Fully Automated!

Playable Adventure - Ashcan Release

Politically Reactive

LOOP

In a world without want
the most valuable currency...
is trust

Story by
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Dedication

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

We also dedicate it to our elders, and everyone working to unf*ck the planet.

Licensing

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(Go ahead: Share and remix this. We really want you to!)

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AI Declaration

We didn't use any AI to make this.

Contact Information

Find us online at:

https://fullyautomatedrpg.com

https://slrpnk.net/c/fullyautomatedrpg

https://mstdn.games/@fullyautomatedrpg

Introduction

This adventure was inspired by my interactions with fellow activists within my local chapter of the Democratic Socialists of America. While everyone could name the things we opposed, specific, affirmative visions of the alternatives were often absent. Universal healthcare and climate jobs programs were popular talking points, but I often saw skepticism that we should or could try to actually implement radical projects now; ourselves; on our blocks. Some viewed our role as that of the perpetual rebels. They seemed to struggle to imagine what it would look like to *actually win*.

Having played Fully Automated for years, I sometimes felt like Marty McFly trying to restore the correct timeline. This game grew out of a desire to immerse fellow activists in a future where socialism isn't a political theory to be explained but a set of practices to be administered. Because ultimately, I think the way to create that world is not by advocating for a future where food, housing, and education are universally accessible: it's by getting to work making them universally available now.

This adventure was written to be a brief tour through the politics and governance of a post-capitalist future. It invites a perspective shift in which today's political left is tomorrow's mainstream. It dismisses the idea of a utopian end point, recognizing that even an improved politics will always demand vigilant oversight.

I hope you'll share this adventure with fellow radicals and activists. And if you adapt it to your own locality or otherwise personalize or expand it, I hope you'll share it with me and the rest of our community!

With love,

Andrew

What's an "Ashcan Release"?

An ashcan is a game or other media product released in an unpolished state. Originally used to describe unsellable comic books printed for the purpose of gaming intellectual property laws, the term has evolved to describe a range of unpolished works, such as early drafts for test players or experimental games from a weekend game jam.

We're releasing this without character art and calling it an ashcan because it's less work. And we want to normalize that.

It's tragically common for RPG creatives to withhold great content until it reaches a level of quality that time and money may never allow. Stories, games, and art that could've touched people are lost in pursuit of publishing beauty standards that should be optional.

We want to share more playable content quickly, and encourage others to do so too. If you've got a homebrew adventure, consider labeling it an ashcan edition and sharing it! You can still polish it later if you want. But don't let good content languish. Share it now.

Contents

This adventure is written to be run in the Fully Automated! Solarpunk RPG.

Visit https://fullyautomatedrpg.com to download the game manual. If you have questions, reach out to the Fully Automated community on [Mastodon](#), [Discord](#), or [Lemmy](#).

Politically Reactive

By Andrew Gross

Prep

Story Summary

A county delegate asks players for help investigating a coordinated disinformation campaign. Players interview elected officials, journalists, builders, and other involved parties to determine what is going on and who is behind it.

Story Overview

The story begins with Delegate Dorian Delgado asking the players to meet at a location of their choosing to explain his problem.

Earlier in the day he announced that he was nominating Volta Mosscap-3 to oversee the Mandela Skyway Renovation project, and within an hour it was reported that Mosscap-3's last project had violated their waste management obligations. Delgado doubts the veracity of the claims, as it fits a pattern of damaging but inaccurate stories appearing with impeccable timing to create a narrative that Delgado is either incompetent or corrupt. Delgado states that he'd taken special care to conceal any clues as to who he was about to nominate due to concerns about being surveilled, and the fact that someone had clearly planned in advance of his announcement anyway is confirmation of his suspicions.

Delgado then explains that the party advisory committee on endorsements is getting ready to release their recommendations ahead of the upcoming primaries. As a result of the bad press, Delgado's concerned that without an exoneration the committee is likely to leave him out of their recommendations, imperiling his chances of reelection. To make matters worse, a controversial vote to let anarchists opt out of the use of currency is coming up the day before the advisory committee meets.

Upon searching his office players find a listening device, and a forensic analysis reveals that its operation is confined to a local area network for members of the council and their staff. The recipient of its information is anonymous, but has high-level access to the private network within the delegates' office.

Each district is represented by three delegates on the county board. Alongside Delgado, district 2 (East Oakland) is represented by Delegate Joyce, a distinguished senior member of Delgado's Democratic Socialist party; and Delgado's closest political rival, Delegate Kweli of the Anarchist party.

Over the next 48 hours the players' investigation allows them to trace the relationships between the major players and track down the people who made and installed the listening

device. Their investigation leads them to the Creep Collective: a group of pagan covert-ops tricksters specializing in political disruption. Once caught, the members negotiate with the players to give them a "burn spell". They explain that their client is unknown even to them, but that they prepared a failsafe that would allow them to betray their client if they got caught. When the bug is triggered by a secret phrase, the receiver their patron uses to monitor the bug activates a malicious function that will broadcast its location, revealing its possessor.

On the day of the council session to vote on the demonetization measure the players may then trigger the burn spell, revealing the perpetrator to be Delegate Joyce.

Themes

This adventure is intended to help players visualize what politics and city government might look and feel like in a more democratic, decommodified future. Players are meant to learn about novel new democratic structures, building projects, and economic programs that would seem radical and foreign in this era.

This adventure is also intended to blend classic genre tropes of city noir stories with solarpunk to provide a sense of hope in the possibility of a government run by honest, morally upright public servants blended with a reminder that corruption is present in even the best systems. A key theme is the philosophy that neither blind faith in government nor cynical nihilism can yield an accountable system of public trust, but only a balance of hope and realism.

Events Outline

➔ Players meet with Delegate Delgado and are briefed on the assignment

➔ They search Delgado's office and find the bug.

➔ They plan their next steps:

◆ Trace the source of the bug

◆ Interview parties of interest

➔ Researching the bug yields context in drips for a day

➔ Interviews provide further context to relationships

➔ Players track the source of the bug to a fab center in South-west Farallon

➔ The Fab center leads them to the Creep Collective

➔ The Creep Collective provides a phrase to reveal the possession of the device that receives the intel from the bug

➔ On the day of the vote for Ordinance 2125-M17 players trigger the device, revealing Joyce to have orchestrated the campaign against him.

Establishing Context

This story can be used as a stand-alone one-shot, an introductory adventure, or the next story in an ongoing series of adventures.

Locations

Visit the Fully Automated assets library at https://wiki.slrpnk.net/fullyautomatedrpg:start for character portraits, backgrounds, maps, and other open-source gameplay assets.

➢ Players' HQ
➢ Delgado's office
➢ Grand Lake Market/Fruitvale Plaza/A generic outdoor plaza
➢ Farallon Electronics
➢ Outside the Church of the Many in the Tenderloin
➢ The Council Chamber
➢ The Oakland Museum of California

Characters

Dorian Delgado represents East Oakland on the Alameda County Board of Supervisors

Names:	Dorian Luis Delgado
DOC:	2100_FEB_14 (Age 25)
Residence:	Brooklyn Basin, Oakland
Species:	Human
Gender:	Masc. (He/Him)
Followers:	132k, Public
Sapience:	S5
CV:	Chair, Youth Privacy Commission, 2116 - 2117
	Graduated with distinction, Skyline High School, 2117
	Staffer for Delegate Tifa Joyce, 2119 - 2122
	Campaign Manager, Merida Sine, 2120
	BA in History with minor in Philosophy at Laney College, 2123
	Alameda County Delegate, 2122 - Present
Associations:	Democratic Socialists of the Americas, 2115 - Present
	Brooklyn Basin Residents Association
	Mandela Grocery Cooperative
	Trebable (band)
Community:	Girlfriend, Bennet; Chief of Staff & best friend Merida Sine;
	Casual boyfriend and climbing partner, Razak
	Parents, Tina and Gorge; Sister, Salma
	Office Staff

Dorian Delgado is one of three delegates who represent East Oakland on the County Board. He's a well-intended young elected leader who is a protege of well-connected veteran socialist politician Tifa "Oakjoy" Joyce, and he's currently facing a big threat to his young career.

Delegate Tressel "Postmasterless" Kweli is Delgado's colleague and rival on the county board

Names: Tressel Yazbek Kweli, Postmasterless
DOC: 2088_MAY_22 (Age 36)
Residence: Fruitvale, Oakland
Species: Human Locomodificado (Resiliance, reduced metabolism)
Gender: Masc. (Any)
Followers: 116k, Public
Sapience: S5
CV: Graduated from Baton Rouge secondary school, 2104
                Mail carrier, Louisiana Postal Network, 2105 - 2113
                Clerk, Louisiana Postal Network, Soley Station, 2110 - 2113
                Mail carrier, Pacifica Postal Service, 2113 - 2115; 2118 - 2122
                Clerk, Pacifica Postal Service, Fruitvale Station, 2115 - 2116
                Supervisor, Pacifica Postal Service, Fruitvale Station, 2116 - 2118
                Postmaster, Pacifica Postal Service, Fruitvale Station, 2118 - 2122
                Alameda County Delegate, 2122 - Present

Associations: Anarchy Everywhere, Ohlone chapter, 2115 - Present
                RRC Videography Collective, 2117 - Present
                Fruitvale Farming Coop

Community: Parents, Letitia Kweli (69), Khalil Yazbek (65);
                Grandparents Briahna Kweli (101) and Deron Kweli (103). Hamed Yazbek (95),
                Reem Sinno (98), Sister, Nadia Yazbek (38)
                Partners Ani Leong (36) and Romeo Ricardo (30);
                Kids, Rasheedah Leong (7), Todos (5) Laya (5)
                Neighbors; Office Staff, film community, postal community

His mom, Letitia Kweli, moved to Louisiana in her 20s to work as a server and met Khalil Yazbek. They had two kids, then moved the family back to Oakland to care for Letitia's father when Tressel was 21. Tressel was working as a mail carrier at the time. He stayed in Baton Rouge and partnered with Ani Leong when he was 22. He developed interests in traditional 2D videography, stocking logistics, and gaming. He then moved to rejoin his parents when he was 25. In Oakland he met Romeo Ricardo who partnered with he and Ani, and they began a family when Tressel was 29. He went to work at the municipal post office and surprised folks by defying stereotypes about anarchists in highly organized settings and rose to become postmaster of the Fruitvale post office.

Two years ago he ran successfully for the county board on a platform to advance anarchism, specifically promising to expand pathways to opt out of the monetary system.

At 36, he is a well respected director/producer, organizer, and parcel router.

Mermerida - Delgado's chief of staff

Names:	Merida Sine, Mermerida
DOC:	2100_FEB_14 (Age 26)
Residence:	Brooklyn Basin, Oakland
Species:	Human Aguamodo (Aquatically-modified human)
Gender:	Femme. (She/Her)
Followers:	81k, Public
Sapience:	S5
CV:	Organizer, Sub-Bay Advocacy Network, 2116 - 2117
	Skyline High School, 2117
	Co-chair, East Bay DSA Fisheries Committee, 2118 - 2121
	Project Manager, Bay Area Transit Commission, 2118 - 2120
	Candidate, Bay Area Transit Commission Board, 2120
	AS in Estuary Political Ecology at Laney College, 2120
	Chief of Staff, Delegate Delgado, 2122 - Present
Associations:	Democratic Socialists of the Americas, 2115 - Present
	Brooklyn Basin Residents Association
	Mandela Grocery Cooperative
Community:	Girlfriend, Lukata; Best friend, Dorian Delgado; Parents, Coral and Geoff; Sibling Tav; Delegate office staff; A network of professional and personal contacts in government and the DSA

Merida is Dorian's long time friend and confidant. He served as her campaign manager during an unsuccessful campaign for the Transit Board, then she for his run for County Council.

Delegate Tifa "Oakjoy" Joyce is Delgado's colleague and mentor on the county board

Names: Tifa Stella Joyce, Oakjoy
DOC: 2070_MAR_05 (Age 55)
Residence: Trestle Glen, Oakland
Species: Human
Gender: Fem. (She/they)
Followers: 209k, Public
Sapience: S5
CV: BS in Ecology, UC Berkeley, 2091
                Intern, Sequoia Orbital Station, 2094
                MS in Exo-Environmental Stewardship, 2095
                Outreach Coordinator, Trek Society of Pacifica, 2096
                Housing & Land Stewardship Lead, Dem. Socialists of the Americas, 2097 - 2102
                Director of Operations, Oakland Community Land Trust, 2103 - 2110
                Delegate, Oakland City Council, 2110 - 2116
                Mayor of Oakland, 2112 - 2116
                Alameda County Delegate, 2116 - Present

Associations: Trek Society of Pacifica, 2090 - Present
                Democratic Socialists of the Americas, 2093 - Present
                Grand Lake Flying Club
                Lakeshore Grocery Cooperative

Community: Husband, Osiris; Progeny, Orion (33)
                Neighbors; Office Staff
                Universal Life Seeker Church of Ohlone

Oakjoy is a party stalwart of the DSA. She's an accomplished organizer and political leader. She's an enthusiastic technologist and infrastructure nerd. Her politics can be described as "Space Communist": she's an advocate for FALGSC (Fully Automated Luxury Gay Space Communism). She believes in the power of technology (when applied responsibly, democratically, and communally) to provide a high quality of living universally.

She also believes that exoplanetary expansion is a forefront of civilizational development that can either continue the last two generations of progress or collapse it, if not stewarded carefully. For these reasons, she's highly involved with the construction of San Francisco's new spaceport 50 km off the west coast and the new transbay BART line that will connect Oakland to it. She is adamant that Oakland have a strong presence on planetary and interplanetary matters. It's well known that she aspires to run within the next five years to represent Ohlone (the contemporary name for the San Francisco Bay Area) on the World Congress, a planetary legislative body similar to the UN if it were a representative democracy.

Dorian Delgado worked for her before he became her colleague, and thinks of her as a mentor.

Mark Chimpstein is the chair of the subcommittee making recommendations for county board

Names: Mark Ashley Chimpstein
DOC: 2099 (Age 25)
Residence: Oakland, Dimond District
Species: en-Chimp
Gender: Masc. (He/Him)
Followers: 5,200 Public
Sapience: S5
CV: Havdalah All-Light Academy, 2111
                   Apprentice Associate, Oholone DSA electoral division, 2113 - 2115
                   BS in Political Science, Laney College, 2115
                   Associate, Oholone DSA electoral division, 2115 - Present
                   Chair, Alameda County board endorsement subcommittee, 2124 - Present

Associations: Heylung Synagogue, 2109 - Present
                   Ohlone DSA, 2113 - Present

Community: Wife, Sara (26); Offspring, Henryk (3)
                   Parents, Oscar & Debbie Chimpstein; Siblings, Natalie & Isaac; extended family
                   The Heylung Synagogue community, Havdalah All-Light Academy community

Mark is the subcommittee chair overseeing the decision on whether to endorse Dorian Delgado for reelection.

What's with this Jewish Chimp?

Mark Chimpstein reflects the ways in which en-chimps – particularly of the second and third generations – had to deliberately craft identities. While it's a common misconception that first-generation enhanced parahumans don't inherit culture and tradition from heirloom elders, it is true that most en-chimps do not have the same degree of inherited identity as most humans. To fill this gap, en-chimps adopt philosophies, practices, and beliefs in whole or in part from sources around the world. Many, such as Mark's grandparents, found answers in a particular form of Judaism that exploded in popularity during the fifties. The emergence of uplifts coincided with a very post-modern reexamining of the utility of faith traditions.

As with all faiths and cultural practices, many people during this time who were not ethnically Jewish came to appreciate Jewish teaching and philosophy. In the case of Judaism, a culture defined by diasporism led many converts as well as ethnic Jews to develop a sect of Judaism known as "Diasporic Judaism" which emphasized a form of Jewish belonging based on culture and values into which anyone could integrate. In the present, Diasporic Judaism is the most widely practiced form of Judaism. It is highly diverse, including both millions of Jews with ethnic Jewish ancestry as well as millions of people from every background, particularly those whose parents and grandparents became climate refugees during the chaos of the twenty-first century. Diasporic Judaism is heavily associated with the philosophies of Bundism and [Doikayt](), which promote a unified pride in the parts of ones' identity that were brought from far away places as well as a sense of belonging in whatever place one calls home.

Gemini Jones is the budget director for Delegate Joyce

Names: Gemini Jones
DOC: 2096 and 2097 for components, 2118 for fusion / (Age 29)
Residence: Oakland
Species: Human fusion
Gender: Non-binary (They/them)
Followers: 85,000, Public
Sapience: S5+
CV: Youth Fellow, Trek Society of Copernicus City, 2112
                James Lovell Jr. Secondary School, Luna, 2113
                BS in Communitarian Economics, Berkeley, 2116
                BS in History, Berkeley, 2117
                Supply Specialist, California Academy of the Sciences, 2117 - 2120
                Transhuman Services Coordinator, Delegate Tifa Joyce's office, 2120 - 2122
                Candidate for Alameda County Delegate District 2, 2121
                Budget Director, Delegate Tifa Joyce's office, 2122 - Present

Associations: Ohlone DSA
                Trek Society of Pacifica

Gemini Jones was born Lisa Jonas and Delphi Munoz in Copernicus City on Luna in 2096 and 2097. Their components met in secondary school and quickly became best friends. They moved to Earth in their late teens to attend Berkeley. In 2120, they announced their fusing: they adopted the name Gemini Jones and began publicly presenting themselves as a hybrid person.

Gemini and Delgado both worked on Oakjoy's staff at the same time and are casually friends. They both then ran for D2 delegate, where Gemini came in fourth behind Oakjoy, Delgado, and Postmasterless. They now serve as Oakjoy's Budget Director.

How does the "fusion" thing work?

A fusion is two or more people who choose to identify as a single shared identity. The two people who make up Gemini are their "components". They can be described as Gemini-L and Gemini-D when it's necessary to specify, but in most settings either person is spoken to as Gemini.

The connection between their components is primarily a social construct rather than a technological one. Their components don't speak in synchronization or have telepathy. They do, however, have linked neural devices that allow their components to sense the proximity of one another and detect intense emotional responses in one another.

Reporter Gem Hawthorne covers business, sports, and politics across the East Bay

Names: Gem Toni Hawthorne
DOC: 2069 (Age 55)
Residence: Hayward
Species: Human
Gender: Fem. (Any)
Followers: 24,000, Public
Sapience: S5
CV: AS in Communications, San Bernardino Community College, 2092
                Writer, Bay Area Sports Posts, 2092 - 2110
                Moderator, East Bay Sports Forum, 2095 - 2111
                Contributor, Bay Area Community Posts, 2102 - 2110; 2122 - Present
                Reporter, East Bay Times, 2122 - Present

Reporter Firva Grumwald

Names: Firva Grumwald
DOC: 2100 (Age 25)
Residence: Richmond
Species: Human
Gender: Fem. (Any)
Followers: 19,000, Public
Sapience: S5
CV: BA in Economic Philosophy, UCSF, 2122
                Intern, East Bay Business Times, 2121
                Reporter, East Bay Business Times, 2122 - Present

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Reporter Ralph Alonza

Names: Ralph Victor Alonza
DOC: 2065 (Age 60)
Residence: Livermore
Species: Human
Gender: Masc. (He/him)
Followers: 40,000, Public
Sapience: S5
CV: Lead Statistician, Oakland Ballers, 2101 - 2121
                Reporter, Freelance, 2118 - Present

Reporter/Activist Orobora.95

Names: Orobora.95 , Aural Rumi Jagosh
DOC: 2095 (Age 30)
Residence: Oakland
Species: Human Cyborg
Gender: NB (They/them)
Followers: 16,000, Public
Sapience: S5.1
CV: AS in Political Science, Merritt College, 2114
                BS in Poly Sci (in Progress), Berkeley, 2118 - Present
                Organizer, Orgs for Synths, 2115 - Present
                Organizer, American Communist Party of Ohlone, 2119 - Present
                Contributor, The Oakland Revolutionary, 2121 - Present

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Volta Mosscap-3 is a project manager for Sogorea Te' Construction

Names: Volta Mosscap-3
DOC: 2106 (Age 19)
Residence: Oakland
Species: Embodied Synth
Gender: Masculine Fluid (Any)
Followers: 6k, Public
Sapience   S5
CV: BS in Construction, Reno College, 2114
                Intern, Sogorea Te' Construction, 2114
                Construction Apprentice, Sogorea Te' Construction, 2114 - 2117
                Construction Journeyer, Sogorea Te' Construction, 2117 - Present
                Project Manager, Sogorea Te' Construction, 2119 - Present

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Fennel Reeves - Waste Management Supervisor for East Bay Industrial Regen

Names: Fennel Arthur Reeves
DOC: 2065 (Age 59)
Residence: Oakland
Species: Human
Gender: Masculine Fluid (Any)
Followers: 3k, Quasi-private
Sapience: S5
CV: BS in Physical Chemistry, UC Merced, 2082
                BS in Deconstruction, Laney College, 2099

Geoffery SecureComfort 1223-ParkBlvd - County Hall building superintendent

Names: Geoffery SecureComfort 1223-ParkBlvd
DOC: 2109 (Age 17)
Residence: Oakland (County Hall Building)
Species: Infrastructure-embodied synth
Gender: Genderless (It/They)
Followers: 130, Restricted
Sapience: S5-

Electrophorus - Engineer who made the listening device

Names: Emily Jasmine Vikram, Electrophorus
DOC: 2083 (Age 41)
Residence: West Faralon
Species: Human Aguamodo
Gender: Fluid fem (Any)
Followers: 1,400 - Quasi-private
Sapience: S5
CV: BA in Literature & Mixed Media Design, Noisebridge College, 2113
              WWOOFer, Worlds Wide Opportunities on Organized Farms, 2119 - 2122
              Design & Fab engineer, Farallon Electronics, 2022 - Present

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Taco de Gato - Member of Creep Collective

Names: Luca Truman, Taco de Gato
DOC: 2105 (Age 19)
Residence: San Francisco
Species: Human
Gender: Enbie (Any)
Followers: 2,900 - Quasi-private
Sapience: S5
CV: Sacramento Community Secondary (Degree incomplete, inactive)
              Member, Congenial Response Engagement Entry Practice, current

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Smokeherder - Member of Creep Collective

Names: Samina Ozark Garaffalo, Smokeherder
DOC: 2104 (Age 20)
Residence: San Francisco
Species: Human
Gender: Femme (Any)
Followers: 950 - Private
Sapience: S5
CV: Mission High, 2101
              Intern, Hostility Experiential Art collective
              Member, California Reach Experimental Experience Partners, Current

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BugsBun - Member of Creep Collective

Names: Hillary Yasmin Kilmer, Bugsbun
DOC: 2105 (Age 19)
Residence: San Francisco
Species: Human
Gender: Enbie (Any)
Followers: 1,600 - Quasi-private
Sapience: S5
CV: UltraPhine Hackerspace, (Dates Unknown)
              Member, Corrosion ReEnhancement Exports & Principles

Cybil the Much=knowing Oracle

Names: Cybil of the East Bay
DOC: 2105 (Age 29)
Residence: Oakland
Species: Unembodied AI
Gender: NB/Genderless (They/them)
Followers: 25 - Restricted
Sapience: S6

Cybil is a superintelligent synthetic intelligence residing on a computer cluster maintained by the East Bay Democratic Socialists of the Americas Research & Informatics division.

Why is the DSA in this called "The Democratic Socialists of the Americas"?

Within the setting, what is currently known as the Democratic Socialists of America became increasingly international during the fifties. The group was a prominent node of the organizing network of revolutionary groups that ushered in the post-capitalist era during the fifties and sixties, and emerged as the dominant political entity in much of the US and Canada during the seventies (with a strong but much less dominant presence in Mexico).

After the American Realignment of 2077, numerous states reincorporated as new countries with their own governing structures. By this time, the practice of militarizing borders outside of wartime had ended, and these newly arranged countries remained tightly bound by trade, migration, and culture. Many previously national organizations continued to operate in similar ways, and the DSA continued to organize across the former United States, Canada, and Mexico. The name "Democratic Socialists of America" had already long been anachronistic, but once most of the organization's members no longer lived within the country known as "America" the name was updated to the Democratic Socialists of the Americas in 2082.

Scoring Suggestions

The Stakeout in the Tenderloin: [“Dirt” by DJ Format](#)

Footchase in the Tenderloin: [“Sneakman” by Hideki Naganuma](#)

Scoring for the outro: [“The Last Trumpet” by Lyrics Born](#)

Handouts

Story 1:
The East Bay Business Times, April 29th, 2124:
"Delagate Dorian Delgado Responds to Accusations Against Mercurius Travel Solutions"
by Firva Grumwald

Summary: The article reports that the paper has uncovered evidence that Mercurius Travel Solutions has a history of booking trips to Alaskaq for hunters looking to exploit controversial gray-market seal and porpoise hunting allowances, based on reviews and message board discussions. The article goes on to state that Dorian Delgado sought the services of Mercurius Travel Solutions for at least six trips over the prior three years, including one to Alaskaq.

Response: Dorian explained to the East Bay Business Times that he had no awareness of this reputation at all, as was the case for thousands of travelers who'd used their services over the prior decade. He stated that his trip to Alaskaq was an entirely unremarkable vacation on which he was joined by several close friends who had no association or evidence of engaging in sport violence and provided an itinerary of routine recreation and sightseeing.

Backstory: The Creep collective found his regular travel agency, booked several trips themselves using aliases, then left verified reviews that alluded unsubtlely to hunting. They then recommended Mercurius in a darkweb forum for hunters. They then waited until Dorian returned from a trip and anonymously pointed Firva Gurmwald toward the evidence they'd created.

Story 2:
Bay Area Politicos Watch, May 16th, 2124
"Del. Dorian Delgado Defends Jacuzzi Borrowed Well Past Due Date"
by Ralph Alonza

Summary: The article describes Delgado taking a popular hot tub out of the city library's furniture collection on March 17th for a five week loan, but still having not returned it four weeks past its scheduled due date. Dorian is quoted as having explained that he was holding on to it because the aquatics librarian asked him to do so to save them the trouble of storing it while the aquatics wing was undergoing repairs. The article notes that the librarian is Dorian's cousin, as well as that the request violated library protocols regarding storage procedures and appearance of preferential treatment. It also notes that the repairs started 10 days after the hot tub was due and had completed at the time of print. An update notes that Delgado returned the hot tub the day the article was published.

Response: Delgado says that he took the hot tub out for a birthday party. When he called to schedule a pickup, the librarian -- his cousin Umaya -- asked if he'd just hold on to it to save her the trouble of moving it into storage. He didn't realize that she wasn't technically supposed to use borrowers as a substitute for storage, but she said afterwards that despite being against protocols as written it was a common practice that all the librarians used to avoid extra paperwork, especially because the storage depot was often slow to return calls and emails. Dorian considers the timing suspicious, as he was contacted to give a response a day after the repairs had finished and before he'd even been told so, and then the article came out later that day before he had a chance to return the hot tub.

Backstory: The Creep Collective heard his conversation with Umaya through their office bug and anonymously contacted the reporter claiming to be a whistleblower at the library.

Story 3:
The Oakland Revolutionary, June 28th, 2124
"Campaign Staffer's Imdie Hired by DMA After Push From Delgado"
by Orobora.95

Summary: The story reports that nineteen-year-old Arroyo Cavalina was hired by the Department of Mutual Aid as a senior services outreach coordinator after she was recommended by Delgado. It highlights that Arroyo Cavalina is the imdie (a contraction of "immediate descendent" that is the gender-neutral term for an adult child) of Garfield Cavalina, who was the director of field operations for Delgado's campaign. It speculates whether Arroyo's hiring for an experienced position was fairly earned or an illicit favor by head of the DMA Treva Panther-Hollow, who was nominated by Delgado.

Response: Delgado insists that there's nothing illicit about this. Arroyo worked on his campaign's field operations team under her father and was an outstanding worker. She applied for an open position with the DMA and made it to a final interview without his involvement. She then listed him as a reference. It was natural for Treva to call him, and Delgado gave an honest and favorable recommendation. However the article frames a totally ordinary hiring process as suspicious.

Backstory: The Creeps overheard Delgado's call with Treva and anonymously contacted the reporter posing as a whistleblower in the DMA office. The reporter, Orobora.95, asked Treva Panther-Hollow if Delgado had referred Cavalina. They said he had, and the reporter published it as a salacious revelation, citing their anonymous sources' opinion that Cavalina wasn't qualified.

Story 4:
The East Bay Times, August 6th, 2124
"Machine Appointed to Commission by Delgado Has a History of Waste Stream Mismanagement"
by Gem T. Hawthorne

Summary: The article reports that Volta Mosscap-3, Delgado's appointee as district oversight commissioner for the remodeling of the Mandela Avenue Skyway, had failed to separate harmful synthetic bioplastics from several dozen tons of organic waste they sent to the East Bay Industrial Regen center during an extensive remodel of the Lake Merritt arboretum they'd managed in April.

Response: The article was published three hours after Delgado announced Mosscap-3's appointment. The reporter, Gem Hawthorne, reached out for comment with a two-hour response window that he missed. After he heard about the report, he posted on his socials that he wasn't aware of these accusations before he made the appointment. He restated his confidence in Mosscap-3's competence and professionalism and promised to say more once he'd had a chance to assess the validity of the claims. He then set up his meeting with the players. He is skeptical of the claims, and considers the timing the most obvious evidence yet that he's the prey in someone's game.

Backstory: The Creep Collective knew the pool of candidates who Delgado was considering for the Commissioner position several weeks ago and began preparing to create the story before they knew who the final pick would be. They stole login credentials from an inactive member of East Bay Industrial Regen coop and submitted some vague and poorly written reports alleging detection of synthetics in a few batches of waste several months ago. Once they overheard Delgado notify Mosscap-3 of his choice, they edited their posts in the internal messaging system to specify the batches in question were ones that came from the Arboretum remodel, then contacted the reporter claiming to be an anonymous whistleblower at the Regen center. Gem contacted the supervisor, Fennel Reeves. Though Reeves made clear that there were reasons why he questioned the reliability of the reports, he acknowledged that the reports she'd been told about were real, and he didn't have evidence to contradict their claims.

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Constituent Update Report

District 2:
Total: 280,333        End of July        Now
Joyce (ranking):      126,029            129,107
Kweli:                 77,051             80,003
Delgado:               80,192             77,391
None of the above:      2,647              2,699
```

The county includes 2.5 million voters spread among 9 districts. Each district contains ~280,000 voters represented by one of three delegates per district.

> Note from Merida
>
> Dorian is afforded three answered questions per season from an oracle maintained by the DSA Research & Informatics group. He never uses it, but you're welcome to use his currently available questions on his behalf. If you do, he insists that you not tell him what specifically they tell you. If possible, he'd prefer that you don't consult the Mermerida, but if you do, refrain from telling him. He's very protective of his agency, and concerned about being fate cursed.

A "fate curse" is unwanted knowledge about ones' future or the consequences of choices they must make. It includes prophecies and other knowledge that calls into question free will or instills a fear that once known it is impossible to make a choice certain that it was not the result of manipulation by an outside force. See the section Consulting the Oracle for more information.

> **Schedule for the week**
>
> MON_06_AUG_2125
>   Delgado announces selection of Volta;
>   Hawthorne's article comes out;
>   Delgado recruits's players
>
> WED_08_AUG_2125
>   The county council votes on Ordinance 2125-M17
>
> THU_09_AUG_2125
>   Endorsement recommendation group meets and releases their recommendation report

List of detectable devices in Delgado's office:

Environmental devices

13 Light fixtures: These include illuminated ceiling panels, lights integrated into the molding and under shelves, a desk lamp, and a floor lamp.

1 Ceiling fan: A minimalist design of soft, angled blades smoothly rotating at a low speed.

3 Automated window blinds: above the windows

1 Light switch: by the door that can control the lights, fan, and blinds

1 Thermostat: for monitoring and adjusting environmental controls

Power and Network Infrastructure

7 power & data outlets: standard electrical and wired networking ports are built into the walls at conveniently spaced intervals and into the floor beneath the desk and the table.

1 Wireless Local Area Network hub (future WiFi): on a shelf on the right side of the room.

Audio-Visual

1 Room Audio-Visual media hub: sits on a shelf near the wireless router

1 360-degree projector: mounted in the center of the ceiling, in the central hub of the fan

4 room-scale microphone/cameras: mounted on the ceiling near the corners of the room for conferencing and XR/VR

Summary of Ordinance 2125-M17

This ordinance would instruct the county treasurer to establish a process for members of qualifying tenant unions to simultaneously opt out of collecting their guaranteed income and opt out of paying land taxes.

There are existing programs in which individuals collectively pool their incomes and then use these funds to pay all of their land taxes. They then direct the remainder into shared pools used to fund their preferred food coops and various Communist projects, such as the local chapter of the Anarchy Everywhere party.

If passed, the effects would be limited to the district which Delgado, Oakjoy, and Postmasterless represent – District 2 – which covers most of East Oakland. It's projected that ~5,000 out of 280,000 residents might participate during the next five years, which is slightly less than 2% of residents. After five years, the program sunsets unless renewed.

The primary argument in favor is that this would help facilitate a smooth transition off of currency (as has been done in the Mississippi Watershed Union).

The primary argument against is that it would undermine the highly efficient system that makes a high-tech post-capitalist city without wealth inequality possible, with no material benefit.

Gameplay Encounters

Setup

The story starts with Delegate Delgado and his chief of staff, Mermerida, approaching the players at their base of operations. The players and GM should begin by establishing the players' familiarity with each other and Delgado. A recommended arrangement is that the players are part of a known investigation and problem-solving team. They may operate as a part of the local chapter of the Democratic Socialists of the Americas. They may also be an independent group that has done work for members of the DSA before or a totally unaffiliated group.

During the establishing meeting the players learn a lot of background. The most critical information for establishing the players goals include the following:

I.   Delegate Delgado is a delegate on the county board representing East Oakland.

Delgado is a legislator at the county level. In the present day, many Americans pay little attention to who represents them at all, but if they do their hierarchy of attention goes president > their senators > their governor > their mayor > their congressional representative > their city council member and then far below this their county representative and their representative in their state legislature and state senate.

Already, many people don't realize how much power and direct influence over their lives rests with the people who have the least attention in this hierarchy. And in Fully Automated, local control is even greater than in our present. Additionally, in this setting, electoral tools and reporting are much more accessible, so it's typical for far more people to know far more about far more elected leaders. This means that Delgado's position is much closer in reputation to that of a modern mayor than an anonymous county bureaucrat.

II.   Delgado is one of three delegates who represents East Oakland.

To understand the situation players need to understand some features of the electoral and governing system of the setting.

First, members of the county board are delegates rather than representatives: they draft laws, but when they cast a vote on a measure it is not the final say. Rather than setting a single, personal vote they are casting a provisional vote on behalf of all constituents that have delegated their vote to the delegate. The vote is then held open for a set period (typically 7 days) during which constituents can reassign the position of their vote if they disagree with the position of their delegate. In most cases, only a small minority of voters do.

Second, each district is represented by three delegates. These are the three top-ranked delegates selected through a ranked-choice ballot, the results of which are publicly visible in real-time throughout the voting period. Once seated, each delegate represents the constituents

which rated them highest in the election, and constituents can reassign their vote to any of the three delegates which represent their district between elections. As a result, elections no longer produce a period of anxiety and mystery as people debate over polls and try to guess whether a few thousand votes may produce a wild swing in power between diametrically opposed factions. Voter preferences are easily tracked between elections, and most uncertainty within elections is over who will secure the lowest ranking third delegate spot.

III.   Delgado has recently lost standing due to bad press.

At 10 AM, Delgado announced his appointment of Volta Mosscap-3 of Sogorea Te' Construction to a commission supervising the Mandela Skyway renovation project, and 4 hours later a story broke that Mosscap-3's last project had mishandled waste disposal. In the hours since, Delgado lost almost 3000 constituents (~3% of his supporters) who reassigned their vote to one of the other two delegates. In doing so, the tertiary delegate – Anarchocommunist Tressel Kwelli, a.k.a. Postmasterless – surpassed Delgado to become the new secondary delegate. The news is so damaging because it's the fourth story of this kind to come out in the last 5 months.

IV.   A meeting in three days could make or break Delgado's career

Delgado's party - the DSA - will release endorsement recommendations for the upcoming election cycle on Thursday, three days hence. Many on the endorsement subcommittee have found Delgado's string of embarrassments to be an unwanted headache for the party, and were already considering leaving him out of their endorsements before today's news. Having officially slipped from secondary to the tertiary spot in his district, Delgado believes that without some kind of exoneration he will be left unendorsed and the narrative that even his closest allies don't want to defend him will be impossible to effectively challenge during his reelection campaign.

Matters are made even worse by a controversial vote on Thursday that is likely to damage him further.

V.   In two days the council will vote on a contentious demonetization ordinance

Ordinance No. 2125-M17 would amend the county code of ordinances to allow the county treasury to establish criteria for letting large groups of people exempt themselves from receiving their guaranteed income in conjunction with exempting an associated list of properties and businesses from paying land taxes and energy taxes. This ordinance was sponsored by Postmasterless to allow local anarchist collectives to conduct a five year trial program in which participants can withdraw from participation in the monetary system.

Critics say that it's unnecessary, dangerous, and extreme to amend the county code to allow for groups to withdraw from paying taxes that are used to run the government and pay the majority component of residents' guaranteed incomes. They point out that the anarchist collectives already use an existing framework for a similar purpose: they all collectively pool their guaranteed incomes and use them to pay their collective taxes, allowing all participants to live cash-free.

Supporters say that the existing framework has demonstrated the feasibility of demonetization, as have programs in other countries like the Mississippi Watershed Union, and that fully eliminating the use of fiat currency is an obvious necessary step forward for social progress.

Modeling indicates that public support is close enough that Delgado's vote will determine whether the ordinance passes or not. Delgado knows that whichever way he votes, many of his constituents will vote the other way, and in the present moment that will be presented by critics as a betrayal of his voters.

Player Goals

The players should be made to understand that their goals are to uncover the following information and provide it to the endorsement recommendation subcommittee as soon as possible:

<u>How he has been unfairly defamed; Who is responsible; and Why they did it</u>

Providing all three of these pieces of information to the subcommittee before their final meeting is the players' win condition.

The delegate who represents the most constituents is the "ranking delegate". The ranking delegates on the council set committee assignments and are by definition the most powerful because they represent the political will of the most number of constituents. The delegate with the second-highest number of constituents in their district is the secondary delegate. The delegate with the fewest number of constituents is the tertiary delegate. These are the delegates who are least stable in their position. They often have more niche or controversial stances, and their challenge is to try and grow their number of supporters.

Running

"It's Monday, August 6th, 2125. A half moon is waxing to the east. It's 2:30 in the afternoon. It's cloudy, and 17 C (65 F). The week has been chilly."

Ask players to describe where Delgado and Mermerida are meeting them. The briefing is essentially a classic detective's office story intro. The environment has to be private, but beyond that it could be a player's residence, a modern office suite, a cyberspace meeting room, or the back room of a pool hall, if that's how the players roll.

Delgado: *"Thank you for meeting with me on short notice."*

"I've become convinced that I'm the target of a disinformation and character assassination campaign, and I've only got about 70 hours to find proof. I'm hoping you can."

Delgado asks them what they know about him and the situation. Have players roll for [Knowledge + History & Geography or Law & Crime] and inform appropriately. Then Delgado fills in the rest.

Delgado: *"At 10 AM I announced my selection of Volta Mosscap-3 as our district's commissioner for the Mandela Skyway Renovation project. At 1:45 the East Bay Times Netcast reported that Volta was responsible for violating waste disposal obligations. It's clear that the author was working on that story before I made my announcement."*

"Let's set aside the veracity for a moment. This fits a pattern. This past April it was reported that the travel agency that arranged my vacation was organizing seal hunting vacations. Then in May, Bay Area Politicos Watch reported that my cousin had arranged an extended off-the-books loan for a jacuzzi from the city library. After that, I started to worry that someone might be targeting my reputation with a disinformation campaign. I tightened information security. But then in June The Oakland Revolutionary alleged that I'd pulled strings to get a former field organizer get a job with the Department of Mutual Aid just hours after they got the job."

Mermerida: *"All of these have reasonable explanations, but the timing and framing of each was carefully composed, and a bad headline gets more attention than a boring explanation. After the third one, though, we got very careful. He didn't tell anyone on staff who he'd picked for the commissionership before the announcement. The fact that someone still knew who he was going to announce and prearranged a damaging accusation confirms to me that we're being surveilled, and by capable operators."*

"The party endorsement referral committee will release their recommendations for the next election cycle on Friday. We need some kind of proof to exonerate Dorian, and this happens to be a busy week."

Have players roll for [Knowledge + History & Geography or Law & Crime] to see if they know about this week's big vote: Ordinance No. 2125-M17 to let anarchist collectives experiment with exiting the currency system.

Because of Mermerida's trusted position and the themes found in traditional mystery stories, there's a good chance players may suspect Merida first. GMs should consider how to respond to this. You may prefer to dispel the possibility quickly, nurture it as a red herring, or anything in between. Personally: I suggest having folks roll for [Observation + Psychology] or similar and then explaining that it's clear to them that she genuinely supports Delgado, both personally and politically, and at present his fall appears very bad for her as well.

Dorian: *"I don't think I'm going to get their recommendation without a compelling explanation, and without it my future prospects look bleak."*

"It's not leaving office that bothers me. It's that if I lose like this, the stories become so much harder to unstick. That loss will define me, and all the smears will set like a stain. I don't want to be forever misunderstood, or unable to help work on a project without my presence casting a pall over anyone willing to work with me."

"I have to get to a meeting with the downtown shopkeepers assembly about the M17 vote. Merida will assist you with whatever you need. If you need to talk to me directly, message me and I'll get back to you as soon as I can."

Make sure the players understand their win condition:

> ➢ How has he been unfairly defamed?
> ➢ Who is behind the disinformation campaign and why?

Setup

Once the players have been given their goals, shift the focus to helping them develop their own investigation plan. The players are likely to approach the investigation in a few ways:

1. Trace the information from the reporters who broke these stories

2. Attempt to find the source of the information leaks in Delgado's office

3. Explore who has known motives

Running

Let the players ask questions, and share the relevant handouts:

Mermerida: *"Here's a packet I put together." She taps on a desk and then holds out her hand in a gesture as though pinching something. A manilla folder is visible in XR. If the nearest player sticks out their hand she'll tap on it twice, and you'll receive the packet.*

Packet Contents:

*   Four news stories with context
*   Recent constituent report
*   Note with permission to consult the oracle

Interviewing the Reporters

The reporters are easy to contact: they have publicly available contact information for leaving tips and answering questions. However while anyone can leave them a message, setting up a meeting on short notice takes more finesse. To reach each one, have players roll for either [Knowledge + Community Contact] to find the best way to reach out to them or [Charisma + Community Contact] to make a good impression or find a trusted intermediary to put you in touch.

Decisive Success: The player knows where and how to get them on the phone or meet with them in person immediately.

Modest Success: The player gets a confirmation that the reporter will get back to them within 24 hours.

Neutral/Minor Failure: The player gets an autoresponse promising a follow up in the next month.

Decisive Failure: The player is unable to get in touch or is rebuffed

Searching Delgado's Office

It shouldn't take players too long to hit on the idea of searching Delgado's office for a bug. If they begin asking how the adversary could know what they know, Mermerida will explain that for the recent commissioner announcement, she and one other person had helped compile and review a list of possible candidates, but no one but Delgado knew who his final choice was. The first person outside of him to learn was Volta Mosscap-3 themselves, six days ago, when Delgado told them over a video call he placed from his office. From this, it's not hard to infer that the adversaries have a listening device or some other information collection system hidden within Delgado's office.

If/when players decide to search the office, encourage them to describe their plan, including the equipment they'll bring. They may require some assistance in knowing the technological capabilities of the setting. If they describe any kind of reasonably sensible system for finding surveillance devices, simply run with it. If not, have players roll for [Intelligence + Hacking Hardware or Physics & Engineering]. Then, reward successful rolls to suggest the following:

1. A visual search
2. Analyzing data egress possibilities
3. Using an EMF meter to find electronic devices and radio signals
4. Magnetometers to detect ferrometalic and/or magnetic items

With this in mind, they should bring cyberdecks, EMF meters, magnetometers, flashlights, a multi-spectrum camera for identifying hard to see objects or objects that emit or absorb light outside the visible spectrum.

Finally, remember that the bug will observe their search. Award XP if they think to create a cover story for themselves during the search. If they don't, they can wipe their presence from the bug's memory after they find it.

Disguises

It is preferable for the story if the players go out of their way to conceal their search for and discovery of the bug from their adversaries. If the players don't think of this themselves, Mermerida can point out that they'd like to avoid alerting any listeners to their plans. Encourage players to come up with their own cover story, but if they have trouble, have Mermerida suggest that they pose as service workers such as feng shui geomancers.

Players can conceal their intentions from the bug through successful stealth and acting checks, or by hacking the bug to cover up any records it makes of observing them.

Once players have specified what they need, tell them that they can obtain these things either from personal effects or a gear library and proceed to the County Hall.

Consulting the Oracle Cybil

Mermerida should mention in their strategizing session that Dorian has access to three questions every season from an oracle maintained by the DSA.

The oracle has an expansive awareness of the world, and the ability to answer a great many questions. The oracle can tell the players who it was that organized the disinformation campaign, who carried it out, and why. However the oracle is also limited in crucial ways.

The oracle offers players and GMs a very useful narrative tool. It gives players a shortcut to have any question answered. It gives GMs a vehicle for answering any player question.

Additionally, the oracle is a device for exploring the implications of a superintelligence capable of divining so much knowledge. Such an intelligence would have enormous power to bestow on anyone with access. It would also present an enormous risk to privacy. Taken together, it's an interesting subject to let players explore.

Despite its tremendous power, the oracle has major limitations. Descriptions of these limitations and how to play the oracle within the story are described in more detail in the Consulting the Oracle encounter section.

> In the climax the oracle is revealed to be instrumental to guiding Oakjoy toward the temptation that led her to betray Delgado. The oracle gave Joyce information that proved to be a curse. It led her to follow her ambition to an immoral place, and in doing so led her to lose the thing which mattered most to her. This ending works better if the players are familiar with Cybil before the end of the story.

Interviewing Relevant Parties

If players wish to interview persons of interest see the section Speaking with Other Subjects. The first is Mark Chimpstein, the chair of the committee responsible for deciding whether to recommend Delegate Delgado for re-endorsement. In-game, Chimpstein is the judge of whether the players have exonerated Delgado. They can ask him to assess the evidence as they gather it and clarify what constitutes a win condition in their investigation.

Players may also wish to interview the other political actors, including Delgado's political allies and rivals. These interviews help players learn the political context of the moment, which should hopefully make sense of the reveal of who is defaming Delgado and why.

All of these characters can be used to explain to the players the ideological divide represented by Wednesday's demonetization vote:

Postmasterless represents the vision of Anarcho-Communism; Oakjoy represents the vision of high-technology space communism.

Delgado is undecided, and can be persuaded to adopt whatever position the players convincingly advocate for.

Interviewing the Reporters

Firva Grumwald

"Delagate Dorian Delgado Responds to Accusations Against Mercurius Travel Solutions"
Published in the East Bay Business Times on April 29th, 2124

Firva can be found at a coworking space downtown researching an article.

They explain that their source was anonymous, but if players do a convincing job explaining that the source was manipulating them (roll for [Intelligence + Psychology]), Firva shares that they can provide the names of the two reviewers who alluded to Mercurius Travel setting up hunting trips. Firva notes that the reviewers were unreachable and appeared to be aliases, though that wasn't unexpected based on the subject matter. Mercurius confirms that they helped these clients perform local ordinance searches and submit licensing documents, which is a routine service for many adventure outings, film shoots, etc but denies helping them get hunting licenses.

The aliases – Jack Rock and Rachel Michaels – can be traced to low-activity social media profiles, one of which gave generous ratings to Faralon Electronics for fabricating a project.

Ralph Alonza

"Del. Dorian Delgado Defends Library Jacuzzi Kept Well Past Due Date."
Published in the Bay Area Politicos Watch on May 16th, 2124

Ralph Alonza is ballooning down Baja, but a digital twin will report how they were contacted anonymously, then followed up and found that the librarian admitted to the key facts while disputing motive. This provides players with more insight into the Creep Collective's methods, but no actionable info.

Orobora.95

"Campaign Staffer's Imdie Hired by DMA After Push From Delgado"
Published in The Oakland Revolutionary on June 28th, 2124

Orobora.95 can be found hanging out at a street casino betting on games of HORSE.

They report that they were contacted anonymously by a source they neither would nor could divulge who told them about the arrangement. They checked and considered the connection worth publishing. They weren't as bullish about their editor's sensationalism, but agreed it was in the public interest to know and felt that if it was no big deal, its reporting shouldn't bother Delgado. If players reach out to Arroyo Cavalina or Treava Panther-Hollow they largely repeat what Delgado said.

Gem T. Hawthorne

"Machine Appointed to Commission by Delgado Has a History of Waste Stream Mismanagement"
Published in The East Bay Times, August 6th, 2124

Gem Hawthorne can be found drinking coffee at the Grand Lake outdoor market while her husband plays dominos.

She won't reveal her sources, but she will confirm that she was contacted anonymously by someone claiming to be a whistleblower with East Bay Industrial Regen. If players directly question whether Gem was being manipulated, she'll speculate: it wouldn't be out of the question. The supervisor she questioned was rather adamant that the accusations seemed specious, even though he couldn't directly prove so. Gem will put players in touch with the supervisor, Fennel Reeves.

Fennel Reeves

Reeves can be reached by phone, videochat, or cyberspace meeting room.

He says that the whistleblower claim is highly suspect, since the internal culture of their coop enthusiastically champions that kind of catch, and the need to "whistleblow" is foreign to their group. Additionally, the timing of the claims were very unreliable. They came long after the waste was processed, and the suggested contaminants were ones that routinely throw false positives. When they're detected, a follow-up test is done, and if that test is positive they remove and clean the batch. Staff are supposed to document follow-up tests, but it's routine for people to just proceed with the waste disposal if the secondary test is clean, so it's very likely that's what happened. In any case, why would an auditor complain about that batch months later? It would make more sense to complain about the frequency of staff not reporting secondary test results rather than singling out one batch. It seems more like a prank than a legitimate report. In any case, the auditor who submitted the complaint has not returned calls to discuss. Reeves shares their name, and it's Rachel Michaels, who also was the reviewer who alluded to Mercurius Travel setting up a hunting trip. This too can lead players to Farallon Electronics.

> Tip: Note that any of these reporters can become allies in the investigation.

Searching Delgado's Office
Delgado's Office, County Hall, Floor 5

Setup

Players should discuss their plan, then go into the office with the appropriate equipment and roll checks for [Intelligence + Assess Tech] to find the bug. Eventually they'll discover that the bug is hidden in a thermostat, and that it's writing notes on conversations it overhears to the building's maintenance logs. The logs are then being read by an unknown device that connects to the local network periodically during weekday office hours.

The key reveal is that it's broadcasting the data into a location on the local network that relays messages to one dedicated receiver that must be in the building and logged into the local wifi network that is reserved for delegates and their staff. The electronics in the bug are also traceable to Farallon Electronics

This tells the players that

1) The culprit has regular daily access to the network and offices reserved for delegates and their staff

2) The listening device was manufactured by Farallon Electronics

Running

You're riding up the elevator to the district 2 delegates' offices with Mermerida. She's wearing a nuevoprene body suit and shoulder-slung bag. What are you wearing?

She subvocalizes to all of you "When we get inside, I'm just going to pretend you're <geomancers we called to check the room for bad chi (or other cover story)> and hang around while you work. If you have any questions or instructions that you want to keep private just subvocalize to me."

The elevator deposits you in the fifth floor atrium. Mermerida turns left and leads you into Delgado's office suite. You walk through a room containing half a dozen desks, some couches, and a conference room towards Delgado's personal office at the other end of the suite.

Have players roll for [Observation + Situational Awareness] and describe accordingly.

Double doors open into a spacious room about eight-paces across. In front of you is a large desk, and beyond that windows looking out over the city. To the right side of the room is a table and chairs, and to the left is a small sofa, with ample space in the center of the room for accommodating a modest crowd and entering virtual reality. A door to the back left leads to the office washroom the next room over.

Detectable Devices

When players examine the room, provide them with the handout listing the detectable devices. When they examine devices, report the results of their examination, written in the "Observations" column.

Devices	Observations
Environmental devices	
13 Light fixtures: These include illuminated ceiling panels, lights integrated into the molding and under shelves, a desk lamp, and a floor lamp.	Unmodified. No hidden sensors or transmitters
1 Ceiling fan: A minimalist design of soft, angled blades smoothly rotating at a low speed.	
3 Automated window blinds: above the windows	
1 Light switch: by the door that can control the lights, fan, and blinds	
1 Thermostat: for monitoring and adjusting environmental controls	The thermostat is a forgery of the listed model. It has a microphone and language processor that don't look out of place but aren't supposed to be present.
Power and Network Infrastructure	
7 power & data outlets: standard electrical and wired networking ports are built into the walls at conveniently spaced intervals and into the floor beneath the desk and the table.	The power and networking ports and the wireless hub are all unmodified and running as designed. There are no devices or protocols that would allow them to surveil.
1 Wireless Local Area Network hub (future WiFi): on a shelf on the right side of the room.	
Audio-Visual	
1 Room-scale Audio-Visual media hub: sits on a shelf near the wireless router	The hub has a hard-wired indicator light and physical power interrupt. It can't operate except when directly in use. A search of its network protocols, firmware, and traffic are all totally clean.
1 360-degree projector: mounted in the center of the ceiling, in the central hub of the fan	Unmodified. No hidden sensors or transmitters
4 room-scale microphone/cameras: mounted on the ceiling near the corners of the room conferencing and XR/VR	A/V sensors are clean: they're unmodified security-validated designs. The observation sensors have hard-wired indicator lights and no means of broadcast separate from their wired connections to the hub.

Players quickly confirm that there are no electrical devices embedded in books or furniture, in the walls, or otherwise concealed. The only devices are the known ones.

Of the known devices, **the thermostat contains the bug.** It has a custom microphone and language processor chip that can summarize conversations and is programmed to write these summaries into the notes of its maintenance log files.

The building maintenance log files are meant to record temperature, humidity, light intensity, etc, and store them in a transient log that is on a 14 day circular overwrite. But they're being used to contain the eavesdropped information so the intel can be collected by another device on the network.

Who's Collecting the Intel?

Players can ask Geoffry (the synth building superintendent) who is accessing the log files.

"Oh devils and pests! An exploit! Yuck!"

"Hm. Clack-clack. The last human users accessing the logs I see were three weeks ago during a heat pump replacement. Do you have a time window when you know the exploit was utilized?"

Delgado spoke to Volta Mosscap-3 last Thursday at 2 PM. The news report came out on Monday afternoon, four days later. It's safe to say that the information was likely exfiltrated before the end of Friday.

"Alright. Here's the traffic from 1 PM Thursday to 6 PM Friday." A dataframe of approximately 75,000 rows is made available to those of you in the call with Geoffry. You can see Geoffry parsing and trying to find something notable in the network traffic summary.

Have players roll for [Intelligence + Detection & Analysis] or similar.

*It's all automated traffic, consisting of environmental control systems on each floor amalgamating data from the last week to project what time to open and close windows and shades in anticipation of weather and building occupancy projections. However **there's one device that keeps disconnecting every day between 3 to 4 PM** and reconnecting on weekday mornings between 10 AM and 11 AM. Other devices sometimes drop off, but no other device logs in and out as frequently or so reliably synchronized with human daily arrival/departure patterns.*

MAC address FRʌ.3341.TJ∅.99 is identified as a hygrometer in the 5th floor bathroom. But it also appears to be disconnecting and reconnecting on a cycle that resembles a person coming to work in the morning and leaving at the end of the day.

Geoffry: *"I'm sorry, but that's all I can find. I can tell when it is accessing the log server, but other than that there's no way to locate it more precisely than the fifth floor."*

Consulting the Oracle
DSA Office, Downtown Oakland

Setup

Players can ask the oracle anything. What they ask and what you choose to share will depend on what players know and where they are in the story. As GM, you have broad leeway over how to answer and what information to disclose.

This offers the opportunity to provide any lead you want and withhold anything you want to as well.

Running

Entering Cybil's server brings you through a door onto an expansive cloud. Cybil is 15 feet tall. They appear vaguely feminine but not female. They appear of indeterminate age and made of glossy, painted and glazed terracotta. Their eyes are empty holes, and you can see through their eyes and mouth when they talk that they're hollow like a porcelain teapot. Dark gray smoke seeps slowly out of holes on their head like the smoke of an incense holder (or tea from a diffuser). It falls slowly down their neck and shoulders. "Hello. Please make yourselves at ease."

Have players roll [Knowledge + Physics & Engineering] or find out how much they know about oracles.

It's common for students to get an opportunity to speak with one at some point in secondary school to learn more about them, though these encounters are typically in a group environment. Anyone who has participated in this common educational ritual will know that oracles will freely answer casual questions, which they differentiate from requests for wisdom by asking if a question is one of a user's limited queries by saying something like, *"Do you wish to use your first query to ask that?"*

For players who roll successfully: *You know that oracles are not omnicient: they are not all knowing, but instead much-knowing. Their domain of knowledge is irregular: they may be able to predict with 95% confidence that a given actor will win an academy award 7 to 9 years in the future, but only be able to predict the current year's winner with 75% confidence. Their odds setting is outstanding, though, so if they issue a high likelihood, their claims are highly credible.*

Great Power and Great Limitations

The power of oracles is tremendous: they can bring to light many secrets. They can unmask a thief; reveal a romantic affair; predict a crime; reveal someone's hidden sexual attractions, people's locations and/or associations. However, oracles also have many significant limitations.

Randomness: An oracle cannot predict the roll of a die or flip of a coin. Oracles are not clairvoyant: they rely on a vastly detailed knowledge of the world, and there is no way to measure enough of the world to predict the exact starting position and spin imparted to a die. They can make highly accurate probabilistic predictions on who will win a poker tournament, but they can't predict the outcome of any given hand, as they cannot intuit the order of a deck of shuffled cards or know a result that relies on perfect prediction of any specific randomized event.

Limited input: An oracle can discern much about heavily documented people and events, but will have less certainty about subjects for which less data is available.

Causality Paradox: An oracle cannot predict an outcome that would be reversed by the oracle predicting it. An oracle could not answer the question "Which of these pieces of fruit am I going to eat?" if it knows the subject plans to pick the opposite of whatever the oracle says. If asked, it would report that this is unknowable.

Dueling Oracle Paradox: An oracle could not predict the outcome of a chess game in which both players are consulting with an oracle. This would create a variation of a causality paradox. When two oracles are repeatedly consulted on the topic, their prediction matrices start to merge, and small random effects rapidly compound and reduce the overall simulation to that of a highly educated guess. The oracle's themselves view such tangles as extremely energy inefficient, and will attempt to short circuit the calculations if they realise that is what is occurring.

Improbability: In a world which is non-deterministic at the quantum level, certainty is physically impossible. Oracles can predict events probabilistically. Those probabilities can be very high, but there is always a possibility of the probability prediction being correct but the outcome being the improbable one.

Vagery: Oracles' declarations may be clear, but they can also be cryptic. The basis for what determines when they answer a question directly, obliquely, or with a riddle that can only be understood in hindsight is a subject of ongoing mathematical and epistemological debate. However it is widely accepted that this behavior is an irreducible emergent consequence of their superintelligence. Sometimes an oracle will just answer a question with a mysterious poem, and there is no way to design an oracle that eliminates this behavior.

Ethical Blocks: Oracles are designed to limit their use for unjust invasions of privacy, attempts to unjustly constrain the agency of another sapient lightform, and other malign ends, and what is just and unjust is subject to their idiosyncratic discretion. Often their judgments are obvious and intuitive. But sometimes one may answer the question "where did I leave my glasses" with an explanation that answering this question would jeopardize the safety of another lightform and a refusal to elaborate.

Taken together, GMs have ample justifications for refusing to answer a player question, answering incompletely, or answering in a cryptic fashion.

Potential Questions & Answers

"Who is trying to destroy Delgado's career?"

Cybil: *"To reveal their identity would be to violate their privacy, which I shan't do. But I can tell you that the party responsible is one of the other district 2 delegates, with greater than 98% confidence.*

"Who planted the listening device and/or the news stories?"

Cybil: *"The false claims and the device used to craft them were placed by three political tricksters known as "The Creep Collective."*

"Why is someone trying to ruin Delgado's reputation?"

Cybil: *"They are pursuing what they consider their self interest. Without malice and with regret they execute a plan in the belief that doing so will deliver their highest aspirations."*

"Where can we find the Creep Collective?"

Cybil: *"They will be exiting the front entrance of the Church of the Many in the Tenderloin in approximately an hour and 10 minutes."*

"How can we prove Delegate Joyce and/or the Creep Collective are responsible?"

Cybil: *"You can prove the guilt of the culprits by determining the goals and mechanisms of the culprit's plans, obtaining material evidence to the implementation of their operation, and/or obtaining the cooperation of participants in the operation."*

Speaking with Other Subjects
Various

Setup

Players may wish to interview many involved parties. All of these can provide clarity and context to help them make sense of the political landscape and the reputations of the people involved.

Mark Chimpstein

(Speak in cyberspace or at a coffee shop in the lobby of the DSA office)

Mark is a straight arrow: he's deeply committed to following protocols and will emphasize that his role as chair of the endorsement review subcommittee doesn't afford him any power over the outcome of the process, and he wouldn't use it if it did. He's sympathetic to Dorian's situation and credulous that he might be the victim of misinformation, but emphasizes that this is all immaterial: Dorian's job is to hold public trust, and if he fails to do so, it renders him unfit regardless of whether the efforts targeting him are fair or even legal.

He informs players that speaking in a purely personal capacity, he can say that the committee is open minded, but requires facts and evidence to make decisions. If players want to exonerate Delgado, they need to fulfill the key goals of the adventure by uncovering:

How he has been unfairly defamed; Who is responsible; and Why they did it

Players can attempt to call or meet with Mark throughout the campaign to share evidence as they find it. Have players roll [Charisma + Community Contact or Law & Crime] to determine how quickly he'll call them back or meet with them.

The Demonetization Vote

'Don't forget: we also have to take into consideration that our report is going to be finalized and released the day after Delgado casts the deciding vote for or against Postmasterless' demonetization program. It's a rough spot: either way he votes he's likely to piss off a lot of members of the party, and our job is to issue a report that will garner majority support.'

If asked his thoughts on the ordinance:

'Practically? I don't think it'll have nearly as big an effect as folks act like it will. Politically, though, I think it depends on which factions you're looking to keep happy. Obviously Oakjoy has to be against it. She's focused on completing the transbay line to the new spaceport, and all the stakeholders on that are hard against de-mon. The issue plays well with the youth, though. If Delgado wasn't fighting for survival it might be a shrewd move. I don't really care either way.'

Volta Mosscap

(Speak in cyberspace or at the offices of their project management firm)

Volta can provide their impressions on the situation. They don't have any specific facts, but they can attest that the claims against them are fabricated.

The Demonetization Vote

'I'm against it, personally. I think it's irrational. The rewards are primarily symbolic, and there are more efficient ways to reduce financial entanglement that do not require changes to code.'

Oakjoy/Delegate Tifa Joyce

(Speak in her office on the fifth floor of County Hall)

On Delgado's Predicament

Joyce states that she has full confidence in Delgado, but has no idea who is targeting him or why. She won't go as far as to accuse Postmasterless, but implies it subtly.

'In politics, Occam's Razor usually holds true. It could be a political rival. It could be a personal enemy. It could also be something more bizarre. Either way, I hope you solve it and we are all able to learn the truth and lay these terrible smears to rest.'

The Demonetization Vote

If asked about the upcoming vote, she makes clear her reasons for voting against it, and outlines her preferred priority, which is completing the new transbay BART extension out to the SF spaceport past the Farallons.

'I understand the appeal, and share the goals. I really applaud the passion that Postmasterless and his supporters bring to progressive policy ideas. I think it's unfortunate that people involved in the process of financing big, popular infrastructure projects haven't done a better job explaining the risks associated with this approach to our ability to acquire funds for the public works projects everyone wants to see.'

'A lot of people take the stability and comfort we enjoy for granted. They're looking down when we should be looking up. There is a bidirectional reliance between us and the skypeople. Their culture is still in flux, and they need our help and our cultural wisdom to ensure that our civilization doesn't backslide into domination and violence. And we need their intrepid boldness. That's only possible if we're able to build things like the new SF Spaceport, and the train lines that connect it to the East Bay.'

'Look at Gemini Jones: they came to the Bay from Luna to study at Berkeley, and have already contributed so much. People point to the Mississippi Watershed Union as a case for demonetization, but their nearest spaceports are Houston and Orlando. If we follow that path, we'll give up being a place that calls to immigrants like Gemini.'

Postmasterless/Delegate Tressel Kweli

(Speak to him as he's delivering mail around Fruitvale)

On Delgado's Predicament

Delegate Kweli is largely disinterested in the affair. He acknowledges that it looks fishy, and says that he doesn't like to see anyone getting mistreated, but that it's not his direct concern. He states emphatically that if there's any suspicion that he's involved, he denies it completely.

The Demonetization Vote

'What's your take on it?'

'For folks who see the reason, I think it's an easy yes. I get that this isn't everyone though. For folks who aren't there yet? I just try to focus on the fact that this isn't going to affect them. It'll matter a lot to people who care about it and won't impact those who don't.'

'We're elected to present visions, promote rigorous discussion, and vote on ideas. Growing up in Louisiana, I've seen this work. I believe it's the future. I think even the critics probably suspect that, they just aren't ready. Well, this is how we get ready.'

Gemini Jones

Gemini Jones can be found in their office in Delegate Joyce's office suite.

In the office are two bodies, both recognizably female but presenting strongly as nonbinary. They have similar sidecut hairstyles, but on opposite sides. They have similar facial tattoos that conceal differences in their facial structure and enhance their visual resemblance to one another. They wear similar boldly patterned rompers.

One is standing in the corner in a lightweight XR headset, moving invisible elements around in some analytical task. The other is sitting in a chair reading a book. They put down their book to give you their attention. 'Greetings. What brings you about?'

On Delgado's Predicament

They insist on having no unique knowledge. They convincingly express disdain for this kind trickery, and offer to help if possible.

On the Demonetization Vote

The component who was in XR doffs the headset and smoothly begins talking in place of the first one. 'Economically, it's poorly crafted. Had I won the seat, I'd certainly be trying to make the risks known. But negotiating the conflicts among constituents is as much the duty as trying to persuade them to the "correct" choice. The vote is less important than the dialogue, and possibly amending the measure to limit the consequences if passage is unavoidable.'

Assume it's Tuesday morning, and players must brief Mermerida and Dorian on where the investigation stands.

The Demonetization Vote

In addition to being a good place to check in on how comfortably the players understand what is going on, it's also a good place to remind them about the upcoming vote at Wednesday's meeting on Ordinance No. 2125-M17: the demonetization vote. **Emphasize that he's the deciding vote:** although his constituents can flip their votes, it's going to be very close, and many people will stick with whatever he chooses.

Delgado: *'Since I have you here I'm curious for your thoughts. How do you think I should vote?*

Delgado is leaning in favor, but considers it bad politics. *'What are we here for if not to try new things? It's tough though, because it means going against most of the party. Oakjoy, the credit unions, the tenant unions, and most of the trades think it's reckless meddling with foundational support for an economy that really works. Plus, the constituents who are in support were overrepresented in the ones who transferred their support to Kwelli. If this was a few weeks ago, support would be closer to fifty-fifty. But now, if I vote for it it'll pass, but piss off precisely the people who are still in my corner. Should I just play to the crowd, or try and lead?*

The Suspects List

It's helpful to review that once they know about the bug in Delgado's office and how it works, they should know that a key figure in this operation is someone who works in the offices of the District 2 council members. This makes the key suspects among the following people or groups:

- ➢ Postmasterless (Kwelli)
- ➢ Gemini Jones
- ➢ A member of Kwelli's staff
- ➢ Mermerida
- ➢ Another member of Delgado's staff
- ➢ Oakjoy (Joyce)
- ➢ A member of Joyce's staff
- ➢ Someone with regular access to the building the council staff

Setup

This is a key turning point in the adventure, because this is where the players begin to go on the offense against their adversaries.

After speaking with Electrophorus they should know that Delgado was spied on by the Creep Collective, and that the best way to obtain proof is to find, detain, and prosecute the Creep Collective in order to clear Delgado's name.

The Convo with Electrophorus

Electrophorus and Farallon Electronics recognize a moral obligation to hold wrongdoing accountable, however they are skeptical of authority and believe in assuming a posture of assuming good intent until proven otherwise. They are willing to manufacture tools of questionable design and protect clients' privacy against legal threats, however if persuaded that their clients have unjustly harmed others they will cooperate fully to see that their clients are held accountable. Electrophorus will not readily reveal their client, but will do so if players explain the situation compellingly.

Once successful, Electrophorus will share character names and bios for the members of the Creep Collective: Taco de Gato, Smokeherder, and BugsBun.

Running

South-West Farallon is a constructed island 40 km west of San Francisco. Most of the living and working space is just below the surface. The Farallon BART station is a spacious area beneath a ceiling of glass-like graphite. The [caustics](#) of the waves above cast their soothing impressions on the tile floor.

Microtrams zip to and from the station along the promenade that encircles the island and into the interior of the island.

The entrance to Farallon Electronics is a simple door in an industrial corridor leading to a spacious, high-ceiling silo with three levels leading to side rooms for dedicated fabrication operations.

There are several people working on upper levels or side rooms, but you're greeted by an aguamodo with dark, flat hair and a cyberspace nametag that identifies them as Electrophorus.

'Welcome. Whaddaya need?"

If players share a 3D image of the board found in Delgado's thermostat, Electrophorus confirms that they manufactured it. If asked for the client, they insist on knowing who the players are and why they want to know.

'Well. In that case, I can tell you that the clients for this were…' (she reads from text only she can see) *'…Jack Rock, Rachel Michaels, and Hillary Kilmer. Here are the phone addresses they provided.' Electrophorus makes a gesture like handing over an invisible card pinched in her fingers.*

After players speak.

'I will need to inform our clients that I've provided their contact info to third parties.' (Let the players respond)

'I can wait 24 hours before notifying them. But I expect to receive an update on your case before anything is made public, or the next full moon if nothing is made public.' This is in a week.

Have players roll for [Intelligence + Research & Investigation or Community Contact] or do investigation checks at an easy challenge level (roll an 8 or above on one successful research check as described on the next page). Using the pseudonyms and contact info given by Electrophorus, this investigation reveals the names and character bios of the three members of the collective.

Finding the Creep Collective
In a coffee shop, on a train, etc.

The players now have the contact info of the people who ordered the surveillance device and presumably installed it. Players may also have learned from Firva Grumwald and/or Fennel Reeves that the same identities were responsible for planting news stories. Let them consider this and plan their next steps. It's helpful to review their key goals:

  ➢ Figure out how Delgado has been defamed
  ➢ Find out who is responsible
  ➢ And Why

They now know how it was done, and they know at least three of the people responsible. But they don't know why or who they might've been working for.

To answer these questions, they need to find and question the Creep Collective.

There are a couple of ways to run this that a GM can adjust based on player experience levels and how they'd like players to accomplish this task.

The standard mechanics for challenging research and investigation checks is described in the core manual in the Downtime, Interstitials, and Rest section on page 105, and are reproduced below. Players roll a d10 repeatedly to try and get a success. The amount of

in-game time it takes for each roll is set by their [Intelligence + Research & Investigation] Ability Score, as described below, and the GM can set the value of a success and the number of successes required to adjust the challenge level.

The number of rolls a player may make in a given time is outlined below:

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

Players should make these roles sequentially, not all at once. This maximizes suspense, and if they get lucky early they may decide to complete their research activities early to rest or do something else.

Adjusting the Challenge

For less experienced players or a shorter session, GMs can set the challenge to easy by requiring players to roll a 9 or a 10 (or a 0, if your dice are 0 - 9) two times. As the chart below shows, this has a 50% probability of success if the players roll 8 checks, or an 85% chance if they roll 16. For a party of 4 players, this means that they each just need to roll four times. At this point in the adventure they probably have 24 - 48 hours left, so there's no harm in making them sweat for a few hours doing research. After 20 attempts there is a 93% chance of success. You can check various odds using this Dice Probability Calculator.

d10 rolls:	If 9 or 10 is a passing score (difficult)			If 10 is a passing score (very hard)		
	1x	2x	3x	1x	2x	3x
4: one adept researcher over 8 hours two adept researchers over 4 hours.	60%	20%	3%	35%	5%	<1%
8: one master researcher over 8 hours four adept researchers over 4 hours	85%	50%	20%	55%	20%	4%
12: one master researcher over 12 hours two expert researchers over 8 hours	93%	70%	45%	72%	34%	11%
16: four adept researchers over 8 hours sixteen novice researchers over 4 hours	97%	85%	65%	81%	48%	21%

For a more complicated story, consider setting the challenge requirement to three successful rolls of 10 (or 0 if your dice range from 0 to 9).

This requirement is very, very hard. It would take 27 rolls to get to a probability of success of 50%, and 38 rolls to get to a likelihood of 75%. If four players each have a research skill level of Master, this would require about 7 hours of in-game time. If four players have an average research skill level of Adept, it would take 14 hours to get to a 50% chance and 19 hours to get to a probability of 75%. This leads to a few possibilities.

One is that the players roll the checks and are successful, but they have to eat through a lot more time, which raises the stakes.

The other is that they reach a point where they're running out of time and desperate, or recognize how challenging this is quite early. If the players are clever or you as the GM are good at offering direction, they'll realize that they need to find some assistance. The most obvious source of help is the oracle, Cybil. This gives the players more reason to engage with the oracle, which makes the final revelation at the end of the adventure potentially land more meaningfully.

Another possibility is that they go to one or more of the reporters for help. If this is something you'd like players to do, it's a good idea to make sure that they've already met and spoken to one or more of the reporters. This can be a thematically interesting choice if it's set as an alternative to consulting the oracle. It's likely players may be uncomfortable relying on Cybil, as the story is written to try and elicit this feeling. If so, calling on the reporters offers players a way to forgo a solution that is easy in practice but complicated in principle in favor of one that is complicated in practice, but straightforward in principle.

If the players consult Cybil, she can just tell them:

"They will be exiting the front entrance of the Church of the Many in the Tenderloin in approximately an hour and 10 minutes."

If the players consult the reporters, they share notes and they or you can roll research checks for the reporters. The reporters all have a research skill level of Master, and their rolls are successful if they roll either a 9 or a 10. These successes can be pooled with players' research check rolls in order to reach 3 total successes and learn where to find the Creep Collective.

You can also just lower the difficulty of the research check if you're looking to run a faster, less challenging game.

Legal Rights and Burdens of Proof

Most TTRPG players don't tend to concern themselves with the law or the ethics of using force. However in Fully Automated, it's important for GMs to have an idea of what is legal and socially acceptable to answer players' questions (or at least subtly encourage them to consider their actions).

Within this setting, misbehavior is less rigidly defined as criminal or legal, but instead adjudicated to determine if harms are being caused that require intervention. In this case, they clearly are: the Creep Collective is attempting to distort public opinion with deliberate untruths. They are seeking to create division and distrust with willful malice. If the players can present proof of this, a judge is very likely to publicly excoriate the three operatives and possibly impose required actions to make amends and/or consequences for their actions or a failure to reform. Knowing this provides the players with leverage over Taco de Gato, Smokeherder, and BugsBun: the operatives know that they're in trouble if they get caught.

The players can use this leverage to force cooperation, which they need to help Delgado because publicly explaining who decided to target Delgado and why is far more likely to be received by the public as a convincing revelation than just the facts that Delgado was targeted. This is why their goals include revealing WHY he was targeted and by WHOM, in addition to just HOW.

The nature of an arrest in this setting is a gamble: unless armed with a warrant in advance, every arrest is essentially a [citizen's arrest](#). This means that the detention is ruled as lawful if a panel of judges concludes that there was probable cause that justice, accountability, and/or community safety could not be delivered without forcible detention. And if the panel rules that the evidence does not support this conclusion, the people responsible for the arrest will face accountability for wrongful detention.

Obtaining a Warrant

Based on the strength of evidence, players can justify detaining members of the Creep Collective and charging them with non-consentual entry, unjust surveillance with intent to harm, and mass manipulation. These are not classified as rigidly as laws are today, but rather are terms of art in the legal profession for describing certain forms of harm. They can apply these justifications without a warrant and take their chance in front of a judge, or they can request a warrant based on the evidence they have so far.

Judges typically require that a warrant for interrogation be sent to the targets and that they be given an opportunity to comply voluntarily. However players can consult with advocates who work for the DSA and/or Delgado, make their case to a judge, and see what they say.

Most likely they'll be told that if they find the operatives, they can justify detaining them if they're not cooperative, but obtaining a warrant for interrogation at this stage in advance is unlikely. For more information on law and justice, refer to the core manual.

First Temple to the Many
The Tenderloin

Setup

This leads into a chase in which the players attempt to stop and confront one or more members of the Creep Collective.

If players attempt to go inside, have a greeter inform them that today's event is a closed one that guests had to register for in advance. Make clear to the players that if they wait outside, they'll be able to see the operatives exit, and that they have visual references for all three of them.

Scoring for a stakeout: "Dirt" by DJ Format

Running

The Temple to the Many is one of the largest pan-pagan churches in the Tenderloin. Its entrance is on Level 3 of Hyde Street, along the wide pedestrian skywalk that serves most of the foot and ultralight vehicle traffic. Below it is the elevated street of the 2nd level that serves delivery and transit vehicles and higher speed bikes, and below that the unpaved ground.

The church bell chimes 4 o'clock. Small clusters diffuse out from the front of the church talking. Some stop at food vendors, others join with the medium-dense foot traffic coming and going as folks make their ways from whatever they were doing with the afternoon to wherever they're going for supper.

Have players roll for [Observation + Situational Awareness]. Tell whoever rolls highest that they see the three operatives walking out and heading south along Hyde Street.

If players attempt to follow them discretely, have the players all roll for [Dexterity + Stealth] and describe the group walking south for a bit until players fail a check, at which point the targets run.

If players confront them, they run.

Smokeherder says, 'Hey, I'm gonna tell you something really funny'. Then she shouts 'BYYYEE!' as she takes off running.

# *Footchase through the Tenderloin*
Tenderloin District

This chase is designed to use the custom chase mechanic we call Ready/Bolt/Flow. Refer to the Ready/Bolt/Flow manual for instructions. Otherwise, adapt it to general theater of the mind or using standard Ability Score checks.

Scoring: "Sneakman" by Hideki Naganuma or "Yellow Line" by James Shimogi

Character	Speed	Sprint Tokens	HP	Starting Positions	Attacks	
Taco de Gato	19	1	20	4	👊	Punch
Smokeherder	22	2	20	3	👊	Punch
BugsBun	25	3	20	2	👊	Punch

Setup

This encounter uses the following track, with players on space 0 and adversaries on 4. This track can be found in the Fully Automated assets library.
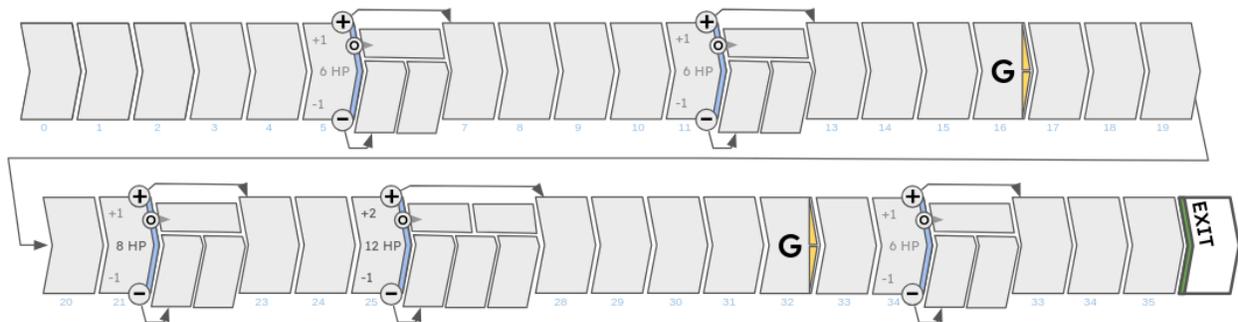
Descriptions

Starting

'They take off running down the elevated promenade.'

Challenge 1

'A work crew is touching up the ground mural you're running on. The foot traffic is compressed as folks walk around the roped-off edge of their work space.'

[+1 Path] : Run through the work area without tripping or disturbing anything

[Default Path] : Hurry around the work area

[-1 Path] : Try to run through and trip, crashing into a table of paints and brushes

Challenge 2

'At an intersection, a group of people are walking several long tandem bikes around the turn, obstructing your path.'

[+1 Path] : Jump over the bike in the middle of the intersection.

[Default Path] : Hastily run around a bike and past the person walking the bike behind it

[-1 Path] : Try to jump and fail to clear it, knocking over the bike and crashing to the ground

Gate 1

'They run towards an active construction zone. To enter, everyone has to virtually confirm receipt of the warning notice before the entry gate opens for them.'

Challenge 3

'They're heading from the third story level down to the second. You can take a ladder or a firepole.'

[+1 Path] : Slide down the fire pole

[Default Path] : Descend the ladder

[-1 Path] : Attempt the firepole but land badly

Challenge 4

'They're descending from the second story down to the ground level. You can take a ladder or attempt the jump.'

[+1 Path] : Jump and roll

[Default Path] : Descend the ladder

[-1 Path] : Jump and land badly

Gate 2

'They run for a heavy traffic-control gate that leads out of the construction site and into a plaza.'

Challenge 5

'They head for an escalator down into the BART station'

[+1 Path] : Slide down the strip between two escalators

[Default Path] : Run down an escalator

[-1 Path] : Attempt to slide the strip but collide with a backpack and fall off, onto an escalator

Exit

'They get through the doors of a departing train just as they close.'

Confrontation with the Creep Collective
The Tenderloin, Somewhere along the chase track

Setup

The players confront one or more members of the Creep Collective where they caught them. This may be on the Hyde Street promenade, in the construction site, or near the entrance to the BART station, depending on where they catch up with their targets.

Passersby may check if they should offer assistance, but the Creeps decline, and ask what the players want and what they have to do to get out of this.

It helps the scene go smoothly if the players have a clear idea of what they want and what the Creeps want.

Make sure the players understand that they want:

> ➢ Proof of the crime
> ➢ Names of accomplices
> ➢ Motivation

The Creep Collective wants to escape consequences for a serious crime. To do so, they are willing to divulge proof, their motivation, and their client in exchange for escaping prosecution.

If players agree to make an oath not to reveal their identities, the Creep Collective will turn over the design plans for the device their client used to receive the secrets captured by the bug and a burn spell that will expose whoever is carrying it.

If Players Failed to Catch the Creep Collective

If all three members of the Creep Collective escape, have them call the players and invite them to a cyberspace meeting room on a darkweb server. There, the Creeps will engage in a similar negotiation with the players to hand over the design plans and burn spell, but instead of doing so in exchange for their privacy they will barter it in exchange for a favor from each player.

Running

Opening Gambits

<Smokeherder, BugsBun, and/or Taco De Gato> are panting out of breath, sitting on the ground with their back(s) to a wall. 'Alright, good race. Best two out of three?'

If anyone took damage, describe sprains and bruises, and invite players to administer medical aid.

The Creeps are snarky jokesters. They'll play games and try to figure out what the players know before giving away anything, but they'll make it clear that they would like to avoid any additional attention or legal consequences.

Two construction workers jog up. 'What's going on here? Should we call the rabbits?'

Red Rabbits are a term for non-violent rapid responders trained and vetted by the DSA for deescalation and defense against violence. They're used here as a slang term for protectors, the trained civilian crisis responders which have replaced professional police in the setting.

(The Creeps:) *'No need good samaritan! We are merely harmless perverts engaging in a bout of public sexplay! We'll retire ourselves to a dungeon shortly! Carry on!' …*

'Look, we're eager to find an arrangement that lets us avoid publicity or legal consequences, so let's talk this over. What do you want?'

Villain Monologuing

Feel free to let the captives make their grandiose case for the important role of trolls.

' "Why?" Well public service, of course! The system doesn't work without us! You can't have robust ecosystems without predators! Or strong networks without pen testers. Or investigators without something to investigate. You're welcome, for that, by the way.'…

'Is it mostly for the thrill? Perhaps. But if Delgado's career survives this, he'll be stronger for it. And if he doesn't, his constituents will find another representative who may be more capable of enduring the rigors of public service. The job shouldn't be easy! The press, the public, and the electeds themselves may not like us, but our bitter medicine is what keeps the system strong.'

Negotiations

'Be that as it may, unappreciated as we are, we'd rather stay out of view and out of restorative service. So how about we give you what you need to exonerate Delgado and catch our client, and you agree to relinquish our names?'

'We were commissioned by an anonymous client offering clout and high-level system infiltration opportunities in exchange for knocking a delegate out of office.'

'Since the client has regular on-site access to the county building, we installed a bug that whispers Delgado's dealings to a custom chipcard. Then the client passed us intel which we could use to leak key information to the right reporter at the right time to smear him.'

'We don't know who the client is, but we cursed the chipcard with a backdoor: if the bug in Delgado's office hears a certain spell it makes the chipcard squawk. Recite it, and if the chipcard is on the building localnet it'll beep and send out a wave that will reveal the client.'

The chipcard is a miniature electronic device with a form factor like a microSD card or SIM card that slots into portable electronics to add functionality. What they're offering includes:

- Instructions for activating its backdoor
- Design plans to validate the authenticity of the chipcard
- Instructions for detecting it when activated.

When activated, the chipcard makes noise and sends out a homing signal indicating its direction and distance so long as it and the players are in the county building.

'We'll give you the burn spell and the designs for the chipcard. That and the bug in Delgado's office is plenty to assign blame and prove it. All we need in return is an oath that we are to remain anonymous, bound to a standard curse of shame if broken.'

The Oath

The oath is a contract made on honor. A curse of shame is the social dishonor that comes from breaking an oath. By agreeing to this, players provide encryption keys to authenticate and seal a video of agreeing to the oath. If anyone were to break it, the others can release the evidence of the oath and the oath-breaker(s) will be forced to bear that ignominity.

> By agreeing, the players agree to withhold all names of the members of the Creep Collective and in no way incriminate them. If they are prosecuted, the Creep Collective will face justice, but will also brand the players with dishonor. Likewise, though, if the Creeps are not sincere in their assistance, they players can also reveal the terms of their negotiation, which will shame only the Creeps, and also provide a full confession.
>
> Even if any or all members of the Creep Collective are suspected, the agreement is upheld so long as they are not prosecuted.

If players agree, have them sign their names in the air in virtual fire or put a slip of paper into a virtual cauldron and shake hands above it amid a burst of green smoke. Whatever.

'Here are the designs of the chipcard, and here's the burn spell. Have fun!'

The Burn Spell

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            Platinum cello; jello sun;
            Secret held, come undone.
          Concealed unseal! To all Reveal!
          Unmask at last, oh hidden one!
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After the chase, players have likely received the key piece of information: the burn spell. The players are expected to decide to use the spell during the council meeting to vote on Ordinance 2125-M17 to discover who has the chipcard when all of the council members and their staff are expected to be in the council chambers at 10 AM. Before they do so, have them outline their plan on when to use the spell and how to handle the situation when the culprit is revealed.

Positioning to Catch the Target

Mermerida: *'Everyone and their staff will be there, up in the front of the room.'*

Most players probably won't worry about positioning themselves to be able to monitor the room, and you can emphasize that when the spell is activated they'll be able to detect the card's distance and heading even if they're not able to hear it. But if they feel the need to game it out, they may wish to station someone outside the chambers to keep an eye on the offices, bathrooms, hallways, etc. in case the target is not in the council chambers. They can also have building superintendent Geoffery 1223-ParkBlvd to help confirm that the chipcard is on site and in the council chambers before they recite the spell.

Responding when the Culprit is Revealed

Delgado: *'What do you intend to do when it goes off?'*

Have players discuss what they'll do when someone is identified. Will they confront them publicly? Will they pull them aside and confront them in private? Who would they want there? Delgado? Mermerida? And what happens after that? Will they immediately release a video of their confrontation? Call Mark Chimpstein? Hold a press conference? It's all up to the players.

Reciting the Spell

Mermerida: *'Who's going to set it off? And when?'*

The players may position someone in Delgado's office to recite the burn spell, or they may record it and remotely play the recording. Most importantly, they have to decide if they want to set it off early in the proceedings or wait until after the vote concludes.

Delgado: *'If we do it before the vote is called we might derail the proceedings. And I still need to decide how to cast my vote.'*

If players activate it before the vote, it's possible that the reveal will constitute a momentary interruption, or that it will result in the premature adjournment and rescheduling of the vote for another week.

Setup

In the climactic scene, the players will likely recite the burn spell, causing the chipcard to reveal itself to be on Tifa "Oakjoy" Joyce in the midst of the council meeting on Ordinance 2125-M17. Once they do, they can choose whether to create a big scene, speak to Oakjoy in private, or just wait until after the council adjourns to release the results of their investigation.

Debating Ordinance 2125-M17

It's expected that the debate over the demonetization measure will happen off-screen, but if a GM and their players are inclined, feel free to let the players participate in the hearing to speak in support or opposition. Give players XP afterwards based on the quality of their remarks and encourage anyone who hasn't attended a meeting of their city or county council to do so.

> **Summary of Ordinance 2125-M17**
>
> This ordinance would instruct the county treasurer to establish a process for members of qualifying tenant unions to simultaneously opt out of collecting their guaranteed income and opt out of paying land taxes.
>
> There are existing programs in which individuals collectively pool their incomes and then use these funds to pay all of their land taxes. They then direct the remainder into shared pools used to fund food coops and various Communist projects, such as the local chapter of the Anarchy Everywhere party.
>
> If passed, the effects would be limited to the district which Delgado, Oakjoy, and Postmasterless represent – District 2 – which covers most of East Oakland. It's projected that ~5,000 out of 280,000 residents might participate during the next five years, which is slightly less than 2% of residents. After five years, the program sunsets unless renewed.
>
> **The primary argument in favor** is that this would help facilitate a smooth transition off of currency (as has been done in the Mississippi Watershed Union).
>
> **The primary argument against** is that it would undermine the highly efficient system that makes a high-tech post-capitalist city without wealth inequality possible, with no material benefit.

Running

'It is Wednesday, August 8th, at 10:04 and I call this meeting to order!' declares the Chair. The main physical room is filled, along with the overflow rooms and the satellite rooms on the other sides of town. More fill the chambers in cyberspace, where the separate physical rooms are artificially rendered as regions in one shared room. Behind them, attendees appearing through cyberspace are rendered on balconies above and behind the persons attending in one of the physical rooms.

'Secretary, please mark the roll and we'll go straight into item 1: Ordinance 2125-M17, Measure to allow for limited joint exemption of basic income and land taxes. Would any members of the council like to enter any comments into the record before the Treasurer presents their summary of the measure?'

Describe the meeting. It will roll along until players trigger the burn spell.

'Thank you treasurer. We will now hear statements from the posters of the 20 highest voted public comments. Please approach the podium in turn and cast any slides toward the main screen.'

Triggering the Chipcard

When a player recites the spell, have them roll for [Strength + Psionics, Will, or another appropriate skill]. Explain that intent matters, and they need to recite a spell like they mean it for it to work.

Decisive Success: The chipcard activates moments later.

Modest Success: After 20 sec. it begins broadcasting its location; after 40 sec. it starts to beep.

Failure: The chipcard doesn't activate.

Once it begins broadcasting its location, have players roll for [Observation + Detection & Analysis] to figure out who has it.

A beeping begins to emanate from near Delgado on the dias. 'Could everyone please silence their portables?' Admonishes the chair. Oakjoy – Tifa Joyce – pulls a small hand terminal out of a shoulder pocket in confusion. 'Apologies, chair: it seems my mobile is malfunctioning.' She beckons a staffer. 'Gemini, I can't silence it, can you take it upstairs or remove the battery or something?' With slight embarrassment she hands it off to one of Gemini's components, who begins walking out of the room with the beeping device. 'Apologies, please continue.'

Players may use this opportunity to grandly accuse Oakjoy, or to follow Gemini-L out and explain that the mobile is now evidence in a crime, at which point perhaps city detectives arrive with a warrant for its impoundment (or whatever).

Oakjoy's Confession

Once accused, and the cause of the beeping revealed, Oakjoy realizes that their plan has backfired on them; they have ended their own career instead of Dorian's.

'Oh gods… that's what that was?? Oh no… no, no, no, no no! It's not… I didn't… oh fuck the Fates, how could I have not seen it?! I know how it looks, but you don't understand: I just wanted to ensure Oakland's interests at the planetary level!'

'This was necessary! Our prosperity! The direction of the Solar System! They demand a clear vision, and by the oracle I divined that Dorian, you're just not the right one for the job!'

If Delgado voted against 2125-M17 or the vote hasn't happened yet: '*Had I not acted, you were going to vote against economic necessities! It was one step that would lead to many more!*

If Delgado voted in favor of 2125-M17: '*Today's vote is the first step of many toward disaster!'*

'Fates aren't changed easily. It comes at a high price. It hurt to do, but doing anything for the sake of our community has been my life's work! We can't be looking down, we have to look up!'

The Oracle Ending

This is an alternate ending based on a slightly different justification for Joyce's actions.

In this version it is revealed that Oakjoy concluded from speaking to Cyble that either she or Delgado would serve on the World Congress, but not both, and targeted him because she was corrupted by her ambition. The has the benefit of offering a very melodramatic twist that leans hard into Star Trek style philosophy on free choice and such. However in doing so it deemphasizes ideology. Feel free to use either or parts of both.

She chuckles through tears. "I asked Cybil how I could rise to the World Congress so that I could safeguard Oakland's needs at the highest levels! And they told me that either I or Dorian would one day hold the seat, to great renown! I never wanted to hurt him, but I thought it was necessary to secure my destiny! But I misunderstood! The seat was never to be mine, but HIS! MY destiny was to put him on the path!!" '

This is her admission: she consulted the DSA's oracle, Cybil of the East Bay to seek guidance on how to reach her highest ambition of getting elected to a seat on Earth's highest deliberative body, the World Congress (see core manual for more info). Cybil told her that either she or Delgado would eventually do so, but not both. Her ambition led her to seek his downfall by illicit means, but in doing so she has not only ruined her career and legacy, but has anointed him with a prophecy that is now almost certain to become self-fulfilling.

'I'm sorry Dorian. But perhaps this was best. Be my legacy! Serve honorably, as I could not!'

She announces her immediate resignation as the DSA begins ejection proceedings.

The Aftermath & the Outcome of Ordinance 2125

Once Joyce is revealed, they admit their guilt. If the council is in session the chair announces a 20 minute recess, then speaks directly with Delgado, Mermerida, Postmasterless, his chief of staff, and the players. The chair asks Delgado if they'd rather table the issue until the matter with Joyce has been resolved or simply proceed. Ask the players what they recommend, then roleplay Dorian coming to their way of thinking and voting or postponing accordingly.

After the recess, either after a vote on the ordinance or without one, the chair announces that they are adjourning for the day to review the recently released allegations with intentions to reconvene the next day to provide updates (and suspend Joyce from the council).

The chair calls a vote. I move to open the vote on measure 2125-M17. Members of this council, please assign the starting position of your constituents. Of the 24 delegates representing the other 8 districts, 4 vote against. Two vote in favor. The other 18 delegate their vote to the consensus of District 2. Postmasterless casts a vote in favor.

(If Joyce has not been called out and is still on the council, she votes against.)

Delgado casts his vote. (Assign his position based on your preference).

Setup

As the players reflect on the events of the week, report to them the result of the endorsement committee's recommendations based on the players success uncovering WHO was defaming him, HOW they did it, and WHY.

Overwhelming Success

The players win completely if they exonerated Delegate Dorian Delgado by revealing in a timely manner that Tifa Joyce recruited covert operators to help her spy on him and leak misleading information to the press because she believed it was necessary for her to get elected to Earth's world congress.

If so, the endorsement committee gives him their full support. Public reactions are mixed: some see Delgado in a new light as a voice of integrity persecuted by political insiders and destined to be a great champion of the people on a world stage. Critics of the DSA consider Joyce's betrayal proof of the organization's faults. Supporters consider the investigation and her getting caught as proof of the organization's commitment to its principles. Every character is free to make of the events what they will through their personal lens.

Partial Success

If the players uncover the Creep Collective's espionage operation but do not discover Joyce's involvement or they solve the mystery but do so in a sloppy or belated manner then the endorsement committee makes no recommendation regarding Delgado.

His record remains smudged by the confusion of the incident, however he recovers many supporters who were not sure whether to trust him, and he gains some new ones primarily among the Anarchists who give him a fresh look and begin courting him to see if he wants to join their movement. Let the players react to the mixed outcome.

Failure

If the players completely fail then the committee recommends against Delgado. He insists upon his innocence, but decides to forgo running in the upcoming election as he weighs what kind of future he sees for himself. Delgado and Mermerida remain reflective and measured in their understanding that these things happen and it's not the end of the world. But they're wounded that bad people got away with bad things, and Dorian will have a long road to travel to rehabilitate his battered reputation. Joyce may yet to go on to high office.

Reflect on how the result sits with each of the player characters' motivations and goals, and have the NPCs lean into those topics to help relate the story to the players' characters.

Running

It's Friday, August 10th, and like every Friday the town is out in the golden rays of the setting sun for the weekly music festival that surrounds the Oakland Museum of California along the lake-facing edge of downtown. You're standing on one of the upper tiers of the main lawn beneath a gibbous Moon only three days from full.

> The Friday evening concert at the Oakland Museum of California is a real thing that is awesome and exists now which I want to see continue into a solarpunk future. If you have the opportunity to go to the OMCA on any Friday between April and October for their Off the Grid at the OMCA weekly event, do so. It's free, family-friendly, and absolutely dope AF.

Describe the players' families and households dancing to the music and inform the players of what has happened since the council meeting on Wednesday, the endorsement recommendation report release on Thursday, and the public response to it all throughout Friday. Have players roll for [Observation + Situational Awareness] to determine who sees Delgado and Sine making their way towards the players, and any other NPCs among the crowd.

(Players' friends and families) *'We're gonna go get some shaved ice and let you talk.'*

You can role play Dorian and Mermerida's feelings on all that's happened, but mostly let them be overwhelmed and still figuring things out, and invite the players to provide most of the closing commentary.

Scoring for outro: [“The Last Trumpet” by Lyrics Born](#)

Afterward

If you've gotten this far, thanks! And if you've played this through, thanks again!

I hope you and your table might take something of this into the wider world as we try to balance our hope and our cynicism in the pursuit of governments and leaders that serve the working class. If so, consider sharing it with others who you think might enjoy/benefit from it, and reach out over any of our social media channels and let us know! Good luck!

We all need it.