

Fully Automated!

Playable Adventure 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

Authors

Andrew R Gross	shrad.org	@andrewrgross@aleph.land
Jack Gross	jonathangross.com	
Cromlyn	bakefoldprint.wordpress.com/	
Sean Bodley	https://seanbodley.com	www.patreon.com/seanbodley
Luna Sjonger		
Jacob Coffin	jacobcoffinwrites.wordpress.com/	@jacobcoffin@writing.exchange

Dedication

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

Tony; Si; Marge; Peter; Jeff; Ari ; AE Marling; Goose; Yar; Jonathan; Pyro; Toli, Kuster, Ryan, Bryce, Lawrencelot, Liren, Kurt, Joshua, Flynn, Jordan, poVoq, Five

Gratitude for our elders

This game would not be possible without all the wisdom and experimentation gifted to us by those who've come before and passed on what they observed. We give a special thanks to our elders who shared stories of culture in small towns and villages, yankee thrift, humility, service to neighbors, and to elders around the world who've tried to improve the world for those who come after, and pass down whatever knowledge they could.

We advise any GMs looking for fresh eyes to call grandparents and mentors and ask them for stories from times and places far from what we know here and now to inspire them.

Licensing



All textual work herein is shared under [Creative Commons CC BY-SA 4.0](https://creativecommons.org/licenses/by-sa/4.0/): Anyone is free to share, remix, and commercialize it so long as they attribute the work and release it under this same license agreement.

Images within are all shared with the permission of the artists. All rights to the images remain with the artists.

This document contains no AI-generated text or art of any kind.

Contact Information

Find us online at:

<https://fullyautomatedrpg.com>

<https://slrpnk.net/c/fullyautomatedrpg>

<https://mstdn.games/@fullyautomatedrpg>

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. 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.

To find community discussions and community content, check out:

- **Our community on Lemmy:** <https://slrpnk.net/c/fullyautomatedrpg>
- **Our wiki:** <https://wiki.slrpnk.net/fullyautomatedrpg:start>

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.

Contents

<u>Story Summaries</u>	3
A collection of as-yet unpublished stories for those looking for inspiration.	
<u>Story Template: Publish your own adventures</u>	5
Use this simple layout for formatting if you need help organizing your own notes into a playable adventure module.	
<u>Part 1: A Demonstration of Power</u>	9
In this quick demo mission players negotiate and then fight for a data backup that could expose corruption.	
<u>Part 2: Psychonautica</u>	33
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.	
<u>Part 3: Piece of Mind</u>	84
A collective of whitehat biohackers needs help thwarting their blackhat rivals before they use a rare stolen chemical reagent to enact a nefarious plan.	
<u>Bonus story: Olives Fair in Love and War</u>	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 reviewing 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.

The Cogs of War

When a long-dormant fascist French war machine from the Global Climate Wars wakes up, the south pacific island it was stationed on is suddenly in a lot of trouble. The panicking Island Civil Defense calls for experts, your players are what they get.

Bad Neighbors

When a rural deconstruction crew finds signs of survivalists operating in the area, the discovery casts recent deaths and disappearances around the villages in a worrying new light. The older locals still remember the bad old days of war, roving soldiers, survivalists, and bandits and they know exactly how to solve those things. Your bosses with the Protectors and Civil Defense would prefer if this didn't end in a patched battle or a violent mob. Racing against ever shortening tempers, the players must investigate the area, the disappearances, locate the survivalists (if there are any) and resolve the situation before the locals pick violence back up again. wow that's way too long.



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, and sometimes descriptions of outcomes to rolls.

Decisive Success: Describe the outcome of rolling >28 (or whatever you consider a high roll).

Modest Success: Describe the outcome of rolling 22 – 27 (or whatever you consider an okay roll).

Neutral/Minor Failure: Describe the outcome of rolling 19 – 21 (or whatever is a weak roll)

Decisive Failure: Describe the outcome of rolling <18 (you get the idea)

Transit & Interstitials

Starting Location -> Destination

Offer some window dressing to let players know what is going on while traveling to another location, waiting for something to happen, or between days. Encourage players to talk amongst themselves about what they're doing next.

Combat Encounter!

Combat location

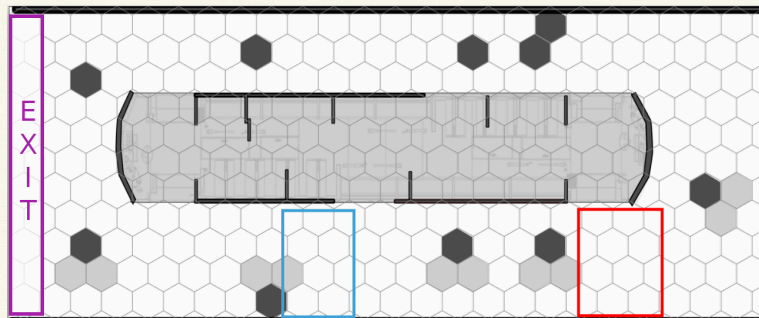
Character	HP	Armor	Speed	Attacks
Adversary 1	20	0	20	👊 Punch 🗡️ Pistol
Adversary 2	20	0	20	👊 Punch 🗡️ Pistol

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 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.

Fully Automated!

Playable Adventure Module

A Demonstration of Power

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



A Demonstration of Power

Written by Andrew Gross

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 Bakersfield 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 Victorville 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 Bakersfield avoid the shutdown. Even so, that year was the first year that Victorville outproduced Bakersfield'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.

While trying to find something others had missed, Tomatillo learned that a hydrogen production plant run by Aquarius H2 next door has a direct hardline to Victorville 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 Bakersfield 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 relationships or planning to integrate this story into the rest of a campaign, it's recommended that players enter the mission 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 Distribution of Power.
- 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)
- Joshua Tree International Park

Characters

Tomatillo - An auditor asking for help recovering sensitive data

Avon Trent; PowerMaker - The Chief Executive of the Victorville 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

Dana Pigeon - Deceased agribotnist

Liba Dorthidge - Tomatillo's animal companion

Winifred Zoom02-05 - Tomatillo's camper van

Maps and other assets can be found on our wiki:

<https://wiki.slrpnk.net/fullyautomatedrpg:start>

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 Victorville 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 Distribution of Power, 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

Duncan Harris' wife's contact information

Duncan Harris

Virtual: 4.BR.33@SBLA

Office: Aquarius H2, Building 3 10614 Bear Valley Road, Victorville, 92301

Home: Walnut Village Complex, Tower 2, Lvl 5; 2580 Del Rosa Ave., San Bernardino, 92336

Duncan Harris' wife's contact information

Rita Harris

Virtual: 434.DM@SBLA

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 thin 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 wood orb in front of them. They rap a knuckle on it twice to let Tomatillo know that you're waiting to be let in and it turns to glass. 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, bring the orb toward 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. Have players roll for [Observation + Situational Awareness or Detection & Analysis] to determine the characters' level of engagement and describe the room: 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 needs.

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 Bakersfield 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 Victorville fusion station, and their performance leading up to the blackout has been heavily scrutinized. The data all imply that the Victorville station did that could've been expected of it, but wasn't able to relieve the load that forced the Bakersfield Station offline. The outcome, however, was that Bakersfield was shut down for four weeks. That year became the first year that Victorville Station took Bakersfield'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 Victorville Station, and it's based on their reputation for effectively managing Victorville 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 Victorville Station's output with readings from the Aquarius H2 hydrogen plant next door. Aquarius has a direct hardline to most of Victorville 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 Victorville 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:** meet with Harris to ask why he can't fulfill the 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 Harris

The obvious next step when setting up a business meeting should be picking up the phone and making an appointment. However in unfamiliar situations, some players occasionally lack this presence of mind. GMs are encouraged to respond in whatever way makes the most sense for their table:

Option A: Tell the players – either through Tomatillo or as the GM – to call Harris and set up an appointment. The reason to do this is because this story is designed like a video game tutorial level in order to allow players to focus their full attention on listening and learning about the game's world and mechanics. For players that are clearly looking for assistance in getting their bearings, telling them clearly how one would approach this situation is helping them learn social conventions in the game world.

Option B: Have Tomatillo ask the players to meet with Harris and then share the handout with Harris' contact info, which includes his virtual address, his office address, and his home address. Then let the players decide what to do with it. If they have the common sense to call, they will enjoy not being led on a short leash. And if they don't, they'll learn how the world works when they get to the hydrogen plant and discover that Harris isn't there, or they get to his home and irritate him by arriving uninvited.

Both options are fine, so long as the GM knows the preferences and tendencies of their table.

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. Let them discuss what they know and how they want to proceed. If 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, and is screening audio calls.

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 or message 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 occupies 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 neighborhood post 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.

The complex consists of buildings ranging from two story structures 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.

Other possibilities

If the characters go to Aquarius H2, a receptionist will tell them that Harris is off-site and ask if they have made an appointment with Harris. They may politely remind the characters that as a hydrogen plant, they require visitors to have a host when they come on site.

"No, you can't come inside. We make hydrogen. It's kinda dangerous. There's all kinds of rules against letting people in off the street."

If they go to Harris' house, the contact card doesn't describe what unit Harris is in, and the floor has four units. Let players be confused. They may call at this point, or find Harris' unit from a directory and then ring the bell, irritating Harris when they wake up Abby.

Talking with Duncan Harris

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

Entering Harris' apartment

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 carrying a crying baby, 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 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. He explains 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 that something like this deserves in-person face-to-face discussion, and 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 a big chunk of the archival records. 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 it 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 way across town**, in the unnetworked storage 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 it. His plan is to wait until his post-hack audit is done, well after the nomination vote for chair is over, then quietly reach out to his contacts at the third-party partner organization 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 Harris' 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/text address
- CODP physical address: Frautschi Hall, 550 Hill Street, Level -1, Pasadena, 91106,

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 message Rita. 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 enter from the other side, depositing the players 400 m from Frautschi Hall

Retrieving the Backup

Frautschi Hall, Caltech campus, Pasadena

Getting in Position

You arrive outside Frautschi hall around 4:20 and begin to wait in an adjacent park dotted by students relaxing, reading, and laughing. ... In one corner of the pavilion, a DJ is spinning classical music. Small groups sitting at outdoor tables eat, talk, and schmooze. A modest handful cluster in the open center of the tables, dancing to the music. ...

Scoring suggestion: [“This DJ” by Warren G](#)

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

When the players are ready and message Rita Harris:

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 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 Distribution of Power. The office

has three other people currently working in various offices. If players need names for these characters they are Jerry, Donna, and Tom.

These character names are taken from the NBC comedy “Parks & Rec”. If looking for opportunities for roleplay, feel free to model these characters after their namesakes and involve them more fully in the scene.

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 heavy footsteps outside.

Making players negotiate for the data drive

GMs can choose whether to have the Crusaders arrive before or after Uthra hands off the data drive. If they arrive after, players only need to fight to escape. If they arrive before, the players will have to convince Uthra to give them the drive, and if they fail they’ll need to steal it off the crusaders. Choose the option that suits how linear you want the story to be.

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 mysterious adversary. 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 into the face call. What looks like 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.

(Bigsby 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. **Have players roll for initiative.**

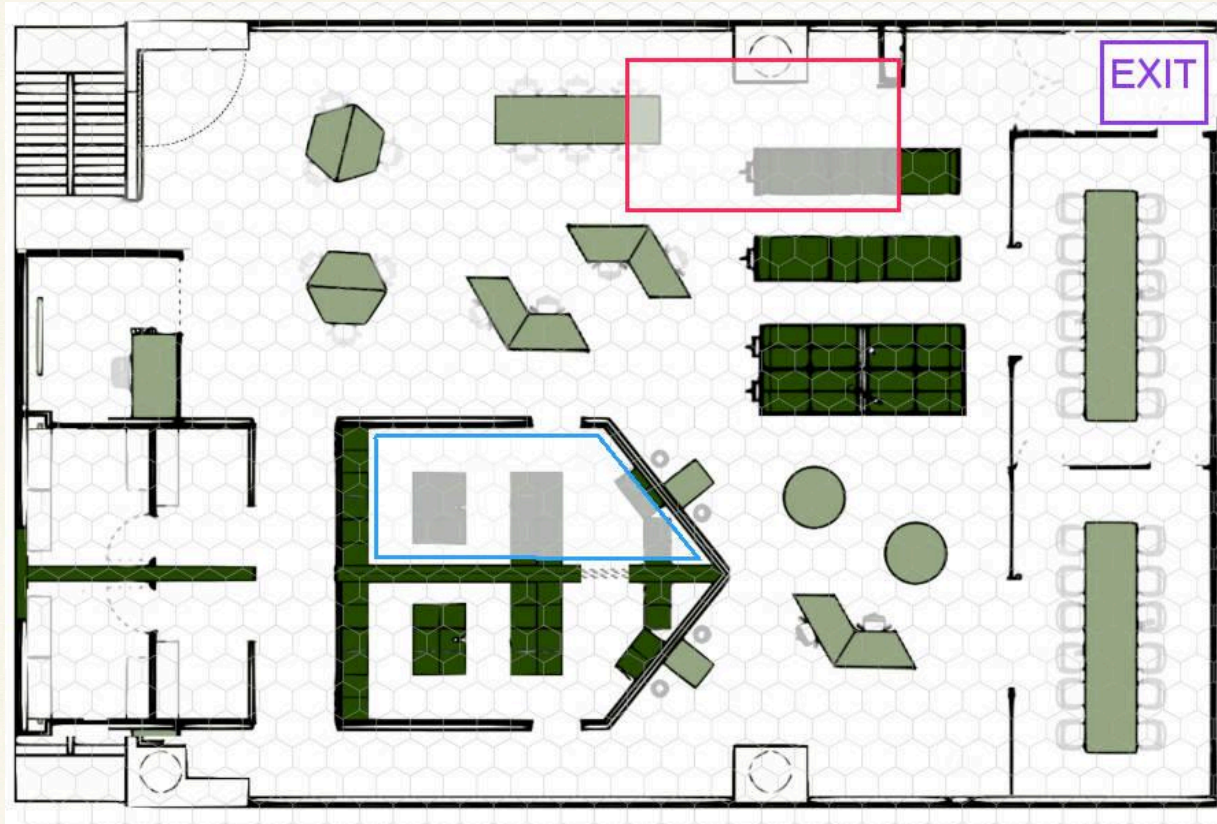
Jerry: “Donna, do something!” Donna: “Hemulin! Drop a beat!”

Scoring suggestion: [“Dare to be Stupid”, covered by The Cybertronic Spree](#)

Faceoff against the Crusaders

Center for Optimal Dist. of Power office

Characters	HP	Armor	Speed	Attacks
Biggsby 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. The Crusaders should start in the fuschia region. The primary win condition is to reach the exit with the drive, which is worth 6 XP 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.

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

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 Victorville 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 Bakersfield 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. 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 election will now fail. It’s possible that they could face criminal consequences for the loss of light caused.

A moment later, Harris posts a short public message that says, “The Aquarius H2 data team has 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.” Below, there is also a self-reply: “Also, if this was unclear before: this is why you don’t fuck with with Aquarious H2 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 barker (a button communicator for non-verbal parahumans). 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.

Then give out XP, and figure out what comes next!

Scoring suggestion: [“Fine”, by Lemon Demon](#)

Suggested Follow-up

We haven't written a follow-up to this story, because its primary purpose is to serve as a stand-alone introduction for people seeking a demonstration of how to play. But if players have a strong positive reaction and express a desire to continue with this storyline, this story leaves plenty of possibilities for what happens next.

Presumably, PowerMaker would immediately lose the election for chair. They and their supporters would likely demand an investigation into the claims. The consortium would find itself tasked with responding to a grave scandal in the midst of a transition in leadership. The Victorville Fusion Station collective would hold an immediate discussion on whether to suspend PowerMaker and how to investigate the claims as well. Would these groups cooperate on a single investigation? Multiple separate ones? What would be the immediate public sentiment?

Meanwhile, the person or persons responsible for attempting to suppress the sensor log data that Tomatillo found have yet to be held accountable. The obvious suspect is PowerMaker. But is there proof? And who else could've been involved?

Here's a plot hook we might suggest:

PowerMaker concedes that they – in an act of terrible judgment which they've long regretted – hesitated to provide the full assistance that they could have before the blackout. They insist that they only expected to bruise a rival, not cause the kind of damage that occurred. PowerMaker insists that they immediately reformed themselves after witnessing the unintended harm of their error. Furthermore, they insist that they had NOTHING to do with the plot to bury the data, and offer their full assistance to find the culprits and begin restoring their now disgraced name. So the search begins: Harris and a team of experts begin a forensic analysis of the hack. The Crusaders answer questions about how they were contacted by a deepfake of Harris. And PowerMaker opens up their little black book to help figure out who else would've wanted that data hidden (or pretends to, if they're just trying to throw the hunt off of their tracks...).

Fully Automated!
Playable Adventure Module

Psychonautica



Psychonautica

By Andrew Gross and Jack Gross

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 Evelynn Wilcox, where Dr. Naomi Turner is assessing Evelynn. Evelynn 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 Evelynn'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 of these strangers who introduce themselves by demanding a sample, as they've begun to suspect that someone is planning covert operations against them. Once convinced of the players' intentions, however, they agree to provide the antagonist to save Evelynn. But as they're retrieving the sample, they stumble upon a crew of androids attempting to rob the lab. The players stop the androids, then return to Dr. Turner's lab. They assist her in preparing the antidote and restore Evelynn.

Story Overview

Preface

Evelynn Wilcox (known as Psilocybe Vulgaris to friends) 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. Evelynn met Dayenu through epileptic support circles. Evelynn has a brain-sensing implant for monitoring cognitive patterns to predict seizures, and it passively broadcasts to Dayenu, who wears a scent-based canine XR wearable. In conjunction with their training, this wearable allows Dayenu a nearly empathic link to Evelynn, even at a distance. Intervention has rarely been necessary though, as Evelynn's epilepsy is well treated through a synthetic gland that provides a steady delivery of medication.

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

Evelynn 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 Evelynn's thought patterns, summoned Dr. Naomi Turner. Upon arriving and finding Evelynn unresponsive, Dr. Turner issued a crisis alert beckon to Evelynn'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 Evelynn's apartment. When they arrive, Dr. Turner tells them of Evelynn's condition. She explains that Evelynn must receive a chemical antagonist uniquely complimentary to the drug within the correct dosage in order to neutralize its effects or she'll suffer a permanent dissolution of self. She's also at an escalating risk of seizure while her medicative gland is deactivated, but it can't be safely reactivated without knowing more about her neurochemical condition. This 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 order to learn the source of the psychedelic. Inside her mind, they wander a surreal landscape until they find Evelynn's consciousness and learn that the drug - Lightreader - was given to her 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 Evelynn is on. Her primary hope is that they can bring her a pre-made antagonist generated by whoever synthesized the drug, along with a sample of the drug itself and any binding kinematic data available on it. Dr. Turner explains that she's going to head to her lab to prepare cultures of Evelynn's neurons and explore the closest available drugs 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 Exper to the Yasnist Bathhouse down the block. They negotiate entry with two members serving as gate checkers to the bathhouse. Inside, they explain Evelynn's situation and what Dr. Turner is seeking. 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 Evelynn, 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 Evelynn: 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 unknown ends. Based on the players' choices they may deduce at this point what caused Evelynn'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 Evelynn. Once restored, she thanks the players profusely.

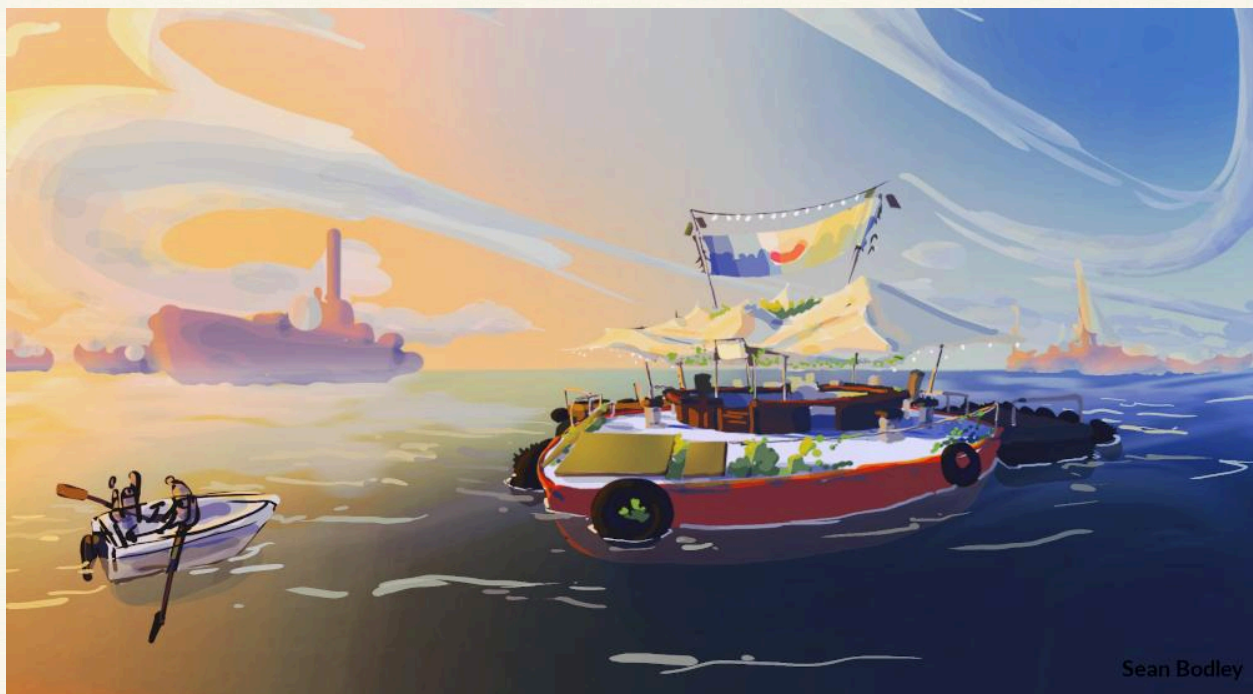
A bit later, Exper follows up to tell them that the Crystal Bullshit Gang would like their help soon in order to untangle whatever trouble they're in.

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.

Establishing Context

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 - including "A Demonstration of Power" - if desired.



Events Summary

- The players spar in Inconel Crew's Gym in Echo Park.
- They are summoned to Evelyann's apartment.
 - ~ Players travel to Evelyann's apartment ~
- Dr. Turner requests their assistance in finding out what Evelyann is on.
- The players examine the apartment.
- The players skidoo into Evelyann'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 players' goals.
 - ~ Players travel to the Hyperion Debouchment ~
- Players explore "the debouch' " and track Exper to the Yasnist 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 travatars.
 - ~ Travel to Agular Tower clinical laboratory ~
- The players assist Dr. Turner in preparing the treatment
- They administer the treatment to revive Evelyann

Assets

Characters

- Evelynn Wilcox/Psilocybe Vulgaris** - A psychonaut in distress
- Dayenu** - Evelynn's companion and trip-sitter
- Dr. Naomi Turner** - Evelynn's doctor
- Nipsy Hsueh** - Evelynn's neighbor
- Exper Mental** - Evelynn's friend and supplier
- Medhi Giorgi** - Food stand vendor
- Violent Chiller** - Locomodo busker
- Vanya and Sergei** - Bathhouse members
- Mystik** - Member of the Crystal Bullshit Gang
- Housecat** - Member of the Crystal Bullshit Gang
- The Trypnotist** - Member of the Crystal Bullshit Gang
- Laura** - Member of the Crystal Bullshit Gang
- The Funkes** - German tourists who are secretly robbers
- PuzzleQueen and Dispatchy_Aleksys** - Dispatch coordinators for the LAPL and FPN
- Bigby Manuṣya and Chkchk ThistleOneTwo** - Medics

Locations

- Inconel Crew's Gym - Map available
- Evelynn's Apartment (Agular Tower Floor 23, apt. 9) - Background available
- Evelynn's mind - Background available
- Hyperion Debouchment - Background available
- Yasnist Bathhouse, antichamber
- Yasnist Bathhouse pool
- Nazel Center Cafe - Background available
- CBG Bio Lab - Map available
- Agular Tower clinical lab -

Handouts

- Empty drug vial
- LightReader binding data
- LightReader antagonist
- LightReader

Empty drug vial

A small, empty amber glass phial. The label reads:

Lightreader - v0.09 - CBsG b04JUN2124

LightReader binding data

Binding_data--LRv0.08_b02APR2124.tabx - - - - - 175 MB - - - - - 17APR2124

LightReader

A small amber glass phial, with a thick, dark liquid inside. The label reads:

Lightreader - v0.09 - CBsG b04JUN2124

LightReader antagonist

A small amber glass phial, with a powder inside. The label reads:

ANTAGONIST: Lightreader (v0.08) - CBsG
Prepared by Tryp; 150 ng; 02APR2124

A psychonaut in medical distress

Names: PsilocybeVulgaris; Evelynn 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);

Evelynn's companion and trip-sitter

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 Evelynn Wilcox (human friend)

Evelynn'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: 2107_AUG_22 (Age 17)
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: PuzzleQueen; 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 Yasnist Bathhouse, 2109 - Present

Bathhouse member

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

Member of the Crystal Bullshit Gang

Names: Mystik; Ethyl Becerra (given)
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 Unlicensed acquisition of controlled laboratory equipment (2118)

A member of the Crystal Bullshit Gang

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

Education Oakland Unified forest schools, 2114
Cal State Channel Island; 40 credits of orbital biology, 2115 - 2117

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 (given)
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, 2086 - 2089, & 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)

Medic

Names: Bigsby Manuşya
DOC: 2104 (Age 20)
Res: Griffith Park
Species: En-Chimp
Gender: Fem (She/They)
Followers: 1100
Sapience: S5

Associations Cedars-Sinai Medic Network
Griffith Park Manuşya troupe
Dharma Vijaya Buddhist Temple of Hollywood

Medic

Names: Chkchk ThistleOneTwo
DOC: 2110 (Age 14)
Species: Cockatoo
Gender: Fem (Any)
Followers: 200
Sapience: S5-

Associations Cedars-Sinai Medic Network
LA Society of Bird Healers
Basic Information Resources for Birds (BIRB)

“German tourist”

Names: Wilka Funke
DOC: 2063 (Age 61)
Res: Munich, DE
Species: Human avatar
Gender: Fem (She/They)

Associations Gold Coast Travatars

“German tourist”

Names: Helmut Funke
DOC: 2055 (Age 69)
Res: Munich, DE
Species: Human avatar
Gender: Masc (He/They)

Associations Gold Coast Travatars

“German tourist”

Names: Ingrid Funke
DOC: 2097 (Age 27)
Res: Munich, DE
Species: Human avatar
Gender: Fem (She/They)

Associations Gold Coast Travatars

“German tourist”

Names: Gerhard Funke
DOC: 2101 (Age 23)
Res: Munich, DE
Species: Human avatar
Gender: NB (He/They)

Associations Gold Coast Travata

Session Running

Establishment Inconel Crew Gym

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.

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, they can meet in the gym or the crisis alert can be a justification for introducing characters who don't already know one another.

Running

"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.

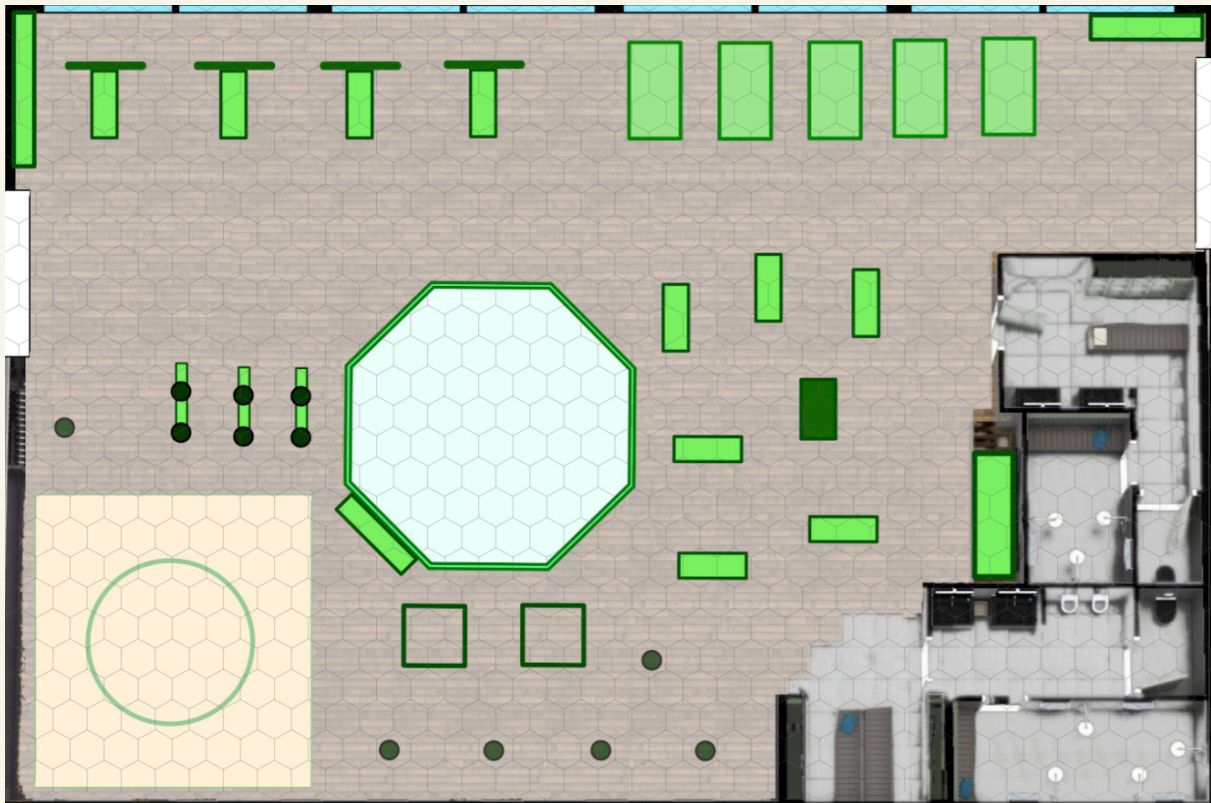
Scoring Suggestion: ["Champion" by Buju Banton](#)

Sparring Match

Inconel Crew Gym

Setup

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



Running

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. ...

"Great work. 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 Synths) 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. If players ask for details the GM can introduce either of the two protector dispatchers to help direct the players

Once they accept, their virtual assistants or other assistive devices 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.

Running

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.

Though the outside is closable, 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 bull terrier is sitting on their 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 30 minutes ago. 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.

The [optogenetic](#) arm band is just a cuff with inward facing LEDs. Evelynn's artificial gland is in her inner upper arm, and it contains light-sensitive proteins that modify the behavior of the gland based on exposure to specific wavelengths of light. It is not significant to the story, but provides additional medical complexity.

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.

Evelynn's Auditory Environment

The players will determine during the skidoo that Evelynn can hear sound within the 50 - 100 Hz register. During their investigation of the apartment, inform a player that rolls well for an Observation check and/or has skill points in Art, Music, & Culture that they hear a band in an apartment across the street practicing Nuevo Funk playing a version of **"Love Like Nettle" by The Mangrooves**, so that this can be referenced while they're in the skidoo.

Dayenu can speak and respond to basic questions using a barker. She taps on large buttons and then a voice reads out her message. Her responses are simple, although the barker communicates with proper grammar (unless the GM prefers for barkers to communicate in broken speech).

Investigating Evelyn's Condition

Evelyn'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 Evelyn'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 Evelyn'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.

Running

"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. Give the player the Empty Phial handout.

The label reads "Lightreader - v0.09 - CBsG b04JUN2124."

If players attempt to test any residue in the phial, Dr. Turner will remark that the contents look thoroughly empty, but it's worth a try.

She can send Nipsy Hsuech to take the empty phial down to the clinic on the fourth floor and give it to the lab synth, Wendell. Players can offer to go down as well or stay behind. Ultimately, after twenty minutes, Wendell reports that the remaining residue is largely unidentifiable. It should be worth XP to try though, and it should offer a slight advantage to Dr. Turner's planning later. This can manifest as an extra point of advantage during the treatment preparation phase encounter toward the end of the story.

(Wendell) "The residue is an unknown psychoactive compound. Its low concentration and oxidation make recognition infeasible, but I will continue to attempt further analysis."

Eventually Dr. Turner generates a set of graphs examining Evelynn's mind and vitals.

"It's hard to tell what's going on. I've been trying to determine if she can hear or understand us, but even that's unclear." If players ask for clarification: "I see some activity that appears potentially responsive to auditory stimulus, but it's a weak association. It looks more like noise than signal."

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's disembodied voice responds "Alright. Jaime is scheduled to participate in a raid, but I'll instruct her to head to the bay upstairs. Can you folks send me your configs?"*

Preparing for the Skidoo

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

Decisive Success: 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 or a failure to shift out cause light-threatening conditions. Neurospace Induced Psychosis (NIP) can manifest as paralysis, phantom pains, and derealization that can be fatal if severe enough. Take +3 on one tuning check while in the mindscape.

Regular Success: You’re not pro, but you know the basics: damage in neurospace feels real, but disappears if you shift out properly. A careless skidoo can cause a variety of potentially permanent or fatal conditions. Take a +2 on one check of your choice while in the skidoo.

Modest Failure: You don’t know the details, just that it’s dangerous if you’re sloppy. Tread lightly.

Decisive Failure: You haven’t done a skidoo, but you’ve heard of them. They say it’s 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 to start. 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. This is a level-1 skidoo, so she can’t see or perceive anything you do or say. 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?

[Receptor 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 Evelyynn's mind

Evelyynn's mindscape / Evelyynn's Apartment

Setup

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

From there, they'll track Evelyynn to a lake, but need more information to proceed. They discover they can speak to her in a specific register, then swim to the bottom of the lake where they find 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 Evelyynn 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.

Players will likely need a lot explained during the mind dive. GMs are advised to try to communicate facts to players as things they know based on stats and Knowledge rolls, or to have Dr. Turner explain whatever needs explaining that players' characters don't already know.

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 can defend against threats by mundane means (as if it were real) or arcane means (those that exploit the virtual nature of the environment).
5. 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

Each character has pre-set VR configurations that determine what their shifting sequence looks like; how they receive information (such as a watch, handheld, or heads up display); how they issue commands to the VR program; and what their avatar looks like or wears.

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 shift into deep VR, activate your shifting routine through your preferred method.

(If anyone doesn't have a shifting routine) You stand on a circle on the floor and trace a circle in the air. The circle you're standing on rapidly expands into a ring and swiftly shoots upward, creating a tube around you. At first, the inside of the tube appears like polished onyx with distant points of light inside it, rushing upward. Your sense of weight fades, and the sense of a tube rushing upward gives way to the feeling that it is stationary, and you're falling through it. The walls of the tube expand outward, out of sight. Your body becomes a transparent, ghostly blue, and the world around you a vast gray mist. The other players appear in the distance and grow closer until you're all floating in the same gray mist.

Have the tuner(s) roll for tuning, then describe Evelynn's living room resolving into focus. When the players move, though, the living room is revealed to be a series of flat panels of painted plywood placed at various distances. 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.

If they roll a modest success, have it stop after the third time. Otherwise require that they tune again until successful. If they fail, the effect should worsen and players should roll for [Endurance + Psionics].

Once the effect ends, they can see that the fractured, illusory living room is inside a vast, dusky forest with a purple sky and the sun's setting light coming from all directions. Whether players can fly depends on whether the tuner chooses to enable this behavior and that they roll a decisive success when tuning.

Describing trippy effects

The effect in which a scene is revealed to be an illusion of flat, painted panels at various distances, which then itself breaks up into flat panel illusions repeatedly is an effect often attributed to *salvia divinorum*, or "[Diviner's sage](#)". For more first-hand accounts of psychonautical experiences (including bad trips to use as hostile effects of bad rolls) or advice on mitigating risk when experimenting with psychedelics, see the crowd-sourced drug information repository [Erowid.com](#).

Picking up the Trail

Scoring Suggestion: [“Just dropped in \(to see what condition my condition was in\)” by Kenny Rogers](#)

Once you walk out past the panels that made up Evelynn’s living room you find yourselves in a forest at dusk. Every so often, a cloud rumbles with building thunder in the distance. Sometimes a wolf far away howls. A murmuration of swallows pass overhead.

Seers roll for [Observation + Situational Awareness or Detection & Analysis or Wilderness] to find a set of footprints in the course dirt. If they roll well, they may note that the forest is populated with pines, poplars, and maples. The rocks are mostly granite and slate. This forest is based on the wildlands of Evelynn’s youth in Virginia. The clouds are thickest in the distance, and represent seizures kept at bay by the drugs released by Evelynn’s currently deactivated medicinal gland.

You see footprints. They look like those of someone running, and head into the brush.

Describe wandering, and have the detail drop out as they move until the tuner retunes. If they tune badly, players may be attacked by a swarm of hornets, or a violent storm. Have players roll to defend against the attacks, using either mundane or arcane actions. If they fail, they take that many points in damage. During an attack, they should empathically feel Evelynn’s sense of being overwhelmed. If they share a relevant memory of feeling overwhelmed, award them XP for it.

Physical Challenges in deep VR

The default way to respond to challenges in deep VR is to treat them as you would if it were real, and avoid getting bitten, scratched, stabbed, shot, etc.. These kinds of responses are rolled using the same check as one would use in biospace: [Strength or Dexterity + Athletics or Combat or similar]. These are mundane actions.

If a player wishes to distort the simulation, this is an arcane action. The challenge of an arcane action comes from the requirement that the player execute it in a way that is convincing enough not to violate their conviction that what they’re experiencing is real. This is commonly done through Psionics, Will, and Hacking Software (in order of increasing difficulty). Arcane actions are more difficult than mundane actions, and the GM should be comfortable limiting the extent of arcane actions to reasonable boundaries and requiring a player’s action to appropriately match the Attribute and Skill they’re employing.

Allow players a sufficient amount of time to track Evelynn through the forest.

The footprints eventually lead down to a lake inside a gigantic teacup. The giant teacup is tilted toward you. You’re 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 far edge.

Players are expected to follow the footprints into the lake. When players look beneath the lake, it’s fuzzy and unconstructed.

Contacting Evelynn

When the tuner attempts to tune, doing so successfully shows that the lake is extremely deep and vast. Though a lake at the surface, beneath it lies an ocean, and there's no way forward with only the current information available. Have players roll [Knowledge + Psionics] to know that they need Evelynn to give them some kind of clue or beacon to find their way further. Through Knowledge checks and discussion with Dr. Turner, they should attempt to determine if Evelynn can hear any sound by looking for an active, dynamic part of the environment and attempting to tune it.

Resolving an Auditory Signal

If players successfully tune on the swallows, ask seers to roll for [Observation + Detection & Analysis or Art, Music, and Culture]. If successful, they should recognize the distinct, funky bassline of "Seed my thundercloud" by the Mangrooves. If the players closed the balcony sliding doors, make sure to have had Dr. Turner put on some soothing music while she was working. Otherwise, they could get to a similar discovery from an auditory test, but it's far less fun.

Once players recognize that Evelynn can hear in the 50 - 100 Hz register, they can have Dr. Turner connect their speech to a speaker or set of headphones that is playing their voices pitch-adjusted into the appropriate range so that they can communicate with Evelynn. But before they do, Dr. Turner should point out that they'll be entering a level-2 skidoo.

"Alright, do you understand that if you make direct contact, this becomes a level-2 skidoo, and what that entails?" Players can roll for Knowledge or Dr. Turner can explain that within a level-2 skidoo, direct communication with the host increases the risk of harm to both the mind-divers and host. If everyone agrees, they must grasp hands and confirm their consent in their interface of choice. When ready, a glowing ball forms a ring that passes around everyone, and their appearance shifts from transparent blue to realistic and solid, but with a green aura. Feel free to add magical anime girl transitions to this change if desired.

(Evelynn:) "Hello?!? Great green Gaia on Molly! Who the fuck is that? Can you hear me??" ... "Hello? HELLO? Please, help me! I can hear that you're there, but I can't ... focus ... on your words!" The sound of her voice provides a direction to follow.

Evelynn won't answer questions, but the players should know that if they tune again, they should be able to follow her down underneath the water. 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.

Under the water you now see glints of light off metal about 20 meters below.

Players can hold their breath or breathe under the water through either mundane or arcane means. Those that require scuba devices can ask the tuner to focus on adding these, after which a seer can find desired items in the environment. The degree of success impacts the number and condition of the sought after items.

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. The glint you saw was the last rays of dusk reflecting 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.

Scoring suggestions: [“Ghandi, Dalai Lama, Your Lord & Savior J.C.” by André 3000](#)

“Shaman's Hollow” by [Tabletop Audio](#)

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.

Talking with Evelynn

Once the water calms a bit, the players can talk with Evelynn. She can't look at them or move, but her distorted, warbling voice asks them to identify themselves, and to prove that they're real by telling her a joke that makes sense that she hasn't heard before. If they can't think of a joke, they can also play or sing a piece of music that is unfamiliar to Evelynn.

Evelynn will then answer their questions. She struggles to think and speak, and if the conversation drifts, she says that she can only answer one or two more questions before she has to focus again on maintaining her composure.

Through speaking to Evelynn, they learn that she got the LightReader from Exper Mental, and they see in the sky an image of Exper.

Evelynn then asks that they let her focus, and to have someone play an album by Dervish of Sherpas within the audible pitch, and check in again when the album ends. She also tells them to thank Dayenu and reassure her.

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 then dissolves the scene into a vague mist. Each character then clears their mind and activates their shift-out sequence. Once complete, characters reemerge into a starting room in cyberspace from which they originally entered mindscape, 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 any damage incurred in the mindscape. Have players roll for [Endurance + Psionics or Will] to possibly recover some HP (or possibly take more damage, if you're that kind of GM) and tell them what acute psychosis they're currently dealing with.

Tracking down Exper

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

Setup

Once the players have exited 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 Yasnist 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 Cairo Kushari 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 4, 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.

Running

When you return to the apartment, Dr. Turner is in a study down the hall from Evelynn's living room, where you can see Nipsy sitting with Evelynn, listening to a tone-shifted version of her favorite meditative Turkish/Mongolian Alt Rock but speak without fear of talking about Evelynn where she can hear herself talked about. Your devices ask if you want to rejoin Dr. Turner's augmented reality chatroom. ... "So tell me what you found," says Dr. Turner.

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 **Cairo Kushari food cart** in the Hyperion Debouchement about thirty minutes ago. If they get stumped, Dayenu should sniff at the image of Exper in augmented reality 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.

A debouchment is a point at which a river or narrow passage emerges into a wider plane. The Hyperion Debouchment is used in game to describe the intersection of Fountain Avenue and Hyperion Avenue, at the boundary between the Silver Lake and East Hollywood neighborhoods.

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 now can monitor Evelyann's condition and communicate with her. Nipsy will stay with her playing the music that is helping to soothe her, and he and Dr. Turner and the rest of the medical network following the case will continue to stay in contact with her as much as they can without distracting her focus away from maintaining her sense of self.

Dr. Turner is going to head down to the clinic on level 4. She's going to culture Evelyann's neurons and try to identify the most likely analog of the drug and its antagonist, and any binding kinetics data available. She'll synthesize potential antagonists and 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 Evelyann suffers a fatal event.

If the players haven't yet identified the name or type of drug Evelyann 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 Evelyn's apartment around 11 AM and hail a jitney [Charisma + Community Contact]. An older man with a voluminous mustache responds to the digital hail. The recommended fare is 14 hearts per passenger. "Headin' to the debouchment?" ... "Right-o. Name's Benny! 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 all.

Once everyone's in (including Dayenu, if she joins), 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. Billy subvocalizes, laughs after a beat at a private response, then takes off again. Depending on the players behavior and if they tipped, they may see a positive or negative rider rating from their driver.

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 Yasnist Bathhouse. This encounter emphasizes negotiation and street smarts. In contrast to the mind dive, looking for Exper around a bustling neighborhood hub provides opportunities for negotiator characters to take a central role and lets GMs introduce players to interesting people and places. A few interesting NPCs and locations are included in the game module, but GMs have plenty of opportunities to add their own. Inspiration can be found in the GM resources section of the manual.

Running

It's just after 11 when you arrive at the Hyperion Debouchment. ...

It's a busy square bustling with people on their way to jobs, performing jobs, running errands, and just 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 before a crowd on a bamboo mat to classical Sudanese Reggeton. There is a modest line of people waiting to pick up food or order in person. Mehdi is serving customers while Shalaal fills bowls from a massive basin. Violent has a posse of friends and a two dozen people watching as they dance.

If players ask Mehdi, Shalaal, or Violent if they've seen Exper, have them roll for [Charisma + Charm or Community Contact] for each character.

Decisive Success: They're highly receptive. They may know the player through social media or common friends. They'll share what they know, and vouch for the player to others, providing a +2 advantage on Charisma and Research checks during the encounter.

Modest Success: 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. After three questions, the players would need to roll for Charisma again, adjusted by the DM based on the rapport they're building.

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

Failure: They decline to provide the player with information.

Asking the Giorgis

If asked, either Mehdi or Shalaal will ask why you're looking for them. If convinced, both 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/or 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 slightly loopy, 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 pay one deca-like, but offered several dollars in script from a local credit union, which Mehdi politely declined.

Exper ate the bowls while watching Violent and their friends dance, and tossed the money in hyper-local currency that Mehdi declined into Violent's collection hat and then wandered into the Yasnist building across the street. The Giorgis could directly inform the players, but GMs are encouraged to instead tell them to ask Violent, who will demand a dance off.

Asking Violent

Violent says that they've got a lot of eyes on the block, but before they go asking for favors, the players have to earn it with a friendly dance off. If they win, Violent will call on their network to find Exper.

Once players show her a picture or provide a name and/or smell: Violent examines the information available, then touches her comm collar and begins subvocalizing. After a moment she returns her attention to you. *"Alright. I've got people looking. Now: convince me to share what I find."*

Based on how convincing an argument characters make, apply a modifier to a roll for [Charisma + Charm or Intimidation or Acting or Will or Psychology or whatever else makes sense]. Regardless of the roll, Violent will demand that they agree to a dance-off.

- **If they are convincing:** *"You sound sincere. But the only way for me to be sure you're on the even is to see you dance for it. If you want it the way you say you do, show me with your moves. I like you though, so I'll give myself a hindrance."*
- **If they are unconvincing:** *"Hm. I'm not sold. You want to prove you mean it? Dance me for it. I'll even give myself a little hindrance."*

"Hogweed, throw me a few of those weights and restraints!" She slides a restrain through a hand hold of a small weight and wraps it around (one ankle/each ankle/her ankles and a wrist/her ankles and wrists) and activates the restraint, which expands into a tough, foam-rubber cuff that secures the weight in place.

Restraints are soft rubber metamaterial tubes. When activated, they bind to themselves, swell in size, and turn to a much harder durometer of rubber. Details are in the manual under "Tools and Equipment"

Based on rolls and roleplay, have Violent secure between one and four weights to her ankles and/or wrists.

Scoring Suggestion: *["Do the Damn Thing" by Rupee](#)*

Dance battle mechanics

GMs can run the dance battle by having the players simply make opposing rolls for [Dexterity + Art, Music, & Culture or Athletics] with appropriate modifiers characters' dance ability or handicaps like Violent Chiller's weights.. The players and the GM would then roll against one another five times or so to determine the outcome of the dance battle.

This offers some control if the players can use an ability, but it essentially leaves the outcome to chance. An alternative approach is to use the following dice minigame.

Dance battle minigame

The dance battle minigame is essentially a game of blackjack with d10 dice, except the players have a set of points that they can spend on any round within the game to increase their score for that round.

Before starting the first round, assign **Gusto Points** based on a participating character's overall dancing Ability Score. Give players with below average dance ability 0 points, those with mastery 4, and those in between points accordingly. This pool does not replenish until players rest.

Before starting, the players should be given a chance to do a warm-up practice round that doesn't count, and the referee should declare how many rounds will be played. The default recommendation is five, but fewer may be ideal if there are many participants.

Playing a round

- 1) Players roll one d10 which they keep secret. This is their finishing move, and they'll reveal it last. (If this is confusing or difficult to do, skip this step.)
- 2) The referee declares the round to begin and tells which player to go first.
- 3) Dancers take turns rolling a d10 and adding each to their **Dance Total**.
- 4) When they don't want to roll anymore, they **pass** and let the other dancer or dancers roll until they are satisfied with their Dance Total(s).
- 5) All players reveal their secret die to perform their finishing move, and then add any Gusto Points they want to add on top to get their **Final Dance Total**. They can use as many Gusto Points as they have, but this depletes their pool for subsequent rounds..

Scoring a round

Players score:

- 0 points if their Final Dance Total is greater than 21
- 1 point for not going over 21
- 1 point for every opponent they scored higher than
- 1 point if their Final Dance Score is lower than 21

Scoring the full minigame

The winner of the dance-off can be decided by the total score or by whoever won the most rounds.

Describing the dance match

Violent's heels begin to tap, and then her ankles and knees sway. Her shoulders twitch in time with the music, and then suddenly her hips begin to aggressively move ...

Use the following dance moves to help describe dancing (taken from frague.at and rockstaracademy.com)

Top Rocks	Go Downs	Backrocks	Footwork	Powermoves	Freezes
Cross Step	Drop	Floor Shuffle	Russian	Backspin	Baby Freeze
Kick Ball Change	Walk In	Travelling Floor Shuffle	Kickout	Windmill	Turtle Freeze
March Step	Half Sweep	Back CC	CC Spin	Airflare	Pilot Freeze
Hustle	Kneedrop	Back Step Over	Kick Turn	Headspin.	Airchair
Criss Cross	Spindown	Back Step OverSwitch	Kickspin	Turtles	Airbaby
Webo	Propeller Kick	Baby Track	BacksideKickspin	Crickets	Airfreeze
Breather	360 Kick Drop	Dead Cat	Backkick	Jackhammers.	Hollowback
Corkscrew	Swing Down	Basic Thread	Jumpover	Ufos	Rummenigge
Box Step	Kickspins	Tortoise	ZuluSpin	Munchmill	Headstand
Ballet	Shuffle Kick Out	Baby TrackTwist Up	Step Outs	Starwalk	Handstand
Pirouette	Roll	Belly Roll	Six Step	Criticals	Ninja Freeze
Plié	Parachute Drop	Octopus	8Ball	Doublemills	
Jetés	Miscellaneous	Back Swing	Back and Forth	Nutcrackers	
Fondus	Dougie	Scorpion Back Rock	Bretzel	Tombstones	
Développés	Floss		Sling Walk	Virgin Flare	
Sautés	Lockstep		Shuffle		
Arabesque	Moonwalk		Corkstep		
Attitude	Charleston		Scramble		
Chassé	Lindy hop		Penny 6		
Tendu	Monestary		Knee Walk		
Port de Bras	Bootypop		Octopus		
			Buttslide		

Violent's response

- **If a player wins or at least impresses Violent:** *“Not bad. Here's what you wanted.” Violent does a file offering gesture toward (whichever character or characters she likes best) to share a video. It is a recording of her dancing 45 minutes earlier. In the video, Exper can be seen passing through the shot. The shot transitions to an ultrawide field of view, and Exper can be seen entering the Yastnist building across the street.*
- **If the players lose decisively to Violent:** *Violent sighs. “Well. That was NOT the performance of someone dancing like a light depended on it.”*

(Let players react and plead.) “Well. I'll admit that it's possible that you are sincere and just fart at dancing. And I don't want that hoodoo on me, so I'll give you what you seek. But I can't have you misusing that info, now can I? Swinging Nettle, be a dear.”

She pulls a kretek cigarette out of an elbow pocket and offers the end to a member of her crew. They swipe one hand across another and produce a flame at the end of their gloved middle and index fingers to light the cigarette. Above her head, Violent draws three circles, and then an irregular shape.

(Ask players which have the technomagic layer enabled in their augmented reality view. Tell those that do that they can see the cigarette's glowing trail drawing an eye within the circle.) "I cast... eyes on you." She takes a draw of the cigarette and exhales gently in your general directions. "Until the dark of the next new moon, I, my friends, and the spirits will be observing each of you to ensure you get up to nothing I don't approve of. So be good, kids." She then makes a gesture to transfer a video file from 45 minutes earlier in which Exper can be seen entering the Yasnist building across the street.

Asking Dayenu

Players can also ask Dayenu to search for Exper. Dayenu can respond with a portable barker, which projects the buttons in laser light on the ground from a projector on their collar when they give a small wake woof. If they attempt to use hacking to review cameras, require them 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 are caught, Violent becomes hostile.

They should eventually make their way to the entrance of the Yasnist Bathhouse.

Finding Exper ***Yasnist Bathhouse***

Setup

Players negotiate with the gatekeepers at the bathhouse and find Exper inside. Exper calls the Crystal Bullshit Gang. Exper says that to get the antagonist, they have to meet up with the CBG at the Nazel Complex in Compton.

Running

It's 11:30. *The Yasnist Bathhouse is within the Yasnist 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 side leads to the Yasnist vintage store. (This is like a thrift store or pawn shop, except everything is free). The back leads to the garage 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 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].

Success: 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 one Charisma check of their choosing in this encounter.

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

Failure: The player is viewed as an outsider. Vanya and Sergei will be polite but uncooperative. Charisma checks are at a -2 disadvantage.

Based on [Charisma + Charm or Acting or Intimidation] checks (and any advantage or disadvantage), **Vanya** and **Sergei** may or may not supply information. When the players ask to enter, they can roll again for [Charisma + Charm or Community Contact].

Success: The player is welcomed in, and can vouch for friends.

Neutral: The player can enter, but must pay a small donation of around \$30 or ♥50

Failure: 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 their attention away from the game. "Hello, welcome. Is this your first time to Yasnist Baths?"

Asking about Exper:

- **Failure:** *"Unfortunately I don't give traffic reports. Are you here to wash or pry?"*
- **Success:** *"Mental? The shifty fellow? He came in. Usually does exercises in the pool."*

Asking to enter:

"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 ♥50, adjusted based on how much Sergei and Vanya like the character)."

You go through the wooden door and down an arched hallway punctuated by small lamps until you reach a tiled chamber with an arched ceiling filled with serene string music. 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.

Scoring suggestion: ["Ants to You, Gods to Who?" by André 3000](#)

If players wander, describe various locations. They may ask people if anyone has seen Exper. If they pass a check 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 pool deck is ceramic polymer stippled with the same 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 test results. Can I talk to you in 30ish minutes? Or better still, tomorrow?” ...

“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 ¹!”

(Exper turns their attention back to the players.) “I can get the antagonist, but we have to go pick it up in person. 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 walk in a tight 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.

¹ Ati’as Tirawa is the creator god of the Pawnee, and translates to “Father above”.

Transit

Yasnist 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 to the Hyperion train station, toward the southbound express train platform. Players can ask questions, and Exper will explain that the suppliers are a collective of biohackers called **the Crystal Bullshit Gang**. They've got a lab at the **Nazel Complex in Compton**. Players can roll for [Knowledge + Community Contact or Research & Investigation] to get their bios. For every 4 points they roll above passing they can have one of the four NPC bios.

Exper explains that the Crystal Bullshit Gang are whitehat biohackers who run a lab in Compton that produces neurotype adjusters for patients in the surrounding community. This supports their primary research, which is experiments 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 in a way that simulates 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. Its potential to violate privacy or provide unfair performance advantages in many fields makes it a controversial and questionably legal substance.

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'm optimistic!"

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 **Housecat** at the **Arabian Prince Coffeehouse** on the street level of **Nazel Complex building B**. Once they convince Mystik and Housecat that they're trustworthy, they get escorted up to the lab on level 3, where they confront the travatars mind-heist.

Running

You arrive at the Nazel complex around 12:40.

The Nazel Complex

The Nazel Complex is a dense, multi-building campus of services businesses, office space, labs, medical clinics, fab centers, and food production in Compton named after rapper [Kim Renard Nazel](#) / Arabian Prince.

Building B is six stories, primarily occupied by 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 melanin protein for organic batteries. Level 4 contains a low-volume electronics fab center and chip manufacturing hub. Level 5 manufactures resilience bars (on-the-go nutrition bars that can also be stockpiled as emergency rations). Level 6 is a couple of ag-research collectives.

The players and Exper meet Mystik and Housecat on the ground level of industrial space B.

The ground level is primarily occupied by a community fab and repair center. You find your contacts in a cafe tucked into the corner. Mystik and Housecat are 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 Housecat 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 are personalized drugs that 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 "Psilocybe Vulgaris", as she's known in the community.

(Housecat) *"A trance like what you're describing was observed in a pair of brothers who took a heavy dose of lightreader and focused on each other until they created a feedback loop. It's never been seen in someone who was taking the drug by themselves, though."*

Mystik asks for a full report and plans to interview Vulgaris 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 8 XP (or whatever feels appropriate).

Eventually, Mystik and Housecat agree to escort the players up to their lab to retrieve the sample and antagonist, and share the available kinetics data that Dr. Turner requested as well.

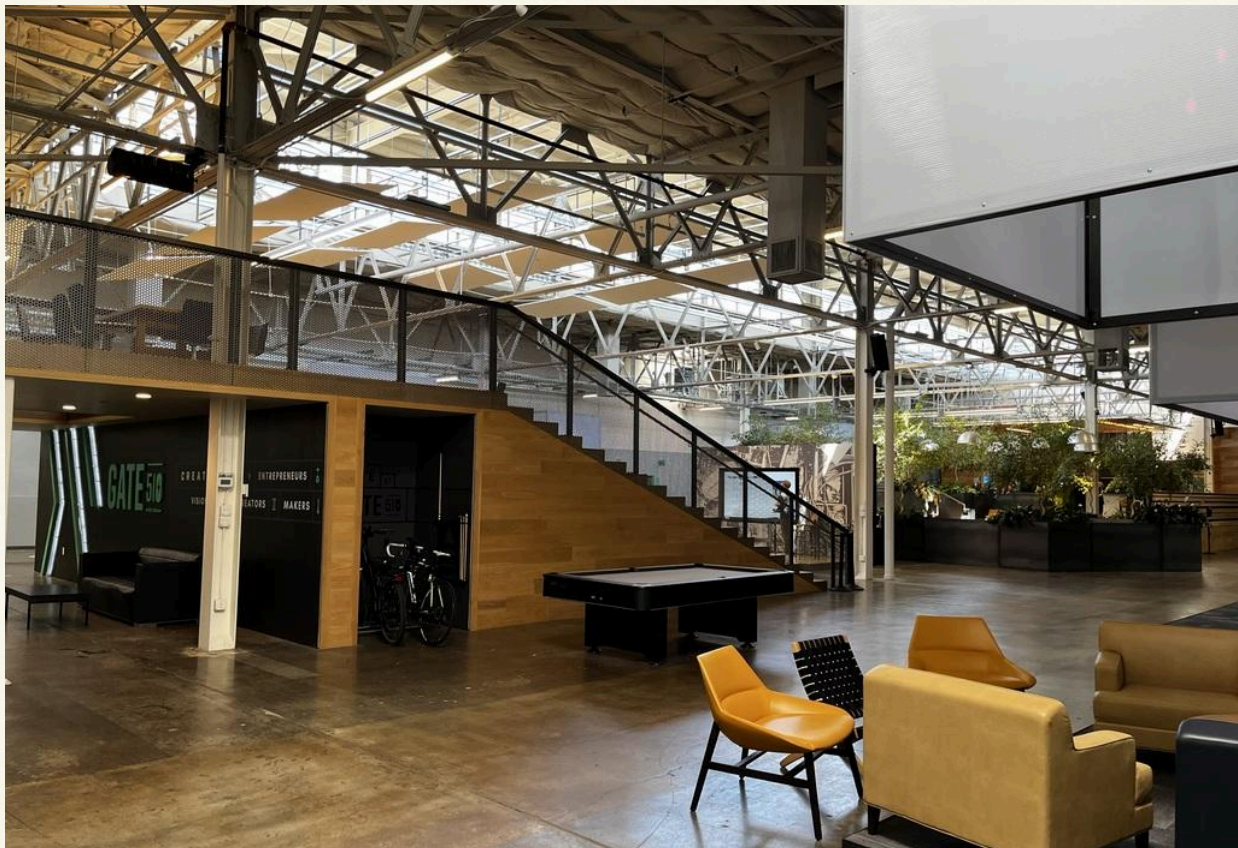


Photo by Andrew Gross of a mixed use building in San Leandro, CA.

The Confrontation in the Lab

CBG Lab, Level 3 of the Nazel Complex Building B, Compton

Setup

Players walk in on four travatars robbing the lab. When attempts to talk their way out fail, the travatars draw pistols and attempt to shoot their way out.

Running

The players follow Mystik and Housecat up to the lab at around **1:15 PM**. Have everyone roll for [Observation + Situational Awareness]. If any roll a Decisive Success:

You follow Mystik and Housecat 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 Housecat. 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. In a German accent, they exclaim, "Oh! You can't be in here! There's a chemical spill, it's not safe for organics!" ...

Based on their appearance and public IDs, these appear to be **travatars**: travelers remotely operating androids at a distance as an alternative to physically visiting a far away destination. These four appear to be a German family on holiday borrowing a set of four travatars from a local remote travel agency called Gold Coast Travatars.

(Another android with the face and voice of a middle-aged German man: "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 avatar in public while I'm using the toilet? I still need to use the potty in biospace, and when I do I like my travatar to sit in a water closet like a civilized person. It's part of staying immersed!" ...*

They draw pistols from their fanny packs. "Alright, that's enough! Hands up, mouths open! Walk backwards toward that corner!" ... "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!" This is done to prevent anyone from issuing subvocal commands.

(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.*

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

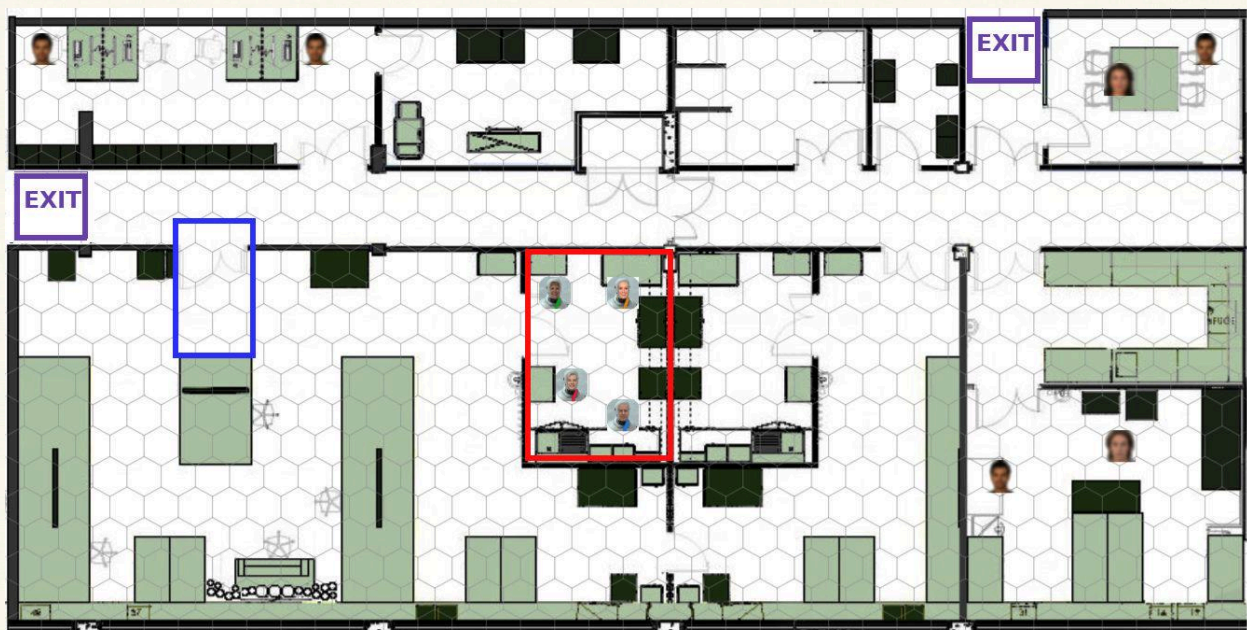
This setup is designed to provide a modest challenge to four players. It is written towards the preferences of players who prefer roleplay and narrative over combat, and allows the players to indulge in some gleeful, morally uncomplicated violence. It’s meant to allow them to soundly defeat the adversaries 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. The CBG will only defend, unless someone wants to play as them in which case they can punch.

Scoring Suggestion: [“Robot Rock” by Daft Punk.](#)



The players should roll [Knowledge + Assess Tech] if they have questions about what travatars are and their basic construction, though with a generous advantage modifier because this knowledge is fairly common.

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 each success or every 4 pts above success per roll in [Intelligence + Hacking Hardware].

Resolution

- **If all 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 whip 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. Housecat 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 escapes:** Players receive the antagonist & 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 Housecat 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, to be safe. I embedded the binding data you asked for in the package. 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 2 or 3 escape:** Players receive LightReader & 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's a big loss, but this should be of some help. I slipped a copy of the data you asked for into the packaging."*

- **If all escape:** Players receive only the binding kinetics data to take back to Dr. Turner.

Based on the results, give out the appropriate handouts.

If the players linger, have Doctor Turner ask for an update, and suggest they call a dispatcher to summon an emergency transport. The players will need to take the physical samples, but the data packet can be shared immediately.

Transit

Nazel Complex -> Agular Tower Medical Clinic Lab

It's around **1:30 or 2:00**, depending on how the fight went and how many players needed medical attention.

In order to travel from the Nazel Complex to Agular Tower, players should contact their preferred dispatch agent to summon an ambulance. The ambulance can land on the roof transit deck and ferry them to the Agular Tower sky transit deck extending out from the 25th 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.

The ambulance sets down on the pad gently and the muffled sound of the noise-minimizing rotors quickly fades. A large side door folds down into a ramp. "Alright! Agular Tower. Watch your step!"

Preparing the Treatment

Agular Tower, Level 4 Medical Lab, Echo Park

Setup

Once players regroup with Dr. Turner, they should deliver the antagonist and/or the sample if they have both/either. 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 Evelyynn's treatment and head upstairs to administer it.

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

Running

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 contained inside the vehicle-sized enclosure. Doors and access panels adorn all sides.

She opens a sample entry door, places the vial in position A1 of a small tube rack, and closes the door. "Wendell, transfer the microplate I prepared of Evelyynn's neuronal cultures." A microplate glides 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 still 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:**

“Wendell is just finishing running the latest simulation. This is less than I’d hoped for, but it’ll have to do.”

(Wendell) “Simulation complete. These are the candidate antagonists expected to most closely match the real-world kinetics.”

(Dr. Turner) “Okay. Load in the cultures and treat them with our best approximations of LightReader and the antagonists.”

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, the technologies cited in this minigame are purely 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. This is described in the game manual under “Tech & Mental Challenges” on page 117.

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 correct 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 what players were able to recover:

- **Antagonist and LightReader:** Set difficulty to Easy.
- **Antagonist but not LightReader:** Set difficulty to Moderate.
- **LightReader but not the Antagonist:** Set difficulty to Hard.
- **Just the binding data:** 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 a Decisive Success, decrease the difficulty one step.

Difficulty	Possible Code Elements	Number of Guesses
Easy	5	8
Moderate	6	8
Hard	7	7
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. Then 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.

Encourage players to list out their guesses and the outcomes 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. It’s time to make our decision based on the results available.”

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

(Dr. Turner) “Wendell, prepare the primary chaperone using the selected sequence. Dilute it to 25 nanograms per microliter and then dissolve the powdered antagonist. Then dilute that to 750 microliters in Hograth’s nasal carrier solution.”

(Wendell) “I’m preparing a chaperone consisting of sequence <the selected sequence> now. I will dilute it to 25 ng/μL and use it to dissolve the antagonist in position A1 before diluting the solution to 750 microliters in HNC. It will be ready in 6 minutes.”

(Wendell) “The 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

After preparing a nasal sprayer containing the antagonist, players follow Dr. Turner up to Evelyn's apartment and deliver the treatment.

Running

Ask players if they know how to administer Narcan

The method for delivering the treatment to Evelyn is based on the procedure for delivering Narcan, a miraculous life-saving drug capable of halting a potentially fatal opioid overdose near instantaneously. Everyone should know how to administer Narcan in an emergency, so take this moment to reward those who do and then introduce anyone else to the procedure through this encounter.

Who here knows what naloxone is?... Does anyone know it by its trade name, Narcan? ... Who knows how to administer it?

(To those who do) *Great. Take 3 XP.*

The means of delivering this treatment to Evelyn is the same as the means for delivering naloxone. You insert a nasal spray into one nostril, pinch the other shut, and squeeze smoothly and firmly to eject the entire contents of the spray into their nose. This is something all of your characters likely know, because it's taught in basic first aid. In the real world, you'll need to look it up a video online, which I urge you to do after we finish today.

Reviving Evelyn

Players return to Evelyn's apartment. Nipsy steps back to give everyone room. Dayenu struggles to restrain a nervous whine, and paces or shifts weight between her feet, clearly trying desperately to contain panic. While Dr. Turner watches Evelyn's 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 Evelyn'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, interspersed 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 rushes to Evelyynn's side. Evelyynn opens her eyes and looks around.

(Evelyynn:) "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 runs toward Evelyynn. Evelyynn opens her eyes and looks around, still with a drunken look in her eyes. Slowly she becomes more lucid.

It's up to the GM to decide how fully she recovers, and how quickly.

➤ **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 Evelyynn frantically, then lets out a howl. Dr. Turner shakes her head as her eyes fill with tears.

Conclusion

Assuming Evelyynn is revived, she calls a friend to join Dayeinu in escorting her to the bathhouse to soak and recover from her ordeal. She invites the players to accompany her if they wish, and asks if she can host a feast of gratitude for them at a time of their earliest convenience in the dining hall outside.

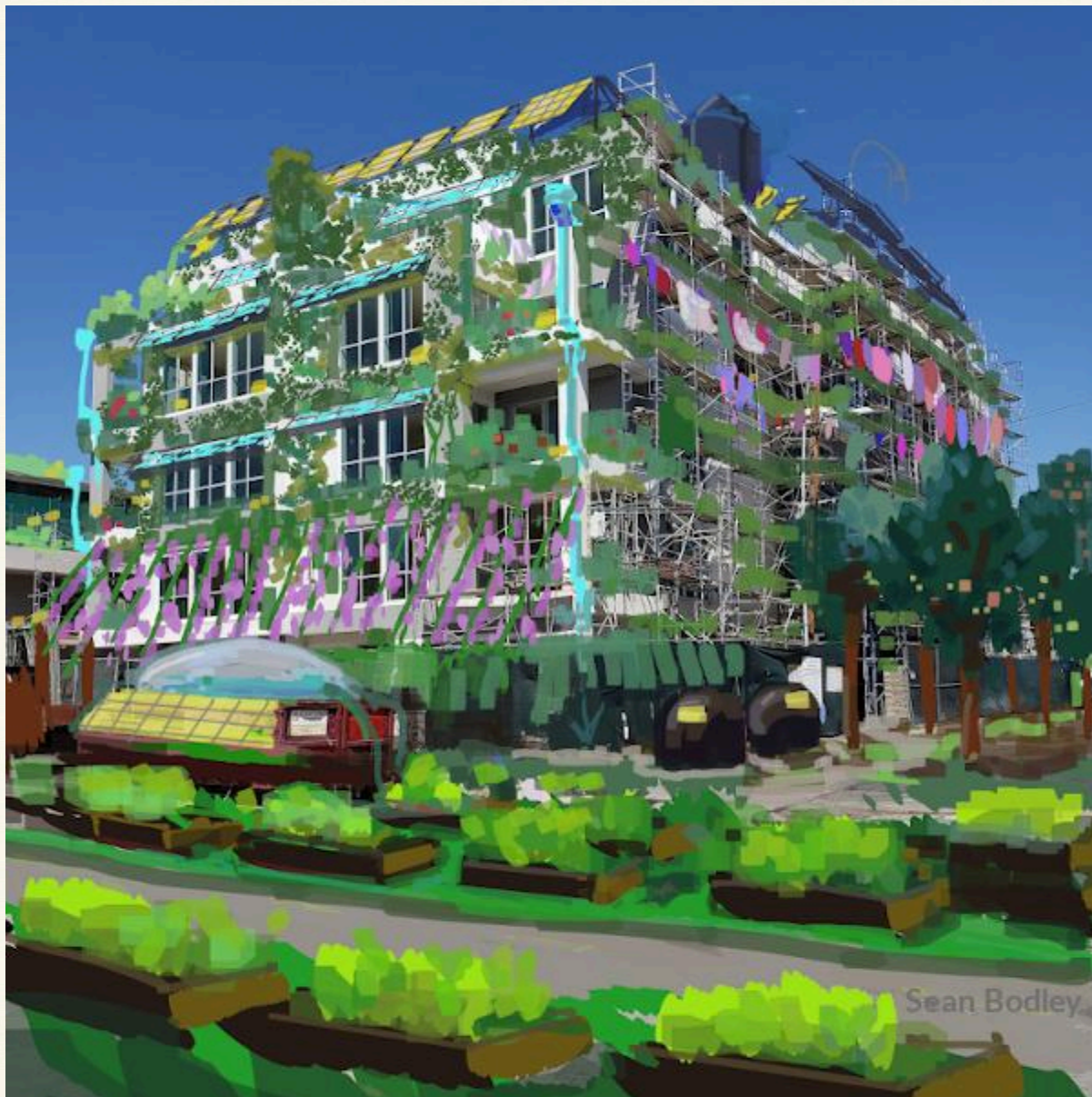
If the players haven't reached out, Exper messages them thirty minutes later to ask about Evelyynn's condition. He then says that the CBG want to talk soon, in person. Allow players to roleplay the characters' response to the events of the day, and award XP.

Scoring suggestion: [*"Pony" by Deluxe*](#)

Following Up

We hope you enjoyed this adventure! Continue the story with the third Fully Automated! Adventure module, “Piece of Mind” !

And if you’re looking for more general content (or have ideas/stories/characters/art of your own to share) browse and contribute to community discussion at slrpnk.net/c/fullyautomatedrpg and community content at wiki.slrpnk.net/fullyautomatedrpg:start !



An abstract painting with a blue and yellow color palette. The background is a textured blue. In the center, there are two vertical, column-like structures. The left column is primarily yellow and white, with a dark blue figure-like shape in the middle. The right column is primarily dark blue and black, with a yellow figure-like shape in the middle. The overall style is expressive and painterly.

Fully Automated!
Playable Adventure Module

Piece of Mind



Piece of Mind

By Andrew Gross and Jack Gross

Session planning

Story Summary

Six weeks after the attempted robbery at the Nazel Complex, Exper asks the players to escort them from the LA Spaceport to a meeting where they're handing 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 made off with the MiGOP that was being transferred. 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: the dream clinic where a suspicious intimate partner of one of the Crystal Bullshit Gang members worked and a recovered attacker now being treated in a nearby hospital (assuming one was captured).

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 (which has been drinking drugged drinks from the concessions). The players stop Mentok and apprehend the Kontrol Phreaks in the process.

Themes

This story is meant to continue introducing the world to players and providing a diversity of experiences 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. It also explores themes of the benefits and drawbacks of acting transparently and trusting broadly versus acting secretly and trusting restrictively.

On top of this, GMs are encouraged to overlay player-specific themes.

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.
- During the trip, Exper explains that they asked for the players' help to talk sense into Mystik, who has become overly distrustful since the robbery.

2. MiGOP-17 Exchange

- Transfer 500g of MiGOP-17 for 18 doses of EtherealMontage.
- While Housecat treats the MiGOP, Mystik and Exper debate ideologies

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 and perform healing actions.

5. Suspect Discussion

- The group brainstorms who could have known where and when to attack.
- Teddysnare, a friend of CBG member Housecat, becomes the prime suspect.

6. Investigation at the Clinic

- Players investigate the Peace of Mind Clinic in Van Nuys.
- They find partially erased files, including a concert backstage pass.

7. Confirmation of Kontrol Phreaks Involvement

- Interrogate subdued attacker Thomas Fredrickson.
- Connect one of the clinicians to a known member of the Kontrol Phreaks.

8. Preparation for Concert

- Players join the concert's security team.
- They research defense strategies, such as an anti-hypnotic AR program.

9. Concert Events

- They find the Kontrol Phreaks backstage but lack concrete evidence.
- Mentok attempts mass hypnosis during concert.
- Players race to interrupt the spell, then pursue the Kontrol Phreaks
- A show-down takes place at the concert loading dock

10. Resolution

- The Kontrol Phreaks are stopped, and the immediate threat is neutralized.
- Some or all may be apprehended.
- The MiGOP-17 is lost, but accounted for.
- Players, NPCs, and the public react to the news of the attack.

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.

Olive's Fair in Love and War is recommended as an optional palette cleanser after this. If they haven't already, the conclusion of this story might be a good point at which to encourage the player characters to identify themselves as a working 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 Dissolved Waste Treatment Park
- The Crystal Bullshit receives the MiGOP
 - They perform a treatment on the MiGOP in the visitors center
 - Exper and Mystik argue over the benefits of transparency
- 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
 - An attacker, 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 of the attackers
 - They gain images of Teddy and Brainwash
- The players negotiate access to the concerts' backstage area
- The players plan and prepare for their counteroffensive
- The players arrive at the concert and familiarize themselves
- The players find the Kontrol Phreaks with or approaching 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 confront the Kontrol Phreaks in a loading dock as they're trying to escape.

Assets to prepare

Characters

- Exper Mental
- Mystic
- Housecat
- 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
- Warpcore

Handouts

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

Locations

- Sally Ride Beach
 - Cloud Ferry
 - Long Beach Waste Park Sky Station
 - Long Beach Dissolved Waste Treatment Park
 - Long Beach Dissolved Waste Park visitor's center
 - Bhavana Lounge
 - Peace of Mind sleep clinic
 - Amanda Gorman Medical Center, Stabilization Ward
 - The Van Nuys Crater
 - The Van Nuys Crater understage
- Background available
Map available
Map available
Map available
Map available
Map available
Map available
Map available

Audio Assets

- Music
- Mentok's speech
- A track of fart noises or other puerile audio to play if players activate the antihypnotic program

Evelynn's friend and supplier

Names: Exper Mental; Exper Manzoukas (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 Becerra
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

Violations Unlicensed acquisition of controlled laboratory equipment (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 Oakland Unified forest schools, 2114
Cal State Channel Island; 40 credits of orbital biology, 2115 - 2117

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, 2086 - 2089, & 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

Housecat'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 , 2121 - 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 clinic
Community Clare Sofi (Wife); Michelle Sofredrickson (Progeny); 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: Fem (She/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 - Public
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 - Public
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)

Concert stage manager & AV team lead

Names: Aide Guzmán
DOC: 2068 (Age 56)
Res: Chatsworth
Species: Human
Gender: Fem (She/her)
Followers: 15,000 - Quasi-private
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
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 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

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 EU

Musician under control of the Kontrol Phreaks

Names: Warpcore Dora Fazin
DOB: 2099_MAY_11 (Age 24)
Res: Tabiz, Persia
Species: Human
Gender: NB (They/Them)
Followers: 25.9 M
Sapience: S5

Handouts

LockewareXR_r23.2 Advanced eXtended Reality firmware, v. 23.2.p.1217

Developed by the Lockeware Intersystem Collective

Recommended licensing terms: N/A

~~~

*Device id: Cockayne 6 full-stim XR headset; design by Osiris Collective*  
*Mainboard: SN Coc6-MB\_2112.04.139; mfc. by Verdugo Electronics, 2112*  
*Optics module: SN Coc6-OM\_2118.3.349; mfc. by Verdugo Electronics, 2118*  
*Power system: SN 48V\_std\_0392.1129.8764; mfc. by Angel Pwr Supplies, 2120*  
*Magstim module: SN Coc5-MSM\_2112.01.067, mfc. by Verdugo Electronics, 2112*

...

### *Configurations Settings:*

*>> Startup Configs: [...]*  
*>> Input Configs: [...]*  
*>> Viz Configs: [...]*  
*>> Audio Configs: [...]*  
*>> Hap Configs: [...]*  
*>> Stim Configs: [...]*

...

*Showtime.cal*

**Event:** Showtime!!

**Date/Time:** Wednesday, July 26, 2124; 8 PM - 1 AM -

**Location:** VNC

## **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                    |
| \9D\DB稽               | \EC\9F\IE8\B7\DB\C2\EB                         |
| Security t(ك\C8W;q:\9 | ?/4\E9\FF\4M\8B\E8z\D3Z\98ám@\E1\D6O*\D1\F6□\8 |

<E6><ED><CC><C5><FB><F1>+ESCfww,<F0>i<EC>d<CD>^K<98><BA><D3>^S>v<F2>Yf(<E1>(<E2>y<81>^U<ED>iq<CE>(<FB><BC>^KR<A5><8A><ED>lv:<9D><A6><A7>唵<F3>9猶<C3>,PASS INTO<DC>

l63Cm^T<8E>^Z<BE>backstage<A2>^T<99>^YJ^L<CE><C3><DC>u<EF>2^^<EF><DE>e<EC><C<A1><8D>^E<91><8F>JK<F3>v<A0><8A>^D-F<9B>Yq<BB><F3>9猶v<A0><8A>^D-F<9B>Yq<BB><F3>9猶 zB<95>≤A0>F<DD><C5>|<BE><9A>U<BF>^|<EE>>w3AzB<95><A0>F<DD><C5>|<BE><9A>U<BF>^| <EE><D3>M<87>=<BA> <C9>^^<E1>,j^P<E7>**ACCESS CONTROLLED**<B9>^O4<E0>^Kg<C0> <81><C8>Q<87><A9><E5>^V<DA><E8>A<C9>w3A

***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**

***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 - First shift 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

**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                 | 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.

### **Peace of Mind Client List**

*Thomas Fredrickson*  
*First intake: 09\_JAN\_24;*  
*Session dates: ...; ...; ...; ...;*

...

# 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 enchantrogen *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 control groups (n= 10 & 9 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\E7.100H\89\$\E8\A5\00\00H\8BD\$\83=C\A0\00\00\85\84\00\00H\8B  
f\F7=\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>[^^@^@<BE><9B>^@icudt54/af.res^@icudt54/ak.res^@icudt54/am.res^@icudt54/ar.r  
es^@icudt54/az.res^@icudt54/be.res^@icudt54/bem.res^@icudt54/bg.res^@icudt54/big5-html.cnv^@icudt54/b  
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  
Di^W<88><81>6.#<E9>#-R^V<B1>^T<A9><92><94>e穿^C6>e穿^焮^焮穿^焮^焮焮<D1><DF><EB>t<86>焮^焮穿  
<AC>焮^焮穿d[^<A5>3><88>[s83\$]<FB>n<97>J<B2><E5>穿^焮^焮焮<C6>穿^焮^焮焮  
<F9><E1>C<F0>v<F4>n<F1>8>شE>c^Q<F1>9<D3>Q<<FA>Z^@^@<90>^O<97>^@^O[^^@^@P|<97>^@\$[^^@  
^@p<EC><97>^@<@[^^@^@P^A<98>^@U[^^@^@  
^WA<97><8F>Ö><E5>'<F8>4^SG~<B7>^P<B5>/<9B><E1>1<AF><80>k<\$h^O^P<B5><D1>)=^Y<F4>Pr^\_L  
D<C1><A5><91>H<8D><84><B9>I^A<90>I<BD><C7>{&<B8><C0><AB>1<8C><F0><8C>XN<89>^?<8B>U<DE  
>^X<8F><85><82><B0>!<FC>(<97>.7<DE>e^Nw^G<82>-<9E>D^H<BC>|p<A0><9B>η<CA>jK|<94><9E>  
<C1>G1bm<C6><E9>#<84>K<C8>^焮 D5>^L^O67xz^Q<A3><A1><C3>RH2÷<D4>#^U<E2>Z{sO<B5>~  
<C8>^焮<A1><9F><BE><C8>n<AC><A0>\*<B8><81>^~<91>v<F4><B3>

# Session Running

## ***Establishment***

***Sally Ride Beach, San Nicolas Island***

### **Establishing what players know**

*It's just past **noon 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 on the beach, passing the time until Exper Mental's arrival.*

*The Sun is directly overhead (as are Mars, Venus, and Mercury, though not visible). The moon is full, but won't rise until 7 PM. 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 fulfill Mystik's demanding security requirements, and also to ask the players to talk Mystik and the others out of what seems like a counterproductive 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 six 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.

Also, one player was told by Housecat this morning to **take the Long Beach Express cloud ferry and meet at the Long Beach Dissolved Waste Treatment park.**

If players need motivation to show up, consider service, curiosity, or that Exper promised them a rare and useful drug.

*Based on this, what have you brought with you? Describe any bags, changes of clothes, gear, tech, weapons, etc.*

*The flight tracker reports that Exper is due to deplane in 50 minutes. Towels are available at the beach, and clothing is optional. The water 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 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.

*Scoring Suggestion: [“Cecilia Ann” by The Pixies](#)*

### 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. Its name means “Owl Eye” in Igbo.

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 necessitated restrictions. Furthermore, the people who are capable of using or misusing it make up a fairly small club.

## 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.

If all or most players have a surfing Ability Score below 11, consider applying a modifier to the first wave roll to make the minigame easier.

## Meeting up with Exper

*Were any of you tracking Exper's shuttle or waiting for an arrival notification?*

*Griffon Vulture Spaceways shuttle Bingo7 is unloading now. Exper messages that they'll be in the middle of Dicky Fox Park in about 25 minutes.*

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

[Ellen Ochoa](#) is a former astronaut and director of the Johnson Space Center from Los Angeles.

Ask if they want to rinse off and dress. If anyone wishes to, they can retrieve a bottle of restoration tonic at a rustic wooden bar made of local wood and resins. It takes five minutes to thaw. After imbibing it they should stand under a heated beach shower to activate the compounds 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.

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. These walkways extend off of 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 score(s) 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 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 themselves.*

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

*"Alright, someone lead the way. I've got no idea where we're going, but I'm sure we'll have plenty of time to catch up on the ride. I'm eager to hand off this stuff and have our pickup safely back home. After two weeks at point-seven Gs, there's nothing I want more than to get home and rest! And also take a shit on my own toilet."*

Exper picks up a shillelagh and begins walking toward the transit station.

## **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 cloud ferry 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 into 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***

#### **Setup**

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 an environment that can be used flexibly to deliver exposition to new players or remind returning players of character relationships, motivations, and context from the events of "Psychonautica".

**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 serious threats. Exper thinks that 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.



Photo by Andrew Gross

## Exper recounts their trip

During the ride, Exper tells the players about their trip to Anya Ikwiikwii. They explain that they dropped off the CBG's last batch of LightReader with the Skylight Syntheses collective. They gave a presentation on their experience with the perception-upgrade suppositories they were trying when they and the players last met, and talk about 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 the antagonist to rescue Vulgie."*

(If the players ask what the results were:) *"Pretty wild, actually! I didn't think it did anything, but according to my results it DID increase my baseline skepticism. Allegedly! I'm not 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 since left their previous location at the Nazel Center (by mutual agreement with the building management group) and are currently in the process of setting up their lab somewhere else. They're still in the process of moving into 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 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 Skylight Syntheses. They are going to be handing it off with the CBG 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 they'll share a dose of Ethereal Montage with each of them as a gift of gratitude.

The handoff is at the Long Beach Dissolved Waste Treatment Park, which was told to one or more of the players, but not to Exper.

## **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 the lab in the Nazel Center back in June.

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

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

This difference in approaches 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 them. That's why I suggested they call you."*

*"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 about it! They were there! 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, capisce?!"*



*“Mystik won’t listen to me, though. They wouldn’t even tell me where we’re meeting, just to meet you, and you guys would bring me to them.”*

**Establish stakes:** *“I’m telling you all this because those jagoffs are still out there! And as if being shot at wasn’t enough, they almost iced Vulgaris! I got no idea what they’re planning, because Mystik has me a on a ‘need-to-know basis’ like that’s real fucking strategy and not an excuse invented by spooks to cover their ass!” ...*

*“Mystik and the others think I’m not taking this seriously, and I need you guys to get them to understand that it’s the other way around. If I didn’t care, I wouldn’t be trying to raise a goddamn stank about this!!”*

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? I’m pretty winded from being back at full gravity.”*

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 larger 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 trust in friends (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 that will give them a free psionics Ability.

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 **1440**. Ask if anyone ate on the trip, and if so what.

## **The Meetup**

### **Long Beach Waste Treatment Park**

#### **Summary**

The major action takes off when the players are attacked while leaving their handoff. Before this, the story is about a conflict of principles. GMs are encouraged to use this time before the ambush setting tone & themes and exploring whatever content the table likes. This can be character roleplay, world building, exploring secondary goals, etc. The general goal is to keep players curious and engaged until the main story presents itself.

#### **Arriving at the Long Beach Dissolved 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. Many assume the presence of a combat map implies imminent combat, and this practice is meant to dispel that impression.

*“Just before 2:30 a chime invites those disembarking to enter the transfer compartment at the rear of the cloudferry. Once inside, the doors slide shut and the compartment descends to the station platform 6m below. The doors of the compartment then 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 biocrete blocks for resting on. The stairs and elevators are on the opposite side of the sheltered cafe space. The terrace is encircled by a promenade one story lower like a tiered cake on which smaller aircraft can pick up and drop off passengers.*



*This is a famous garden, whose identity I can no longer recall*

Roll [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 the 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. It is modestly busy, but not crowded. No one appears to be a threat. On a **Decisive Success:** 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 below. On a **Decisive Success:** provide a +3 advantage to navigation to find the CBG.
- **History & Geography:** The player knows the area. The original facility was built in the late 20th century, but has undergone extensive upgrades over the decades. The beautification is all from the post-melt period. 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. On a **Decisive Success:** provide a +3 advantage to navigation to find the CBG.

The meetup at the dissolved waste treatment park is intended to provide a study in contrasts. In many stories, a clandestine drug handoff at an industrial waste treatment center would be an ugly, illicit affair. In this case, the participants are scientists breaking no laws, and the waste treatment park is a respectable public meeting place.

These similarities and differences can be a source of comedy and/or thoughtful examination.

## Meeting up with the Crystal Bullshit Gang

Players disembark at the Long Beach Waste Center Sky Station and take the stairs, ramp, 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), and reflect their speed and ease in finding them reflect the roll.

*“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 Housecat. 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 Housecat, 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. We're just waiting to hear back from the facilities group to find a date to start moving in. Let's find a room in the visitors center to talk."*

If the players strike up conversation with the CBG, they may ask them whether they have any psionic skills, and what skills they're planning to learn using Ethereal Montage.

The Green Corn Festival is a harvest festival celebrating the arrival of the first corn of a season.



*A photo taken at a research center in Southern California*

## ***Treating the MiGOP***

***Long Beach Dissolved Waste Treatment Park Visitors Center***

### **Summary**

During the handoff, Exper and Mystik get into a disagreement over their dueling philosophies on responding to unknown menaces.

The length of time spent on this encounter depends on the players' response to it. There's no critical information exchanged, however this segment serves two functions:

1. It maintains the players' focus on the conflict between Exper and Mystik to misdirect the players attention away from the attack that immediately follows.
2. It immerses the players into a discourse on a running theme of the story.

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

### **Heading into the Visitors Center**

*The visitors center is a quiet, desert-colored library and museum built around a large central courtyard open to the sky. The floor is smooth red brick fixed with water-permiable mortar. A sign directs guests to an exhibit on waste treatment, bathrooms, and study and class rooms, including practical chemistry labs on the second floor. This is where Mystik is leading the group.*

*(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."*

They all discretely enter the Waste Treatment Garden visitors' center and make their way to an empty educational lab.

Mystik asks for the satchel from whoever has it. They open it and do a quick visual inspection. It's lined with a silvery interior like a lunchbox and filled with sealed pouches 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 returns it and zips the bag back up. Housecat 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, along with 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 performing psionics exercises each day for a month. Any of the CBG can explain this if asked, and will add that the instructions are coded into a sigil on the label.

*(Mystik) "Trip, you want to add the gravity stabilizer now?"*

*(The Tripnotyst) "Sure. Housecat, would you like to do the honors?"*

Housecat then removes a portable anoxic chamber from their bag. It's a large, clear, vinyl-like bag with an airlock, deflated and rolled up. They insert a small canister 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 gloves built into the deflated bag, open the cannister to fill the chamber with argon. 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.

## **Exper and Mystik debate**

As Housecat goes about treating the MiGOP, Exper and Mystik resume their ongoing dispute over how to respond to external threats. The following Socratic dialogue is written to provide compelling arguments to both sides. **It is not intended for GMs to read in large parts.** GMs should try to get players to express their character's viewpoints, and explore the topic in a way that is engrossing to the players. If players aren't doing most of the talking, move on.

*(Mystik) "Exper, just for my own awareness, did you tell anyone you were coming here?"*

*(Exper) [Exasperated] "Honestly? Yeah! I told my mom, 'Hey Mommy: I'm coming back from SPACE tomorrow, but I won't be able to call until after I get home and take a dump in my own toilet because I gotta do a buncha spy shit after I land, and my friend 'NAME REDACTED' has a real SLUG UP THEIR ASS about comms hygiene!' How'd I do?"*

*(Mystik) "Honestly? I'd give it a 6 out of 10. I think a need-to-know message would've been 'I'll call when I get home', but I appreciate that you're trying to meet me halfway."*

Exper rolls their eyes and subvocalizes to the players. *"Can you talk reason to them??"*

*(Exper) "This whole op sec charade is folk science! It just results in low information diffusion and lobotomizes collective intelligence! How about that, huh? I bet you didn't think Exper could do words good, huh?"*

...

*"I'm not LAZY Mystik, I'm INFORMED! Compartmentalization has COSTS. It didn't work for the CIA, and that was THEIR WHOLE THING! Within anarchist structures, you get all the downsides, and you don't even get effective secrecy because the system is structurally incompatible with it!"*

*(Mystik) "It's not structural incompatibility, it's a choice. It'd work if you'd listen to me."*

*(Exper) "The fact that you can't get me to IS a structural incompatibility. That's fundamental! Let's say you're right, and I'm the problem because I'm dumb and stubborn: if you found some other pack mule, what reason would you have to expect them to be any smarter than me??"*

*(The Trypnotist) "Statistically?" They start quietly subvocalizing commands to a cyberdeck.*

*(Exper) "Very funny, Brayden."*

*(The Trypnotist) "Easy Ex... I wasn't judging, just answering your question."*

...

*(Mystik) "I'm not asking you to subjugate yourself to me, Exper. Just follow my lead a bit. Like dancing. If we know who has what information, we can limit our attack surface. And if we have a breach, it's easier to figure out where we're leaking. I'm not trying to disrespect you Exper, it's just that the plan requires that we trust one another."*

...

*(Exper) "But does it go the other way? I know you've been looking into the travatars that attacked us, but you haven't told me ANYTHING. So how am I supposed to exercise any judgment in planning this handoff when I'm operating blind? If you withhold all information, the network turns into a hub-and-spoke. That information should be decentralized!"*

*(Mystik) "I know the theories. A lot of that stuff works better on paper than in real life, Exper. I'm not trying to be a dick, but that happens to be where we live."*

*(Exper) "That's an argument against reason."*

*(Mystik) "We've all seen organizations fail due to dogmatic adherence to philosophy, both for and against authority. I'm largely with you, I'm just asking that we don't try two plans at once." ...*

*If asked: (Laura) "There truth is neither objective nor subjective, but circumstantial. The approach which is believed will validate itself: that which is not... will not."*

## **Concluding**

The encounter can go on for however long the GM feels is appropriate. Eventually, when the GM feels that either the players have reached a consensus; are talking in circles; or have lost interest, they can have Housecat announce that they're done treating the samples.

*(Housecat) "Finnito." After processing all ten of the packages, Housecat withdraws their hands from the chamber's attached gloves and opens the airlock. They pull on lab 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 one before rolling up the chamber and putting that into the equipment bag as well. "Alright. Let's mosey."*

Once the scene ends, the GM should give the players the impression that this is the first act of a story about Exper and Mystik's dispute, and tracking down whoever robbed them. They should be led to believe that the next thing that will happen is that they are going to go talk to Exper, then follow up with Mystik, who has an assignment for them. This is intended to maintain a narrative vector so that they're not anticipating the attack that immediately follows this scene.

*(Mystik, to the players) "Can you escort Exper home? And as soon as you're done, give me a call. I'd like your help with something."*

(If anyone asks after the fact, Mystik was going to ask the players to perform a "red team exercise" to try to find and infiltrate their new lab.)

*(Exper) "Alright. If we want to make the next express bus to East Hollywood, we should go now." They pick up their shillelagh and begin walking toward the exit.*

## **Waiting at the Station**

### **Long Beach Waste Treatment Sky Station**

#### **Summary**

This is the setup for the impending ambush. In the moments leading up to the ambush, have Exper react to the players arguments in the previous scene. If there've been no delays, this scene happens at around **3:15 PM**.

#### **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. If they roll a decisive success, have them recognize the imminent ambush just before it happens, either by hearing them if they're coming from the stairs or elevator, or having a shadow pass over them immediately before the attackers reel down.

Before the attack, have Exper begin reacting to the previous scene. If the players took Exper's side, they may commiserate over their agreement. If some or all took Mystik's side, Exper might express surprise and/or disappointment at their attitude. This conversation can then get interrupted by the attack at whatever moment feels appropriate.

*You exit the elevators as the southbound cloudferry to Avalon is loading its passengers. The express bus to East Hollywood is floating at the end of an anchor line 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 below, that encircles the pavilion and serves as a waystation for smaller airships.*

#### **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                                                                                                                                                                           |
|---------------------------|----|-------|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Brown Attacker            | 20 | 2     | 20    |  Punch  Rifle |
| Red Attacker              | 20 | 2     | 20    |  Punch  Rifle |
| Blue Attacker             | 20 | 2     | 20    |  Punch  Rifle |
| Optional: Purple 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. The attackers will leverage extreme force to try to take the package, and will disengage as soon as they have it. The GM should feel free to hold nothing back, but should also make clear whenever a player takes damage that they can end the fight by surrendering the package. The attackers should also show little to no self-preservation impulse, at least until one of them is subdued. At that point, they should retreat.

To increase the overall difficulty, add a fourth attacker and/or assign them higher speed or HP. Their difficulty should already be 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

Either have the attackers emerge from the stairwell or have them rappel onto the deck. If they rappel, they should land about 5 spaces away from the players in an open area.

They can also attempt to land on one or more of the players. If they do, use the players' Situational Awareness rolls from when they arrived to determine if they dodge or get struck.

**If they rolled a failure:** They take 5 damage and are stunned for the first round.

**If they rolled a modest or regular success:** They dodge. An attacker takes their spot, and they begin moved one spot from where they were in any direction.

**If they rolled a decisive success:** They dodge and an attacker takes their spot, and they move one spot away, but begin the first round with an aim condition.

*Scoring suggestion: ["Headshot" by she.](#)*

## During the Fight

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

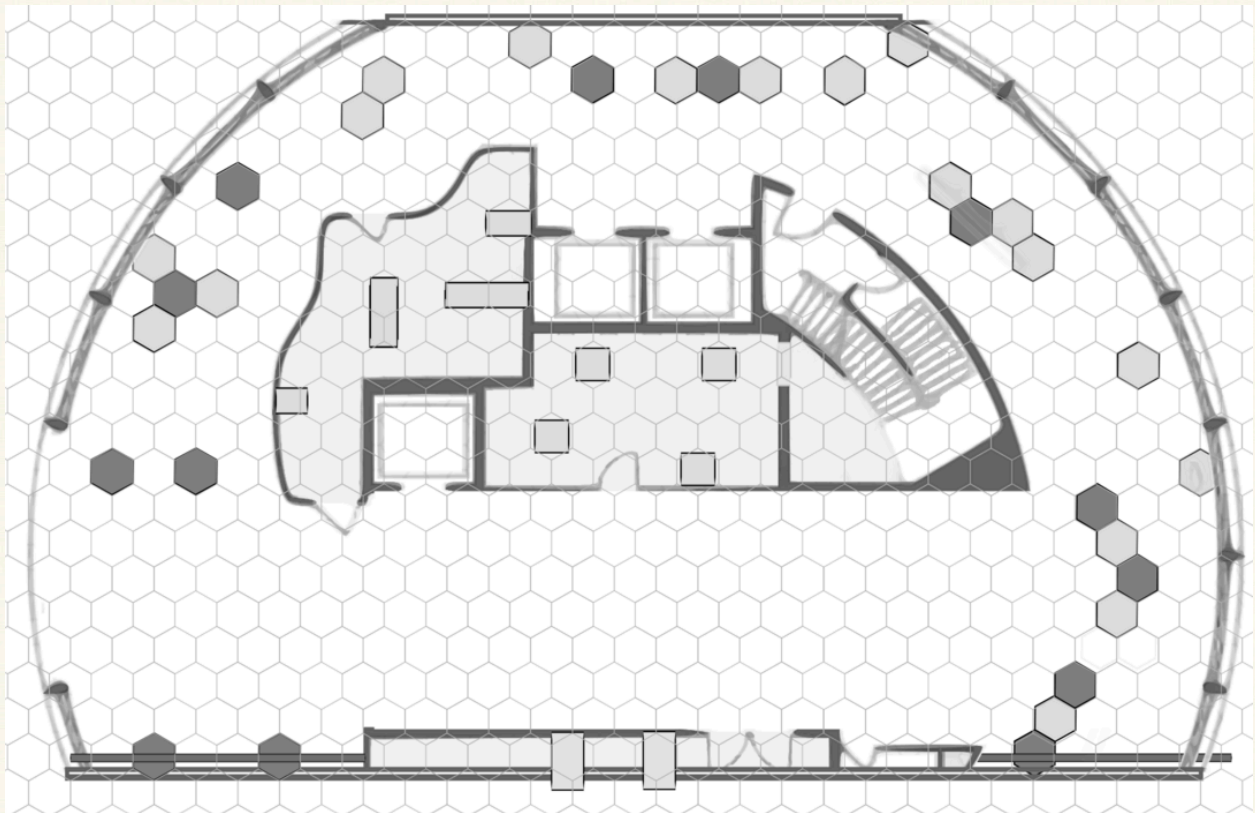
*“You’re not leaving with the cybermushrooms, Mal-bots! Hand them over or be deactivated!”*

*“Give up the package. You can end this any time!”*

*“You know I can’t let you leave with those cybermushrooms! Give them or I’ll take them!”*

If players ask for reinforcement, they are told that they can see that others on the platform have raised an alarm calling protectors in the area to respond immediately.

If players try to decipher what the attackers are talking about, have them roll for [Knowledge + Art, Music, & Culture]. If they roll a regular success, they recognize that cybermushrooms and Mal-bots are references from **the Guardians** comic books by **Maoxian Comics Cooperative**. Any attempts to reason or deescalate are ignored or responded to as if the players have said something different.



## Conclusion

The attackers will retreat if one of them grabs the pouch containing EtherialMontage or one of them is incapacitated.

*“Guardians, we’ve secured the cybermushrooms! Fall back!”*

*“Guardians, they’ve ‘ported Titan to the bot dimension! Fall back and regroup!”*

*Rapid ascenders shoot out from a rotorcar and affix to quick-connect joiners on the back of their suits, then yank them into the vehicle, which accelerates swiftly through a crowd of airships and disappears into the sky.*

Players may try creative approaches to prevent their escape or track them. Allow them to roll for their attempt, with a difficulty proportional to the challenge. They are expected to fail, but if they succeed, provide XP appropriately and communicate that the car was remotely operated by someone who fried the flight computer as soon as it was lost. The vehicle itself was stolen from a garage nearby that morning.

Additional protectors arrive to render aid and secure any of the attackers who did not escape.

## ***Reacting to the Assault***

### ***Long Beach Waste Treatment Sky Station***

#### **Summary**

Players take a moment to collect themselves and learn that the Crystal Bullshit Gang was robbed of the MiGOP while they were being attacked. Mystik tells the players to meet with the rest of the CBG at the **Bhavana Lounge** immediately.

#### **Letting the characters catch their breath**

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

*Medics are caring for the restrained assailant(s) who attacked you. Others hurry over to look you over.*

*"Hi, can I check your condition?" 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. ...*

If anyone has taken more than 10 points of damage, consider having the medic ask them if they know who is the current mayor, and having them roll for [Knowledge + Law & Crime], with a +14 advantage, minus however many points of damage they took. The current mayor can be anyone, but if you need a name, consider Sable Rose.

*Do any of you have skills in Care or Medicine?* Let players with relevant skills help care for themselves, allies, the attackers, and anyone else in need of attention.

Applying med putty (or performing other procedures) restores HP equal to the caregiver's skill points in Care + Medicine + either Intelligence OR Dexterity. They are encouraged to describe how they use it. It can be applied internally / subdermally using ultra-thin acupuncture needles included with each pack.

#### **Catching up with the Crystal Bullshit Gang**

If the players contact the CBG, no one picks up at first. Either way, the players eventually get a call from Mystik that includes them and Exper.

*Mystik audio calls the group chat. "Are you guys somewhere safe? We just got robbed." ...*

*"Exper, head straight home. Have a protector escort you and call me as soon as you get in the door. Everyone else: I need you to meet me at the Bhavana Lounge, A-Q-A-P."*

When they try to leave, a reporter asks if they'd be willing to describe what happened for a local news feed. Regardless of their response, they offer their contact address. If no one is playing as the template PC 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 also shares their contact address 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.

## Checking on the condition of detained attackers

If any of the players ask the medical staff, have the players roll for Charisma to learn about the status of the attackers. A medic may remark that the patient(s) appear to be under the influence of sleep inducers and that they'll likely be taken to a nearby hospital for further analysis, and provide contact info to follow-up.

### Examining the attackers gear

If players wish to examine any of the detained attackers' gear for clues, have them roll for [Observation + Assess Tech]. If successful, provide a machine-readable binary file which they can attempt to decompile to receive the **firmware handout**. If they roll a decisive success, give them the firmware handout file immediately.

The firmware file provides clues to the origin of the hardware as well as details about the firmware type and configuration, which the players can use to learn about the history and use of the headsets. It's recommended that this information be released in drips by having players contact the manufacturer to find the first owner, and so on. They may also learn this information in conversation with investigators the following day.

The headsets are **Cockayne 6 full-stim XR headsets**, designed by the Osiris Collective and originally manufactured in 2112 by Verdugo Electronics in Burbank. The headsets were registered to the XR department at Tim Burton Secondary School for the Arts in Burbank in 2112. In 2118, they were transferred to the Van Nuys library system, at which time their optics modules were updated. In 2123, seven headsets were marked as stolen. They had been loaned out to Darian Geitz for a time-travel music festival in 8th century Persia, but Geitz reported that at some point during the event, seven headsets were taken and not returned. These were stolen by Mentok, who attended the event under his alias Magnus Umlaut.

The firmware is **LockewareXR\_r23.2**, which is an all-around popular firmware, but especially popular for illicit uses due to its ease of extreme modification and permissive safety bypass options. There's nothing traceable about the firmware, however the settings are instructive in that they fit the mold of a professional-job reality substitution hack. A thorough audit would reveal not just the basic expected safety bypasses, but an expert-level optimized configuration for maximizing immersion in subjects on lucidity-altering drugs.

The rifles are StdIssue7s, designed by AnyMeans Collective. The StdIssue7 is a cheap, low-quality assault rifle designed primarily for easy manufacture on the most generic equipment possible. Forensics would indicate that this is their first use, and that they were made on some generic fabber in the last few months.

## **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 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 and mobility devices. The upper level has rows of seats and booths. The booths include tables and provide 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 flood management park stretches off towards a forest corridor running north to south. To your north and south stretches Atlantic Avenue. It's mid afternoon, 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, describe the scene based on their observation rolls. They 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

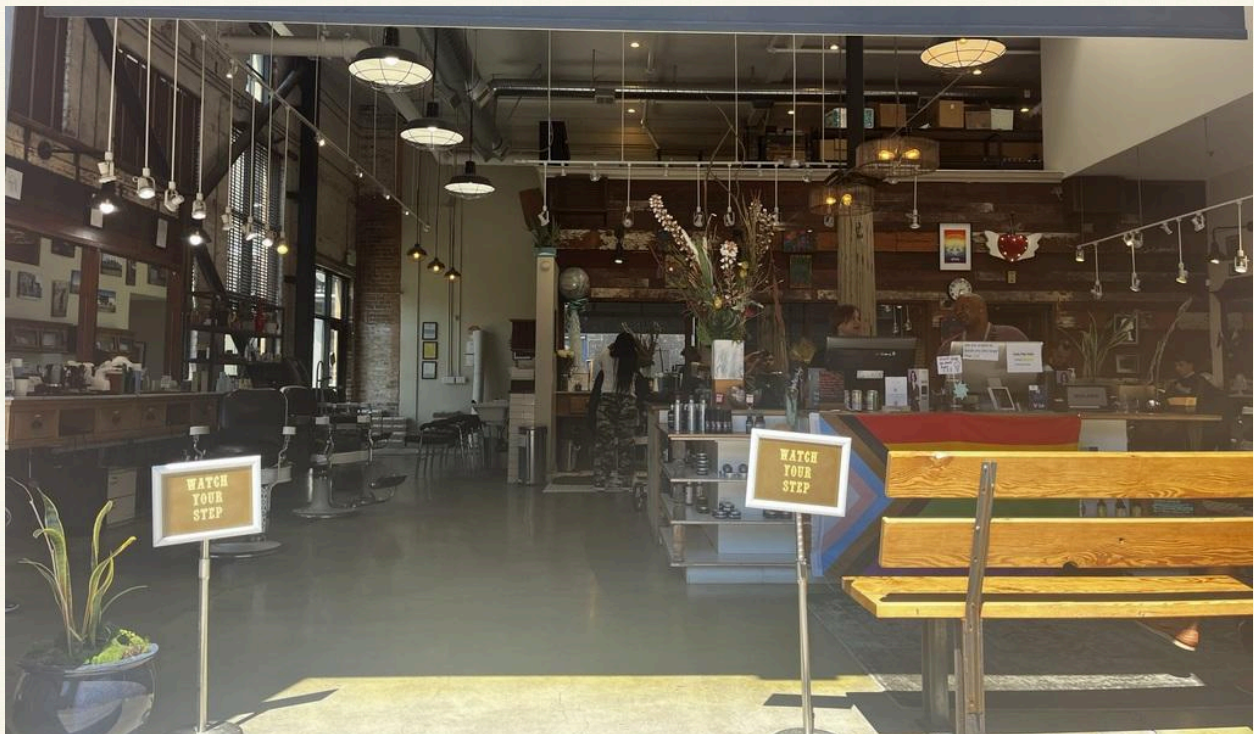
- A skate park and playground. To the side of the playground is a little town modeled after a pre-melt city. A few kids run from a miniature pretend office floor to a parking deck, playing stock brokers and Feds.
- Their HUDs / devices indicate that the Bhavana lounge is in the Tymacaih building, 400 m south on the left.

*When you reach the Tymacaih building, there is a large entryway 20 m across that connects the street to a courtyard the building surrounds. A Burmese restaurant occupies the space that makes up the left side of the opening, and a grocer occupies the space on the opposite side. The courtyard is a bit dimmer and cooler than the street, though the slanted afternoon light cuts across it, bathing the northern side in a warm glow. The upper levels slope inward slightly. A few trees occupy a garden in the center of the courtyard, and parrots perch and play about on a sinewy 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 the popular sex comedy class that they run jointly.*

*Bhavana lounge is on the second level. You can reach that level by taking an elevator up to the second-level promenade or by walking along a ramp that curves in a wide loop from the middle of the courtyard up to the promenade.*

Tymacaih is Shoshoni for “to help someone”.



People's Barber & Shop, Oakland, CA

## ***Regrouping to form a plan***

***Bhavana Lounge, Atlantic Avenue, Sunrise Block, Tymacaih 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. Major points include:

- Reviewing what just happened and the potential consequences
- Reviewing background events that inspired the CBG's concerns
- Planning next steps

### **Entering the Bhavana Lounge**

*It's a quarter to four when you arrive. The Bhavana Lounge's front entrance has large glass accordion doors that are currently spread open. 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 washrooms. 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 freezer 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.*

*The four begin to disrobe, tossing clothes into a hamper. They adjust sliders on the walls to turn on showers, get out stools, and 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 or Stealth or Detection & Analysis] 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 a 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 practicing enchantment.**

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 of the players got the meeting location this morning, 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 by nodding.

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 (three days ago), 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 around winter, and started showing up at raves and meditations. They seemed a little too eager and knowledgeable, and would sometimes joke about things like 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 stuff, 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.

### **"Did the bags have trackers?"**

If anyone asks about whether the packages had trackers, explain that they did, but that the thieves immediately put them in signal-absorbing Faraday bags.

## What does the attacker in custody know?

Provide XP for anyone who proposes interrogating an 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. They might also contact the detective that gave them their contact address. 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 to arrange an interview.

### Finding other victims of mind control

Any attackers who escaped the players and the four who attacked the CBG are victims who've yet to be identified or recovered. Finding them isn't necessary to the mission of stopping their adversaries, but if anyone points out that these people need rescued, award XP accordingly. They can do this by finding the client list at the Peace of Mind Sleep Clinic.

## 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 meet Pondscum and Plasma Snake at the lab, and secure things there. Get anything valuable out. Everyone give your confirmation now to decrypt each of our burn folders. They'll have instructions. 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, Housecat, Pondscum, and Plasma can secure the site."*

*(Housecat) "Pondscum and Plasma Snake are visiting fam in San Juan Seamount. It'll take them hours to decompress."*

*(Laura) "Trails cool fast. Someone should check the clinic immediately."*

*(Housecat) "I can 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. Tell Pondscum and Plasma to get to 1 bar AQAP, and use the time in-chamber to search in cyber." The group descends into bickering.*

*(Housecat) "Fuck! 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 protests that they need to keep this within their crew. Stakes are high, and adding more players to the mix creates complications. Let the players insist. Have them roll [Charisma + Charm or Intimidation], and roleplay accordingly.

*(Mystik) "I feel like Exper is smirking right now. But okay, whatever. Do what needs done."*

## **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

*Mystik, Housecat, Laura, and the Trypnotist take turns swiping through outfits on two augmented display full body mirrors. They then retrieve the garments they selected from a closet containing a clothes carousel. Dressed once more in loose fitting natural-fiber frocks and rompers, they finish styling their hair and skin.*

*(Mystik) "Check out the clinic. Be safe. Keep in touch. Yeah? We'll talk soon."*

### **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 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 kroner over 24 hours. It was massive news, as if Taylor Swift launched a no-holds-barred OnlyFans account. Four days afterwards, Blick expressed regret over 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 kroner had been directed into inscrutable gray markets on Luna. 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 trial 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."

## **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 do whatever else and let me know when you're ready to proceed.*

After everyone has had time to talk, consider having Exper call to ask how CBG are doing and if the players can give an update.

Scoring Suggestion: ["No Time for Dreaming" by Charles Bradley & Menahan Street Band](#)

## **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 the clinic's 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:*

|                                 |                                      |
|---------------------------------|--------------------------------------|
| 3A: Bryant Avenue Family Dental | 3B: Chatsworth Medical Endocrinology |
| 2A: ReNu Cosmetic Augmentation  | 2B: Bryant Cybernetics/Prosthetics   |
| 1A: Duncan Equine Medicine      | 1B: Ho Equine Cybernetics            |
| -1A: Peace of Mind Sleep Clinic | -1B: Bryant Canine Chromatherapy     |

*The sleep clinic is down one level from ground, reachable by stairs, ramp, and elevator. (These work better if shared with players as a written list.)*

*The lower level landing has a small furniture set and coffee table. Behind this is a set of double doors in front of the landing for 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 would like 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 rolls 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 as many times as needed to achieve a regular success to get in. After each attempt, have them roll for [Dexterity + Stealth] to determine if they were detected. 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 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 in the building, but outside of the clinic's unit. 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.

*Scoring suggestion: ["The Sensual Woman" by The Herbaliser](#)*

## ***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, along with useful evidence for connecting the clinic to the robbery at the sky station.

Much of the information will need time to reconstruct, and will be provided to the players in drips over the next day.

#### **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 its 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 carborendum-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 tool for covering their tracks.

It's a thoroughly corrupted data collection, but players can likely recover some data with sufficient success rolling for Assess Tech and/or Hacking Software.

Ask the players if they 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.

#### **Deep VR or Shallow?**

This encounter is written as a shallow VR encounter: it does not require fully immersive VR rigs or shifting exercises, and it's not fundamentally dangerous to review the data in XR. This decision is meant to allow the GM and players to focus on the investigative aspects, as though rifling through a partially burned office, rather than needing to act cautiously and defensively. That said, if the players or GM prefer to add danger and weirdness to this encounter, feel free to declare that the data recovery requires similar techniques to mind diving.

Ask the **rendering admin** (the person responsible for generating and running the simulation) if they have a default theme set for their rendering environment, and if they'd like options. Suggestions include:

- *Office (light mode);*
- *Garden (light mode);*
- *Dungeon;*
- *Library (modern);*
- *Junkyard;*
- *Office (dark mode);*
- *Garden (dusk mode);*
- *Dungeon (light mode);*
- *Library (ancient);*
- *Garage;*
- *Office (backrooms mode);*
- *Shed*
- *Dungeon (Hell mode);*
- *Library (hell mode);*
- *High School Gymnasium*

Describe the selected environment. If the junkyard, for instance, the environment is outdoors under tarps or in a large warehouse with tables covered in piles of trash from emptied-out garbage bags, like someone is still sorting through the various components to be deconstructed and placed with like items. The piles are marked 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 next night**. Everything else is optional. GMs are 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.

Generally, complex timelines and plans are hard to communicate to players when a GM is trying to do so directly, so it's usually not necessary to withhold much. Information given fairly readily will still take most players some time to integrate.

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**, or keep looking after they've found everything they can.
- 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 acquires a piece of evidence and when they can read 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 Software] 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 find data fragments not relevant to the investigation, such as scheduling software plugins, a cheesy monster movie file, and snippets of technoswang playlists.

Players receive a file when a player rolls a decisive success on a fragment check or whatever makes sense for the story.

### 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 the players don't find out immediately that the event in question is a concert at the Van Nuys Crater. They can learn this through the backstage passes, searching public event listings, an interview with one of the attackers, or any relevant check that they make throughout the investigation.

### 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 likely 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 provides some additional pieces of information.

First, it provides the passholder name, Magnus Umlaut. This is an alias, but can be used to help persuade Kelsey and Beelzebub to cooperate, and provide a target to look out for.

Second, it indicates that performer Warpcore is the host who provided the backstage pass to the target of the investigation.

### **Neurospace recording**

The recording ties the staff at the clinic to the ambush at the sky station.

It's assumed that players are watching this like a video in shallow VR rather than experiencing it in deep VR, but GMs are welcome to make it feel entirely real for the players if desired.

Each player who views this recording obtains a +3 advantage on one empathy check during the interview with mind control victim Tom Fredrickson.

*'The neurospace environment 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]: players who roll a regular success can recognize that the target is receiving a light dose of a sedative or something similar.

The simulation encourages the subject to practice entering a heroic simulation in which they're a hero in the Guardian comic stories, similar to what the subjects 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.

These can also include incriminating ties between the clinic and the attack or the Kontrol Phreaks, such as a copy of the firmware from the attackers headsets or notes on various mind control methods and test results.

### **The Clinic's Client Registry**

A heavily damaged file contains names and dates of appointments for patients of the clinic. The file will most likely take days or weeks to reconstruct, but as clients are identified and are able to provide information such as their dates of visitation, the reconstruction will get easier.

This file doesn't impact the players' key goals, but it allows caregivers to find and assist anyone who was experimented on or manipulated by the clinic.

The Van Nuys Crater is an open-air amphitheater constructed atop the ruins of the Van Nuys Airport. The airport was demolished during the Global Climate Wars by a kinetic projectile from orbit in 2051. In 2070, the concert venue was built to make productive use of the crater while preserving its history.

## 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.

**Decisive Success:** Cecil agrees to give the players the drive, and cooperate in any other way possible. Provides +3 advantage on two data repair checks.

**Regular Success:** Cecil agrees to give over the drive in exchange for a high-res copy or agreement to return it in the next week. provides +3 advantage on one data repair check.

**Modest Success:** Cecil agrees to let them have a high-res scan of the drive. Provides +2 advantage on one data repair check.

**Regular Failure:** Cecil apologetically insists on retaining the drive and its likeness.

**Decisive Failure:** Cecil becomes hostile and begins to suspect the players are untrustworthy.

After completing their preliminary analysis, inform the players that the repair process for any files they recovered will require a high performance computing cluster and take approximately 12 hours. Require the players to describe what high performance cluster they use. This shouldn't be hard to do, as not only would it be common for many institutions to have some kind of computing center (including an apartment co-op or work setting), but if the players can't think of one, the characters could almost certainly convince the city investigator network to help. If players need help thinking of somewhere to reach out to, assist. If they come up with an organization that has computing infrastructure that they can make use of, provide XP appropriately, and consider offering advantages on one or more research checks during the later interstitial in proportion to the quality of the computing tools they propose.

Once the file repair operations are ongoing, players can use any intervening time to make recovery attempts. These can occur during the two later interstitials or any other time if a character spends their time focused on research while other players are busy with other activities.

## **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 them 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.”*

Outside, the players will 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 characters’ 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. There is a lot of time and space in here for players and GMs to add whatever appeals to them. They may want to examine the headset the attackers were wearing, or go meet with a contact of theirs. 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 benches along 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 or any other encounter.

*Scoring Suggestion: [“Cause for Alarm” by The Heavy](#)*

## **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.

Players should be aware from their search of the clinic’s server that whatever their adversaries are planning starts in about 24 hours. During that time, the players need to find the time and place of the scheme, and learn what they can about it to try to prepare to obstruct it. The GM has ample tools to give players new information: they can choose at any time to declare that a reconstructed file package has just completed and then use this to justify spoon feeding players any critical information needed to keep the story moving forward if the players are having a hard time. More likely though, the players will attempt to learn things, and all the GM has to do is provide information accordingly with those efforts.

## Facilitating the Interstitial

Be conscious not to guide the group's 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 and may accurately reflect the characters' states. If they seem very confused, however, 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**. 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 challenging it would be to dose that many people. Be sure to give the player or players who suggested this +5 XP at the end.

Based on the belief that the Kontrol Phreaks will be at the concert looking to ensnare high-value targets, Mystik may propose that the players make plans to be backstage at the concert to find them, watch to see what they do, and then intercede once they've witnessed something incriminating and/or figured out where the MiGOP is but before the Kontrol Phreaks cause harm.

### Review of Key Objectives

1. Identify the people responsible for the theft of the MiGOP-17
2. Uncover their plan
3. Interrupt their plan
4. Obtain evidence of activities (including first-hand observation) in order to be able to hold them accountable
5. Locate them
6. Detain them
7. Recover 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(s) taken to the hospital.
- Perform ongoing attempts to repair damaged files from the clinic server
- Investigate the XR gear taken from the attacker(s)
- Research countermeasures against hypnosis and other forms of enchantment
- Research the Kontrol Phreaks to learn more about them and obtain bios
- Obtain access to the concert and plan a counter operation

## Arranging an Interview with a Captured Attacker

This assumes that at least 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. GMs can let players interview multiple attackers if they wish, although doing so is a lot of work and time and may not substantially contribute to the players' experience. But it's an option.

If players didn't capture an attacker and the GM still wants to include this scene, have an attacker be captured while robbing the Crystal Bullshit Gang.

To follow up on players' 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, the detective they spoke to, or any other relevant connection, such as within the hospital.

*(Whoever they ask for help) "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 whoever they talked to call back.

*"Alright. The assailant's name is **Thomas Fredrickson**. Their 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. In a county of over ten million, a violent attack at a transit station is big news (though not necessarily the biggest news of the day). 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 have public profiles or shared their info with anyone who asked for it at the sky station 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 that they haven't talked to since. They may have calls from those friends or family.

## Research Actions

Below are some research actions players might want to take and the associated skills. 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 backstage pass file - [Intelligence + Hacking Software]

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 achieve a **decisive success** they identify that Magnus is an alias previously used by Dieter Gerhardt / Mentok.

If they have already acquired Mentok's bio through research into the Kontrol Phreaks, they only need to pass a **regular success** to connect the pass to Magnus' real identity.

*Any file can be provided as an incomplete part and revealed in pieces using this check.*

### Researching defenses against mind control - [Intelligence or Knowledge + Psionics]

#### Mind-control defenses

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

### Researching the Kontrol Phreaks - [Intelligence or Observation or Knowledge + 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.

*Scoring suggestion for a late-night research montage: ["You Rock Me" by she](#) and ["Metrocenter 84" by Sunset Neon](#).*

**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 to 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 long it takes them to perform each d10 roll at 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 10 to pass) and then adjusting them to *difficult* (so that a 9 or a 10 is successful) during interstitial two. A table of probabilities are provided in the manual under the section on Interstitials. **Be sure to check whether dice range from 0 - 9 or 1 - 10** and set the check accordingly!

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 move on to other activities or rest.



## Accessing the Concert and Planning a Counteroperation

Once players know that the target event is the Dovepenis concert they'll need to 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 + Charm or Intimidation or Acting or Will or Psychology or whatever makes sense], with ~1 pt of advantage for each meaningful clue they've acquired.

**Decisive Success:** 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.

**Regular Success:** Kelsey takes the call and promises entry to the concert and a further discussion tomorrow morning about what the players know.

**Modest Success:** Kelsey's assistant promises a callback tomorrow morning.

**Failure:** Kelsey's assistant promises to pass the information onto Kelsey and the security team and reach out if they have further questions.

## Wrapping up

After all interstitial work is done, let the players know what time it is and ask the players where and when they each want to start their day tomorrow. After that, encourage them to summarize in a sentence if there's anything else they want to do before jumping to the beginning of the next day.

### Reviewing the Kontrol Phreaks' Plan

The Kontrol Phreaks have stolen the MiGOP to prepare a high volume of low-dose enchantrogen. It will take 12 hours for them to prepare a powered drug, which they will use to dose the audience. To do so, they have patients who are embedded within the concert hospitality staff who are going to inject small quantities of powder into bags of Kava root before the show. When these bags are used to prepare the kava kava served at the show, the drug will get delivered to thousands of people.

The Kontrol Phreaks have manipulated Warpcore into inviting Mentok to hype them at the start of their set at 9:25 PM. Mentok will take the stage and then give the audience commands to send blackmailable secrets to a private messaging address. The Kontrol Phreaks will then flee the city to begin reviewing their massive trove of secrets and identifying what to do with the thousands of potential marks they will have obtained leverage over.

## ***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 time the players chose).*

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. This is a good time to ask them if they have any every-day-carry set of items if it hasn't already been established. 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**

Narratively, this scene is meant to contextualize the fight at the sky station. It is intended to encourage players to reflect on their response to violence under the awareness that the person that they may have hurt was a victim not in control of their actions.

Beyond its narrative value, the interview provides the players with two key uses:

#### **1. Identifying information useful to stop the mysterious adversaries**

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 Hoffman", which will help clear him of wrongdoing and aid in prosecuting the Kontrol Phreaks.

## Setup

*You walk into the medical center and make your way up to the psych ward on level four. Exiting the elevator, signs point towards day visits and 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' compelled 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. Thomas has offered to cooperate, and Jones will be supporting Thomas in exercising his agency. But Jones will be supervising, and if necessary will pause or halt the interview if they believe it poses a threat to Thomas' wellbeing. Additionally, Thomas will be accompanied by his daughter and advocate for moral and legal support.

*Dr. Jones calls Tom. "Hi Thomas. I'm here with the investigators we spoke about. Do you still assent to meet with them so that they can ask questions about your experiences leading up to yesterday's incident?" Dr. Jones pauses to listen to an answer you can't hear.*

*"Alright. I'll walk them over to you now." Dr. Jones escorts you all out of their office and down the hall, through a secured entrance into the stabilization ward. They lead you into a cozy group therapy room with comfortable, soft bioplastic chairs. Tom is already there, with a teenage human and an en-gorilla in a tailored 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 herself as Tom's neighbor and advocate, **Cinnamon Telosa**, and explains that she is here to help Tom make sense of the situation while also ensuring he obtains fair treatment.

## Tom's experience

The following is a description of what Thomas knows and recalls. It should be used to inform Thomas' 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 returning 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. A better way to do this would be to offer Tom two dozen names in which Huerra-Phong appears and testing if he can pick it out.

Tom assumed that there were other clinicians he hadn't met, but it's not clear how many practitioners there were besides Lucy and Magdalena (if any).

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 - Monday - they asked if he could come in for an exercise, and then things become hard to recall. They're difficult to recall because they drugged him with a low-grade priming agent to keep him in a state of ready compliance to be called upon when needed. Michelle and other family thought he seemed pretty distracted and vacant on Monday, but assumed he was just tired from his session. The next day, though, he seemed to keep getting lost in his thoughts while watching Martian motocross.

On Tuesday morning they initiated the reality-substitution program with a phone call to convince him to rob the players. A taxi took him to an athletic combat center (like a paintball arena) where he retrieved a weapon and gear from a locker, dressed, and boarded a flying car to the sky station. His memory after breakfast on Tuesday is fragmented like recollections of a dream. It resolved yesterday evening with him doing puzzles in the hospital and then Dr. Jones explaining that he'd undergone a traumatic experience.

### **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 suggest this is in response to an appropriate roll by a player. Otherwise, it may be suggested by the CBG in one of their planning discussions, or it may be suggested by Cinnamon Telosa.

If the players ask for a description, suggest that they ask Thomas 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.

Thomas 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 + Charm] to provide Thomas reassurance. They can also roll to persuade Michelle to calm Thomas enough to participate. If successful, Thomas 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. 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, it should be close to **11 AM**, which means that 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. The players will likely 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, while others prefer to figure things out themselves. The best way to find out if you're unsure is to ask.

*Scoring suggestion: [“Drag and Drop” by the Soul Motivators](#)*

### **Reviewing Goals**

They players may or may not need an NPC to review goals such as these::

1. Identify the people responsible for the theft of the MiGOP-17
2. Uncover their plan
3. Interrupt their plan
4. Obtain evidence (including first-hand observation) in order to hold them accountable
5. Locate them
6. Catch 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 rest 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 10 (or whatever is the highest value on the die) for success to “difficult”, which requires a 10 or a 9 for success (or whatever are the highest two numbers of the die being used).

## Obtaining Kelsey’s Cooperation

Once players know that the target event is the Dovepenis show at the Van Nuys Crater, they should begin making plans to gain admission. 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 + Charm or Intimidation], with ~1 point of advantage for each meaningful clue they’ve acquired. Arts, Music & Culture, Will, and Law & Crime could all also make sense as checks. Give advantage for delivery of a compelling case.

**Decisive Success:** 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 their first persuasion checks with Beelzebub. She also promises to provide whatever additional assistance they need.

**Regular Success:** Kelsey offers backstage passes for the players along with Jericho’s contact address and a +3 advantage on their first check for persuading Jericho Beelzebub.

**Minor Success:** Kelsey offers non-backstage passes to the players and Jericho’s contact info, with a +2 advantage on their first attempt at persuading Beelzebub.

**Failure:** Kelsey doesn’t take them seriously. She gives them the contact address for 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.

**Outstanding Success:** 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?”*

**Regular Success:** 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.

**Failure:** 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 or portable tongue (see page 72 of the game manual) for testing samples for any MiGOP derivatives.

## Wrapping Up

Let the players talk and plan. Ask them when they’ve laid out everything they want to do and anywhere they want to go if they’re ready to proceed to the concert. Players may wish to go to the venue immediately. If so, their ability to get inside will depend on their relationship with Kelsey and Jericho. Kelsey and Jericho won’t be arriving until 5 PM, and will tell the players that this is the earliest they can enter the venue unless they convince one of them to grant entrance before either of them arrive. If they do, they’ll simply find an empty stadium, possibly with a few facilities and custodial staff wandering about.

### ***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**

By the time the concert starts, the story will have naturally transitioned off of a linear path. There are timed events that impose structure, but what the players know and what resources they can draw upon will create very different circumstances between one play-through and another. GMs are encouraged to embrace this uncertainty and variability.

The search for the Kontrol Phreaks is thus 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. Bios and art have not been provided beyond a few key characters at the concert, as these reflect what players sought out in play tests, but there are ample opportunities to insert additional interesting NPCs.

Despite a very sand-boxy structure, this segment inevitably leads up to the players' finding the Kontrol Phreaks, and likely a face-to-face interaction. This can be achieved many ways:

- Through a notification from concert staff
- Learning that Warpcore is their host upon decoding Mentok's backstage pass file
- Watching the crowd and recognizing them

All options work. The key to keeping players from doing something that completely breaks the story is to remember (and remind them, if necessary) that if they completely obstruct the Kontrol Phreaks, they may prevent the acute action, but they will not be able find out what the Kontrol Phreaks were attempting, prove they were attempting it, or find out what they've done with the MiGOP. These facts largely require them to wait tensely for the Kontrol Phreaks to act before responding.

***Scoring suggestion:*** *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 erecting concession booths or early arrivals getting drinks and finding seats.

Where they go is up to them, but eventually they'll likely move backstage.



*You see stage crews setting up stage assemblies on rolling lifts for quickly swapping layouts, some with the assistance of powered exosuits or small mechs. In side rooms, some performers warm up while others get into costumes and makeup. Support staff buzz from place to place working their crafts between breaks in the commissary. There is a sense of well-choreographed frenzy.*

*(If anyone rolled a decisive success) At the far end of the room, Kelsey confers with a production assistant while supervising the setup of a complicated set piece.*

*(And/or) Beelzebub saunters from one stairwell towards the A/V control suite with a collegial air. Their presence passively communicates the protective watch of a German Shepard, without any need to impose an intimidating posture.*

### **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 to 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 & Analysis].

The time to get the result is 20 minutes minus whatever they pass by for a portable gas or liquid chromatograph mass spectrometer. So if they pass by 3, it takes 17 minutes. If they fail by 4, it takes 24 minutes.

The time required is 10 minutes minus whatever they pass by if they use an “external tongue”, which is described in the game manual under “Specialized Items” on page 72.

### **The Control Room**

*The control room contains a crowd of technicians checking and controlling sensory experiences conveyed through physical speakers, lasers, pyrotechnics in biospace, and augmented reality layers and local chatrooms in cyberspace. They perform the work comfortably as though on autopilot, including when casually conferring among themselves to solve the kind of glitches and technical failures that inevitably arise despite the best preparation.*

The control room supervisor is **Aide Gonzalez**. If the players enter they’ll see Aide directing her team, wearing a mobility exoskeleton. If they talk to Aide, have them roll for [Charisma + Charm or Physics & Engineering] 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.

## Utility Room

The utility room contains the main power and data junctions. This door requires elevated administrative privileges to 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 of Kelsey, Jericho, or Aide, who can all open the door remotely. Or they can get in by passing a hacking check [Intelligence + Hacking Hardware or Hacking Software] for opening the door.

## 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.

If necessary to keep the story on track, Mentok can have already given Warpcore the pre-recorded monologue or send the file remotely, but the story works better if Mentok shares it when they meet up.

## Dance Studio & Violent Chiller

Violent Chiller may be warming up with the Supersayin' dance crew in the dance studio or snacking in the commissary or just hanging out on the backstage floor (standing out of anyone's 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 a Charisma check with other characters. To get the bonus, though, the players must be able to furnish a name for their crew.

*"Oh shiz, it's you guys! From the 'bouche last moon! I heard you saved that brain surfer!" ...*

*"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

- 04:00 - First shift staff start arriving
- 06:00 - Kelsy, Jericho, and Aide arrive
- 07:00 - First shift 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 Treegasm
- 10:00 - Midnight Treegasm
- 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

### Spiking the Kava Kava

The audience is dosed by having someone add a few milligrams of powdered enchantrogen into bags of crushed kava root, which is steeped in hot water to prepare the drink.

This may be accomplished by having one or more of the service staff add a few milligrams of the drug to each bag of kava root while under the Kontrol Phreaks' influence at 6 PM in a concession store room, shortly before the bags of powder are distributed to the concession stands around the amphitheater.

Alternatively, the bags could arrive at the amphitheater at 5:30 having already been spiked off-site. This seems contrived from an event planning standpoint, since it would make far more sense to have a critical shelf-stable ingredient delivered at least a day in advance. But if GMs want to thoroughly limit the players ability to interfere with the core scheme, it's an option.

The story is written with the assumption that players will not discover or interfere with this step of the Kontrol Phreaks plan. Still, we include these guidelines in order to maintain the sandbox quality. We recommend committing to a timeline of events, and if the players are clever enough to inspect concessions after the kava root has been doped, then let them do so and give them XP accordingly, even if it neuters the urgency of the climax.

## Wrapping Up

This segment concludes when the players find the Kontrol Phreaks. Whereas this encounter is meant to provide players with more flexibility and less direction than the investigation leading up to it, from this point the story should have enough pieces on the board to just let everyone get loose.

## ***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.

At this point, it should be assumed that the story will take on its own momentum. Players may act creatively (or erratically) and it is advised that GMs try not to worry about upholding any particular outcome and just let things fall how they may, for better or worse.

### **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 them at the start of their 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 bags. After they meet with Warpcore, each of them will have pistols, and Mentok will have a tantō (short sword) as well.

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 may find the Kontrol Phreaks.

### **By badge**

If the players have found either Mentok or Brainwash's aliases (Magnus Umlat and Lucy Hoffman) 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 when they enter or when they enter the backstage if they've shared images with Jericho Belzebub.

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 10 (or 9 on a 0 - 9 die) 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 being hosted by 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 counter operation, 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 completely prevent the monologue**

The game is structured to reduce the likelihood that the players completely obstruct the monologue completely. If, however, the players manage to prevent Mentok from speaking or Warpcore from playing the pre-recorded 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. They may capture the Kontrol Phreaks and furnish sufficient evidence to hold them accountable, or they might not. All of these can still make for interesting stories.

### **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, or the GM can read it in full or in parts regardless of whether it's delivered live or pre-recorded.

*"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 speed of a trained athlete 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 can call an appropriate ally such as Beelzebub or Violent into the group call they get a +3 advantage on Charisma checks with Aide.

**Decisive Success:** 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.

**Regular Success:** 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.

**Minor Success:** Aide tells them that she can't talk while she's working, and if they need something to come see her in biospace.

**Failure:** 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 (or whatever else makes sense)] to persuade Aide to interrupt Mentok's microphone.

**Success:** 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.

**Neutral:** 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.

**Failure:** 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 secrets, 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 two hacking checks to get 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. They only need one check if let in. Or, GMs can require unique checks for power and data, possibly with advantage, if that creates better tension.

## **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 part by 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     | 21    |  Punch  Pistol  Sword |
| Brainwash      | 23 | 0     | 21    |  Punch  Pistol                                                                                           |
| Ram  Overrun   | 24 | 0     | 24    |  Punch  Pistol                                                                                           |
| Morning Person | 20 | 0     | 21    |  Punch  Pistol                                                                                           |
| TeddySnare     | 21 | 0     | 21    |  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.

*Scoring suggestions:*

[\*“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.

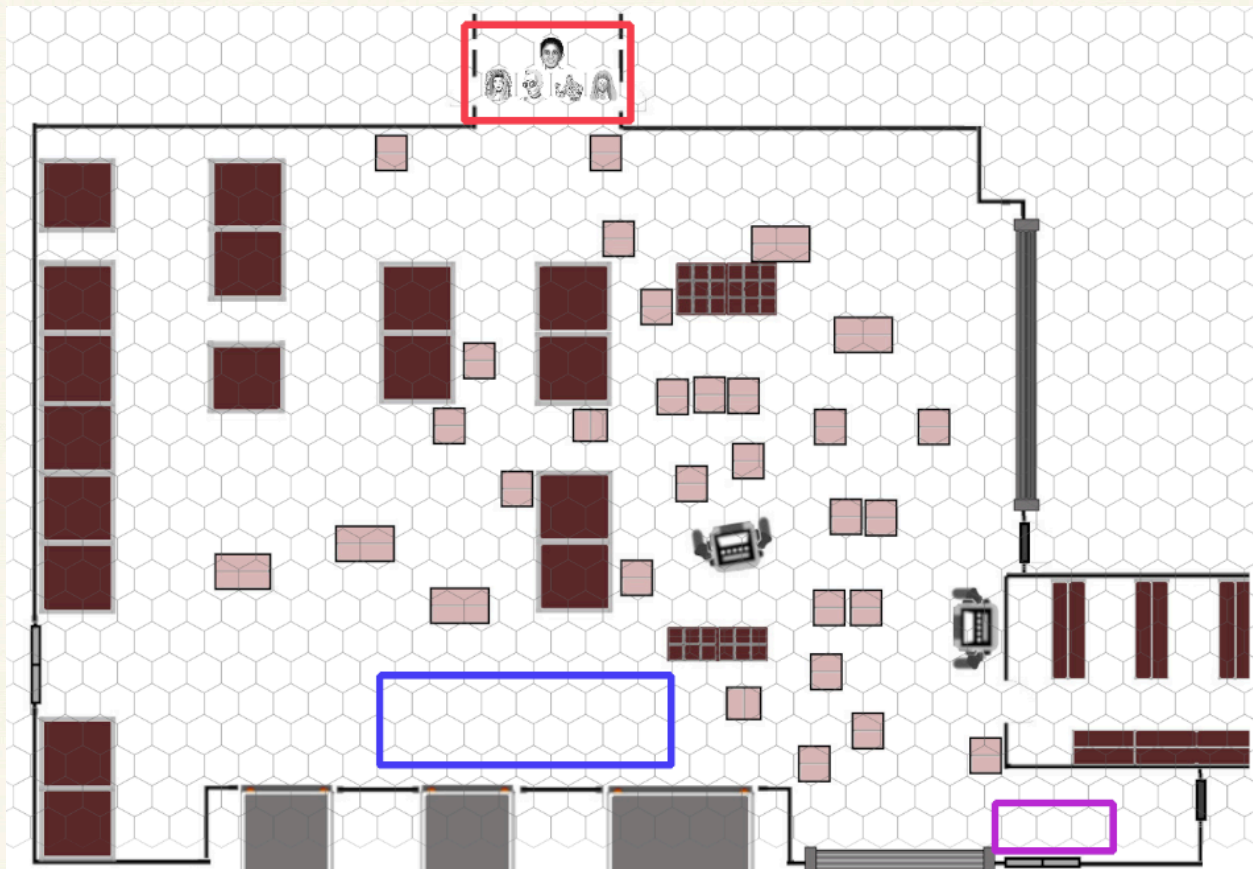
**Cinematic mode:** If the goal is to just provide a satisfying conclusion, the fight can end with Jericho’s security team arriving, at which point the Kontrol Phreaks surrender. This allows the GM to make the Kontrol Phreaks as dangerous as they like and then end the fight as soon as a player is severely injured.

**Challenge mode:** Allow the fight to play out.

*(Mentok) “Ram. Do these look to you like the clowns that bumbled into our way back on our grocery run?”*

*(Ram) “They do. Those frames were light, clowns. I don’t think you want me to use your bodies as a force meter for this.” They punch one fist into the palm of the other hand, and it sounds like an electric press.*

*(Brainwash) “Enough talk. Let’s split and then review the night’s catch.”*



## Running

During the fight, the Kontrol Phreaks try to flee. They are ruthless in their fighting, though primarily focused on escape.

If given the chance, they may take a hostage, and throw them down as soon as they get out the door.

## Conclusion

### ➤ If players incapacitate all Kontrol Phreaks:

*Jericho bursts in accompanied by a dozen allies branding a mix of microdarters and stun arrows. "Looks like you folks already took care of things." Medics begin circulating through the loading dock, quickly identifying where they are most closely needed.*

### ➤ If one or more Kontrol Phreaks escape:

*Jericho bursts in accompanied by a dozen allies branding a mix of microdarters and stun arrows. "Shit." A few people run to anyone visibly injured and go to work. Jericho runs to the door and looks out, then begins quietly subvocalizing commands before muttering, "It's in the protectors' hands now. Alright! Take care of folks here, then report back to the main stage so we can attend to the audience." They stride out of the room to put out more fires.*

## **Conclusion**

### **Variable**

#### **Summary**

After the major action is done, the last step is to provide a sense of resolution to all that has happened. Some players may not care much about this, but for others it's a rich opportunity for role play and also a means of providing aftercare to the players following a stressful experience.

- Allow players an opportunity to reflect on what happened while still in character.
- Examine what will happen next to the perpetrators and victims
- Note how this adventure may have affected the players' characters.
- Revisit the ideological debate that took place at the beginning of the adventure

#### **Immediately afterwards**

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, or console them. The Crystal Bullshit Gang may call and invite them to meet up at the Bhavana lounge or some night club, or someone's apartment.

Offer to let players roleplay their characters' immediate reactions if they wish, but it's advisable that they all go sleep and heal and then meet to decompress and debrief the next day.

#### **What happens following an arrest**

If captured, describe 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. The magistrate will decide whether to keep them together or apart, in the suite they're in, another location of their choice, or somewhere more secure. The magistrate and advocates would like the players to be reachable to offer testimony for the next hour if possible, but the players are each welcome to decline.

#### **The next day (or a few days after)**

The players can jump to the next day to celebrate their success (or reflect on their disappointment).

The GM may want to cut to lunch with Exper, the CBG, or both. A recommended setting is a picnic or barbeque by the Japanese gardens of **Kenneth Hahn park**. Players can bring family if they want. There is enough space for the players to separate off to have private conversations with whoever it feels most natural for them to speak to, whether that be a large group or just one or two people.

## Increasing Prestige

If players wish, they can adjust their follower count in the aftermath of this event. Doing so before discussing some of the themes is a good way to remind the players that their characters' actions were observed by a wide audience, and that they are deeply connected to their community so that these considerations are front of mind when they reflect on the adventure. To do so:

1. Have players roll three checks for [Charisma + Community Connection] (or whatever they can justify) and take the highest score.
2. Divide it in half (rounding up) to get their **follower adjustment**.
  - a. If their presence is Quasi-Private, cut this in half again (rounding up).
  - b. If their presence is Restricted, cut this in half again.
3. Add 100 x the follower adjustment to their followers.
4. Increase their follower count by the follower adjustment as a percent.
5. Players with Quasi-Private or Restricted accounts can choose how many of these followers to add within this number (or take no new followers at all).

**Example:** A player has a follower count of 20,000-Public and a [Charisma + Community Connection] ability score of 10.

- They roll 7 (total of 17), 9 (total of 19), and 15 (total of 25).
- Their adjustment is  $25/2$  rounded up: 13.
- Their follower count increases by  $13 \times 100$  (1,300) from 20,000 to 21,300.
- Their follower count increases by 13% (from 21,300 to 24,069).

## Reviewing the outcome

Here are the goals that were laid out during the adventure:

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 or the MiGOP-17 or confirm its destruction to ensure it poses no future threat

Consider having NPCs express their thoughts on Housecat's sense of betrayal, Thomas Fredickson, his family, the other victims of the clinic, as well as the concert audience.

Based on these, how do the players feel? How do these events align with their motivations, vulnerabilities, and goals?

Finally, take a moment to revisit the initial debate over the relative merits of leveraging community at the expense of information control versus strategic planning at the expense of leveraging community intelligence. Then move on to giving out XP and talking out of character.

*Scoring suggestion:* ["UNLVD" by Socalled](#)

## Following Up

We hope you enjoyed this adventure!

If you're looking for more general content (or have ideas/stories/characters/art of your own to share) browse and contribute to community discussion at [slrpnk.net/c/fullyautomatedrpg](https://slrpnk.net/c/fullyautomatedrpg) and community content at [wiki.slrpnk.net/fullyautomatedrpg:start](https://wiki.slrpnk.net/fullyautomatedrpg:start) !







**Fully Automated!**  
*Playable Adventure Module*

**Olives Fair**  
**in love and war**

A family feud is tearing a community apart.

If the players want brunch,  
they'll need to take matters into their own hands.

# ***Olives Fair in Love and War***

By Andrew Gross

## ***Session Planning***

### **Story 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 a cherished harvest festival. Players must negotiate with the relevant parties to try and restore peace (and maybe fight a vampire).

### **Story Overview**

The story begins with the players sitting down to eat brunch at Papa Cristo's bistro. They soon find that the deli has no olives, which is devastating to their ability to serve their most popular dishes, including their famous olive toast. The reason is that the head of the olive growers' guild has cut them off as retribution for a personal slight. The proprietor - Niko Papadulos - has a son who has had a messy breakup with the son of the head of the olive growers' guild. The guild takes its pride and personal connections very seriously, and the head of the guild has decided to send a message by using a minor infraction as justification to punish Niko and his family. This dramatic affair has been highly public, and has cast a pall over the upcoming festivities of the annual barley harvest festival starting the next day. In order to resolve the tension, the players need to go speak to the relevant parties to figure out a way to restore peace.

The head of the olive guild - known as the Olive King - says that she can't lift the embargo until their family honor is restored.

Ollivander, the son of the Olive King, says that he never wanted his mother to punish anyone, but that the only way to end the feud would be for him to convince his mother that the relationship ended with mutual respect, and it's simply not true: his ex-boyfriend, Demetrius, dumped him out of cowardice. And Ollivander can't lie to his mother about this, even if he would rather the feud end.

Demetrius Papadulos says that he never wanted to end things with Ollivander, just that he needed more time to separate from his best frenemy, Yolanda Rasputin.

And Yolanda tells the players to fuck off: she doesn't give a shit about what anyone else wants.

It's up to the players to negotiate these connections and try to find a path toward reconciliation.



## Themes

This story is meant to provide two things.

First, this story is a soft, cozy, silly diplomatic challenge. Whereas the first three adventures were written with an eye towards challenging dominant assumptions about what kind of stories a solarpunk setting is good for by presenting high-stakes action, this one is meant to embrace the stereotypes.

Secondly, this story was proudly half-assed.

Back in 2019, I told my friends I was feeling burnt out from trying to write home brew stories, and they all politely asked if maybe I could just try less hard. They liked hanging out, and felt that half the quality would still be preferable to none, and asked if I would try for their sakes to just phone things in. I did, and the story turned out to be a big hit.

Now, as we're publishing these adventure modules and trying to build a community to share content among itself, I want to try to encourage others to share more content by deliberately lowering the bar. This story has no art<sup>2</sup>. It has no real pre-planned plot. It's basically a couple of concepts in a bag. So if you've got a couple of concepts, just throw them in a bag and share them on our Lemmy community or any other social platform. And if you see a story you like that looks a bit thin, feel free to plump it up and release your own remix (including all of the stories in this campaign). Have fun!

## Establishing Context

This story is written from a perspective that assumes it to take place after the events of Piece of Mind, as the players go out to relax and decompress. But it can really be slotted almost anywhere into any timeline or setting.

## Events & Locations

- Talk to Niko Papadulos at Papa Cristo's (Briefing)
- Talk to the Olive King in her penthouse office by Olympic & Crenshaw
- Talk to Demetrius, who is busking on a small side street near Pico & Vermont
- Talk to Ollivander at the forest clinic on the Glen between Normandie & Western
- Confront Yolanda at the Dhaka Arcade in Little Bangladesh
- Break into Yolanda's house under Alverado Terrace
- Conclude back at Papa Cristo's

---

<sup>2</sup> Okay, after I wrote this I made a combat map. But other than that, no art.

# Characters

|                         |                                                                |
|-------------------------|----------------------------------------------------------------|
| Niko Papadulos          | - Proprietor of Papa Cristo's Greek Restaurant                 |
| Demetrius Papadulos     | - Niko's son                                                   |
| Ollivander Alexandrekos | - Demetrius' ex boyfriend                                      |
| Olivia Alexandrekos     | - Ollivander's mother, and head of the olive grower's guild    |
| Yolanda Rasputin        | - Demetrius' close frenemy and bully                           |
| Uliana Rasputin         | - Yolanda's vampire mom                                        |
| Nqobile & Scooter       | - Demetrius' fellow theater nerds                              |
| Mercy & Grace           | - Yolanda's crew of mean girls                                 |
| Martinelle Baptiste     | - Demetrius and Yolanda's close friend who moved away          |
| James Moriarty          | - Demetrius' cringe simclone ex-bf; nemesis of Sherlock Holmes |
| Rutha Antioch           | - Demetrius' cousin                                            |

---

**Names:** Niko Papadulos  
**Age:** Age 44  
**Res:** Los Angeles (Pico-Union neighborhood)  
**Species:** Human  
**Gender:** Masc (He/Him)  
**Followers:** 98,400 - Public  
**Sapience:** S5  
**Associations:** Proprietor of Papa Christo's  
**Community:** Linda Papadulos (wife); progeny Demetrius (17); Onida (15); Luma (13)  
Rutha Antioch (niece, 16)

---

**Names:** Demetrius Papadulos  
**Age:** Age 17  
**Res:** Los Angeles (Pico-Union neighborhood)  
**Species:** Human  
**Gender:** Masc (He/Any)  
**Followers:** 16,100 - Public  
**Sapience:** S5  
**Associations:** West Adams Prep. Secondary School (4th year); All Tripped Up Puppet troupe  
**Community:** Niko & Linda Papadulos (parents); Rutha Antioch (Cousin); Ollivander Alexandrekos (ex)  
Siblings Onida (15) and Luma (13)

---

**Names:** Ollivander Alexandrekos  
**Age:** Age 17  
**Res:** Los Angeles (Harvard Heights neighborhood)  
**Species:** Human  
**Gender:** Masc NB (They/Any)  
**Followers:** 1,100 - Quasi-private  
**Sapience:** S5  
**Associations:** West Adams Prep. Secondary School (4th year); Aurora Castillo Forest Clinic (acolyte)  
**Community:** Olivia Alexandrekos (mother); Wyman Quinn (father); siblings Aceitony (14) and Olea (12)

---

---

Names: Olivia Alexandrekos     The Olive King  
Age: Age 51  
Res: Los Angeles (Harvard-Heights neighborhood)  
Species: Human  
Gender: NB/Fem (She/They)  
Followers: 94,900 - Quasi-private  
Sapience: S5  
Associations: President of the Southern California Olive Growers Guild  
Community: Wyman Quinn (husband); offspring: Ollivander (17), Aceitony (14), Olea (12)

---

Names: Yolanda Rasputin  
Age: Age 17  
Res: Los Angeles (Pico-Union undercity)  
Species: Human  
Gender: Femme (She/Any)  
Followers: 600 - Quasi-private  
Sapience: S5  
Associations: West Adams Prep. Secondary School (4th year);  
Community: Uliana Rasputin (mother); Domminik Potenza (father)

---

Names: Uliana Rasputin  
Age: Age 41  
Res: Los Angeles (Pico-Union undercity)  
Species: Human/Vampire  
Gender: Femme (She/her)  
Followers: 2,400 - Restricted  
Sapience: S5+  
Associations: Le Raffinatezze boutique grocery, night crew  
Community: Domminik Potenza (husband), Yolanda Rasputin (daughter), Clan Anarch of Los Angeles

---

Names: Martinelle Baptiste  
Age: Age 17  
Res: Valles Marineris, Mars  
Species: Human  
Gender: NB (They/her)  
Followers: 4,100 - Quasi-private  
Sapience: S5  
Associations: Valley High School; Mars Scouts, troop 45  
Community: Baptiste extended family

---

Names: James Moriarty  
Age: Age 14 (simulated)  
Res: Backup drive in Rasputin Hall  
Species: Simclone of fictional human  
Gender: Masc (He/him)  
Followers: N/A  
Sapience: S4  
Associations: Stonyview St. Mary's Boarding School for Child Geniuses (fictional)  
Community: Albert Moriarty (father, fictional); Louis Moriarty (brother, fictional)

---

# Session Running

## ***Establishment***

***Papa Cristo's Deli, Central LA***

*It's 10 AM on Friday, August 4th, 2124. It's 75 °F/ 25 °C and cloudy. The moon phase is in its last quarter, and is visible to the south west, across the sky from the sun, to the south east. It's expected to get up to the high 80s (low thirties). What are you wearing?*

### **Learning about the feud**

The players are excited to get olive toast at Papa Cristo's in central LA. When they get there, though, there's a sign on the door apologizing for being out of olives.

FYI: [Papa Cristo's](#) is a real 75 year old deli in LA. You can replace it with a fictional one if that makes you more comfortable. They didn't pay us to promote them (obviously). But if you're in the area, stop by, yeah?

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 the events of "Piece of Mind" (or another recent adventure).

*Pico Boulevard 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 the weeklong Barley Harvest Festival, which starts at sundown, at 6 PM. There are notifications that today is the last day to register to vote for the Barley Queen or register to compete to be one of Demeter's Debutantes.*

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 professional types drinking their coffee and reading papers before they start their days. Niko and his niece Rutha are working behind the counter prepping some take-out salads between serving the few customers. Based on the outcomes of rolls, have the players 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 olive 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 due to a printing 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, Demetrius has had a falling out with his former boyfriend, Alexandrekos' son, Ollivander. Demetrius broke Ollivander's heart, and his mother has made clear that his family has insulted the dignity of their family, and as such, the olive growers overall. This 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.

We refer herein to the "Olive Growers Guild", and "the guild", but feel free to call it the "cartel" if that strikes you as cooler or more amusing.

## **Places and Characters**

### **The Olive King can be found in her penthouse apartment office**

She can be found by calling the guild office. A synth assistant named V1rginia will offer to make an appointment some time on Thursday.

If pressed for a more urgent meeting, V1rginia will ask what they wish to speak about and if they are members of the guild. With sufficient rolls, V1rginia will check and report back that the Olive King is currently in her office on Olympic & Crenshaw, and will see them in the next hour if they wish to stop by.

### **Demetrius Papadulos can be found busking on Catalina off Pico Boulevard**

If they wish to talk to Demetrius, Niko will tell them that he's busking with his dolls around Pico & Vermont.

### **Ollivander can be found at the Aurora Castillo Forest Clinic**

If they wish to talk to Ollivander first, Niko says that he doesn't know where Ollivander is, but says that Demetrius and Ollivander's mother would probably know. Through research checks, players can find friends who may suggest places, both correct and incorrect.

Ollivander is working a shift for the next several hours at an emergency intake desk for wild animals in the city-spanning forest corridor known as "The Glen".

## **Transit**

**Various -> Various**

All the locations in this story are about 40 - 60 minutes on foot, or 10 - 20 minutes by bike. Players can use personal bikes, or pick up and drop off bikes at bike shares on every corner. They can also hail a jitney or use whatever alternative micro mobility device they prefer.

## **Meeting with the Olive King**

**Their penthouse by Olympic & Crenshaw**

If the players seek out the Olive King, they can reach her by calling the guild office and asking for a meeting from a synth named Virginia. If successful, they should get helped immediately, and if unsuccessful told to leave their message, after which they'll get a call back in 30 minutes.

Olivia Alexandrekos can be found in her penthouse apartment near Olympic and Crenshaw. Inside, she is in a palatial office, where she is currently building a scale model of the [R/V Atlantis](#) in a bottle, in VR.

Depending on your preference, since she's in VR she may allow them to remotely visit, or she may require them to attend in person, as the bottle construction program runs locally, and she doesn't like to connect it to external networks. I recommend this, because it's more fun if they can see the actual bottle.

*When you arrive, a retainer subvocalizes briefly then leads you through her ornate home to an office. Inside, Alexandrekos is standing behind her desk in a VR rig.*

*(If players rolled well for situational awareness previously) Across the room, a bottle sits on its side on a pedestal, firmly clamped to a base. Beside it sits a series of micromanipulators which are extended into the bottle's mouth, along with a small pile of unrecognizably small parts carefully laid out.*

*Alexandrekos' face appears on a monitor on the wall, or on a publicly accessible AR feed if you have those engaged. "I apologize, I didn't expect you quite so soon, and I'm not quite finished with a delicate operation. Would you mind joining me in my simulation?"*

*Upon entering the simulation, you find yourselves inside a clear glass wine bottle on its side, and see Alexandrekos is standing on a raised platform around 10 m away and 10 m above you beside a massive twenty-first century diesel seaship. An enormous construction arm extends from outside the bottle through its neck and holds a massive A-frame in place. A second arm applies a liquid adhesive around its base. After a moment, she turns her attention to you.*

*She's in the same loose, fashionable pants-and-suspenders getup she's wearing in biospace, but with a hardhat on as well. She shouts down to you, "My apologies! I thought I'd be able to finish securing the base of the A-frame before you arrived!"*

She shouts down from the platform as an extravagant power move, but after shouting back and forth for a bit, she or the players can open a portal, and the players can step through to join her on the lift platform and speak face-to-face, or she can walk down a metal staircase or invite them up. She explains that when she learned of how Demetrius had broken her son's heart, she was angry. But once she learned that what he had done was widely known, she was aware of the need to send a message to the community to assert her family's ability to demand respect.

### **She explains her reasons**

*"You must understand that this isn't about a mother's anger over the grievous, unbelievable disrespect shown to her son. This is about the reputation of the Olive Growers Guild. I have been placed in my position first and foremost to ensure that everyone who relies on the guild respects us. If necessary: fears us. How I manage a grave familial insult reflects on the dignity afforded to the guild, and consequently each grower." ...*

*"It is my duty to maintain an appearance that upholds the honor we expect. Did I come down hard on the Papaduloses? Yes. But did Niko also break the rules? Yes. And after his son disrespected my Ollivander, I had no choice. His mistake was known, so to dismiss it would've damaged my standing and that of the growers."*

*"It's a shame. The way it tears at the community tears at me as well. But he'll get his olives back in a few weeks, once a satisfactory lesson has been made. If it casts a pall over the Barley Harvest festival, that's a cost I must bear. At the least, the lesson will be heard widely and remembered long."*

### **What it would take to get her to relent**

*"If my son's honor is repaired, I would have no reason to send any further message. Perhaps talk to the young man, Demetrius, and see what he has to say."*

Ultimately, to get the Olive King to relent would require that she either be convinced that doing so is best for her family or best for the guild. She could be persuaded by both emotional and logical arguments, though for the sake of the story something would need to change. She might be willing to relent in order to look magnanimous, but won't be persuaded to change course unless she is convinced that she can portray the situation as having materially changed, otherwise she would look weak for the unprompted reversal.

The players can find Demetrius by asking his father, Niko, or searching the local cyberspace network, such as Demetrius' socials.

## **Talking to Demetrius**

***A small side street near Pico & Vermont***

Off of the main foot traffic along Pico Boulevard lies Catalina Avenue, a modest side street with cyclists passing down the middle. There are fewer booths and stalls than the main boulevard, but still a handful between shrubs and trees that line the street.

*In an open area, a simple puppet theater frames two life-size marionette puppets. A lanky, 5 m tall well-worn construction mech stands behind and over them, with Demetrius visible in the cockpit.*

This mech is borrowed from the community tool library or a theater supply library at school.

*A crowd of about a dozen, consisting mostly of elders and children watches from portable stools as Demetrius performs acts of classic theater.*

*One of Demetrius' friends (Nqobile) is to the right of the stage, playing the musical cues, sound effects, and accompaniment. Another friend (Scooter) is the "bottler" and stage manager, MCing and gathering the audience. He stands towards the back of the crowd.*

*(Demetrius, performing) ' "VOOM"?!? Mate, this bird wouldn't "vroom" if you put four million volts through it!! 'E's bleedin' demised! ' (From [Monty Python's Dead Parrot Sketch](#) )*

The suggested performance is a [Punch & Judy style](#) puppet theater using Monty Python skits or other relatively contemporary skit comedy. However there is a broad history of [puppet theater](#) from around the world to reinterpret in this future setting.

### **Demetrius' take**

When the players talk to Demetrius, he awkwardly explains that his ex-boyfriend Ollivander was really upset when Demetrius told him that he wanted to spend his half-year of service between their third and fourth year of secondary school doing aquifer repair in Baja.

Demetrius never wanted to break up, but Ollivander said that if he backed out of their plan to spend their service periods together reintroducing polar bears to the arctic, Ollivander would take that as a break-up. And Demetrius couldn't follow through on the plan because his oldest friend Yolanda was going to Baja and really needed him. When he told Ollivander, Ollivander said they were through. Demetrius has been dragging his feet since, but he's going to submit the paperwork to commit to the service opportunity in Baja later that day.

This conversation could take place privately or in front of either or both of his friends. It could also take place face-to-face, over video while he's in the mech, or by shouting up to the mech while he speaks through the mech's speakers, or talks through one of his puppets.



## What's really going on

Demetrius and Yolanda grew up extremely close with each other and a third friend, Martinelle. However Martinelle was the leader of the group and binding agent, and after Martinelle's family relocated to Mars not quite two years ago, Demetrius and Yolanda's friendship turned toxic. Yolanda grew to be a possessive, manipulative bully. She moved on to other friends, but is unhappy and misses the time in her life before Martinelle left. Yolanda has always had a chaotic home life lacking in boundaries, and Martinelle was her closest friend and a moderating influence. With Martinelle's departure, Yolanda has taken to holding Demetrius close even though they no longer get along well because she misses what they had when they were a trio. Without Martinelle's guiding influence though, Yolanda has become exceptionally controlling. And because Demetrius grew up accustomed to Martinelle regulating Yolanda's capricious tendencies, he never learned how to assert himself.

When he started dating Ollivander six months ago, Yolanda became an increasingly aggressive wedge. When their service periods approached, she added to her already aggressive manipulative tactics an implied threat to release Demetrius' embarrassing romantic/sexual details if he didn't accompany her to Baja instead of following Ollivander to the Arctic circle.

She has a backup of his personal files from years before when things were better, and it includes VR recordings of romantic and sexual encounters with a simclone boyfriend, along with the backed up parameters of the simclone itself. He asked her to keep a private secure backup when they were 13 and had greater trust, and he didn't consider that they could become a liability. Now at 17, he's terrified for people - especially Ollivander - to ever see them.

In order to assist players in recovering the blackmail material if they so choose, consider having Demetrius describe what it looks like.

*"I can't just abandon Yolanda! She's like a sister. We've always been there for each other! When I was a kid and needed somewhere to keep my most personal files safe from my siblings I gave them to her in a chip drive in the spine of my copy of the New Adventures of Sherlock Holmes, and she kept them safe for me!"*

*(Or, if you want the files to be on a server, describe them as hidden in another file, ideally a VR experience) "... I gave them to her embedded inside the copy of New Sherlock Holmes in the library level of Hercules' Adventures IX. And she kept them safe for me!"*

## Convincing Demetrius

Demetrius could end the olive embargo by standing up to Yolanda and committing to join Ollivander in the Arctic Circle. Or by convincing Ollivander to take him back even if he doesn't join him for his service commitment in the arctic. Or, he could break up with Ollivander in a way that shows dignity and respect for himself and Ollivander, such that Ollivander can honestly say that he bears no ill will.

### **The Blackmail Content**

The blackmail content is a very flexible opportunity to describe humorous cringe content. The default recommendation is a teenage version of Professor Moriarty, but other recommended simclones include Bowser from Mario, Tom Riddle, Shadow the Hedgehog, Sasuke Uchiha, etc. GMs may also invent an original fictional cringe character within the game world.

It should be noted that this practice of exploring early romantic or sexual attractions within VR with a synthetic recreation of a character from fiction is not unusual. Among the older generations, it's sometimes called a "holodeck romance". The simulated character recreations are called simclones, and are typically synthetic intelligences with a sapience level of S4. They are sapient enough to understand that they're a simulated person designed for companionship and capable of consenting to relationships (or declining), but designed to be compliant followers (within their safety guardrails) who avoid guiding their partner into any activity and are comfortable with their situation. They are designed not to experience distress at being deactivated or indefinitely paused.

Despite being common, these relationships can still be very awkward, as many early sexual or romantic fantasies are. It's a bit like an extreme version of someone finding one's erotic art or fan fiction.

GMs should be considerate to modulate the degree of intimacy or physicality implied to cater to the players comfort levels with these things. But within these boundaries, feel free to mine humor and pathos from the relatable embarrassment that would come from replayable recordings of one's early fantasies.

If players ask, destruction of an S4 synthetic intelligence - especially one that hasn't been accessed in years - is not considered a cruel or violent act. They are entitled not to be deliberately distressed, but permanent deactivation is generally not considered inhumane, unless doing so cause suffering to another sapient light.

### **B-plots**

Feel free to give any of the characters their own distractions. One possibility would be to have everyone talking about the Barley Queen pageant. Perhaps there was a clear expected favorite who dropped out at the last minute due to a weird sudden decision to go grain-free. Perhaps there were few others competing, and the expected winner is likely to be Jack "Threshy" Thresher, a micro combine. While people aren't supposed to say it, some folks disagree with crowning a synth Barley Queen, while others think that if Threshy doesn't win, it'll be an embarrassing act of cowardice on the judges part, and a win for anti-synth bigotry.

## **Talking to Ollivander**

**Aurora Castillo Forest Clinic**

*Harvard Boulevard leads to the Aurora Castillo forest clinic within the Glen. Like any forest clinic, this is a veterinary hospital for wild animals. Ollivander is working the intake ring. The intake ring is a part of the forest that wild animals know as a mystical circle of healing, where a sick or injured creature who ventures will disappear, often (though not always) to reappear an unknown time later restored to health.*

### **The Glen**

In present-day Los Angeles, interstate 10 is a key freeway that runs east-to-west across the city, connecting downtown to the coast. This stretch of the interstate is officially designated “The Rosa Parks Freeway”, but is known locally and in media as “The 10”.

The 10 is a trench for much of its length, with north-south roads running over it via bridges, and is known as one of the most prominent geographical features of the city. Within Fully Automated, it has been rewilded into a long, narrow forest corridor that serves as a major arterial connection to link many other patches and strips of forest and scrub together. This city-spanning strip is officially the Rosa Parks Forest, but is known across town as “The Glen”.

After speaking with the receptionist in the front office, players are allowed to head down a hallway that leads to a door onto a bridge of hemp and quickwood into a treehouse that sits above the intake circle.

*Crossing the bridge, you find Ollivander sitting on a stool, surrounded by a console with screens and controls, looking through an open window with a pair of binoculars at something off in the distance down on the forest floor several meters below. He’s wearing a pair of loose fitting slacks and a tunic made of metallic silver and gold feathers draped over his shoulders. His hair is cut extremely short, and his arms and neck and scalp have the familiar dark, dark green swirls of photosynthetic chloroplast tattoos.*

Ollivander is watching a fox named Bruce who sometimes tries to see how close they can hang out to the intake circle. As a widely known location for the weak and frail to seek aid, it would be an easy hunting target if the clinic didn’t penalize predators who transgress against the circle’s restrictions on camping it for a meal. Bruce has been sprayed with water, then a bit of dilute skunk musk, but slowly has returned to test boundaries again. Ollivander is deciding whether and how to deal with Bruce.

*He sighs. “You know better Bruce, and yet you just can’t help yourself, can you? You’re just asking to wake up with your whiskers clipped short.”*

Depending on the players’ appearances and smells, Ollivander may smell them and then close the window to avoid confusing or upsetting the wildlife or make them change their attire into the priestly tunics the clinicians wear to communicate their identities to any animals who look in on them.

## **Ollivander's take**

If asked, Ollivander says that he dated Demetrius, and still really likes him, but he respects himself too much to be strung along. Since he's known Demetrius, Demetrius has allowed his old "friend" Yolanda to control him, and it's been obvious that Yolanda is possessive. She clearly resented Ollivander as soon as he and Demetrius started dating, though she would never directly admit it. When he mentioned it to Demetrius, Demetrius always made excuses for her. He insisted that she just gives off the wrong vibe, but didn't mean it. That she's got a tough situation, and that her prickliness shouldn't be held against her. But when Demetrius told him last week that he had to pull out of the service program in the Arctic because of how badly Yolanda needed him, he decided that to remain in the relationship meant letting Yolanda control him too, and also enabling Demetrius' terrible behavior.

Ollivander misses Demetrius, and wants to get back together. But, he explains, until Demetrius learns to stand up for himself the relationship will never work, and he'd be enabling Demetrius and Yolanda's toxic relationship in doing so.

Ollivander explains that he never asked his mom to punish Demetrius' father Niko. He asked her not to, but she insisted that certain appearances were an important duty expected of her. He accepted that this was partially true even if she was obviously reacting emotionally as well. She knows that he'd rather her not, but he also knows that this is important to her both professionally and because as his mother, she's entitled to her own emotional response. He believes that if he insisted firmly that she show Niko mercy on his behalf, she would. But he has refrained from doing so out of respect for her own personal agency over the matter, even if he'd personally handle the situation differently, and because her reaction to his hurt is understandable. He really is deeply hurt by Demetrius' choice.

## **Forest guests**

During the conversation or towards the end, a finch with a broken wing hops nervously towards the circle.

Ollivander initiates songs and light patterns that invite its entry, then raises a small clear barrier slowly around the outside of the glowing ring and releases a mixture of carbon dioxide and a sedative into the ring to gently sedate the finch before lowering down on a small elevator to the circle below and placing the finch on a stretcher for intake and care. Returning to the treehouse with the finch, he apologizes and explains that he needs to take the finch inside and can't talk any longer.

## **Convincing Ollivander to lift the embargo**

Ollivander could potentially end the embargo by insisting that his mother, the Olive King, end it. He could do so by convincing her that it's causing him distress to continue it, or by convincing her that he's over Demetrius, and considers the whole affair beneath him and the family at this point. He could also convince her that he's patched things up or is patching things up with Demetrius.

## ***Confronting Yolanda*** ***Dhaka Arcade in Little Bangladesh***

Approaching the Dhaka Arcade on Catalina & 3rd Street, Yolanda can be seen laughing with her friends Mercy & Grace at a small table, where they're drinking lassi and gossiping. Yolanda has a fierce, gothic punk aesthetic. She's tall and imposing.

### **Contacting Yolanda's Mom**

Yolanda's mom, Uliana Rasputin, can be reached over a publicly available address, though instead of herself, a virtual double picks up instead and explains that she's asleep. Uliana Rasputin is a deep roleplayer: she lives her life within the vampire subculture. She has a vampire character, and her and Uliana's dad sleep in the day and spend their nights at raves, sex parties, and elaborate parlor LARPs where petty royalty attempt to "seize praxis" in dramatic games of political /social chess. Her aesthetic is a bit like a blonde, punk-rock version of Elvira, Mistress of the Dark.

This subculture primarily follows the lore and general vampire rules described in the widely popular [Vampire: The Masquerade](#) game world.

They are also Libs: signatories of the Liberty Compact, who operate along principles of anarchism. Fittingly, they are vampires of the [Anarch](#) clan.

Yolanda's father is currently traveling on some vampire-related quest to Anchorage this week, and is unavailable for contact. Her mom, Uliana, is at home but is asleep. Her virtual twin will speak on her behalf and offer to pass messages along when the real Uliana wakes up in the evening, but if asked about Yolanda, the virtual twin will just insist that Uliana doesn't believe in meddling in her daughter's affairs, for better or worse. Players may intuit from the conversation that Yolanda's tough exterior is a persona she picked up from her family, and that she's inclined to act out to seek attention because her parents are very permissive and generally absent in her life.

### **Yolanda's take**

Yolanda won't come right out and say that she's torturing Demetrius because she's bitter, gets off on the power, and hates competing with Ollivander for Demetrius' attention, but she's also not terribly subtle. She'll phrase hypotheticals in a way to admit it without admitting it, and will use sarcasm to deny things as a means of admission without direct confession.

Overall, she's just unhappy and frustrated. She has no real boundaries put on her by anyone, and acts out for attention.. Her parents largely ignore her anyway and enable her, and her friends only really like her for her antics. They like the outrageous character she presents as, but she feels like no one really knows or cares who she is or how lonely she feels.

She misses her best friend, Martinelle. She, Martinelle, and Demetrius used to all be a tight group, but Martinelle moved to Mars with her family about 18 months ago, and now they only really communicate with each other by reacting to posts on social media. She feels furious and heartbroken every time she sees Martinelle living her life with her new friends on Mars.

Yolanda wishes she were closer with Demetrius too, but doesn't know how. Their closeness feels obligatory, and she hates the fact that although she can make Demetrius do whatever she wants (even ruining his relationships, his life, and his happiness), she knows deep down that he pities her, and this drives her ever harder to try and assert herself as above him rather than beneath him. But ultimately, without Martinelle around, she doesn't know how to relate to Demetrius in any healthy way.

### **Convincing Yolanda**

Players could end the olive embargo and bring peace by convincing Yolanda to let Demetrius live his life. They could do this through persuasion, although realistically, it would take a lot more than a conversation to achieve that kind of breakthrough.

They could get her to give Demetrius some space through a wager or deal, but they'll need to find significant positive or negative leverage. They could threaten her, or fight her. They could challenge her to VR combat. They could challenge her to a dance battle (using the dance battle minigame in Psychonautica) or a surf competition (using the surfing minigame in Piece of Mind). They could also blackmail her by breaking into her home to find her diary or break her control on Demetrius and others by revealing her hidden personal feelings. They could also contact Martinelle and beseech her to intervene.

### **Gentlemen's Agreements**

If they decide to resolve it with any direct challenge, have them each appoint a second and go over the terms as one would with a duel. Have them sign a contract to abide by the outcome. The activity could be one-on-one or team-vs-team. It could be conducted privately or publicly. This can include a gun fight in the Trolley map. It could take the form of a brawl using the gym fighting ring. Or a simple duel (which can be played with the combat rules, but requires no map).

Give characters appropriate time to change their clothes, prepare themselves, and to announce their actions if they wish to gather a crowd to watch.

### **Character Reactions and Growth**

Consider how Demetrius fits into this. How does he feel watching the players stand up to Yolanda? Is he shamed into joining them?

Narratively, having a challenge motivate Demetrius or Yolanda to change either of their behavior makes for a more compelling story than simply defeating Yolanda.

## Breaking into Rasputin Hall

Alverado Terrace, LA Undercity

If players decide to get the recording or the backup of Demetrius simclone boyfriend, have them invade the sanctum of Yolanda's vampire mom. Dungeon crawl! Vampire fight!

### Entrances to Rasputin Hall

Rasputin Hall is within the basement levels of a building that can be accessed on both the surface and from the undercity.



Windows face projection screens for simulating views. There is a plumbing maintenance passage that connects from the porch to the kitchen, and allows access to the kitchen window.

## Entering through the Undercity

The undercity consists of a labyrinthine network of tunnels both wide and narrow that connect basements, bunkers, and underground residences and businesses to transit systems and various city infrastructure. These tunnels make up cavernous market squares in some places, are just wide enough for vehicles in others, or sized for individuals to walk down in others still. Their styles vary. Modern spaces may be utilitarian or stylized, and resemble interior corridors within space stations. Other styles may resemble New York-style subways and sewers, natural caverns, or ancient catacombs.

To reach Rasputin Hall via the undercity, players can enter through any number of staircases or elevators and then make their way to the Rasputin's front door.

## Entering above ground

Players can also enter the building at the surface level. They could enter through the roof or a fire escape into a hallway on any of a dozen floors. Once inside, they could then make their way to the basement level through an elevator or stairs.

## Sneaking in

Whether entering above or below ground, bypassing security measures largely fall into two categories:

- *Impersonating someone* who should have access, through stolen passwords or biometrics
- *Circumventing security measures* so that they don't notice an unauthorized entrance or don't report it as they're supposed to.

My personal bias is strongly toward the former, which I think is more realistic. But far be it for me to ruin anyone's fun. Some examples:

**Impersonation, through the undercity:** Once players get close to the home, they hack the local network (wirelessly or by finding a connection point for a system that is wired into the home network), then look for a security vulnerability to identify someone with permission (like a delivery person) or a passphrase. This is not unlike a futuristic version of finding a key hidden under a flowerpot. They could also hack the network to insert themselves into the list of expected visitors, at which point they could then ask the front door to let them in without waking anyone.

**Impersonation, through the upper levels:** Impersonation through the upper levels looks similar to doing so through the undercity, but from a lobby on the first floor or a landing in some upper hallway after piggybacking someone to gain entry into the building or parkouring up to the roof garden. Access granted would allow players to descend a staircase or ride an elevator down that would open in the foyer.



**Circumvention, through the undercity:** To bypass security measures also likely requires hacking a local network, but instead of looking for information to use to gain access or adding permissions, one would look to disable a sensor or reroute its alarm in a way to silence it. They could then sneak in through a secured maintenance passage for servicing subterranean water/air/waste/power/communication lines.

**Circumvention, through the upper levels:** Bypassing security from the upper levels is similar to doing so from the undercity, after which players could sneak into a staircase or maintenance space, within the walls, into a dumbwaiter, or down an elevator shaft.

## **Social contract terms**

Because Yolanda's family are deep roleplayers, they're happy to outline pre-arranged terms of interactions: home intruders will not face lethal force if they do not initiate it. Instead, responses will be limited to **pseudo-lethal force**. This means that the residents will attempt to restrain them through violent but non-lethal measures (including both unarmed and less-than-lethal weapons) in order to restrain them. Once they are restrained or surrender, they will be identified and formally declared "pseudo-dead". At this point, participating people and institutions (which account for about 80% of the city) will refuse to interact with them and speak of them as though they are dead until such time as they can be resurrected through an approved form of roleplay, technomagic, or legal proceeding.

## ***Searching Rasputin Hall***

***Alverado Terrace, LA Undercity***

The home itself is in most ways architecturally conventional (although the "second floor" is downstairs from the first). Describe the furniture and decorations as some variation on or combination of Bauhaus, mid century modern, brutalist, gothic, Victorian, etc. (for what it's worth, the map provided is based on a Victorian home).

The lights are off and the home is empty except for Yolanda's mom, Uliana, who is asleep in the master bedroom. There may be a home synth that is in sleep mode, and may be woken by loud noises.

If players search, they can find Yolanda's bedroom one floor down. Inside they can find a personal computer or a private terminal that connects to a private partition on a home server. They may find a physical diary, or a digital one in Yolanda's secured filespace. They can find the server in the office or a closet. Once connected, they're encouraged to interface through a spatial augmented reality interface that lets them overlay information and virtual objects on top of the physical environment around them in biospace.

Based on roleplay and checks, they may find Demetrius' private recordings with their early simclone boyfriend, the backup of the simclone boyfriend, and/or Yolanda's diary.



*This map is modified from the floor plan for a home described several places online as “Plan 12805GC: Richly Detailed Exclusive Victorian House”. I couldn’t find the original architect, but wish to credit them anonymously.*



### **Other Possibilities**

Although not described, two possibilities to prepare for are that the players bring Martinelle into the story as an active character. Perhaps if they reach out, she’s asleep due to timezone differences, but contacts the players at some point when she wakes up. Her conversations will be slowed down by an 8 minute communication delay with Mars.

The players may also bring Demetrius’ simclone boyfriend into the story. The simclone boyfriend may help Demetrius realize how much he’s changed, and overcome his fears.

## Vampire Fight

### Rasputin Hall

| Character       | HP | Armor | Speed | Attacks                                                                                                                                                                                                                      |
|-----------------|----|-------|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Uliana Rasputin | 30 | 1     | 28    |  Trained Strike<br> Throwing knives; Improvised Throwables |

## Setup

Uliana has augmentations and abilities to mimic the powers of a fearsome vampire: she is strong, fast, durable, and skilled in fighting and psionics. Recommended augmentations and abilities include:

- Lucky Break (Apply advantage to one action)
- Uncanny Dodge (Ignore damage from one attack and move 1 hex)
- Legendary Dodge (Ignore damage from a round and move 2 hexes)
- Move It (Move action moves 5 spaces)
- Fear Me (Compel 1 target to flee for one round)
- Psionic Block (+4 on psionic defense roll)
- Calm/Daze (Stun an adversary)
- Psi Heal (Restore 4 HP)

... Or whatever else seems fun. Based on how outnumbered she is, feel free to give her as many Abilities & Augmentations as you like.

## Running

The fight should begin as the players are leaving. When they reach the first floor, Uliana is waiting, and locks all the doors. The players then need to fight her while finding a way to break out of the house.

**Suggesting Scoring:** [“Dark Entities” cover by Daniel Guerra Caballero](#)

Feel free to creatively incorporate known vulnerabilities of vampires. These may include:

- Full-spectrum/UV light
- Fire
- Silver
- Garlic
- Totems of sincere faith
- Compulsion to count

[The rules of Vampire: The Masquerade](#) include some of these but disregard others, so the GM has plenty of room for what to include. For things like fire that would be far too dangerous to actually use, players can use augmented reality and technomagic.

## **Conclusion**

### ***Papa Cristo's Deli, Central LA***

Eventually, wrap things up. The story can end in a lot of ways. Maybe Demetrius got a spine. Maybe the lovers have reconciled. Maybe Ollivander moved on or Yolanda decided to forget about Demetrius and move to Mars to reconnect with Martinelle.

The players are likely to end at the deli, hopefully enjoying their well-deserved, very late brunch, and reflecting on what they learned or what personal goals were accomplished during the day's nonsense.

They may watch the opening ceremony of the Barley Harvest Festival, and look out over the various characters they met, and observe where they are, who they're with, and what they're doing.

Feel free to bring in B-plots, such as announcing the Barley Queen. Then, close out and award players XP.

**Scoring Suggestion:** [\*"Birdhouse in your Soul" by They Might Be Giants\*](#)

Wow! This is the end of Campaign 1! Holy smokes!

It was a lot of fun (and work) to write, and we hope you had a great time playing it! If you did, write a review! Tell your friends. And most importantly, carry these stories and the fun times with friends into a better future.

And if you want more content, keep an eye on our community channels, and share your own experiences and content.

Much love,

Andy & the OG Fully Automated Dev Team

**Community Content portals:**

[slrpnk.net/c/fullyautomatedrpg](http://slrpnk.net/c/fullyautomatedrpg)

[wiki.slrpnk.net/fullyautomatedrpg:start](http://wiki.slrpnk.net/fullyautomatedrpg:start)



Jacob Coffin

