

Terror in the Biodome

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Introduction

This is a perverse experiment in running a dungeon crawl for Cyberpunk Red. Why? Because I am mentally unwell and want to practice making materials for other people to use. My three play-tests have proved that the concept can work (though that might just have been due to my amazing players). Given the unusual nature of this and my relative inexperience in sharing my GM materials I have tried to write this as a OSR style dungeon but there is one room where I adopt a more casual style.

Also because I can't find public domain art that feels right so there is none. If you want to fix it, please contact me (see my blog dannyfi.st for details).

The Setup

The PCs are contacted by a BioTechnica (BT) research facility manager, going by the rather transparent code name *Mr Blue*. A facility that he has been running remotely (a bio-dome in the university district) has gone offline and the higher ups are chasing results. This brings him to the PCs who he wants to hire to "troubleshoot" the issue at a rate of 1000eb each.

He tells the PCs

- He manages facilities like the bio-dome remotely because he is squeamish around the research subjects (flora, fauna and various bio-technologies)
- The bio-dome itself contains a jungle with a research facility in the centre

- His research head at the facility is quite passionate about the project and finding him is of the utmost importance
- When pressed he will clarify that troubleshooting means get rid of all evidence of negligence on his part by whatever means necessary

He does not tell the PCs

- What the facility is actually researching (genetically engineered dinosaur drones)
- That he had been getting a series of very alarming messages from the research head before the site went offline
- The research head is trying to use the "research" to escape BT servitude using the dino-drones to create an independent nomad state in the desert
- What he means by "whatever means necessary"

Dinos

Treat all dinos as turrets (sans the net arch control requirement). All the dinos have had special remote control cyberware installed. The cyberware allows a net arch or synchronised agent to control the dinos.

Velociraptor

Combat Number 14 **HP** 25

Talon *Very heavy melee weapon*

Bite *Heavy melee weapon*

Dilophosaurus

Combat Number 14 **HP** 30

Acid spit *Heavy ranged weapon* ablates 2 armour instead of 1

Acidic bite *Medium melee weapon* ablates 2 armour instead of 1

Ankylosaurus

Combat Number 14 **HP** 30 **Body SP** 7 **Head SP** 7

Mace Tail *Very heavy melee weapon* hits everyone in melee range

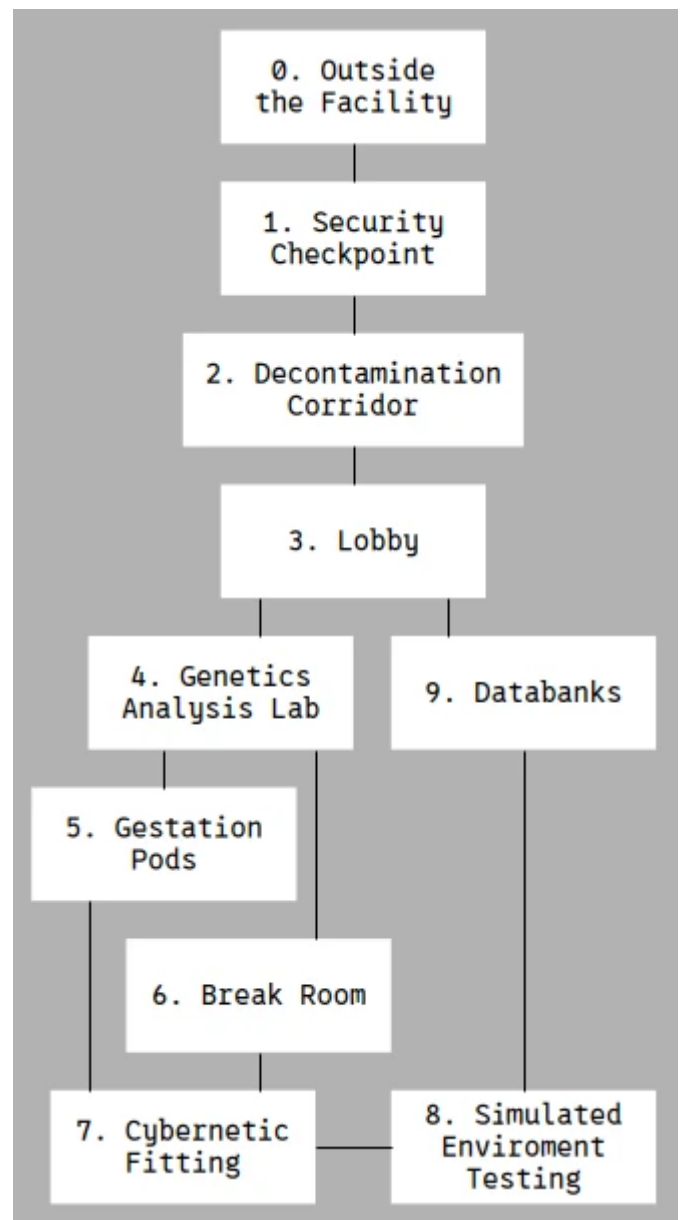
Bite *Medium melee weapon*

Tyrannosaurus Rex

Combat Number 14 **HP** 40 **Body SP** 4 **Head SP** 4

Big bite *Very heavy melee weapon* grapples on successful hit

Chew *Heavy melee weapon* can only be used on grappled targets



0. Outside the Facility

Inside the dome is a dense **jungle**. The **air** is humid and the pollution of Night City is notably absent. There is a rough **path** headed towards the **facility** at the centre of the dome.

- **Jungle:** A PC with knowledge of botany could identify that many of these plants are extinct.
- **Air:** The air is humid and clean due to the environmental controls in the dome.
- **Path:** 1 in 6 chance that the crew attacked by 1d4 velociraptors while on the path.
- **Facility:** The path will lead the party to [\[1. Security checkpoint\]](#) (on the west of

the facility) but a perimeter sweep will reveal there is a crack in the *northern* wall leading to [\[5. Gestation pods\]](#).

1. Security Checkpoint

The front door (in the *western* wall) is blown off its hinges and another group of **edgerunners** have taken up positions in the room while waiting for their **netrunner**.

- **Edgerunners:** A crew consisting of a *security officer* (the leader), 2 *bodyguards*, and a *netrunner* (see next dot point).
- **Netrunner:** The netrunner is ahead (*east*) in the [\[2. Decontamination Corridor\]](#), unable to find an access point to the decontamination architecture.

2. Decontamination Corridor

A corridor with automatic **doors** at each end. The walls are dotted with hundreds of tiny nozzles that would spray disinfectant from a **tank**, if the **pump** wasn't broken, and the **net architecture** that runs this system cannot compensate for this fault. Instead it attempts to spray, scans for contaminants, then starts a 1 minute cooldown before trying again.

- **Doors:** The door into the corridor from [\[1. Security checkpoint\]](#) to the *west* will open and close freely except for 30s during the decontamination sequence where it remains closed. The exit to the lobby to the *east* will only open when the **net architecture** allows.
- **Tank:** The tank of disinfectant is under the floor with a fill port hidden behind a panel in the wall next to the exit door.
- **Pump:** The pump is hidden under the floor and accessible via a floor panel. A *DV15 basic tech* check can repair the pump.

- **Net Architecture:** Access point is hidden behind a panel next to the door at the end of the corridor that blocks the signal. A *DV 9 scan* reveals there is a weak signal coming from the panel, too weak to connect. Beating a *DV21* with this roll allows the netrunner to connect despite this disruption. The net architecture itself operates a bio-scanner that scans for contaminants, sprays disinfectant if there is any, and opens the door if there isn't (see [\[A. Net Architectures\]](#)).

3. Lobby

A small rectangular room covered in white tile and decorated with lounge **chairs**. The room has 3 exits; the large mechanical door from **decontamination** to the *west* and two sleeker automatic doors to the *east*. One is **welded shut** and the other is **untouched**.

- **Chairs:** The chairs are made of a plush synth-leather and are arranged in a small lounge area.
- **Decontamination:** The mechanical door back to the [\[2. Decontamination Corridor\]](#) can be opened with a button press.
- **Welded shut:** This door leads to [\[9. Databanks\]](#) and can be opened with a tech tool and a *DV15 basic or security tech* check.
- **Untouched:** This door leads to [\[4. Genetics analysis lab\]](#) and opens freely with a motion sensor.

4. Genetics Analysis Lab

Discarded documents and **paper** readouts over every surface. **Consoles** blink and **chemicals** are buried under the paper.

- **Paper:** A combination of readouts and notes. From the readouts a *DV15 Science* check will reveal that the researchers

were not yet able to stop the dinos from being cold blooded and needing the environment of the dome.

- **Consoles:** All consoles in the lab are connected to a common net architecture and are access points for the net arch (see [[A. Net Architectures](#)]).
- **Chemicals:** PCs can collect 1d6 x 100eb of chemicals that can be used for making pharmaceuticals or street drugs.
- There are 3 doors to this room. The door to the
 - *west* leads to [[3. Lobby](#)]
 - *north-east* leads to [[5. Gestation pods](#)]
 - *south-east* leads to [[6. Break room](#)]

5. Gestation Pods

A dark chamber filled with glass **tubes** filled with a translucent liquid. Some of the tubes are **shattered** and the floor is slick with the gestational fluid. Light filters in from a **crack** in the *northern* wall.

- **Tubes:** Filled with gestational fluid and used to grow the genetically engineered dinos. Shattering a tube will cover the floor in fresh fluid and a half developed dino. During combat critical fails shatter tubes and a 1 in 6 chance of adding a new velociraptor to the combat next round.
- **Shattered:** The ground is covered in shattered safety glass. Barefoot characters take 1d4 damage per round ignoring armour. PCs with a *base perception* 12+ cannot be surprised as they hear the glass crunching underfoot.
- **Crack:** Open to [[0. Outside the facility](#)] and large enough for PCs to squeeze through single file.

- There are 2 doors to this room. The door to the
 - *west* leads to [[4. Genetics analysis lab](#)]
 - *east* leads to [[7. Cybernetic fitting](#)]nments for testing the dinos capacity as weapons.

6. Break Room

A cramped small break room with a **kitchenette** in one corner and some decrepit furniture, including a ping pong table with no net, a linoleum dinning table, and peeling synth-leather lounge furniture.

- **Kitchenette:** The fridge in the kitchenette is covered in handwritten notes. A *DV17 Conceal/Reveal Object* check reveals a note with passwords for the [[9. Databanks](#)] net arch.
- There are 2 doors to this room. The door to the
 - *north-west* leads to [[4. Genetics analysis lab](#)]
 - *north-east* leads to [[7. Cybernetic fitting](#)]

7. Cybernetic Fitting

Torn apart metal cages leading to scraped harnesses are surrounded by modified cyberware and medical equipment in a makeshift vet clinic. Past the equipment a makeshift **barrier** of overturn tables sits in front of a large **reinforced door**.

- **Barrier:** The hastily assembled pile of debris protects 2 **scientists** protecting themselves by manually operating a turret.
- **Reinforced door:** A large steel door with a smaller inset access door to the *east* leading to [[8. Simulated Environment Testing](#)]. There are 2 other doors, one to the *north-west* leading to

[[5. Gestation pods](#)] and one to the *south-east* leading to [[6. Break room](#)].

- **Scientists:**

- **Dr Felix Datch:** Panicking, irrational, haggard.
- **Dr Johan Stenz:** Running on adrenaline, barely holding on, in control of the turret. He understands the subtext of the PCs “troubleshooting” mission, and will fire and begin to break down like his colleague if he catches on.

8. Simulated Environment Testing

A set of 4 synthetic environments for testing the dinos capacity as weapons.

Okay this is where I drop the pretence of being any good at this. CPR kind of demands at least a few combat encounters on a battle map and I am not good at making battle maps. When I have run this I use 4 Loke battle maps as each of the test environments that connect to each other in a circle. Just pick 4 maps that are fun and add doors to the edge.

The T-Rex starts on the opposite end of the circle to the players and every time they either move to another environ or stay in their current one a bit long I roll a d6. 1-2 the T-Rex goes clockwise to the next environ, 3-4 it stays where it is, 5-6 it goes anti-clockwise.

Each room also has 2d4-2 raptors and 1d3-1 dilos.

9. Databanks

Rows of whirring flowing **databanks**, fans expelling heat as **dinos** stalk the room. On the far side of the room is an **office** enclosed in glass.

- **Databanks:** Entire system connected to net-arch that controls (see [[A. Net Architectures](#)]).
- **Dinos:** 4 velos and 2 dels under the control of the doctor.
- **Office:** **Dr Michael Chen** is in there and has clearly been living there for a few days. If he lives BioTechnica will try to change that. The office also contains:
 - 1d6 x 200eb of biomass
 - A small backpack-sized version of the gestation tube, preconfigured to grow a raptor
 - Techtool used to weld shut the door to [[3. Lobby](#)]
- **Dr Michael Chen:** Passionate. In open revolt against BioTechnica. Will not stand down.

A. Net Architectures

Decontamination Door

Skunk

Killer

File (Facility access logs) DV8

Control Node (Door) DV8

Genetics Analysis Console

File (emails) DV6	
Password DV8	
Sabertooth	Password DV8
File (formula) DV8	Asp
Hellhound	
Control Node (chemical storage) DV8	

Databank

Password DV6	
Wisp	
Sabertooth	Password DV8
File (research data) DV8	Control Node (atmospheric controls) DV8
Killer	

Credits

- Header font is [Nunito Sans](#) from Google Fonts
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