

An abstract painting in a style reminiscent of Expressionism, featuring two figures in a room with tall columns. The figures are rendered in dark, expressive brushstrokes, and the background is a mix of vibrant blue and yellow. The overall mood is mysterious and dramatic.

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

# ***Piece of Mind***

The fuse has been lit  
on a foul conspiracy.

Can you unravel it  
before a mysterious adversary  
executes their terrifying plan?



## Authors

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## Dedication

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

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

### Gratitude for our elders

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

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

## Licensing



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## Contact Information

Find us online at:

<https://fullyautomatedrpg.com>  
<https://slrpnk.net/c/fullyautomatedrpg>  
<https://mstdn.games/@fullyautomatedrpg>

# Introduction

This is the third playable story module for the **Fully Automated! Solarpunk tabletop RPG**. The rules and background can be found in the Fully Automated game manual. Assets for these stories should be available wherever you downloaded this manual, but can also be found on our website at [fullyautomatedrpg.com](http://fullyautomatedrpg.com) or our wiki, at [wiki.slrpnk.net/fullyautomatedrpg:start](http://wiki.slrpnk.net/fullyautomatedrpg:start).

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

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

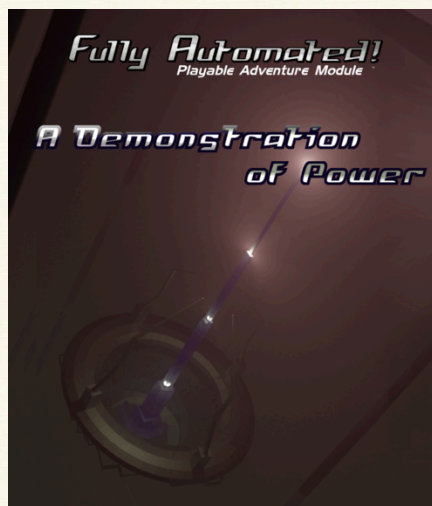
All of this is to say that we hope you find herein something entertaining, insightful, or useful in whatever way those words hold meaning for you. And if you do, take it, use it, remix it, and share it. This game – like the future itself – belongs to no one, but rather all of us.



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## Additional Adventures!



Find more game assets and discussion by following or joining us on social media!

### Website:

[fullyautomatedrpg.com](http://fullyautomatedrpg.com)

### Lemmy Forum:

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

### Wiki:

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





By Andrew Gross and Jack Gross

## ***Session planning***

### **Story Summary**

Six weeks after the attempted robbery at the Nazel Complex, Exper asks the players to escort them from the LA Spaceport to a meeting where they're handing off a rare compound called Micro Gravity Organic Polymer-17 (MiGOP-17) to the Crystal Bullshit Gang.

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

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



They identify two leads: the dream clinic where a suspicious intimate partner of one of the Crystal Bullshit Gang members worked and a recovered attacker now being treated in a nearby hospital (assuming one was captured).

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

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

## Themes

This story is meant to continue introducing the world to players and providing a diversity of experiences to help immerse them. Like *Psychonautica*, it includes some tropes familiar to cyberpunk adventures, but recontextualizes them by showing how differently this world treats violent or violative acts. It also explores themes of the benefits and drawbacks of acting transparently and trusting broadly versus acting secretively and trusting restrictively.

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



## Story Overview - Outline

### 1. Introduction

- Players meet up with Exper, who just returned from a two-week trip to Anya Ikwiikwii, a town in Medium-Earth Orbit.
- They travel to the Long Beach Waste Treatment Park.
- During the trip, Exper explains that they asked for the players' help to talk sense into Mystik, who has become overly distrustful since the robbery.

### 2. MiGOP-17 Exchange

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

### 3. Ambush and Aftermath

- Players are attacked on their return trip to Echo Park.
- One or more assailants may be subdued and hospitalized; others escape.
- CBG reports their MiGOP-17 stockpile was stolen.

### 4. Immediate Actions

- The CBG proposes an urgent meeting at Bhavana Lounge.
- Players change into fresh clothes and perform healing actions.

### 5. Suspect Discussion

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

### 6. Investigation at the Clinic

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

### 7. Confirmation of Kontrol Phreaks Involvement

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

### 8. Preparation for Concert

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

### 9. Concert Events

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

### 10. Resolution

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



## Incorporating into a series

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

Olive's Fair in Love and War is recommended as an optional palette cleanser after this. If they haven't already, the conclusion of this story might be a good point at which to encourage the player characters to identify themselves as a working group and plan to meet up in the future. It's often helpful for them to establish a name for their group, which they can do quickly or allow to emerge later.

## Events Summary

- Players start on Sally Ride Beach, and meet up with Exper Mental
- They travel by airship to the Long Beach Dissolved Waste Treatment Park
- The Crystal Bullshit receives the MiGOP
  - They perform a treatment on the MiGOP in the visitors center
  - Exper and Mystik argue over the benefits of transparency
- The players are attacked by the Kontrol Phreak puppets
- The players meet up with the Crystal Bullshit Gang at Bhavana Lounge
  - The Crystal Bullshit Gang lays out the stakes and objectives.
  - The group deduces that Teddysnare is likely part of the Kontrol Phreaks
  - The CBG explains the KP's MO: they seduce and exploit high-value targets
  - The group recognizes their primary leads:
    - The Peace of Mind Sleep Clinic
    - An attacker, recovering under observation at the medical center
- The players investigate the Peace of Mind Clinic
  - They learn that the KPs will be backstage at the concert the next day
- The players interview one of the attackers
  - They gain images of Teddy and Brainwash
- The players negotiate access to the concerts' backstage area
- The players plan and prepare for their counteroffensive
- The players arrive at the concert and familiarize themselves
- The players find the Kontrol Phreaks with or approaching Warpcore and try unsuccessfully to get evidence that they KP roofied his drink.
- Warpcore brings Mentok on stage to initiate his plan to brainwash the crowd into messaging blackmailable information to a private address.
- The players attempt to interrupt his hypnotic persuasion
- The players confront the Kontrol Phreaks in a loading dock as they're trying to escape.



## Assets to prepare

### Characters

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

### Handouts

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



## Locations

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

## Audio Assets

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





### ***Evelynn's friend and supplier***

Names: Exper Mental; Exper Manzoukas (Given)  
DOC: 2081\_SEP\_17 (Age 43)  
Res: Los Angeles  
Species: Human  
Gender: Masc (He/Any)  
Followers: 8,400 - Restricted  
Sapience: S5+

Community Evelynn Wilcox (Friend and collaborator)



### ***A member of the Crystal Bullshit Gang***

Names: Mystik; Ethyl Becerra  
DOC: 2091\_MAR\_31 (Age 31)  
Res: SoCal region  
Species: Human  
Gender: Fem (Any)  
Followers: 13,400 - Public  
Sapience: S5

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

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

Violations Unlicensed acquisition of controlled laboratory equipment (2118)



### ***A member of the Crystal Bullshit Gang***

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

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

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

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





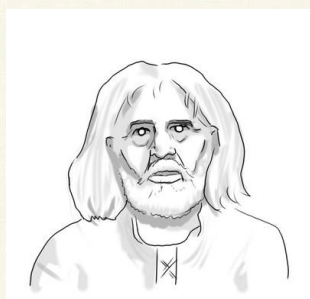
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***A member of the Crystal Bullshit Gang***

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

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

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***A member of the Crystal Bullshit Gang***

Names: The Tripnotist; Braydon Lehey  
DOC: 2051\_SEP\_11 (Age 74)  
Res: SoCal region  
Species: Human  
Gender: NB (Any)  
Followers: 3,400 - Restricted  
Sapience: S5

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

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

Community Olivia Doyle (Married, 2072 - 2077);  
Dennis Franklyn (Married, 2078 - 2087);  
Michelle Li (Married, 2080 - 2087);  
Chelsea Marigold (Married, 2086 - 2089, & 2099 - 2105);  
Caroline Marigold (Married, 2106 - present);  
Jamie Bosch (Married, 2117 - present)

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

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**Unknown Assailant**

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



---

**Unknown Assailant**

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



---

**Unknown Assailant**

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



---

**Unknown Assailant**

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

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**LAPL dispatch coordinator**

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

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

---

**Free Protectors Network dispatch coordinator**

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

Associations LA Free Protectors Network

---

**Housecat's special friend**

Names: Teddysnare; Magdalena Huerra-Phong  
DOB: 2105\_MAR\_1 (Age 19)  
Res: Canoga Park, Los Angeles  
Species: Human  
Gender: Fem (She/They)  
Followers: 3600 - Quasi-private  
Sapience: S5

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

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

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

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***Building superintendent***

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



---

***Asst. Coordinator of the Peace of Mind Sleep Clinic***

Names: Lucy Hoffman  
DOB: 2099\_NOV\_27 (Age 27)  
Res: Canoga Park, Los Angeles  
Species: Human  
Gender: Fem (They/She)  
Followers: 2600  
Sapience: S5  
Education BS in Somnology, Salzburg College, 2120  
Employment Researcher, Munich Sleep Center, 2119 - 2121  
Asst. Coordinator, Peace of Mind Sleep Clinic, 2123 - Present  
Associations ThisControllersBroken gaming club , 2123 - Present

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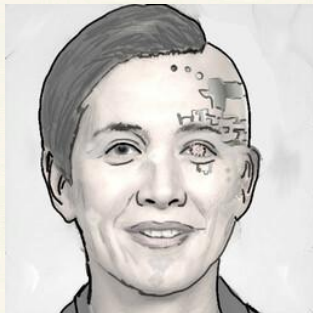




### ***Recovering mind control victim***

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

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



### ***Tom's doctor***

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

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



### ***Tom's progeny***

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



### ***Tom's advocate***

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

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





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***Concert promoter and coordinator***

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

Employment Van Nuys Crater - Event director

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

---

***Head of Concert Security***

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

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

Associations Order of the Noisehead Fatherhood  
Church of Satan

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

---

***Concert stage manager & AV team lead***

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

Employment Van Nuys Crater - Stage manager

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### ***Leader of the Kontrol Phreaks***

**Names:** Mentok the MindTaker; Dieter Gerhardt (Given)  
**DOB:** 2095\_SEP\_29 (Age 31)  
**Res:** Unknown  
**Species:** Human  
**Gender:** Mac (They/Master)  
**Followers:** Unknown  
**Sapience:** S5  
**Education** BS in Psychology, University of Salzburg, 2115  
Graduate credits in Psychochemistry, U. of Salzburg, 2116  
**Associations** FC Nürnberg Verein für Leibesübungen, reserve, 2109 - 2111  
Kontrol Phreaks, 2114 - ?  
**Violations** Ethics violations, 2116 - [Expelled from University]  
Stalking, 2117  
Manufacture of restricted substances, 2120  
Enchantment, 2122 - [Banished from European Union]



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### ***Member of the Kontrol Phreaks***

**Names:** Gehirnwäsche; Brainwash; Luzia Müller (Given)  
Lucy Hoffman (Alias)  
**DOB:** 2099\_NOV\_17 (Age 27)  
**Res:** Unknown  
**Species:** Human  
**Gender:** Femme (They/Mistress)  
**Followers:** Unknown  
**Sapience:** S5  
**Education** BS in Somnology, University of Salzburg, 2120  
**Employment** Researcher, Traumzentrum München, 2119 - 2121  
**Associations** Kontrol Phreaks, 2116 - Present  
**Violations** Sexual consent violations, 2117  
Enchantment, 2122 - [Banished from European Union]

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**Member of the Kontrol Phreaks**

Names: Frühaufsteher; Morning person; Grendel Müller (Given)  
DOB: 2097\_OCT\_05 (Age 29)  
Res: Unknown  
Species: Human  
Gender: Fem (They/Master)  
Followers: Unknown  
Sapience: S5

Education AD, XR Video production, 2116  
Employment Coordinator, Peace of Mind Sleep Clinic, 2123 - Present  
Associations Videospiele Nürnberg, 2114 - 2118  
Kontrol Phreaks, 2115 - ?  
Violations Enchantment, 2122 - [Banished from Deuchland]

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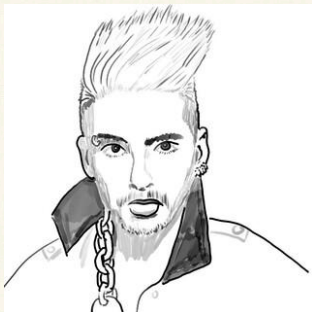
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**Member of the Kontrol Phreaks**

Names: Ram||Overrun; plynny metal 2103;  
pm3400\_2103\_G\_199  
DOB: 2103\_MAY\_17 (Age 20)  
Res: Unknown  
Species: Embodied Synth  
Gender: NB (They/Overlord)  
Followers: Unknown  
Sapience: S5

Education Warsaw Mechoptronika Ośrodek Edukacji Syntetycznej, 2106  
LIC, Hazardous Materials Handling, 2109  
LIC, Health Data Collection & Analysis, 2111  
Employment Researcher, Traumzentrum München, 2114 - 2120  
Associations Kontrol Phreaks, 2116 - Present  
Violations Trespassing, 2115  
Enchantment, 2122 - Fled a decommission directive issued by EU

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**Musician under control of the Kontrol Phreaks**

Names: Warpcore Dora Fazin  
DOB: 2099\_MAY\_11 (Age 24)  
Res: Tabiz, Persia  
Species: Human  
Gender: NB (They/Them)  
Followers: 25.9 M  
Sapience: S5

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## Handouts

*LockwareXR\_r23.2 Advanced eXtended Reality firmware, v. 23.2.p.1217*

*Developed by the Lockware Intersystem Collective*

*Recommended licensing terms: N/A*

~~~

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

...

### **Configurations Settings:**

>> Startup Configs: [...]

>> Input Configs: [...]

>> Viz Configs: [...]

>> Audio Configs: [...]

>> Hap Configs: [...]

>> Stim Configs: [...]

...

*Showtime.cal*

Event: Showtime!!

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

Location: VNC

**Van Nuys Crater welcomes a dove's penis!**

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

|                      |                                               |
|----------------------|-----------------------------------------------|
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## *Van Nuys Crater welcomes Dovepenis!*

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

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

**MAGNUS UMLAUT** is authorized to enter the backstage area

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

*Wednesday, JUL-26!*

*Goodroot Kava presents:*

**DOVEPENIS!**

*and*

**MIDNIGHT TREGASM!**

*with*

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

*Live at the Van Nuys Crater!*

*Doors open at 8!*



### ***Schedule***

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

***2124-07-21\_1421--Fredrickson-Thomas-TP3\_r9.Nsp***

... 11.2 GB

### ***Van Nuys Crater welcomes Dovepenis!***

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

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

\_\_\_\_\_ is authorized to enter the backstage area

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



### ***Basic Countermeasures Against Enchantment***

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

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

*ANTI-HYPNO\_defensive-v0.31.WRLD*

### MONTAZZUMA\_refleXX ###

### ***Anti-hypnotic AR Defense Layer version 0.3***

Compatible with all .wrlD supporting AR frameworks

**Status:** [ in development ] ; [ awaiting testing ]

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

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

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

...



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

*Erowid Journal of Psyonic Chems, March 2122*

*MyDogIsaBear, SleetStream, +4 others*

**Abstract:** Subjects were co-dosed with the empathogen *3rd-I* and the enchantrogen *mupp3tParty* under controlled (n=8) and real-world (n=4) conditions. Subjects were tested along seven metrics to assess awareness of and resistance to enchantment relative to control groups (n= 10 & 9 respectively).

Empathogen use was found to advantage users in their ability to detect manipulative intent before dosing, though with variable effectiveness at discerning the target of intent. Upon co-dosing, the empathogen continued to provide users with enhanced awareness of emotional states and general intentions of others. Empathogen was found not to increase susceptibility to mental control, with high confidence. Evidence of empathogen increasing resistance against enchantment effects was observed, but with low confidence.

...

### Corrupted data text for general purpose use

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# Session Running

## ***Establishment***

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

### **Establishing what players know**

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

*The Sun is directly overhead (as are Mars, Venus, and Mercury, though not visible). The moon is full, but won't rise until 7 PM. Roll for [Knowledge + Community Contact or Chem & Molecular Bio. or Law & Crime].*

If they pass for:

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

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

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

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

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

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

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

### Additional Information

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

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

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

## Surfing

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

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

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



## Meeting up with Exper

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

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

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

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

Ask if they want to rinse off and dress. If anyone wishes to, they can retrieve a bottle of restoration tonic at a rustic wooden bar made of local wood and resins. It takes five minutes to thaw. After imbibing it they should stand under a heated beach shower to activate the compounds in the tonic, which restores up to their endurance stat in HP. For machines, they can obtain the same effect by spending 15 minutes running a temporary repair.

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

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

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

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

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

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

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

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



## **Transit**

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

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

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

## **Briefing**

**San Nicolas Island and Cloudbus airship**

### **Setup**

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

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

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

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





Photo by Andrew Gross

## Exper recounts their trip

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

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

(If the players ask what the results were:) *"Pretty wild, actually! I didn't think it did anything, but according to my results it DID increase my baseline skepticism. Allegedly! I'm not convinced."*

## Catching up on the Crystal Bullshit Gang

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



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

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

## A Difference of Opinion

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

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

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

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

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

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



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

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

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

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

*“Since you’re running ‘security’ (he says the word with thick sarcasm), one of you wanna carry the stuff? I’m pretty winded from being back at full gravity.”*

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

### **What the players should know**

- Their stated goal is to deliver the MiGOP-17 to the Crystal Bullshit Gang and get Exper and the Ethereal Montage back to Exper’s apartment in East Hollywood.
- Exper’s goal is to have the players convince Mystik to trust in friends (or at least not patronize Exper).
- Their reward for completing this escort and delivery is a course of the psionic training accelerator called Ethereal Montage that will give them a free psionics Ability.

Players can do whatever they like on the flight. The environment is similar to a train or small ferry. When they’re ready to proceed, they can jump to their arrival at **1440**. Ask if anyone ate on the trip, and if so what.



## The Meetup

### Long Beach Waste Treatment Park

#### Summary

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

#### Arriving at the Long Beach Dissolved Waste Treatment Park

Inform players that during this mission, they must move their characters in steps of five hexes or less at a time. Moves don't need to be carefully enforced, players just need to agree not to teleport across the map. Many assume the presence of a combat map implies imminent combat, and this practice is meant to dispel that impression.

*"Just before 2:30 a chime invites those disembarking to enter the transfer compartment at the rear of the cloudferry. Once inside, the doors slide shut and the compartment descends to the station platform 6m below. The doors of the compartment then slide open."*

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



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



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

- **Situational Awareness:** They're disembarking with around twenty people, who are making their way along the outside of the loading/unloading area in the directions of elevators or stairs. After a dozen people board and the basket winds back up, the sky station has about thirty people on it. It is modestly busy, but not crowded. No one appears to be a threat. On a **Decisive Success:** provide a +3 advantage to the observation roll taken when the attackers strike when the players are leaving after the handoff.
- **Detection & Analysis:** The air smells sharp and astringent from the fermentation going on across the waste treatment park below. On a **Decisive Success:** provide a +3 advantage to navigation to find the CBG.
- **History & Geography:** The player knows the area. The original facility was built in the late 20th century, but has undergone extensive upgrades over the decades. The beautification is all from the post-melt period. There's a great view from the sky station. It's exposed from above, but would be hard to observe, enter, or escape from without aerial capabilities. On a **Decisive Success:** provide a +3 advantage to navigation to find the CBG.

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

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

## Meeting up with the Crystal Bullshit Gang

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

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

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

*(Mystik) "Namaste! 'Ey Exper, how was the flight?"*



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

*(Mystik) "I wish. Between trying to finalize a location for the lab and finish up this batch (they tap a shoulder satchel) I've barely had the time for my tantric exercises. We've found somewhere, though. We're just waiting to hear back from the facilities group to find a date to start moving in. Let's find a room in the visitors center to talk."*

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

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



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



## ***Treating the MiGOP***

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

#### **Summary**

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

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

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

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

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

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

*(The Trypnotist) "So what'd the folks upstairs think of LightReader?"*

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

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

Mystik asks for the satchel from whoever has it. They open it and do a quick visual inspection. It's lined with a silvery interior like a lunchbox and filled with sealed pouches that resemble ketchup packets the size of playing cards. Mystik pulls out a small paper card with a live line-graph of the temperature in the 10 hours since it was packed, then returns it and zips the bag back up. Housecat removes a bundle packed into a roll of muslin held shut with a simple alligator-tooth clasp and offers it to whoever wants to carry it.

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



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

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

Housecat then removes a portable anoxic chamber from their bag. It's a large, clear, vinyl-like bag with an airlock, deflated and rolled up. They insert a small canister along with the 10 packets in the bag, several implements, a roll of tape, and a small electronic box. They close the chamber, and sticking hands into gloves built into the deflated bag, open the cannister to fill the chamber with argon. They then methodically pierce each packet with a needle and add a tiny volume of liquid, cover the puncture with the tape, and set the packet on the electrical box, which gives a faint hum.

## **Exper and Mystik debate**

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

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

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

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

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

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

...

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

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

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



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

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

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

...

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

...

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

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

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

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

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

## **Concluding**

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

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

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



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

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

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

## **Waiting at the Station**

**Long Beach Waste Treatment Sky Station**

### **Summary**

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

### **Waiting for the bus**

Have players appear on the map at the elevator, and have them roll for [Observation + Situational Awareness]. Inform them that their bus is arriving in six minutes and ask them to find somewhere to wait. If they roll a decisive success, have them recognize the imminent ambush just before it happens, either by hearing them if they're coming from the stairs or elevator, or having a shadow pass over them immediately before the attackers repel down.

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

*You exit the elevators as the southbound cloudferry to Avalon is loading its passengers. The express bus to East Hollywood is floating at the end of an anchor line behind and above it waiting for its turn. A dozen smaller airships mill about in a crude queue to drop off or pick up passengers on the deck one floor below, that encircles the pavilion and serves as a waystation for smaller airships.*

### **The attackers appear**

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









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

*"Hand over the package, Mal-bots!"*



## Sky Station Robbery

### Long Beach Waste Treatment Sky Station

| Character                 | HP | Armor | Speed | Attacks                                                                                                                                                                           |
|---------------------------|----|-------|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Brown Attacker            | 20 | 2     | 20    |  Punch  Rifle |
| Red Attacker              | 20 | 2     | 20    |  Punch  Rifle |
| Blue Attacker             | 20 | 2     | 20    |  Punch  Rifle |
| Optional: Purple Attacker | 20 | 2     | 20    |  Punch  Rifle |

### Difficulty Adjustment

This setup is designed to be challenging. The attackers have strong armor and rifles, which makes them very formidable, although also gives players a justification to cut loose a bit. The attackers will leverage extreme force to try to take the package, and will disengage as soon as they have it. The GM should feel free to hold nothing back, but should also make clear whenever a player takes damage that they can end the fight by surrendering the package. The attackers should also show little to no self-preservation impulse, at least until one of them is subdued. At that point, they should retreat.

To increase the overall difficulty, add a fourth attacker and/or assign them higher speed or HP. Their difficulty should already be enough that an increase shouldn't be necessary unless players are extremely good at combat and require a substantial challenge.

Their difficulty can be reduced by lowering their speed and/or armor, but is best reduced by making their fighting posture extremely aggressive and predictable, with no effort to use cover or act defensively.

### Setup

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

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

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

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

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

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



## During the Fight

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

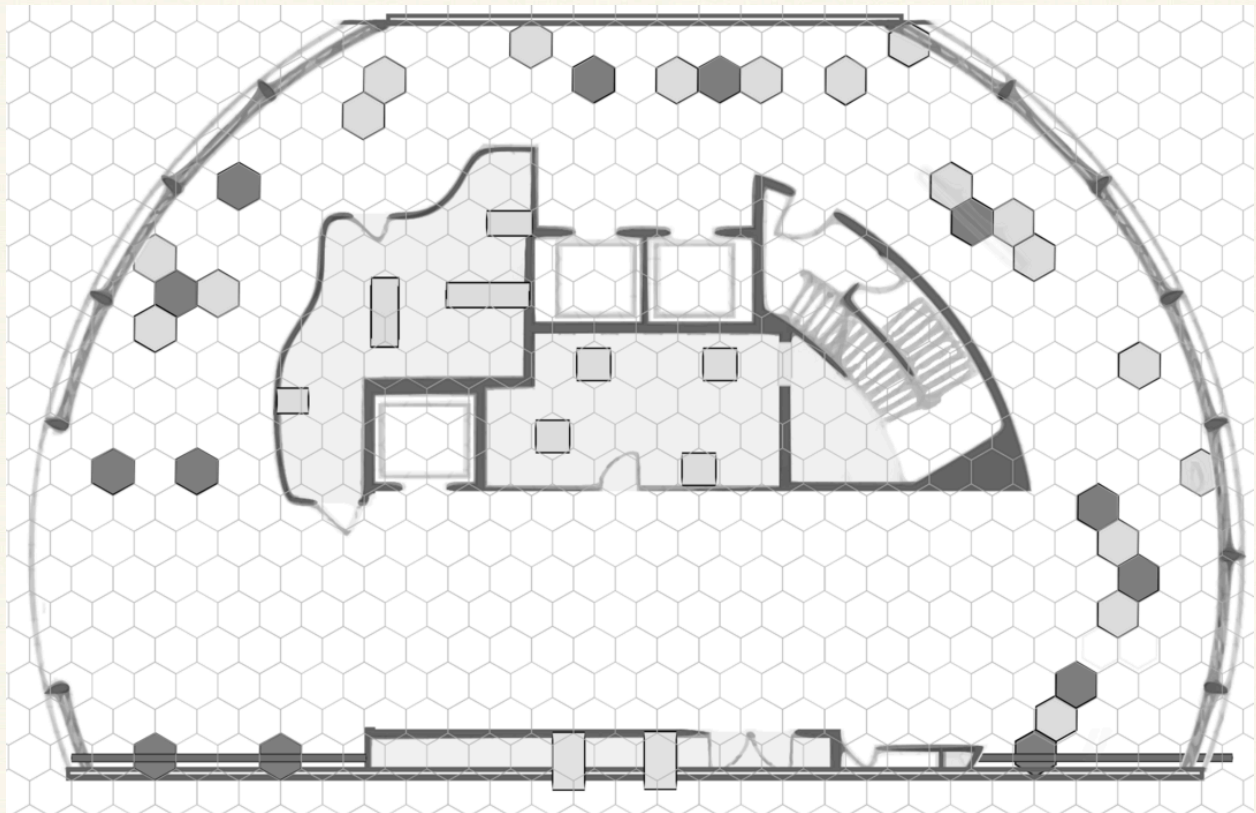
*“You’re not leaving with the cybermushrooms, Mal-bots! Hand them over or be deactivated!”*

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

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

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

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





## Conclusion

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

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

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

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

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

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



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

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

#### **Summary**

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

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

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

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

*"Hi, can I check your condition?" one of them asks.*

*They shine a light in your eye, and ask you if you know where you are, measure vitals, and apply med paste and bandages to any wounds you have. ...*

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

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

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

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

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

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

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

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



Someone with a detective insignia in their ID asks if they'd be willing to provide a statement, and when they try to go also shares their contact address to talk later.

These characters don't have names or bios, but if the players connect, feel free to invent them and tie them into the story as desired.

## Checking on the condition of detained attackers

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

### Examining the attackers gear

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

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

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

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

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



## **Transit**

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

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

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

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

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

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

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

## **Arriving**

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

*The station platform is built of biocrete resin, and to the east a flood management park stretches off towards a forest corridor running north to south. To your north and south stretches Atlantic Avenue. It's mid afternoon, and the tail end of the lunch crowd is on their way to one thing or another.*

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

*Roll for [Observation + Situational Awareness].*

As they reach the ground level, describe the scene based on their observation rolls. They may see:

- A modest crowd watching a debate in the park between two orators weighing the ethics of pre-birth genetic adaptation for off-world living.
- Bistros and bike shops, and a classic film theater



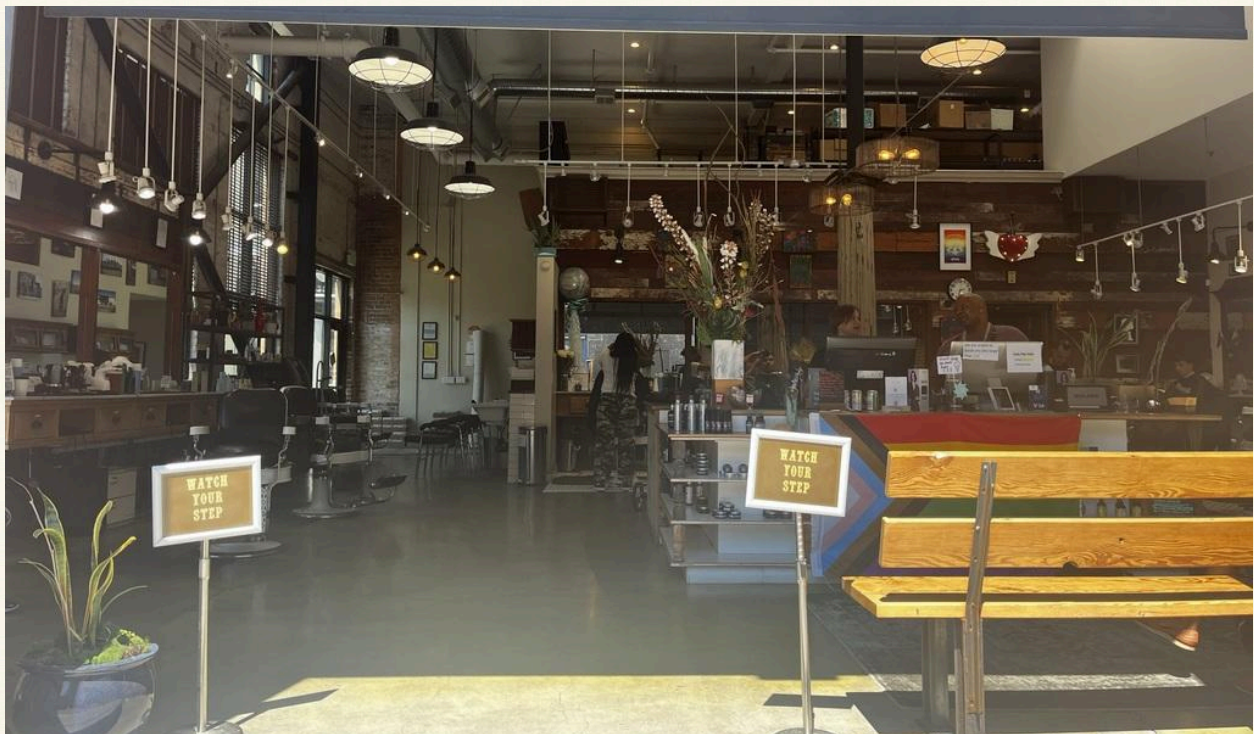
- A skate park and playground. To the side of the playground is a littletown modeled after a pre-melt city. A few kids run from a miniature pretend office floor to a parking deck, playing stock brokers and Feds.
- Their HUDs / devices indicate that the Bhavana lounge is in the Tymacaih building, 400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

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

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

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

Tymacaih is Shoshoni for “to help someone”.



People's Barber & Shop, Oakland, CA



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

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

### **Summary**

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

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

### **Entering the Bhavana Lounge**

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

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

### **Entering the washroom**

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

*The four begin to disrobe, tossing clothes into a hamper. They adjust sliders on the walls to turn on showers, get out stools, and check the temperature. Mystik asks: "You folks okay?"*

*"Were you followed?"*

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

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

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



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

There are no unexpected implanted devices.

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

## Figuring out what happened

*The Trypnotist asks, "So what happened?"*

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

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

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

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

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

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

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

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

If asked, Housecat explains that **he and Mystik had planned the pickup a month ago**, right after Exper informed them about their upcoming trip. They'd picked the location on Saturday (three days ago), and had asked the players for an all-day favor that same day, but didn't tell them the meeting location until 9 AM this morning.



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

#### **How'd they know where and when to attack?**

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

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

### **Background on threats**

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

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

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

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



## What does the attacker in custody know?

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

### Finding other victims of mind control

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

## Figuring out what to do next

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

*(Mystik) "You three should go meet Pondscum and Plasma Snake at the lab, and secure things there. Get anything valuable out. Everyone give your confirmation now to decrypt each of our burn folders. They'll have instructions. I've got to check in with a lot of people, but I'll follow up with you guys in a few hours."*

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

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

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

*(Housecat) "I can do that!"*

*(Mystik) "No way, HC. You're busted up AND compromised. Tryp, you and me can check out the clinic as soon as I've made some calls. Tell Pondscum and Plasma to get to 1 bar AQAP, and use the time in-chamber to search in cyber." The group descends into bickering.*

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

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

When the players suggest going, Mystik protests that they need to keep this within their crew. Stakes are high, and adding more players to the mix creates complications. Let the players insist. Have them roll [Charisma + Charm or Intimidation], and roleplay accordingly.



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

## Next Steps

There are two major leads available to players.

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

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

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

### The Kontrol Phreaks Modus Operandi

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

The unconfirmed but widely believed rumors were that their final act before going underground was orchestrating an event in which A-list celebrity singer Intensiv Blick suddenly announced an unexpected foray into pornographic content and the next day began a hardcore X-rated live stream that raised 800 million kroner over 24 hours. It was massive news, as if Taylor Swift launched a no-holds-barred OnlyFans account. Four days afterwards, Blick expressed regret over the uncharacteristic artistic project and insisted on refunding anyone who'd purchased content or donated to the livestream. By this time, however, nearly 100 million kroner had been directed into inscrutable gray markets on Luna. Rumors of the Kontrol Phreaks' responsibility flew wildly throughout biohacker spaces across cyberspace, along with speculation and debate over the precise methodology of the brazen hack. Three dozen people were either declared wanted for trial or banned until further notice across the continent as the group went to ground.

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



## **Transit**

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

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

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

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

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

## **Investigating the Dream Clinic**

**Peace of Mind Sleep Clinic in Chatsworth**

### **Summary**

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

### **Arriving at 21219 Bryant Avenue**

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

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

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

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



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

## Getting inside

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

*"Cecil here. What can I you do for?"*

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

Based on roleplay and appropriate rolls it shouldn't be hard to get Cecil to let them in.

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

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

**If they break in:** Have them roll for [Intelligence + Hardware Hacking] or equivalent with a -4 disadvantage as many times as needed to achieve a regular success to get in. After each attempt, have them roll for [Dexterity + Stealth] to determine if they were detected. If they fail at stealth, Cecil catches them and asks what they're doing. Cecil calls on their HUD, and then shows up as a simple quadruped robot with Cecil's face on a screen.

## Looking around inside

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

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

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

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



## ***Server exploration***

### ***Building server***

#### **Summary**

Players enter a cyberspace data recovery application to look for what remains of the Peace of Mind clinic's server. They find an assortment of files in various states of decay, which indicates that their adversaries are preparing for an event the following evening at 8 PM. The rest of the files fill in details about what is being planned, where, and by whom, along with useful evidence for connecting the clinic to the robbery at the sky station.

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

#### **Entering the Server**

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

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

Ask the players if they want to begin a cyberspace data fragment search. If so, have them appoint a primary rendering admin. This is similar to the tuner in that they are responsible for choosing how to host and display abstract data, though it's much more defined and less abstract than tuning a mind dive.

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

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



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

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

Describe the selected environment. If the junkyard, for instance, the environment is outdoors under tarps or in a large warehouse with tables covered in piles of trash from emptied-out garbage bags, like someone is still sorting through the various components to be deconstructed and placed with like items. The piles are marked with labels on easels indicating their contents, and floating controls to rearrange the piles and select or filter them.

### Laying Breadcrumbs

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

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

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

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

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



## Searching through the (mostly) erased files

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

Low rolls find data fragments not relevant to the investigation, such as scheduling software plugins, a cheesy monster movie file, and snippets of technoswang playlists.

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

### Calendar Event

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

This event card is the key item that applies time pressure and indicates where the action will take place, even if they don't know what they're looking for. It's advised that the players don't find out immediately that the event in question is a concert at the Van Nuys Crater. They can learn this through the backstage passes, searching public event listings, an interview with one of the attackers, or any relevant check that they make throughout the investigation.

### Backstage Passes - corrupted

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

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

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

### Backstage Passes - Complete

The complete backstage pass provides some additional pieces of information.

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

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



### Neurospace recording

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

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

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

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

Roll for [Observation + Assess Tech]: players who roll a regular success can recognize that the target is receiving a light dose of a sedative or something similar.

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

### Basic junk files

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

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

### The Clinic's Client Registry

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

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

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



## Wrapping up

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

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

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

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

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

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

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

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



## **Transit**

**Peace of Mind Sleep Clinic -> Various**

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

Outside, the players will see kids playing and pedestrians out eating, drinking, and enjoying the early evening. The moon is nearly full, and has just come out to the east.

The next encounter is an interstitial covering the period of time between characters’ departure from 21219 Bryant Ave and their arrival at the hospital to interview one of the assailants who attacked them at the Waste Treatment Park. There is a lot of time and space in here for players and GMs to add whatever appeals to them. They may want to examine the headset the attackers were wearing, or go meet with a contact of theirs. Ask the players where they want to go to discuss what to do next. They can talk about it on the stoop of the building, or on benches along the side of the building, or while walking along the street, or back at someone’s house, or wherever they choose. Once they decide where they want to be, describe it and proceed to the first interstitial or any other encounter.

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

## **Interstitial #1**

**Variable Locations**

### **Summary**

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

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



## Facilitating the Interstitial

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

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

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

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

### Review of Key Objectives

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

Players next major actions may include any of the following:

- Follow up on the status of the attacker(s) taken to the hospital.
- Perform ongoing attempts to repair damaged files from the clinic server
- Investigate the XR gear taken from the attacker(s)
- Research countermeasures against hypnosis and other forms of enchantment
- Research the Kontrol Phreaks to learn more about them and obtain bios
- Obtain access to the concert and plan a counter operation



## Arranging an Interview with a Captured Attacker

This assumes that at least one attacker was prevented from escaping. If multiple attackers were captured, report that all but one are in too sensitive a condition to be interviewed or have otherwise refused in order to limit the investigation to one interview. GMs can let players interview multiple attackers if they wish, although doing so is a lot of work and time and may not substantially contribute to the players' experience. But it's an option.

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

To follow up on players' request to interview an attacker (or make the request if they haven't yet), have them speak to one of the protector network dispatchers, such as PuzzleQween or Dispatchy\_Aleksys, the detective they spoke to, or any other relevant connection, such as within the hospital.

*(Whoever they ask for help) "Hi. I haven't heard back yet, but I can message the doctor now. Give me a few minutes."*

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

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

## Community Attention

Have players with points in Law & Crime roll for [Observation + Law & Crime]. If they pass, let them know that the events of the afternoon are now trending in Long Beach and among news junkies across the city. In a county of over ten million, a violent attack at a transit station is big news (though not necessarily the biggest news of the day). The protector networks have received requests for comments, and the players can offer to reach out with any information or message if they're interested. If players have public profiles or shared their info with anyone who asked for it at the sky station they have messages requesting interviews from detectives and journalists.

You may wish to ask the players if any of them have friends or family who would know that they were heading to Long Beach at the time of the robbery that they haven't talked to since. They may have calls from those friends or family.



## Research Actions

Below are some research actions players might want to take and the associated skills. It is advised that GMs make players aware of what kind of information their lines of investigation may yield before they begin.

### Repairing the damaged backstage pass file - [Intelligence + Hacking Software]

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

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

Host: **Warpcore**

Badgeholder name: **Magnus Umlat**

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

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

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

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

#### Mind-control defenses

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

### Researching the Kontrol Phreaks - [Intelligence or Observation or Knowledge + Research & Investigation]

#### Bios

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

- Share one or more Kontrol Phreak bios.

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



**The process for performing continuous skill checks** over several hours is described in the manual under “Downtimes, Interstitials, & Rest”. To summarize:

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

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

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

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

Review the chart to determine how long it takes them to perform each d10 roll at their skill level.

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

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

It’s recommended that the challenge ratings during the first interstitial be set at *very hard* (which requires a roll of 10 to pass) and then adjusting them to *difficult* (so that a 9 or a 10 is successful) during interstitial two. A table of probabilities are provided in the manual under the section on Interstitials. **Be sure to check whether dice range from 0 - 9 or 1 - 10** and set the check accordingly!

4. Have them roll and dole out information accordingly.

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



## Accessing the Concert and Planning a Counteroperation

Once players know that the target event is the Dovepenis concert they'll need to discuss ways to gain access. They can look up the promoter (**Kelsey Vanezuela**) directly or request that their virtual assistant reaches out, or ask one of the dispatchers to contact the concert organizer and ask for an urgent security meeting.

If they reach out to Kelsey her virtual assistant will ask them why they're calling. Have players roll [Charisma + Charm or Intimidation or Acting or Will or Psychology or whatever makes sense], with ~1 pt of advantage for each meaningful clue they've acquired.

**Decisive Success:** Kelsy takes the call and takes their warnings seriously. She agrees to provide the characters with backstage passes and her full assistance. She encourages them to call back tomorrow morning to discuss further plans.

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

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

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

## Wrapping up

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

### Reviewing the Kontrol Phreaks' Plan

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

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

## ***Transit***

***Various -> Amanda Gorman Medical Center***

*It's the next day. It's Wednesday, July 26th, 2124. It's expected to get up to 38°C (100°F). The moon is full, and will rise at 6:04 PM. But right now it's 8 AM (or whenever time the players chose).*

Remind the players that they have an appointment with Dr. Jones at the **Amanda Gorman Medical Center** in Long Beach **at 9:30 AM**. Ask them what they're wearing and what items they want to carry. This is a good time to ask them if they have any every-day-carry set of items if it hasn't already been established. If they do, mark this down and give them ~2 XP for describing it if it's good.

Describe briefly the transit to the medical center and the arrival. Perhaps the players all meet in the expansive herbal garden in front of the medical center, then head in together.

## ***Interrogating one of the attackers***

***Amanda Gorman Medical Center, Stabilization Ward***

### **Information Tom can provide**

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

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

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

The primary value Tom provides to the investigation is Lucy Miller's name and face, which can be used to:

- Find the Kontrol Phreaks at the concert and/or
- Unlock other information by feeding it into the data repair program

#### **2. Evidence to apply appropriate accountability for the attack**

Tom can describe how he was controlled and connect the processes he was subjected to to TeddySnare and "Lucy Hoffman", which will help clear him of wrongdoing and aid in prosecuting the Kontrol Phreaks.



## Setup

*You walk into the medical center and make your way up to the psych ward on level four. Exiting the elevator, signs point towards day visits and short stay to the left and ongoing care to the right. Dr. Jones has messaged you to follow signs for ongoing care and message them when you reach the entrance.*

*Dr. Jones comes out and escorts you into their office. "I understand that you were among the targets of Thomas' compelled violence yesterday. How are you?"*

Dr. Jones explains that they'll facilitate an interview so long as it doesn't begin to medically jeopardize Fredrickson, who is still in a fragile state and suffering from severe acute Faithless Reality Syndrome. Thomas has offered to cooperate, and Jones will be supporting Thomas in exercising his agency. But Jones will be supervising, and if necessary will pause or halt the interview if they believe it poses a threat to Thomas' wellbeing. Additionally, Thomas will be accompanied by his daughter and advocate for moral and legal support.

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

*"Alright. I'll walk them over to you now." Dr. Jones escorts you all out of their office and down the hall, through a secured entrance into the stabilization ward. They lead you into a cozy group therapy room with comfortable, soft bioplastic chairs. Tom is already there, with a teenage human and an en-gorilla in a tailored suit.*

Dr. Jones asks everyone to introduce themselves, starting with the players. The young person introduces herself as Tom's daughter, **Michelle**. The gorilla introduces herself as Tom's neighbor and advocate, **Cinnamon Telosa**, and explains that she is here to help Tom make sense of the situation while also ensuring he obtains fair treatment.

## Tom's experience

The following is a description of what Thomas knows and recalls. It should be used to inform Thomas' answers during the interview. When players ask questions, they should roll for [Charisma + Care] or [Strength + Empathy] to determine how calmly and clearly Tom is able to answer their questions.

Tom found the Peace of Mind clinic while looking for help improving his sleep quality after returning from climate guard service in the arctic five months ago. The primary practitioners he interacted with were Lucy Hoffman and Maggie. He doesn't remember Maggie's last name, just that it was hyphenated. If the players ask if it was Magdalena Huerra-Phong he confirms that it was, but any player who does this *loses* 1 XP, as leading an interview subject is prone to compromising the reliability of investigations. A better way to do this would be to offer Tom two dozen names in which Huerra-Phong appears and testing if he can pick it out.



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

They used a series of drugs and VR exercises to perform dream analysis and training, but unbeknownst to him, they were also training him for reality-substitution mind control. Two days ago – Monday – they asked if he could come in for an exercise, and then things become hard to recall. They're difficult to recall because they drugged him with a low-grade priming agent to keep him in a state of ready compliance to be called upon when needed. Michelle and other family thought he seemed pretty distracted and vacant on Monday, but assumed he was just tired from his session. The next day, though, he seemed to keep getting lost in his thoughts while watching Martian motocross.

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

### **Attempting to get images of the culprits**

The players may be inspired to try to get a visual representation of the clinic staff with whom Tom interacted. The best way to suggest this is in response to an appropriate roll by a player. Otherwise, it may be suggested by the CBG in one of their planning discussions, or it may be suggested by Cinnamon Telosa.

If the players ask for a description, suggest that they ask Thomas to participate in a transcranial scan of Tom's visual cortex while he recalls the faces of the staff of the clinic with whom he interacted. This is similar to producing a suspect sketch. If players propose this without prompting, provide ~5 XP.

Thomas will be very agitated by this suggestion, and Dr. Jones will encourage Tom to perform some **Bavishi-Singh exercises** using the items in a basket on a nearby bookshelf. The players can roll for the [Charisma + Care] and [Charisma + Charm] to provide Thomas reassurance. They can also roll to persuade Michelle to calm Thomas enough to participate. If successful, Thomas recalls the faces of TeddySnare and Luzia Muller, who he knows as Lucy Hoffman. Share any relevant character sheets, and communicate that this will be highly effective in securing Tom's fair treatment and ensuring that the people responsible for his actions are held fully accountable. Provide ~3 XP to all involved. Provide additional XP to anyone who chooses to communicate this to Tom.

### **Wrapping up**

Once the players have acquired the key information (or failed enough checks), any of the NPCs present can explain that Tom needs to rest, and has been as cooperative as he can be for today. The players are then escorted out to the elevators.



## ***Interstitial #2***

### ***Variable Locations***

## **Situating the Players**

After concluding their interview, it should be close to **11 AM**, which means that the players have roughly 9 hours before the concert. Their degree of understanding and preparation to confront the Kontrol Phreaks will depend on the success of their investigation so far, but they should know that their adversaries have plans that start at 8 PM that night, and they should probably know that it will take place at the **Van Nuys Crater**.

Once the players leave the interview, their focus should turn to finishing whatever research they'd like to perform and preparing for their counteroperation at the concert. The players will likely have much to discuss and many approaches to consider. GMs should afford the players lots of time to scheme among themselves.

- If players demonstrate a misunderstanding of the world that may be consequential to their plans, correct them, either with or without a Knowledge check, depending on how commonplace the information is.
- Some players may appreciate direction given through NPCs, while others prefer to figure things out themselves. The best way to find out if you're unsure is to ask.

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

## **Reviewing Goals**

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

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

## **Performing Research**

During the second interstitial, players may continue any of the research described during interstitial #1. Some players may wish for their characters to continue performing research while allies were interviewing Tom.

Players may or may not need to rest depending on how much they slept the night before. When players perform research checks, be sure to let them roll each check one at a time. They may roll well early and decide to use their time to rest to recover HP and Abilities.

Based on their progress so far and the intended difficulty, the GM may use the information gained during the interview of Tom as justification to change the challenge rating on research actions from “very hard”, which requires a player to roll a 10 (or whatever is the highest value on the die) for success to “difficult”, which requires a 10 or a 9 for success (or whatever are the highest two numbers of the die being used).

## Obtaining Kelsey’s Cooperation

Once players know that the target event is the Dovepenis show at the Van Nuys Crater, they should begin making plans to gain admission. The most sensible approach is to contact the event planner, **Kelsey Vanezuela**. If players become confused, have them roll for [Knowledge + Art, Music, & Culture] and then suggest to the highest scoring player that they reach out to the Van Nuys Crater event office. If they score highly, they may know or look up Kelsey directly. Or an NPC can suggest contacting her.

When the players call Kelsey her assistant may pick up. They then should connect players with Kelsey over audio or video chat.

*“Do I understand that you’re calling to report a potential threat against tonight’s concert? What kind of threat? And what’s this suspicion based on?”*

Have the players roll [Charisma + Charm or Intimidation], with ~1 point of advantage for each meaningful clue they’ve acquired. Arts, Music & Culture, Will, and Law & Crime could all also make sense as checks. Give advantage for delivery of a compelling case.

**Decisive Success:** Kelsy agrees to help fully. She offers the players backstage passes for themselves and any other NPCs they want to bring. She provides the contact address for Jericho Beelzebub along with a +4 advantage on their first persuasion checks with Beelzebub. She also promises to provide whatever additional assistance they need.

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

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

**Failure:** Kelsy doesn’t take them seriously. She gives them the contact address for Beelzebub, but politely asks them not to bother her.



## Jericho Beelzebub

Players can call Jericho after talking to Kelsey and use the same checks to convince Beelzebub to provide them backstage passes if needed or just request general cooperation.

**Outstanding Success:** Jericho offers full cooperation, including passes if they still need them and an agreement not to scan them for weapons when they enter.

*"I just want to make sure you know that the Crater enforces its 'no weapons' policy for all the attendees with scanners at gates, so whoever you're looking for won't be armed. Also, let me know when you arrive and I'll escort you in. We'll have to skip the gates, but I know I can trust you to use good judgment, right? Can I trust that if I don't check you for weapons you'll be smart? Because if you weren't smart... well that wouldn't be smart. Swell?"*

**Regular Success:** Jericho cautiously offers backstage passes if they don't have them and says that they may act as part of the security team, which means following instructions, staying at posted locations, and bringing no weapons.

**Failure:** Jericho thanks them for the warning and assures them that he'll take care of any issues that arise.

## Packing Tools and any other Preparation

Ask the players what clothes they're wearing, if they're bringing any weapons, and if they're bringing any tools. Appropriate tools would include tracking devices, listening devices, and a portable chromatograph or portable tongue (see page 72 of the game manual) for testing samples for any MiGOP derivatives.

## Wrapping Up

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

### ***Transit***

***Various -> Van Nuys Crater***

Describe taking a train, cloud bus, taxi, bikes, or whatever other means of transit to the Van Nuys Crater.



## ***Searching for the Kontrol Phreaks***

***Van Nuys Crater, Backstage area***

### **Setup**

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

The search for the Kontrol Phreaks is thus a very fluid set of encounters. Depending on the tastes and attention spans of the players, this can be an extended opportunity to meet various performers and stage hands or a relatively quick description of how they enter the concert and immediately make their way to the Kontrol Phreaks. GMs are advised to consider what the players have been enjoying so far and focus on that. Bios and art have not been provided beyond a few key characters at the concert, as these reflect what players sought out in play tests, but there are ample opportunities to insert additional interesting NPCs.

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

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

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

***Scoring suggestion:*** *If the players leave the backstage area while the concert is in progress the recommended music is ["Swing Break"](#) by the McMash Clan, feat. Kate Mullins (radio edit).*

### **Arrival**

The players arrive at the time they selected and walk towards an entrance or whatever entrance they were told to approach. They meet with a security guard who checks their badges and waves them through. Describe the concert in whatever state it's in, with either staff checking barricades and erecting concession booths or early arrivals getting drinks and finding seats.

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



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

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

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

### **The commissary**

*The commissary is a large lunchroom with monitors on the walls displaying the concert schedule, staff updates, and a live feed of the stage. People wander in and out to get snacks and water or to break for a meal. There is a buffet of salads and sandwiches along with an assortment of drinks, including Kava courtesy of the event sponsor, Good Root Kava.*

This Kava has the mind control agent in it. If the players test the Kava (or anything else) have them roll for [Observation + Detection & Analysis].

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

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

### **The Control Room**

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

The control room supervisor is **Aide Gonzalez**. If the players enter they'll see Aide directing her team, wearing a mobility exoskeleton. If they talk to Aide, have them roll for [Charisma + Charm or Physics & Engineering] or any other relevant skill to earn her cooperation and favor. Later, it's highly likely that they will call on Aide to help shut down Mentok's broadcast, and their rapport with her will affect her degree of cooperation when that happens.



## Utility Room

The utility room contains the main power and data junctions. This door requires elevated administrative privileges to access. If the players want to shut down lights or speakers or override commands coming from the control room, they can do it here, though they'll need a senior-level badge file in their cyberdeck, or the cooperation of Kelsey, Jericho, or Aide, who can all open the door remotely. Or they can get in by passing a hacking check [Intelligence + Hacking Hardware or Hacking Software] for opening the door.

## Warpcore's Dressing Room

When the Kontrol Phreaks arrive, they'll head to Warpcore's dressing room to wait until Warpcore's set time. They will also give Warpcore a pre-recorded monologue in case the plan gets interrupted, and they'll retrieve weapons they hid in Warpcore's belongings. If the players know that the Kontrol Phreaks' backstage passes were given by Warpcore, they may stake out the dressing room.

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

## Dance Studio & Violent Chiller

Violent Chiller may be warming up with the Supersayin' dance crew in the dance studio or snacking in the commissary or just hanging out on the backstage floor (standing out of anyone's way). They can be placed wherever necessary to have the players run into them. If they meet Violent Chiller and Violent recognizes any of them (and has a positive opinion of them), Violent can show them around and introduce them to people. In doing so, Violet can give them a +3 advantage on a Charisma check with other characters. To get the bonus, though, the players must be able to furnish a name for their crew.

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

*"So what's new, you on another top secret mission or some shit or what?" ...*

*"You want any help? Me and mine got eyes all over, and everybody knows me. Just say it and I'll butter your intros. But hold: what's the name of your crew?" ...*

*"I can't make an intro without a name. You want help, I gotta know who I'm helping, feel?"*

## Stage

The stage is directly above the backstage (or understage) area. The performer on stage is dictated by the schedule:



## Schedule

- 04:00 - First shift staff start arriving
- 06:00 - Kelsy, Jericho, and Aide arrive
- 07:00 - First shift staff finishes arriving
- 08:00 - Doors open
- 08:25 - Gengis Prime (a local youth band) performs
- 08:40 - MC Donna Suit starts the show
- 08:50 - Folie de L'Espace performs
- 09:20 - Warpcore performs (w/ Supersayin' during "Primal Luminescence" @9:30)
- 09:50 - MC Donna introduces Midnight Treegasm
- 10:00 - Midnight Treegasm
- 10:40 - Intermission (Supersayin' performs)
- 10:50 - Donna introduces Financial Suicide
- 10:55 - Financial Suicide performs
- 11:25 - Dovepenis performs
- 12:05 - Donna closes out the concert
- 12:15 - Local DJs spin
- 01:00 - Concert closes

## Spiking the Kava Kava

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

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

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

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

## Wrapping Up

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

## ***Finding the Kontrol Phreaks***

***Van Nuys Crater, Backstage area***

### **Setup**

Once the players find the Kontrol Phreaks, the story rapidly rolls towards the climax. The likely and expected course is that the players observe the Kontrol Phreaks, speak with them discreetly to try and figure out what they're planning, then spring into action to stop the Kontrol Phreaks' plan when they believe they know what is going on or recognize that the plan is about to be implemented.

If Mentok gets to the stage, they'll deliver their hypnotic command. And if they're prevented from getting to the stage (either because they are detained, obstructed, or become aware that the players intend to apprehend them and attempt an escape), Warpcore will play the pre-recorded version.

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

### **The Kontrol Phreaks' Plan**

At 8:25 PM the Kontrol Phreaks – **Teddy, Ram||Overrun, Brainwash, Morning Person, and Mentok the Mindtaker** – arrive at the front gates. They arrive with backstage passes as guests of Warpcore. Teddy, Ram, and Brainwash enter separately from Morning Person and Mentok, then each of the two groups make their way separately toward the stage entrance and back to Warpcore's dressing room. If unopposed, they reach Warpcore's dressing room at 8:40. They've manipulated Warpcore into letting Mentok hype up the audience for them at the start of their set at 9:20. Mentok will give Warpcore a recorded intro and explain to use it as a backup in case Mentok can't go on. They will also retrieve weapons they've hidden in Warpcore's bags. After they meet with Warpcore, each of them will have pistols, and Mentok will have a tantō (short sword) as well.

At 9:10, Mentok plans to walk onto the stage with Warpcore to deliver his hypnotic monologue. The rest of the Kontrol Phreaks will simultaneously flood the local chat network with agreement and reinforcement for Mentok's commands, then wait by the elevator for Mentok to return so they can all slip out the emergency exit.

#### **If compromised:**

If the players alarm the Kontrol Phreaks, they will make their way to Warpcore, hand off the prerecorded hypnotic monologue at 8:50, and begin making their way out of the stadium. They'll leave the stadium at 9:10, and walk toward an underground parking garage near the train station 10 minutes away. They have a getaway van parked there to take them to a boat leaving Marina Del Rey, and at 9:20 they'll begin driving south. If no one stops Warpcore from doing so, Warpcore will play the recorded message at 9:20 just as the Kontrol Phreaks are heading south, with plans to flee the country by 10 PM.



## **Ways of finding the Kontrol Phreaks**

There are many ways the players may find the Kontrol Phreaks.

### **By badge**

If the players have found either Mentok or Brainwash's aliases (Magnus Umlat and Lucy Hoffman) and have secured support from Jericho Beelzebub, they will be alerted when either of these badgeholders arrive.

### **By visual recognition**

If the players have uncovered images of any of the Kontrol Phreaks faces, they may recognize them based on the quality of their last relevant perception roll and if they're positioned in a location where they'd see the Kontrol Phreaks pass. They may also be alerted by security when they enter or when they enter the backstage if they've shared images with Jericho Beelzebub.

If you'd like, consider rolling a d10 for each recognizable member of the Kontrol Phreaks at the stadium entrance, the backstage entrance, and the performers area. If you roll a 10 (or 9 on a 0 - 9 die) during any of these checks, have a member of security inform the players that they see a potential match at the checkpoint for which you were rolling.

### **By watching over Warpcore**

If players have learned that the Kontrol Phreaks are being hosted by Warpcore, they can find the Kontrol Phreaks by surveilling Warpcore.

### **Or just seeing Mentok go on stage**

If they fail completely to find them, the players will become aware of the Kontrol Phreaks when Mentok begins his hypnotic monologue.

## **Engaging the Kontrol Phreaks**

You may wish to have an NPC remind the players of their goals, and remind them that if they capture or scare off the Kontrol Phreaks before finding out what they're doing, they won't find out what happened to the MiGOP and it will be lost in the world, capable of incredible harm with no way to track it or predict its use. And the Kontrol Phreaks may not be held accountable due to a lack of concrete evidence. Doing so encourages them to let the plan unfold before acting.

The players can choose to speak to the Kontrol Phreaks while attempting to avoid alerting them to the counter operation, or they can disregard any subtlety and attempt to intimidate them or startle them into revealing something. In any case, the Kontrol Phreaks will attempt to stick to their plan, though Mentok's smug nature may make him say something compromising if he is appropriately manipulated.



## ***Stopping the Kontrol Phreaks' Plan***

***Van Nuys Crater, Backstage area / Stage***

### **Setup**

The climax of the story is when Mentok attempts to hypnotize the crowd. When this happens, players will need to rush to intervene, in whatever way makes sense to them.

### **If they completely prevent the monologue**

The game is structured to reduce the likelihood that the players completely obstruct the monologue completely. If, however, the players manage to prevent Mentok from speaking or Warpcore from playing the pre-recorded message, just play out the events in whatever way feels realistic. They may never learn what happened to the MiGOP, or they may learn that it was already used and that the threat has been averted. They may capture the Kontrol Phreaks and furnish sufficient evidence to hold them accountable, or they might not. All of these can still make for interesting stories.

### **The Monologue**

At 9:15, Warpcore and Mentok will walk to stage lift B and rise onto the stage. Mentok will then begin his monologue at which point the players will rush to halt it. If Mentok's plan has been interrupted, Warpcore will rise to the stage without Mentok and then initiate Mentok's prerecorded message. The GM is advised to record themselves delivering the monologue so that they can play it. This may be useful to play even if Mentok delivers it live, or the GM can read it in full or in parts regardless of whether it's delivered live or pre-recorded.

*"Hellooo Van Nuys!! Is everybody feeling amped? Yes! Everyone of you is amped to the maximum! Yes! Make some noise! Yes! You are amped! You are crazy! Get wild and make some noise! Yes! Is that noise? I can't hear you! You are feeling wild, yes! Are you feeling wild? Are you feeling free?? Yes! You're feeling alive! Each one of you! You're fearless, you are feeling uninhibited, aren't you? Like you can do anything! You CAN do anything, I know it! Do YOU know it?? Show me you know it! Show me you can do anything! I'm not sure I believe you. You know what? Prove it right now! Think of your greatest secret! Think of a secret you've never told anyone! Now send it to this address! Do it! You're free! You're alive! And you're going to write your biggest secret down and send it out! You are fearless! You are free! Nothing restrains you! Record a video of every secret you can think of! Embarrassing memories! Crimes! Friends' secrets! Company secrets! Send them out like you don't care, because you are care-FREE! Yes! Do it! You are doing it right now, because you are wild, and FREE, and ALIVE! I love you all! Do it! Keep doing it until you're totally unburdened and then live a life uncontrolled by fear! Be FREEEEE!!!"*



## Running places

The players can run by rolling [Strength or Dexterity + Athletics]. Estimate how long it would take to walk and how long it would take to sprint at speed of a trained athlete before the roll, then report the outcome relative to this based on the roll.

## The Control Room

Once the monologue starts, the players may reach out to Aide to request that she cut Mentok's mic. Have them roll for [Charisma + Will] or whatever check makes sense. If they've previously established a positive rapport with Aide or they can call an appropriate ally such as Beelzebub or Violent into the group call they get a +3 advantage on Charisma checks with Aide.

**Decisive Success:** Aide complies, and shuts down Mentok's microphone, but the broadcast continues in the local AR cyberspace using the prerecorded message, due to Ram||Override hacking into the local cyberspace network.

**Regular Success:** Aide tells them to come speak to her in biospace, and they get a +2 advantage at persuading her when they try again in person.

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

**Failure:** Aide tells them not to interrupt the concert performers' hype routines and shuts them out of the control room.

If they reach her in person, they can try again to roll [Charisma + Will (or whatever else makes sense)] to persuade Aide to interrupt Mentok's microphone.

**Success:** Aide complies, and shuts down Mentok's microphone, but the broadcast continues in the local AR cyberspace using the prerecorded message, due to Ram||Override hacking into the local cyberspace network.

**Neutral:** Aide makes a group call to Kelsey to ask Kelsey if she should cut Mentok's microphone, and the players can roll and negotiate with Kelsey.

**Failure:** They get shoved out of the room and locked out.

Once Mentok is no longer being broadcast over the speakers, inform the players that Ram|||Overrun and the others are still flooding the local cyberspace with inducements to follow through with the command to share their secrets, and Mentok may have already said enough that even without his continued encouragement, some will follow through without being convinced not to. At this point, the players may need to either:

- Deploy the experimental anti-hypnotic AR layer through cyberspace and over the concert speakers. This plays fart noises and displays butts in the visual AR layer farting comedically to break any enchantment.
- Broadcast their own voices giving new commands
- Shut down the local cyberspace network completely by passing a hacking check inside of the Utility room. This will shutdown the WiFi network used to send secrets, and turn on the emergency evacuation illumination, which thoroughly snuffs out the vibe.

## **The Stage**

The players can run up to the stage and attack Mentok.

## **The Utility Room**

The players can roll two hacking checks to get into the utility room and shut down the speakers, the local data network used for AR broadcasts, the chat network, and broadcasting secrets. This can also turn on all the emergency lights, which are harsh and definitely end the whole concert. They only need one check if let in. Or, GMs can require unique checks for power and data, possibly with advantage, if that creates better tension.

## **The Kontrol Phreak's Escape**

Once they see the counter-operation in motion, the Kontrol Phreaks will all attempt to exit out the backstage receiving dock. If the players have placed trackers or have any players watching them, they can intercept them and fight if desired.

## **Wrapping up**








The likeliest outcome is that the players eventually find a way to halt the broadcast and break the enchantment spell, after which they'll pursue the Kontrol Phreaks. The players' success should be measured in part by the speed with which they disrupted the plan, as the number of secrets revealed is proportional to the length of time the audience had to reveal their secrets.

If the players have already detained the Kontrol Phreaks or something totally different happens, then play that out.



## Showdown with the Kontrol Phreaks

Van Nuys Crater Receiving Dock

| Character      | HP | Armor | Speed | Attacks                                                                                                                                                                                                                                                                      |
|----------------|----|-------|-------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Mentok         | 22 | 0     | 11    |  Punch  Pistol  Sword |
| Brainwash      | 23 | 0     | 11    |  Punch  Pistol                                                                                           |
| Ram  Overrun   | 24 | 0     | 12    |  Punch  Pistol                                                                                           |
| Morning Person | 20 | 0     | 11    |  Punch  Pistol                                                                                           |
| TeddySnare     | 21 | 0     | 11    |  Punch  Pistol                                                                                           |

### Setup

The Kontrol Phreaks start the encounter in the red region at the top. The players start in the blue region at the bottom. The Kontrol Phreaks are trying to all reach the exit in the purple region in the lower right. You can decide if the door is unlocked or if they need to reach the purple region and then break or hack the door lock, which requires additional rounds or some kind of roll.

*Scoring suggestions:*

*[“Mastermind”](#) by Deltron 3030 / Del the Funky Homosapien and Dan the Automater*

*[“Don’t Get In My Way”](#) by Zach Hemsey (Instrumental)*

### Difficulty Adjustment

The difficulty can be adjusted by increasing or decreasing the Kontrol Phreaks’ speed or raising or shortening the time until assistance arrives.

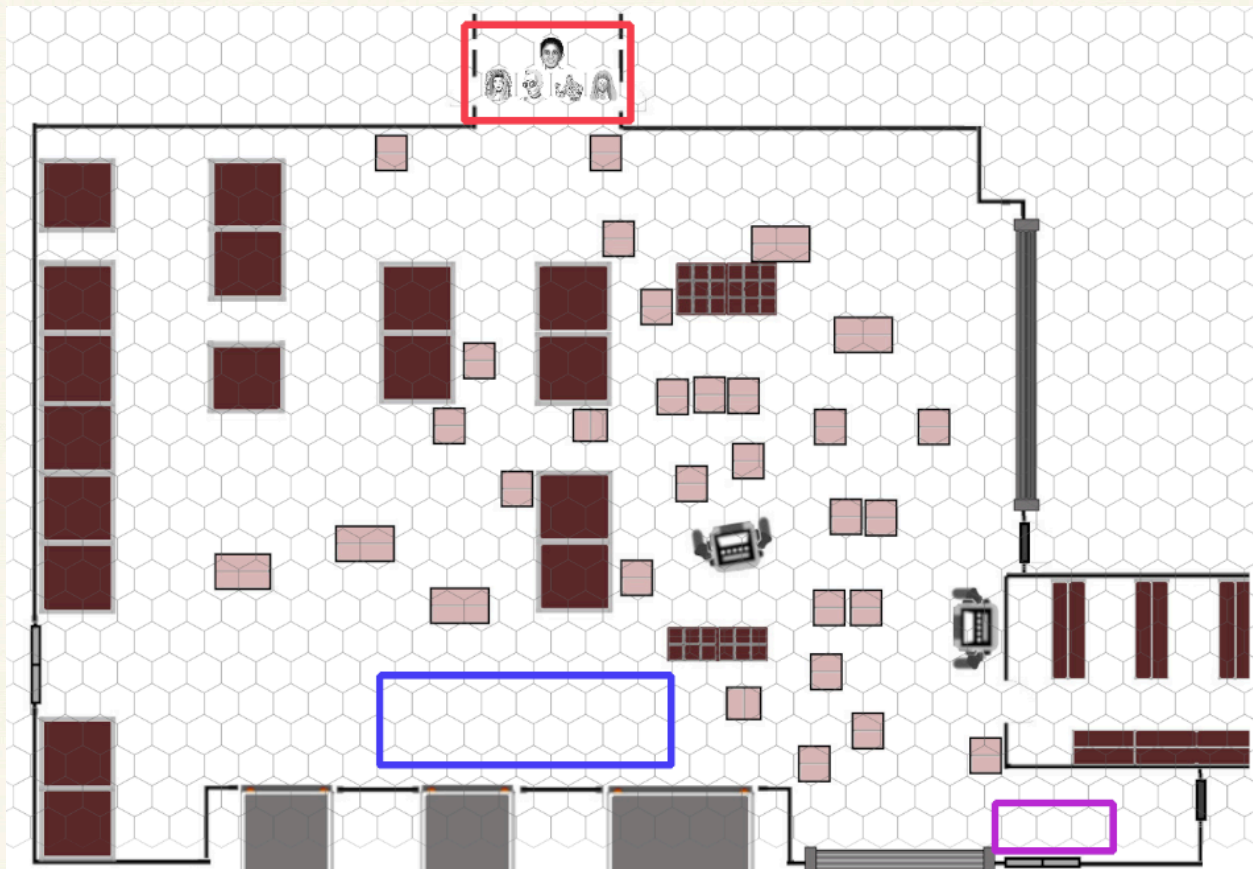
**Cinematic mode:** If the goal is to just provide a satisfying conclusion, the fight can end with Jericho’s security team arriving, at which point the Kontrol Phreaks surrender. This allows the GM to make the Kontrol Phreaks as dangerous as they like and then end the fight as soon as a player is severely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

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

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

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

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



## Running

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

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

## Conclusion

### ➤ If players incapacitate all Kontrol Phreaks:

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

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

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



## **Conclusion**

### **Variable**

#### **Summary**

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

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

#### **Immediately afterwards**

Ask the players what they want to do. The protector network dispatchers might call to congratulate them and tell them that reporters want to speak to them as soon as they're available, or console them. The Crystal Bullshit Gang may call and invite them to meet up at the Bhavana lounge or some night club, or someone's apartment.

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

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

If captured, describe Kontrol Phreaks being taken to a nearby apartment complex, where the guest suite has been converted to detention mode. Advocates are on their way to provide counsel, and a magistrate is arraigning them in the next 30 minutes. It's likely that they'll be assigned to supervised housing due to their high risk of flight. The magistrate will decide whether to keep them together or apart, in the suite they're in, another location of their choice, or somewhere more secure. The magistrate and advocates would like the players to be reachable to offer testimony for the next hour if possible, but the players are each welcome to decline.

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

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

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



## Increasing Prestige

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

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

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

- They roll 7 (total of 17), 9 (total of 19), and 15 (total of 25).
- Their adjustment is 25/2 rounded up: 13.
- Their follower count increases by 13x100 (1,300) from 20,000 to 21,300.
- Their follower count increases by 13% (from 21,300 to 24,069).

## Reviewing the outcome

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

1. Identify the people responsible for the theft of the MiGOP-17
2. Locate them
3. Uncover their plan
4. Interrupt their plan
5. Obtain evidence (including first-hand observation) in order to hold them accountable
6. Capture them
7. Recover or the MiGOP-17 or confirm its destruction to ensure it poses no future threat

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

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

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

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



## Following Up

We hope you enjoyed this adventure!

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

