bad actors could inflict with the stolen reagent.

The behavior of the attackers suggests the possibility that they were operating under mind control. Along with the overall goal of the theft, the theory should emerge that **their adversaries are likely blackhat biohackers.**

Any of the players who ask meaningful questions and propose correct assessments should get XP in proportion to their effectiveness in asking sensible investigative questions and accurately deducing why the attackers behaved as they did. If players ask questions about mind control, psionics, and related technologies, have them roll for [Knowledge + Psionics or Chem & Molecular Biology] to determine what they know.

If one of the players doesn't ask, *Mystik asks, "Who knew about this meeting?"*

- Mystik and Housecat knew the time and place.
- Laura and The Trypnotist and Exper just learned the location on the way.
- One or more of the players had the meeting location, but didn't know what they were transporting.

Mystik calmly questions if the players could've been compromised in any way, deliberately or unknowingly. Laura took Lightreader on the way to Bhavana, and watches intently. Have players roll [Charisma + Will or Charm or Psychology] depending on what tactics they apply to convince the CBG, and add modifiers based on the quality of the arguments they provide. Mystik looks to Laura, who will opine.

If asked, Housecat explains that **he and Mystik had planned the pickup a month ago**, right after Exper informed them about their upcoming trip. They'd picked the location on

Saturday, and had asked the players for an all-day favor that same day, but didn't tell them the meeting location until 9 AM this morning.

In the course of the discussion, the players should get Housecat to mention waking up with their girlfriend, Teddy. TeddySnare stays over a couple of nights a week, and knew he was busy all day, but didn't know anything more than that. If no one else picks up on it, *Laura mutters, "You've given her Lightreader."*

How'd they know where and when to attack?

The Kontrol Phreaks knew about the handoff because Housecat's girlfriend Teddy is an undercover Kontrol Phreak. She didn't come over from Europe, she met Brainwash (going by the name Lucy Miller) at the Peace of Mind Sleep Clinic where she was working, and as they became closer friends Brainwash brought Teddy into the Kontrol Phreaks. Though they weren't able to infiltrate the Crystal Bullshit Gang, Teddy - who has been known to Housecat distantly for years - was able to honeypot him, and using Lightreader and psionic skills was able to figure out when and where the handoff was happening.

Any players who ask who could've known about the handoff should get lots of XP for it. If they don't think of this one of the other CBG members should ask it, and eventually Housecat should surmise that Teddy is the most likely chink in their opsec. Share her bio with the players, and award XP for anyone who suggests that the sleep clinic sounds like a possible front for the Kontrol Phreaks. If no one does, again, have a CBG member suggest it, and insist that if it is, the brazen nature of the attack suggests that their adversaries are in their end game, and are likely already pulling up stakes and burning their trail.

Background on threats

Someone else explains that some new folks came into town back in Winter, and started showing up at raves and meditations. They seemed a little too eager and knowledgeable, and would sometimes joke about studying enchantment, which the CBG doesn't fuck with.

A lot of people consider the CBG a top-tier collective with smart hackers, a strong network, and access to excellent tools and reagents, so they're not naive about people who want things, and they play things carefully. The new folks were cagey and had patchy connections. They looked pretty unconnected for folks who seemed uncommonly knowledgeable and eager. They said they were Dutch, but it wasn't clear where exactly they were from, just that they'd come from Europe, and the CBG'd heard a few stories about dodgy shit going on in Berlin. The most shocking stuff was about an infamous group called the Kontrol Phreaks, who pulled shit that eventually got most of the collective's members wanted or banished from most parts of Europe. There wasn't a clear specific threat until the day of the break in, but as far back as April there were signs that someone was probing their networks and working to compromise their security. Perhaps some of the Kontrol Phreaks or a similar group might be laying low in Los Angeles.

Figuring out what to do next

Players can ask Housecat to try to call or find TeddySnare. Eventually, someone should ask or suggest her place of employment, the **Peace of Mind Dream Clinic in Chatsworth**. At first, the CBG doesn't want help, but as they argue about who is going to do what, it should be obvious that the players' help is needed.

Mystik: "You three should go to the site, and secure things there. I've got to check in with a lot of people, but I'll follow up with you guys in a few hours."

Trypnotist: "Mys, you can't be off by yourself right now. Let me stay with you, Laura and Housecat can secure the site."

Laura: "Trails cool fast. Someone should check the clinic AQAP."

Housecat: "I'll do that!"

Mystik: "No way, HC, you're busted up AND compromised. Tryp, you and me can check out the clinic as soon as I've made some calls. Use the time to learn what you can about the folks who attacked us." The group descends into bickering.

Housecat: "Fuck, folks! We've gotta find out who took the 'Gop, and what they're planning!"

The Trypnotist: "I fought Huitzilōpōchtli for 10,000 years one weekend in Reno. But the thought of the Kontrol Phreaks with a half kilo of MiGOP ... that puckers my asshole."

When the players suggest going, Mystik makes the case that they need to keep this within their crew. The stakes are high, and adding more pieces into the mix creates complications. Obviously players argue the point. Have them roll [Charisma + Charm or Intimidation], and roleplay accordingly.

What does the attacker in custody know?

Provide XP for anyone who proposes interrogating the attacker taken into custody. To do so, the players may contact a representative of the LAPL. The most appropriate person to contact would be PuzzleQween, but anyone will do. Once they do, they're told that the person was taken to Amanda Gorman Memorial Medical Center. They're still being treated and processed, but the players will get a callback soon when an interrogation can be arranged.

The Kontrol Phreaks Modus Operandi

Not all the details are clear, but the Kontrol Phreaks developed a reputation across Berlin and in the wider biohacking scene systemwide for testing any and every technique available to see how far well they could push the boundaries of the field of enchantment. Sometimes it was using social engineering to compel people into embarrassing or disruptive performance art. Sometimes it was using drugs to force someone to do something that they would never do otherwise, like getting a politician to fart directly into a microphone held up to their ass at a serious event. Most often, though, they tried to daisy-chain their attacks such that they used one act of enchantment to obtain resources to enable increasingly more complicated and produced acts. A primary example was social climbing from one person to increasingly harder to reach and more powerful targets while inspiring admirers and adherents.

The unconfirmed but widely believed rumors were that their final act before going underground was orchestrating an event in which A-list celebrity singer Intensiv Blick suddenly announced an unexpected foray into pornographic content and the next day began a hardcore X-rated live stream that raised \$800 million dollars over three days. It was massive news, as if Taylor Swift launched a no-holds-barred OnlyFans account. Four days afterwards, Blick expressed regret from the uncharacteristic artistic project and insisted on refunding anyone who'd purchased content or donated to the livestream. By this time, however, nearly \$100 million had been directed into Luna's inscrutable gray markets. Rumors of the Kontrol Phreaks' responsibility flew wildly throughout biohacker spaces across cyberspace, along with speculation and debate over the precise methodology of the brazen hack. Three dozen people were either declared wanted for trail or banned until further notice across the continent as the group went to ground.

Recent experiences suggest that the robbery may have been organized by a current or former member of the Kontrol Phreaks, or at least someone closely and successfully following the Kontrol Phreaks' approach. If so, the potential applications of the stolen MiGOP could allow for an act of enchantment even beyond the scope and sadism of "the Blick Incident."

Next Steps

There are two major leads available to players.

- 1) Investigating the Peace of Mind dream clinic in Chatsworth
- 2) Interrogating a captured attacker

Mystic and the others should agree to let the players investigate the clinic, and plan to follow up as soon as anyone knows anything new.

Transit

Atlantic Avenue, Sunrise Block -> Peace of Mind Sleep Clinic

You make your way back along Atlantic to the Long Beach Sunrise Station. It's only been about 40 minutes since you went in, but it seems like the siesta hour has settled on the street in that time.

The debate space and playground are both mostly vacant as you board the train for Chatsworth. Your devices inform you that it's a 50 minute ride. Feel free to rest, eat, talk, or whatever and let me know when you're ready to proceed.

Investigating the Dream Clinic

Peace of Mind Sleep Clinic in Chatsworth

Summary

Players travel to Chatsworth and find the Dream Clinic has been hastily vacated. They speak to the building superintendent, a synth named Cecil Gargantuan 21219 Bryant Ave, and proceed to search their recovered server drives.

Arriving at 21219 Bryant Avenue

It's 5:15 in the evening. The sun is midway down the sky to the west. It's 76° F /25° C with clear skies, and the ground and air are dry. As you enter the building a directory on the wall and available within a welcome AR layer describe the various tenants:

Bryant Avenue Family Dental; Chatsworth Med Endocrinology; Bryant Cybernetics /Prosthetics; ReNu Cosmetic Augmentation ; Duncan Equine Medicine; Ho Equine Cybernetics; Peace of Mind Sleep Clinic. The sleep clinic is down one level from ground, reachable by stairs, ramp, and elevator.

The lower level landing has a small furniture set and coffee table. Behind this is a set of double doors facing the bottom of the stairs and ramp. To the right and left extend short hallways, each with a door leading to a bathroom and a door leading to a clinic at its end. At the end of the hallway on the right is a frosted glass door lettered with the name of the clinic. Below it is a note that says, 'Contact the super if interested in this vacancy. '

If the players listen or perform any other detections they'll find the place is empty, and there are no machines on. There is an interface system with an intercom, and if they use it a low-sapience synth answering bot will explain that no one is available, but that they'll pass a message or contact info along if the players want a call back.

Getting inside

If players seek help: Inform them that the building comms system includes a link to contact the superintendent. If they use it, **Cecil Gargantuan** face calls them.

“Cecil here. What can I you do for?”

“The tenants bailed two days ago. No notice, just packed up what they wanted to keep and abandoned the rest. I only noticed because they initiated a server wipe, and when I tried to contact them no one picked up. That’s when I went inside and noticed the place had been abandoned.”

Based on roleplay and appropriate roles, it shouldn’t be hard to get Cecil to let them in.

“Take a look around if you like. I’m none too pleased to have a tenant sneak off, and if they were up to any cheeky business, I want to make clear that me and the other tenants have nothing to do with any of it.” The door unlocks at Cecil’s command.

“I messaged the whole phone tree, but the only one who picked up was a founder who hasn’t been involved in the day-to-day operation since ‘117. They said that they handed off the management to someone else, who apparently handed it off again last year.”

If they break in: Have them roll for [Intelligence + Hardware Hacking] or equivalent with a -4 disadvantage to get in, then roll for [Dexterity + Stealth], with -1 point of disadvantage for every attempt required to get in (including the successful one). If they fail at stealth, Cecil catches them and asks what they’re doing. Cecil calls on their HUD, and then shows up as a simple quadruped robot (Use an asset of a robot dog with Cecil’s face on a screen).

Looking around inside

Describe the vacant rooms. Most of the large equipment and furniture is present, though any electronics that could be carried are gone. Several large instruments such as brain scanners and medical-grade transcranial stimulators have open panels exposing where high-value components have been removed.

If the players never trigger detection, describe the network jacks and local WiFi, which indicates the presence of a server on-site of the building, but outside the clinic. Include an admin message to contact Cecil for assistance.

Once they’ve explored the office, Cecil should lead them to the utility room where the server is housed and pop it open for them to interface with.

Server exploration

Building server

Summary

Players enter a cyberspace data recovery application to look for what remains of the Peace of Mind clinic's server. They find an assortment of files in various states of decay, which indicates that their adversaries are preparing for an event the following evening at 8 PM. The rest of the files fill in details about what is being planned, where, and by whom. Much of the information will need time to reconstruct, and will be provided to the players in drips over the rest of the adventure.

Entering the Server

Ask players to describe their cyberdeck interfaces (do they have in-contact AR, a portable screen, or something else? Do they type or talk to a synth assistant?). Ask who likely has the most sensor-rich cyberdeck, then ask if they want to run an X-ray scan or connect to it's port through a server condom: a multi-layer physical and digital barrier for reading diverse data storage systems. Either way, have them roll to identify the hardware, data storage format, and architecture. The results indicate that the drive is a basic medium-to-low quality carborundum-ceramic solid state drive containing a handful of partitions from a common recognizable filesystem. It's years old and has been used for so many read-write cycles that its prior data states are often recoverable via X-ray microscopy. Based on their rolls inform them that there's no sign that it's hiding any malicious code or physically anomalous devices like a destruct system or a wireless antenna. It appears the data wipe program was the primary toll for covering their tracks.

It's a thoroughly corrupted data collection, but players can likely recover some data with sufficient assess tech and hacking checks. Ask if the players want to begin a cyberspace data fragment search. If so, have them appoint a primary rendering admin. This is similar to the tuner in that they are responsible for choosing how to host and display abstract data, though it's much more defined and less abstract than tuning a mind dive.

Ask the rendering admin if they have a default set for their rendering environment, and if they'd like options. Suggestions include:

Garage; office (light mode); office (dark mode), office (backrooms mode); garden (light mode); garden (dusk mode); Dungeon; Dungeon (light mode); Dungeon (Hell mode); Library (modern); Library (ancient); Library (hell mode), junkyard.

Describe that environment covered in trash piles, with labels on easels indicating their contents, and floating controls to rearrange the piles and select or filter them.

Laying Breadcrumbs

The server inspection offers a very flexible set of options for how much information to provide players and what to include or omit. GM's should use their discretion to decide what information to provide and when based on a combination of what feels appropriate in relation to the players' performance and what matches the pace of narrative escalation the GM is aiming for.

The critical information to be provided is the **where** and **when**: the players' investigation must lead them to the Dovepenis show at the Van Nuys Crater at 8 PM the following night. Everything else is optional. It's recommended to strike a balance between avoiding having the players feel frustratingly confused and having the players quickly understand the who-what-why-where-when and how such that the investigation ends too quickly to have a sense of achievement.

GMs are advised to use two key techniques to keep the investigation on some basic rails:

- 1) Make clear to players how many clues remain to be found on the wiped server by describing the percent of unsearched potentially recoverable content. This makes sure that they don't stop looking before they find either the backstage pass or the calendar event
- 2) Establish that some files require slow, brute-force recovery methods which will take between 12 to 24 hours to complete. This mechanic allows the GM to create a delay between when a player finds a piece of evidence and when they can decode the meaning of it.

Searching through the (mostly) erased files

Players roll for Observation + Assess Tech to identify file fragments. They can roll for Intelligence + Research & Investigation to try to repair fragments, within reason. Players can roll for Intelligence + Hacking to provide a buff to other players' Assess Tech and Research & Investigation checks of however many points a hacker passes their check by.

Low rolls identification rolls find scheduling software plugins, a cheesy monster movie file, and snippets of technoswang playlists.

Players obtain a fragmented mindscape file when a player rolls a +6 on a fragment check or a +3 after rolling +4 on a repair, or whatever makes sense for the story. If they enter it they'll see how the clinic enchanted their puppets with drugs and hypnotic training.

Calendar Event

"SHOWTIME!! ; Wednesday, July 27, 2124; 8 PM; VNC"

This event card is the key item that applies time pressure and indicates where the action will take place, even if they don't know what they're looking for. It's advised that they players don't find out immediately that the event in question is a concert. They can learn this through the backstage passes, an interview with one of the attackers, or a Knowledge check when time is running out.

Backstage Passes - corrupted

The corrupted backstage pass serves to definitively add a location to the time listed in the calendar card.

“This file appears to be an access credential of some kind, but it’s too damaged to tell what it’s for. It’s only still recognizable because it was accessed very recently, likely yesterday. If repaired, it could reveal what it’s an access credential for, and possibly who is being granted access, and by whom. To repair it, you’ll need to run a slow brute force repair on a computer with more processing cores and about 1000 times more RAM than a portable cyberdeck, and it will take at least 12 hours to even know if it will work at all.”

Ask the players if they have something like this at home or if they know someone who does, and advise that they submit the file to begin a repair attempt.

Backstage Passes - Complete

The complete backstage pass answers the question “Who”: it tells the players that attending the concert will be Kontrol Phreaks leader Mentok, and that Mentok is a guest of Warpcore. Finding this pass can provide a major advantage to charisma checks during their negotiation for entrance with event director Kelsey Vanezuela.

Neurospace recording

The recording ties the staff at the clinic to the ambush at the sky station. If players view it, they obtain a +4 advantage on an empathy checks during the interview with mind control victim Tom Fredrickson.

‘The neurospace resolves into a classical minka-style Japanese home looking out over a mountain range. A comforting maternal figure coaxes the patient through guided meditation.’

[Roll for Observation + Assess Tech] +2 to +5: the players recognize that the target is receiving a light dose of a sedatives or something similar. +6 and above: players identify the specific compound based on the patient’s response as _____ fill this in later ____.

The simulation encourages them to practice entering a heroic simulation in which they’re a hero in the _____ stories, similar what they likely saw when they were fighting the players

Basic junk files

Software plug-ins, instrument diagnostic files, augmented reality layers for performing maintenance operations on the micro MRI headset, etc.. These are what players find when they fail their identification checks.

Wrapping up

GMs can let players search for as long as they'd like, but should be sure to communicate when all meaningful data has been obtained. They may also impose a time constraint by having Cecil tell them that they'll only allow so much searching without obtaining authorization from the building coop board. If the players wish to take the drive or make a high-resolution scan of it, have them make the case to Cecil and roll for Charisma + whatever skill matches the argument they're making. For instance, if they want to make a case that Cecil could be held liable for not sharing information that could avert a mass casualty event, roll for Charisma + Law & Crime, along with any advantage or disadvantage that GM considers appropriate for the quality of the argument they're making.

≥ +6: Cecil agrees to give the players the drive, and cooperate in any other way possible. Provides +4 advantage on data repair checks.

+3 to +5: Cecil agrees to give over the drive in exchange for a high-res copy or agreement to return it in the next week. provides +4 advantage on data repair checks.

0 to +2: Cecil agrees to let them have a high-res scan of the drive. Provides +2 advantage on data repair checks.

-3 to -1: Cecil apologetically insists on retaining the drive and its likeness.

≤ -4: Cecil becomes hostile and begins to suspect the players are not trustworthy actors.

After completing their preliminary analysis, inform the players that the repair process will take approximately 12 hours at a minimum, after which they can begin to roll checks every two hours to see if they can shorten the data repair process.

Transit

Peace of Mind Sleep Clinic -> Various

“Cecil escorts you out of the utility room and back to the lobby, and tells you to contact him if the need arises. It’s after seven, and while twilight doesn’t begin for an hour, you can see the street outside is draped in the long shadows of surrounding trees and buildings.”

If the players go outside, they should see kids playing and pedestrians out eating, drinking, and enjoying the early evening. The moon is nearly full, and has just come out to the east.

The next encounter is an interstitial covering the period of time between their departure from 21219 Bryant Ave and their arrival at the hospital to interview one of the assailants who attacked them at the Waste Treatment Park. Ask the players where they want to go to discuss what to do next. They can talk about it on the stoop of the building, or on park benches on the side of the building, or while walking along the street, or back at someone’s house, or wherever they choose. Once they decide where they want to be, describe it and proceed to the first interstitial.

Interstitial #1

Variable Locations

Summary

Once the players have completed the search of the Peace of Mind sleep clinic, they have to wait until the next morning before they can interview **Tom Fredrickson**, one of the individuals who attacked them. Have them use this time to review what they know, what their goals are, and what they should do.

They should be aware from their search of the clinic’s server that whatever their adversaries are planning starts in about 24 hours.

Facilitating the Interstitial

Be conscious not to guide their planning too much. If they seem confused, assist them in reviewing their overall goals and the preliminary plans they made with the Crystal Bullshit Gang at Bhavana lounge (especially if that happened in a separate session). A bit of confusion is natural, but if they seem very confused, ask them if there’s anything that you might’ve presented unclearly.

If the players don’t independently call the Crystal Bullshit Gang, have Mystic send a group text encouraging them to check in when they’re free.

The CBG promotes the theory that the Kontrol Phreaks or skilled imitators stole the MiGOP and are going to use it to make a potent drug to ensnare one or more high-value targets at the concert, and attest that the players must catch them in the act to prove it. This establishes misdirection to conceal that the Kontrol Phreaks are targeting the audience rather than performers. This misdirection is hard to maintain, as players will likely propose the theory that the target is the audience, and that's fine. If the players guess this, have the CBG acknowledge that it's a possibility but point out how hard it would be to dose that many people, and give the player or players who suggested this +5 XP at the end.

Review of Key Objectives

1. Identify the people responsible for the theft of the MiGOP-17
2. Locate them
3. Uncover their plan
4. Interrupt their plan
5. Obtain evidence of activities (including first-hand observation) in order to see them held accountable
6. Capture them
7. Recover or the MiGOP-17 or confirm its destruction to prevent it from being used for harm.

Players next major actions may include any of the following:

- Follow up on the status of the attacker taken to the hospital.
- Perform ongoing attempts to repair damaged files
- Research countermeasures against hypnosis and other forms of enchantment
- Research the Kontrol Phreaks to learn more about them and obtain bios
- Obtaining access to the concert and planning their counter operation

Arranging an Interview with a Captured Attacker

This assumes that one attacker was prevented from escaping. If multiple attackers were captured, report that all but one are in too sensitive a condition to be interviewed or have otherwise refused in order to limit the investigation to one interview.

To follow up on their request to interview an attacker (or make the request if they haven't yet), have them speak to one of the protector network dispatchers, such as PuzzleQween or Dispatchy_Aleksys.

"Hi. I haven't heard back yet, but I can message the doctor now. Give me a few minutes."

Encourage the players to continue discussing among themselves for another minute or so before having PuzzleQween call back.

*"Alright. The assailant's name is **Thomas Fredrickson**. They're caregiver, Dr. Jones, says that they're in a highly sensitive state, but due to the seriousness of the surrounding investigation, they've agreed to meet with you tomorrow at 9:30 AM. They said that they can't guarantee a meeting with Fredrickson until they see his condition tomorrow morning, but if you come to the Gorman Medical Center at 9:30 they'll do all they can to assist. I'm including their contact and location info."*

Community Attention

Have players with points in Law & Crime roll for [Observation + Law & Crime]. If they pass, let them know that the events of the afternoon are now trending in Long Beach and among news junkies across the city. The protector networks have received requests for comments, and the players can offer to reach out with any information or message if they're interested. If players shared contact info, they have messages requesting interviews from detectives and journalists.

You may wish to ask the players if any of them have friends or family who would know that they were heading to Long Beach at the time of the robbery.

Research Actions

The research actions the players might want to take (and associated skills) include the following. It is advised that GMs make players aware of what kind of information their lines of investigation may yield before they begin.

Repairing the damaged file - [Intelligence + Hacking Networks]

Event and Location: **Dovepenis Concert** at the **Van Nuys Crater**

(Tip: Share the event name and let the players look up the venue)

Host: **Warpcore**

Badgeholder name: **Magnus Umlat**

(If players pass a research check by $\geq +6$ they identify that Magnus is an alias for Mentok. If they have already acquired Mentok's bio through research into the Kontrol Phreaks, they only need to pass a $\geq +2$ to identify Magnus' real identity.)

Researching defenses against mind control - [Int. or Wis. + Psyonics]

Mind-control defenses

- Anti-hypnotic layer
- Mental manipulation countermeasures handout
- Case study on the effects of empathogens before and during dosing with enchantrogens

Researching the Kontrol Phreaks - [Int. or Obs. or Wis + Research & Investigation]

Bios

"You've managed to find information on the Kontrol Phreaks. For many, their locations are known, and they're nowhere near Los Angeles. But discounting those, you've found some background information for one of the active members of their collective who could be operating in LA."

- Share one or more Kontrol Phreak bios.

The process for performing continuous skill checks over several hours is described in the manual under [Downtimes, Interstitials, & Rest](#). To summarize:

1. Determine how much time is available to the players before they need rest.

Have each player report how long it's been since their character has taken a rest, and how much rest they need to get to be fully rested. Adjust if necessary (if the character has taken a nap during a transit, for instance). Inform each player how many hours their character can work before they would need to sleep unless they want to work past their exhaustion (in which case, make them aware of whatever effects they'll suffer for whatever length of time they want to stay active).

Endurance	Productive Hours	Required Sleep in Hrs	HP Recovered
5	10	9	1
6	12	8	2
7	14	7	2
8	16	6	2
9	18	5	3
10	20	4	4

2. Identify the player's skill level and the length of time required for their action.

Review the chart to determine how many d10 dice they can roll based on the time available and their skill level.

A player with a total Int. + Research & Investigation score of has a research skill level of...	... and can make the following number of d10 rolls per 4 hour period or one d10 research attempt roll per the following length of time.
16 or higher	Master	4	60 minutes
14 or 15	Expert	3	80 minutes
12 or 13	Adept	2	120 minutes
9 or 10	Novice	1	240 minutes
8 or lower	None	0	Never

3. Inform the players of the challenge rating they're facing.

It's recommended that the challenge ratings during the first interstitial be set at *very hard* (which requires a roll of 1 to pass) and the adjusting them to *difficult* (so that a 1 or a 2 is successful) during interstitial two.

4. Have them roll and dole out information accordingly.

Have players roll their die one at a time. After each roll, inform them of how much time has passed, and whether they found anything. If they roll successfully, share the information and ask if they want to attempt further checks or rest.

Accessing the Concert and Planning a Counteroperation

If the players already know that the target event is the Dovepenis concert they may discuss ways to gain access. They can look up the promoter (**Kelsey Vanezuela**) directly or request that their virtual assistant reaches out, or ask one of the dispatchers to contact the concert organizer and ask for an urgent security meeting.

If they reach out to Kelsey her virtual assistant will ask them why they're calling. Have players roll [Charisma + Presentation], with ~1 pt of advantage for each meaningful clue they've acquired.

≥ **+6**: Kelsey takes the call and takes their warnings seriously. She agrees to provide the characters with backstage passes and her full assistance. She encourages them to call back tomorrow morning to discuss further plans.

+4 to +5: Kelsey takes the call and promises entry to the concert and a further discussion tomorrow morning about what the players know.

1 to +3: Kelsey's assistant promises a callback tomorrow morning.

≤ **0**: Kelsey's assistant promises to pass the information on to Kelsey and the security team and reach out if they have further questions.

Wrapping up

After this, ask where the players when and where they want to start their day tomorrow. After that, encourage them to summarize in a sentence what they'll do with the end of the day

Transit

Various -> Amanda Gorman Medical Center

It's the next day. It's Wednesday, July 26th, 2124. It's expected to get up to 38°C (100°F). The moon is full, and will rise at 6:04 PM. But right now it's 8 AM (or whenever the earliest players want to get up).

Remind the players that they have an appointment with Dr. Jones at the Amanda Gorman Medical Center in Long Beach at 9:30 AM. Ask them what they're wearing and what items they want to carry if any. Now might be a good time to ask them if they have an every-day-carry set of items. If they do, mark this down and give them ~2 XP for describing it if it's good.

Describe briefly the transit to the medical center and the arrival. Perhaps the players all meet in the expansive herbal garden in front of the medical center, then head in together.

Interrogating one of the attackers

Amanda Gorman Medical Center, Stabilization Ward

Information Tom can provide

Beyond its narrative value, the interview provides the players with two key benefits:

1. Identifying information about the clinic staff

The primary value Tom provides to the investigation is Lucy Miller's name and face, which can be used to find the Kontrol Phreaks at the concert and/or unlock other information by feeding it into the data repair program.

2. Evidence to apply appropriate accountability for the attack

Tom can describe how he was controlled and connect the processes he was subjected to to TeddySnare and Lucy/, which will help clear him of wrongdoing and aid in prosecuting the Kontrol Phreaks.

Setup

You walk into the medical center and make their way up to the psych ward on level four. Exiting the elevator, signs point towards short stay to the left and ongoing care to the right. Dr. Jones has messaged you to follow signs for ongoing care and message them when you reach the entrance.

Dr. Jones comes out and escorts you into their office. "I understand that you were among the targets of Thomas' violence yesterday. How are you?"

Dr. Jones explains that they'll facilitate an interview so long as it doesn't begin to medically jeopardize Fredrickson, who is still in a fragile state and suffering from severe acute faithless reality syndrome. He's offered to cooperate, but Jones will be supervising, and if necessary will pause or halt the interview.

Dr. Jones messages Tom and asks if they can bring in guests to ask him about his experiences leading up to his incident, and he says yes. Dr. Jones escorts them down the hall and through a secured entrance into the stabilization ward, and toward a group therapy room with comfortable, soft bioplastic chairs. Tom is already there, with a teenage human and an en-gorilla in a suit. Dr. Jones asks everyone to introduce themselves, starting with the players. The young person introduces herself as Tom's daughter, **Michelle**. The gorilla introduces himself as Tom's neighbor and advocate, **Cinnamon Telosa**, and explains that he is here to help Tom make sense of the situation while also ensuring he obtains fair treatment for his actions.

Tom's experience

The following is a full description of what Tom knows and recalls. It should be used to inform Tom's answers during the interview. When players ask questions, they should roll for [Charisma + Care] or [Strength + Empathy] to determine how calmly and clearly Tom is able to answer their questions.

Tom found the Peace of Mind clinic while looking for help improving his sleep quality after turning from climate guard service in the arctic five months ago. The primary practitioners he interacted with were Lucy Hoffman and Maggie. He doesn't remember Maggie's last name, just that it was hyphenated. If the players ask if it was Magdalena Huerra-Phong he confirms that it was, but any player who does this *loses* 1 XP, as leading an interview subject is prone to compromising the reliability of investigations.

Overall, Tom assumed that there were other people, behind some closed doors who he hadn't met, but it's not clear how many practitioners there were, if any, really, besides Lucy and Magdalena.

They used a series of drugs and VR exercises to perform dream analysis and training, but unbeknownst to him, they were also training him for reality-substitution mind control. Two days ago they asked if he could come in for an exercise, and then things became hard to recall, but they drugged him and initiated the reality-substitution program to convince him to attempt to rob the players. The next thing he remembers clearly was a bad dream resolving yesterday evening with him doing puzzles in the hospital and then Dr. Jones explaining that he'd undergone a traumatic experience, at which point the dreamlike experience from the afternoon a few hours early began to come back to his memory in fragments.

Attempting to get images of the culprits

The players may be inspired to try to get a visual representation of the clinic staff with whom Tom interacted. The best way to do this deliberately is to have the CBG suggest it during their planning discussions, or to have it suggested by Tom's daughter. Alternatively, a GM may choose not to suggest it and see if players think of it independently.

If the players ask for a description, consider suggesting that they ask Tom to participate in a transcranial scan of Tom's visual cortex while he recalls the faces of the staff of the clinic with whom he interacted. This is similar to producing a suspect sketch. If players propose this without prompting, provide ~5 XP.

Tom will be very agitated by this suggestion, and Dr. Jones will encourage Tom to perform some **Bavishi-Singh exercises** using the items in a basket on a nearby bookshelf. The players can roll for the [Charisma + Care] and [Charisma + Presentation] to provide Tom reassurance. They can also roll to persuade Michelle to calm Tom enough to participate. If successful, Tom recalls the faces of TeddySnare and Luzia Muller, who he knows as Lucy Hoffman. Share any relevant character sheets, and communicate that this will be highly effective in securing Tom's fair treatment and ensuring that the people responsible for his actions are held fully accountable, and provide ~3 XP to all involved. Provide additional XP to anyone who chooses to communicate this to Tom.

Wrapping up

Once the players have acquired the key information (or failed enough checks), any of the NPCs present can explain that Tom needs to rest, and has been as cooperative as he can be for today. The players are then escorted out to the elevators.

Interstitial #2 ***Variable Locations***

Situating the Players

After concluding their interview the players have roughly 9 hours before the concert. Their degree of understanding and preparation to confront the Kontrol Phreaks will depend on the success of their investigation so far, but they should know that their adversaries have plans that start at 8 PM that night, and they should probably know that it will take place at the **Van Nuys Crater**.

Once the players leave the interview, their focus should turn to finishing whatever research they'd like to perform and preparing for their counteroperation at the concert. Most likely, the players will have much to discuss and many approaches to consider. GMs should afford the players lots of time to scheme among themselves.

- If players demonstrate a misunderstanding of the world that may be consequential to their plans, correct them, either with or without a Knowledge check, depending on how commonplace the information is.
- Some players may appreciate direction given through NPCs. The best way to find out if you're unsure is to ask.

Reviewing Goals

They players may or may not need an NPC to review goals, but if so, here they are:

1. Identify the people responsible for the theft of the MiGOP-17
2. Locate them
3. Uncover their plan
4. Interrupt their plan
5. Obtain evidence (including first-hand observation) in order to hold them accountable
6. Capture them
7. Recover the MiGOP-17 or confirm its destruction to prevent it from being used for harm

Performing Research

During the second interstitial, players may continue any of the research described during interstitial #1. Some players may wish for their characters to continue performing research while allies were interviewing Tom.

Players may or may not need to rest depending on how much they slept the night before. When players perform research checks, be sure to let them roll each check one at a time. They may roll well early and decide to use their time to recover HP and Abilities.

Based on their progress so far and the intended difficulty, the GM may use the information gained during the interview of Tom as justification to change the challenge rating on research actions from “very hard” (which requires a player to roll a 1 for success) to “difficult” (which requires a 1 or a 2 for success).

Obtaining Kelsy's Cooperation

Once players know that the target event is the Dove Penis show at the Van Nuys Crater, they should begin making plans to get backstage. The most sensible approach is to contact the event planner, Kelsey Vanezuela. If players become confused, have them roll for [Knowledge + Art, Music, & Culture] and then suggest to the highest scoring player that they reach out to the Van Nuys Crater event office. If they score highly, they may know or look up Kelsey directly. Or an NPC can suggest contacting her.

When the players call Kelsey her assistant may pick up. They then should connect players with Kelsey over audio or video chat.

“Do I understand that you're calling to report a potential threat against tonight's concert? What kind of threat? And what's this suspicion based on?”

Have the players roll [Charisma + Presentation], with ~1 pt of advantage for each meaningful clue they've acquired, or whatever check feels appropriate (Arts, Music & Culture, Will, and Law & Crime could all apply). Give advantage for delivery of a compelling case if desired.

≥ **+6**: Kelsey agrees to help fully. She offers the players backstage passes for themselves and any other NPCs they want to bring. She provides the contact address for Jericho Beelzebub along with a +4 advantage on persuasion checks with Beelzebub. She also promises to provide whatever additional assistance they need.

+4 to +5: Kelsey offers backstage passes for the players along with Jericho's contact address and a +3 advantage on persuading Jericho.

1 to +3: Kelsey offers non-backstage passes to the players and Jericho's contact info, with a +2 advantage on persuading Jericho.

≤ **0**: Kelsey doesn't take them seriously. She gives them the contact address for Jericho Beelzebub, but politely asks them not to bother her.

Jericho Beelzebub

Players can call Jericho after talking to Kelsey and use the same checks to convince Beelzebub to provide them backstage passes if needed or just request general cooperation.

≥ **+5**: Jericho offers full cooperation, including passes if they still need them and an agreement not to scan them for weapons when they enter.

"I just want to make sure you know that the Crater enforces its 'no weapons' policy for all the attendees with scanners at gates, so whoever you're looking for won't be armed. Also, let me know when you arrive and I'll escort you in. We'll have to skip the gates, but I know I can trust you to use good judgment, right? Can I trust that if I don't check you for weapons you'll be smart? Because if you weren't smart... well that wouldn't be smart. Swell?"

1 to +3: Jericho cautiously offers backstage passes if they don't have them and says that they may act as part of the security team, which means following instructions, staying at posted locations, and bringing no weapons.

≤ **0**: Jericho thanks them for the warning and assures them that he'll take care of any issues that arise.

Packing Tools and any other Preparation

Ask the players what clothes they're wearing, if they're bringing any weapons, and if they're bringing any tools. Appropriate tools would include tracking devices, listening devices, and a portable chromatograph for testing samples for any MiGOP derivatives.

Wrapping Up

Let the players talk and plan and ask them when they've laid out everything they want to do and anywhere they want to go when they're ready to proceed to the concert.

Transit

Various -> Van Nuys Crater

Describe taking a train, cloud bus, taxi, bikes, or whatever other means of transit to the Van Nuys Crater.

Searching for the Kontrol Phreaks

Van Nuys Crater, Backstage area

Setup

The search for the Kontrol Phreaks is a very fluid set of encounters. Depending on the tastes and attention spans of the players, this can be an extended opportunity to meet various performers and stage hands or a relatively quick description of how they enter the concert and immediately make their way to the Kontrol Phreaks. GMs are advised to consider what the players have been enjoying so far and focus on that.

Ultimately, this segment leads up to their face-to-face introduction with the Kontrol Phreaks. This can be achieved by a notification from concert staff, decoding of Mentok's concert pass which lists Warpcore as their host, or just watching the crowd and recognizing them

Recommended Scoring:

If the players leave the backstage area while the concert is in progress the recommended music is ["Swing Break"](#) by the McMash Clan, feat. Kate Mullins (radio edit).

Arrival

The players arrive at the time they selected and walk towards an entrance or whatever entrance they were told to approach. They meet with a security guard who checks their badges and waves them through. Describe the concert in whatever state it's in, with either staff checking barricades and concession stands or early arrivals getting drinks and finding seats.

Where they go is up to them, but eventually they'll likely move backstage and see staff setting up stage assemblies on carts and lifts for quickly swapping stage layouts, along with performers warming up and working on makeup and support staff wandering around providing support.

The Control Room

The control room contains a crowd of technicians checking and controlling audio visual experience through physical speakers, lasers, pyrotechnics in biospace and augmented reality layers and local chatrooms in cyberspace. The control room supervisor is Aide Gonzalez. If the players walk in they'll see Aide directing her team, wearing a mobility exoskeleton. If they talk to Aide, have them roll for [Charisma + Presentation] or any other relevant skill to earn her cooperation and favor. Later, it's highly likely that they will call on Aide to help shut down Mentok's broadcast, and their rapport with her will affect her degree of cooperation when that happens.

Warpcore's Dressing Room

When the Kontrol Phreaks arrive, they'll head to Warpcore's dressing room to wait until Warpcore's set time. They will also give Warpcore a pre-recorded monologue in case the plan gets interrupted, and they'll retrieve weapons they hid in Warpcore's belongings. If the players know that the Kontrol Phreaks' backstage passes were given by Warpcore, they may stake out the dressing room.

The commissary

The commissary is a large lunchroom with monitors on the walls displaying the concert schedule, staff updates, and a live feed of the stage. People wander in and out to get snacks and water, or break for a meal. There is a buffet of salads and sandwiches along with an assortment of drinks, including Kava courtesy of the event sponsor, Good Root Kava. This Kava has the mind control agent in it. If the players test the Kava (or anything else) have them roll for [Observation + Detection]. The time to get the result is 20 minutes minus whatever they pass by. So if they pass by 3, it takes 17 minutes. If they fail by 4, it takes 24 minutes.

Utility Room

The utility room contains the main power and data junctions, though this door requires badge access. If the players want to shut down lights or speakers or override commands coming from the control room, they can do it here, though they'll need a senior-level badge file in their cyberdeck, or the cooperation from Kelsey, Jericho, or Aide, who can all open the door remotely. Or they can hack it by passing two hacking checks [Intelligence + Hacking Hardware OR Hacking Networks].

Dance Studio & Violent Chiller

Violent Chiller will be warming up with the Supersayin' dance crew in the dance studio, or otherwise in the commissary or just hanging out on the backstage floor, standing out of the way. They can be placed wherever necessary to have the players run into them. If they meet Violent Chiller and Violent recognizes any of them and has a positive opinion of them, Violent can show them around and introduce them to people. In doing so, Violet can give them a +3 advantage on charisma checks with any player. To get the bonus, though, the players must name their crew.

"Oh shiz, it's you guys! From the 'bouche! I heard you saved that brain surfer, yeah?" ... "So what's new, you on another top secret mission or some shit or what?" ... "You want any help?"

Me and mine got eyes all over, and everybody knows me. Just say it and I'll butter your intros. But hold: what's the name of your crew?" ... "I can't make an intro without a name. You want help, I gotta know who I'm helping, feel?"

Stage

The stage is directly above the backstage (or understage) area. The performer on stage is dictated by the schedule

Schedule

- 06:00 - Kelsy, Jericho, and Aide arrive
- 07:00 - Staff finishes arriving
- 08:00 - Doors open
- 08:25 - Gengis Prime (a local youth band) performs
- 08:40 - MC Donna Suit starts the show
- 08:50 - Folie de L'Espace performs
- 09:20 - Warpcore performs (w/ Supersayin' during "Primal Luminescence" @9:30)
- 09:50 - MC Donna introduces Midnight Tregasm
- 10:00 - Midnight Tregasm
- 10:40 - Intermission (Supersayin' performs)
- 10:50 - Donna introduces Financial Suicide
- 10:55 - Financial Suicide performs
- 11:25 - Dovepenis performs
- 12:05 - Donna closes out the concert
- 12:15 - Local DJs spin
- 01:00 - Concert closes

Wrapping Up

This segment concludes when the players find the Kontrol Phreaks.

Finding the Kontrol Phreaks

Van Nuys Crater, Backstage area

Setup

Once the players find the Kontrol Phreaks, the story rapidly rolls towards the climax. The likely and expected course is that the players observe the Kontrol Phreaks, speak with them discreetly to try and figure out what they're planning, then spring into action to stop the Kontrol Phreaks' plan when they believe they know what is going on or recognize that the plan is about to be implemented.

If Mentok gets to the stage, they'll deliver their hypnotic command. And if they're prevented from getting to the stage (either because they are detained, obstructed, or become aware that the players intend to apprehend them and attempt an escape), Warpcore will play the pre recorded version.

The Kontrol Phreaks' Plan

At 8:25 PM the Kontrol Phreaks – **Teddy, Ram||Overrun, Brainwash, Morning Person, and Mentok the Mindtaker** – arrive at the front gates. They arrive with backstage passes as guests of Warpcore. Teddy, Ram, and Brainwash enter separately from Morning Person and Mentok, then each of the two groups make their way separately toward the stage entrance and back to Warpcore's dressing room. If unopposed, they reach Warpcore's dressing room at 8:40. They've manipulated Warpcore into letting Mentok hype up the audience for him at the start of his set at 9:20. Mentok will give Warpcore a recorded intro and explain to use it as a backup in case Mentok can't go on. They will also retrieve weapons they've hidden in Warpcore's bag's. After they meet with Warpcore, Teddy will have a sprayer, Brainwash and Morning Person will have pistols, and Mentok will have a tantō (short sword).

At 9:10, Mentok plans to walk onto the stage lift with Warpcore to deliver his hypnotic monologue. The rest of the Kontrol Phreaks will simultaneously flood the local chat network with agreement and reinforcement for Mentok's commands, then wait by the elevator for Mentok to return so they can all slip out the emergency exit.

If compromised:

If the players alarm the Kontrol Phreaks, they will make their way to Warpcore, hand off the prerecorded hypnotic monologue at 8:50, and begin making their way out of the stadium. They'll leave the stadium at 9:10, and walk toward an underground parking garage near the train station 10 minutes away. They have a getaway van parked there to take them to a boat leaving Marina Del Rey, and at 9:20 they'll begin driving south. If no one stops Warpcore from doing so, Warpcore will play the recorded message at 9:20 just as the Kontrol Phreaks are heading south, with plans to flee the country by 10 PM.

Ways of finding the Kontrol Phreaks

There are many ways the players could find the Kontrol Phreaks.

By badge

If the players have found either Mentok or Brainwash's aliases (Magnus Umlat and Luzia Muller) and have secured support from Jericho Beelzebub, they will be alerted when either of these badgeholders arrive.

By visual recognition

If the players have uncovered images of any of the Kontrol Phreaks faces, they may recognize them based on the quality of their last relevant perception roll and if they're positioned in a location where they'd see the Kontrol Phreaks pass.

They may also be alerted by security if they've shared images with Jericho Beelzebub.

If you'd like, consider rolling a d10 for each recognizable member of the Kontrol Phreaks at the stadium entrance, the backstage entrance, and the performers area. If you roll a 1 during any of these checks, have a member of security inform the players that they see a potential match at the checkpoint for which you were rolling.

By watching over Warpcore

If players have learned that the Kontrol Phreaks are targeting Warpcore, they can find the Kontrol Phreaks by surveilling Warpcore.

Or just seeing Mentok go on stage

If they fail completely to find them, the players will become aware of the Kontrol Phreaks when Mentok begins his hypnotic monologue.

Engaging the Kontrol Phreaks

You may wish to have an NPC remind the players of their goals, and remind them that if they capture or scare off the Kontrol Phreaks before finding out what they're doing, they won't find out what happened to the MiGOP and it will be lost in the world, capable of incredible harm with no way to track it or predict its use, and the Kontrol Phreaks may not be held accountable due to a lack of concrete evidence. Doing so encourages them to let the plan unfold before acting.

The players can choose to speak to the Kontrol Phreaks while attempting to avoid alerting them to the couteroperation, or they can disregard any subtlety and attempt to intimidate them or startle them into revealing something. In any case, the Kontrol Phreaks will attempt to stick to their plan, though Mentok's smug nature may make him say something compromising if he is appropriately manipulated.

Stopping the Kontrol Phreaks' Plan

Van Nuys Crater, Backstage area / Stage

Setup

The climax of the story is when Mentok attempts to hypnotize the crowd. When this happens, players will need to rush to intervene, in whatever way makes sense to them.

If they prevent the monologue from being delivered:

The game is structured to make this event very likely, however if the players manage to prevent Mentok from speaking or Warpcore from playing the prerecorded message, just play out the events in whatever way feels realistic. They may never learn what happened to the MiGOP, or they may learn that it was already used and that the threat has been averted.

The Monologue

At 9:15, Warpcore and Mentok will walk to stage lift B and rise onto the stage. Mentok will then begin his monologue at which point the players will rush to halt it. If Mentok's plan has been interrupted, Warpcore will rise to the stage without Mentok and then initiate Mentok's prerecorded message. The GM is advised to record themselves delivering the monologue so that they can play it. This may be useful to play even if Mentok delivers it live.

"Hellooo Van Nuys!! Is everybody feeling amped? Yes! Everyone of you is amped to the maximum! Yes! Make some noise! Yes! You are amped! You are crazy! Get wild and make some noise! Yes! Is that noise? I can't hear you! You are feeling wild, yes! Are you feeling wild? Are you feeling free?? Yes! You're feeling alive! Each one of you! You're fearless, you are feeling uninhibited, aren't you? Like you can do anything! You CAN do anything, I know it! Do YOU know it?? Show me you know it! Show me you can do anything! I'm not sure I believe you. You know what? Prove it right now! Think of your greatest secret! Think of a secret you've never told anyone! Now send it to this address! Do it! You're free! You're alive! And you're going to write your biggest secret down and send it out! You are fearless! You are free! Nothing restrains you! Record a video of every secret you can think of! Embarrassing memories! Crimes! Friends' secrets! Company secrets! Send them out like you don't care, because you are care FREE! Yes! Do it! You are doing it right now, because you are wild, and FREE, and ALIVE! I love you all! Do it! Keep doing it until you're totally unburdened and then live a life uncontrolled by fear! Be FREEEEE!!!"

Running places

The players can run by rolling [Strength OR Dexterity + Athletics]. Estimate how long it would take to walk and how long it would take to sprint at olympic speeds before the roll, then report the outcome relative to this based on the roll.

The Control Room

Once the monologue starts, the players may reach out to Aide to request that she cut Mentok's mic. Have them roll for [Charisma + Will] or whatever check makes sense. If they've previously established a positive rapport with Aide or they call Violet into the group call they get a +3 advantage on charisma checks with Aide.

≥ **+6**: Aide complies, and shuts down Mentok's microphone, but the broadcast continues in the local AR cyberspace using the prerecorded message, due to Ram||Override hacking into the local cyberspace network.

+4 to +5: Aide tells them to come speak to her in biospace, and they get a +2 advantage at persuading her when they try again in person.

+1 to +3: Aide tells them that she can't talk while she's working, and if they need something to come see her in biospace.

≤ **0**: Aide tells them not to interrupt the concert performers' hype routines and shuts them out of the control room.

If they reach her in person, they can try again to roll [Charisma + Will] to persuade Aide to interrupt Mentok's microphone.

≥ **+3**: Aide complies, and shuts down Mentok's microphone, but the broadcast continues in the local AR cyberspace using the prerecorded message, due to Ram||Override hacking into the local cyberspace network.

-1 to +2 Aide makes a group call to Kelsey to ask Kelsey if she should cut Mentok's microphone, and the players can roll and negotiate with Kelsey.

≤ **-2**: They get shoved out of the room and locked out.

Once Mentok is no longer being broadcast over the speakers, inform the players that Ram||Overrun and the others are still flooding the local cyberspace with inducements to follow through with the command to share their secret, and Mentok may have already said enough that even without his continued encouragement, some will follow through without being convinced not to. At this point, the players may need to either:

- Deploy the experimental anti-hypnotic AR layer through cyberspace and over the concert speakers. This plays fart noises and displays butts in the visual AR layer farting comedically to break any enchantment
- Broadcast their own voices giving new commands
- Shut down the local cyberspace network completely by passing a hacking check inside of the Utility room. This will shutdown the WiFi network used to send secrets, and turn on the emergency evacuation illumination, which thoroughly snuffs out the vibe.

The Stage

The players can run up to the stage and attack Mentok.

The Utility Room

The players can roll to hack into the utility room and shut down the speakers, the local data network used for AR broadcasts, the chat network, and broadcasting secrets. This can also turn on all the emergency lights, which are harsh and definitely end the whole concert.

The Kontrol Phreak's Escape

Once they see the counter operation in motion, the Kontrol Phreaks will all attempt to exit out the backstage receiving dock. If the players have placed trackers or have any players watching them, they can intercept them and fight if desired.




Wrapping up

The likeliest outcome is that the players eventually find a way to halt the broadcast and break the enchantment spell, after which they'll pursue the Kontrol Phreaks. The players' success should be measured in the speed with which they disrupted the plan, as the number of secrets revealed is proportional to the length of time the audience had to reveal their secrets.

If the players have already detained the Kontrol Phreaks or something totally different happens, then play that out.

Showdown with the Kontrol Phreaks

Van Nuys Crater Receiving Dock

Character	HP	Armor	Speed	Attacks
Mentok	22	0	11	 Punch  Pistol  Sword
Brainwash	23	0	11	 Punch  Pistol
Ram Overrun	24	0	12	 Punch  Pistol
Morning Person	20	0	11	 Punch  Pistol
TeddySnare	21	0	11	 Punch  Pistol

Setup

The Kontrol Phreaks start the encounter in the red region at the top. The players start in the blue region at the bottom. The Kontrol Phreaks are trying to all reach the exit in the purple region in the lower right. You can decide if the door is unlocked or if they need to reach the purple region and then break or hack the door lock, which requires additional rounds or some kind of roll.

Recommended scoring:

[“Mastermind”](#) by Deltron 3030 / Del the Funky Homosapien and Dan the Automater

[“Don’t Get In My Way”](#) by Zach Hemsey (Instrumental)

Difficulty Adjustment

The difficulty can be adjusted by increasing or decreasing the Kontrol Phreaks’ speed or raising or shortening the time until assistance arrives.

Cinematic mode: If the goal is to just provide a satisfying conclusion, the fight can end with Jericho’s security team arriving, at which point the Kontrol Phreaks surrender. This allows the GM to make the Kontrol Phreaks as dangerous as they like and then end the fight as soon as a player is severely injured.

Challenge mode: Allow the fight to play out.

You enter the room...



Conclusion

Variable

At this point, just wing it. Ask the players what they want to do. The protector network dispatchers might call to congratulate them and tell them that reporters want to speak to them as soon as they're available. The Crystal Bullshit Gang may call and invite them to meet up at the Bhavana lounge or some night club, or someone's apartment. Describe the Kontrol Phreaks being taken to a nearby apartment complex, where the guest suite has been converted to detention mode. Advocates are on their way to provide counsel, and a magistrate is arraigning them in the next 30 minutes. It's likely that they'll be assigned to supervised housing due to their high risk of flight, but if there's any question the magistrate and advocates would like the players to be reachable to offer testimony for the next hour.

The players can jump to the next day to celebrate their success if they like, or just go to bed. Just do what fits.

Increasing Prestige

If players wish, they can adjust their follower count in the aftermath of this event. to do so:

1. Have them roll a check for [Charisma + Community Connection] (or whatever they can justify) three times.
2. Sum the results of the three rolls to get their **follower adjustment**.
3. Increase their follower count by the follower adjustment as a percent.
4. Add their follower adjustment time one thousand.

Example: A player has a follower count of 10,000 and a Charisma + Community Connection ability score of 13.

They roll a 7 (under by 6), a 9 (under by 4), and a 12 (under by 1). Their adjustment is 11.

Their follower count increases by 11% from 10,000 to 11,100

Their follower count increases by 11,000, from 11,100 to 22,100

Reviewing goals and assigning final XP

1. Identify the people responsible for the theft of the MiGOP-17
2. Locate them
3. Uncover their plan
4. Interrupt their plan
5. Obtain evidence of activities (including first-hand observation) in order to see them held accountable
6. Capture them
7. Recover or the MiGOP-17 or confirm its destruction to prevent it from being used for harm.

Olive's Fair in Love and War

Summary

A family feud between a local delicatessener and the head of the olive cartel threatens to tear open a rift in the community right before the harvest festival.

Establishment

It's Tuesday, September 27th, 2123 at 8 in the morning. It's expected to be 75° F/ 25° C and cloudy. The moon phase is quarter waxing.

The players are excited to get olive toast at NIko's Bistro in Normandie's little Greece. When they get there, though, there's a sign on the door apologizing for being out of olives.

You can decide if this is a very common meeting spot, but it's recommended that the players are excited to sit down to this meal. Consider making this a celebration or decompression from a recent mission.

Briefing

Niko's Bistro

Describe the players arriving. The street is occupied but not bustling. Commuters are walking and biking past stalls and browsing the markets and cafes, and signs - both physical and virtual - are advertising and announcing the calendar of events for LA Olifest, the annual olive harvest festival that takes place at the end of September, which starts on Friday, in three days.

When the players get to the Bistro, the patio is empty, save for a few regulars sitting in the shade starting a game of chess, and a few creators or execs drinking their coffee and reading papers before they start their days. Niko and his niece Rutha are working behind the counter prepping some prepared salads between serving the few customers. Based on the outcomes of rolls, have them notice that the mood is a bit dour. The chalkboard menu is about half empty. One of the coffee drinkers is asking the other if they think the ceremonies

committee has updated their attendance expectations for the festival that the vendors use to make their preparations.

When the players sit down, Niko comes by and asks what they want. It's recommended that at least one character has a personal relationship with Niko. When they order the olive toast, Niko winces and confesses that he can't make olive toast at the moment: the guild has him blacklisted for failing to fully comply with requirements to credit the specific farmers responsible for the olives served in each dish last month. When the players ask for elaboration, he explains (while trying to sound as diplomatic as possible) that he's in a rough spot: the strike against him is personal. It's retaliation for a slight made by his son against the son of "The Olive King", Olivia Alexandrekos: the president of the regional olive growers' guild. It doesn't feel fair, but he has no choice but to live with it. The blacklist was announced five days ago. His advocate has been in negotiations with the guild, and they're set to meet again before the city food and agriculture court on Thursday, but it's a tricky situation because they've got a reasonable case. It's petty and rarely enforced so strictly, but regardless of their motivations they have evidence of three menus where the sourcing information was left blank by accident, so until the Olive King relents there just isn't much he can do. The controversy has weighed on him, and much of the community is pained by the fact that his beloved dishes - including his famous olive toast - will be noticeably absent from next week's festival.

When asked why, he explains that his son, Dimitrios has had a falling out with his boyfriend, Alexandrekos' son, Olivander. Dimitrios broke Olivander's heart, and his mother has made clear that the dignity of their family and the olive growers overall requires that an example be set. If asked for details, he says that he can't elaborate, both to respect the private lives of the others involved and on advice from his advocate, but if they want to know more they are free to talk to the others involved and ask them directly. If they'd like to help, though, he would be grateful if they might find some way to break the impasse and make peace with Alexandrekos.

If the players wish to meet with Alexandrekos, they can call her office using the publicly listed address, and a synth assistant named Virginia will offer to make an appointment some time on Thursday. If pressed for a more urgent meeting, Virginia will ask what they wish to speak about and whether it's urgent, and if they are members of the guild. Through negotiations and skill, Virginia will check with Alexandrekos and inform them that the Olive King is currently at Ammar Olive Farm on Block 15 of Normandie-Pico Square.

If they wish to talk to Dimitrios, Niko will tell them that he's busking with his dolls around the corner by Normandie and Olympic.

If they wish to talk to Olivander, Niko suggests that they speak to his mother or Dimitrios first. If they insist on meeting with him first they must pass a high-difficulty research check or find out from some contact they have that would know that he's serving a shift at the nearby wildlife emergency center.

Confronting the Olive King

Ammar Olive Farm

Interviewing Dimitrios

Normandie & Olympic Square

Interviewing Olivander

???

Summary

The gang go to Pasadena for an olive toast brunch after a long week, but can't get their favorite dish because the bistro is facing an olive embargo. The head of the local olive guild, Olivia "The Olive King" Alexandrekos has halted olive sales to the restaurant owner (Niko Papadoulos) as retribution for Niko's son Dimitrios backing out of his plan to spend his year of service reintroducing polar bears to the arctic with her son, Olivander on a contrived but legal rule that prohibits sales until Nikos appears before a guild judge in three weeks.

The gang goes to speak to Alexandrekos at a local olive farm, who explains that Niko's son broke her son's heart by breaking his promise to spend the next year with him in the arctic because he was pressured by his longtime bully, Yolanda Rasputin, into spending his service year doing her work for her setting up a desalination plant in Mexico. This craven insult, she explained, merited a stiff response to maintain her family honor and punish Niko's son for his cowardice.

The gang goes to meet with Niko's son Dimitrios in the downtown market where he puts on puppet shows using a mech. He confirms what Alexandrekos said, and the group tracks down Yolanda and her gang by the arcade. She admits to her various misdeeds and insists that her status as a minor and her family's libertarian values and membership in a legal compact had always shielded her from consequences. One of the members of the group is a member of the same compact, though, which authorizes unarmed violence as an enforcement mechanism. A brawl ensues, and upon losing she agrees to leave Dimitrios alone. When told, he realizes how badly he'd hurt his boyfriend. Alexandrekos subsequently lifts the embargo and Niko makes everyone olive toast in celebration.

Saturday, February 7, 2122, 10 AM

- I. Opening: arriving at Niko's Bistro
- II. Talk to the Olive King by the Market
- III. Go see one of the kids
- IV. Find the Bully by the arcade
- V. Back to Niko's for breakfast

