

# *Fully Automated!*

Playable Adventure Module

## *Psychonautica*



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

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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.

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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 second 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:

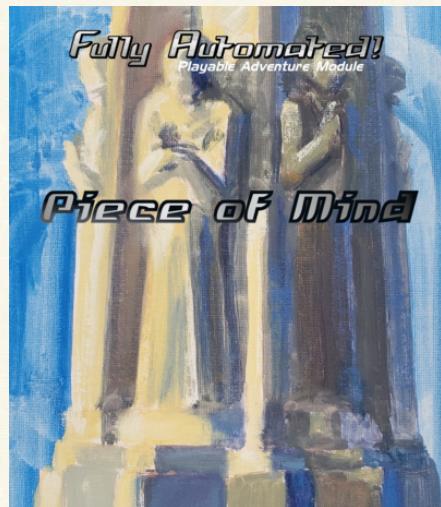
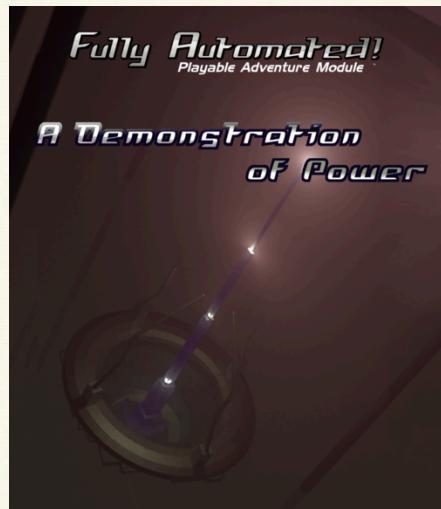
- **A world guide:** Because this world is still novel, people need a factbook
- **A set of rules:** Without a set of rules, a world guide is of limited use.
- **A collection of playable adventures:** Rules and a world guide make a game, but still require a lot of work and invention from GMs. This campaign 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.

# Contents

<b>Session planning</b>	<b>3</b>
Story Summary	3
Story Overview	4
Themes	6
Establishing Context	6
Events Summary	7
Assets	8
<b>Session Running</b>	<b>16</b>
Establishment	16
Sparring Match	17
Briefing	18
Investigating Evelynn's Condition	20
Skidooing into Evelynn's mind	23
Entering Evelynn's Mindscape	24
Picking up the Trail	25
Contacting Evelynn	26
Finding Evelynn	27
Leaving Evelynn's Mindscape	29
Tracking down Exper	29
Transit	32
Following Leads	33
Asking the Giorgis	33
Asking Violent	34
Asking Dayenu	37
Finding Exper	37
Transit	40
The Meetup	41
The Confrontation in the Lab	43
Stopping the Funkes!	44
Transit	46
Preparing the Treatment	47
Administering the Treatment	50
Conclusion	51
<b>Following Up</b>	<b>52</b>

## Additional Adventures!



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### Wiki:

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# ***Psychonautica***

By Andrew Gross and Jack Gross

## ***Session planning***

### **Story Summary**

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

# Story Overview

## Preface

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

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

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

## Act I

The players begin on a Monday morning working out and sparring at a gym in Echo Park when they're summoned to Evelynn's apartment. When they arrive, Dr. Turner tells them of Evelynn's condition. She explains that Evelynn must receive a chemical antagonist uniquely complimentary to the drug within the correct dosage in order to neutralize its effects or she'll suffer a permanent dissolution of self. She's also at an escalating risk of seizure while her medicative gland is deactivated, but it can't be safely reactivated without knowing more about her neurochemical condition. This means that the players must track down the source of the drug in order to find out if an antagonist exists, or failing that, acquire a sample for analysis to aid in providing a safe and effective treatment before time runs out.

They decide to mind dive (or "skidoo") into her mind in order to learn the source of the psychedelic. Inside her mind, they wander a surreal landscape until they find Evelynn's consciousness and learn that the drug - Lightreader - was given to her by Exper Mental. Exper is unreachable on the technosphere, but various lines of investigation indicate that they were recently seen not far away, in the Hyperion Debouchment on the south edge of Los Feliz. Dr. Turner tells the players that she needs to prepare a properly compounded

antagonist for the drug Evelynn is on. Her primary hope is that they can bring her a pre-made antagonist generated by whoever synthesized the drug, along with a sample of the drug itself and any binding kinematic data available on it. Dr. Turner explains that she's going to head to her lab to prepare cultures of Evelynn's neurons and explore the closest available drugs and antagonist analogs she can find as a backup plan. She implores the players to find a sample of the drug and the antagonist and any documentation on its binding profiles as soon as possible. The players leave with Dayenu for Los Feliz and proceed to look for Exper.

### **Act II**

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

### **Act III**

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

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

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

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

## Themes

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

## Establishing Context

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



## Events Summary

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

# Assets

## Characters

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

## Locations

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

## Handouts

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

Empty drug vial

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

**Lightreader - v0.09 - CBsG b04JUN2124**

LightReader binding data

Binding\_data--LRv0.08\_b02APR2124.tabx ----- 175 MB ----- 17APR2124

LightReader

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

**Lightreader - v0.09 - CBsG b04JUN2124**

LightReader antagonist

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

**ANTAGONIST: Lightreader (v0.08) - CBsG**

Prepared by Tryp; 150 ng; 02APR2124



### A psychonaut in medical distress

Names:	PsiilocybeVulgaris; Evelynn Wilcox (Given)
DOC:	2061_JUN_04 (Age 63)
Res:	Los Angeles
Species:	Human
Gender:	Fem (She/her)
Followers:	12,300 - Public
Sapience:	S5
Education	BS in Music Theory, 2092 BS in World Music History, 2099 BS in Sports history, 2108
Associations	Epileptic Lakers Fanatics support club, 2102 - Present LA Sports Commentators Network, 2112 - Present WestCoastPsychonauts cyberspace forum The Ripcords (Band)
Community	Dayenu (Companion, dog);



### Evelynn's companion and trip-sitter

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



### Evelynn's doctor

Names:	Naomi Turner, D.O.
DOC:	2082_MAY_06 (Age 42)
Res:	Los Angeles
Species:	Human
Gender:	Fem (She/They)
Followers:	22,600 - Public
Sapience:	S5
Education	Talos Center of Osteopathic Training, DO, 2107
Associations	LA DocNet LA Augmentation Development Review Consortium Silver Lake Community Medical Collective



### Evelynn's neighbor

Names:	Nipsy Hsучez
DOC:	2107_AUG_22 (Age 17)
Res:	Los Angeles, Echo Park
Species:	Human
Gender:	Masc (He/All pronouns)
Followers:	5,200 - Public
Sapience:	S5
Education	Thuthuka Community Secondary School (enrolled)
Community	Evelynn Wilcox (neighbor) Gary Hsu, Conifer Chavez (Parents) Shaquille Hsучez (sibling)



### 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)	



### LAPL dispatch coordinator

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

Associations

Los Angeles Protectors League;

Synth Puzzlers Club, Americas Servers



### Free Protectors Network dispatch coordinator

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

Associations

LA Free Protectors Network



#### **Food stand vendor**

Names: Medhi Giorgi  
DOC: 2068\_JUL\_04 (Age 56)  
Res: Los Angeles, Echo Park  
Species: Human  
Gender: Masc (He/All pronouns)  
Followers: 59,200 - Public  
Sapience: S5

Associations

Cairo Kushari

Community

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



#### **Locomodo busker**

Names: Violent Chiller  
DOC: 2105\_SEP\_12 (Age 19)  
Res: Los Feliz  
Species: Human (Modificado)  
Gender: Fem (Any)  
Followers: 12 M - Public  
Sapience: S5

Associations Supersayin Dance Crew  
Root and Branch Locos Pack



#### **Bathhouse member**

Names: Vanya Lumis  
DOC: 2092\_MAR\_04 (Age 36)  
Res: Los Angeles, Echo Park  
Species: Human  
Gender: Masc (He/All pronouns)  
Followers: 8,200 - Quasi-private

Associations Yasnist Bathhouse, 2109 - Present



#### **Bathhouse member**

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

---

***Member of the Crystal Bullshit Gang***



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

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

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

Community Friend of Evelyn Wilcox

Violations Unlicensed acquisition of controlled laboratory equipment (2118)

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



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

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

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

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

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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+

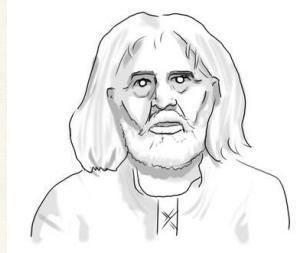
Associations Crystal Bullshit Gang, 2116 - Present

Community Chelsea Marigold (Wife, 2110 - Present)

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**A member of the Crystal Bullshit Gang**



Names:	the Trypnotist; Braydon Lehey (given)
DOC:	2051_SEP_11 (Age 74)
Res:	SoCal region
Species:	Human
Gender:	NB (Any)
Followers:	3,400 - Restricted
Sapience:	S5
Education	BS Agricultural Engineering, Arizona State University, 2073 MS Agricultural Engineering, ASU, 2075 MS Agricultural Chemistry, Texas A&M, 2089 MS Pharmacology, U. Nacional Autónoma de México, 2099 PhD Pharmacology, Cal State Channel Island, 2118
Associations	Phoenix Rising, 2066 Raptor Fleet, 2072 ChillzBase Squadron 111, 2070 - 2080 Sinaloa Cartel (2089 - 2100) IE Biohaxors, 2102 - Present? Crystal Bullshit Gang, 2117 - Present
Community	Olivia Doyle (Married, 2072 - 2077); Dennis Franklyn (Married, 2078 - 2087); Michelle Li (Married, 2080 - 2087); Chelsea Marigold (Married, 2086 - 2089, & 2099 - 2105); Caroline Marigold (Married, 2106 - present); Jamie Bosch (Married, 2117 - present)
Violations	Inciting a riot (2069) Fraudulent product claims (2075) Unlicensed drug trafficking (2092) Drug trafficking w. expired license (2100)

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**Medic**



Names:	Bigsby Manuṣya
DOC:	2104 (Age 20)
Res:	Griffith Park
Species:	En-Chimp
Gender:	Fem (She/They)
Followers:	1100
Sapience:	S5
Associations	Cedars-Sinai Medic Network Griffith Park Manuṣya troupe Dharma Vijaya Buddhist Temple of Hollywood



### **Medic**

Names:	<b>Chkchk ThistleOneTwo</b>
DOC:	<b>2110 (Age 14)</b>
Species:	<b>Cockatoo</b>
Gender:	<b>Fem (Any)</b>
Followers:	<b>200</b>
Sapience:	<b>S5-</b>
Associations	<b>Cedars-Sinai Medic Network</b> <b>LA Society of Bird Healers</b> <b>Basic Information Resources for Birds (BIRB)</b>



### **“German tourist”**

Names:	<b>Wilka Funke</b>
DOC:	<b>2063 (Age 61)</b>
Res:	<b>Munich, DE</b>
Species:	<b>Human avatar</b>
Gender:	<b>Fem (She/They)</b>
Associations	<b>Gold Coast Travatars</b>



### **“German tourist”**

Names:	<b>Helmut Funke</b>
DOC:	<b>2055 (Age 69)</b>
Res:	<b>Munich, DE</b>
Species:	<b>Human avatar</b>
Gender:	<b>Masc (He/They)</b>
Associations	<b>Gold Coast Travatars</b>



### **“German tourist”**

Names:	<b>Ingrid Funke</b>
DOC:	<b>2097 (Age 27)</b>
Res:	<b>Munich, DE</b>
Species:	<b>Human avatar</b>
Gender:	<b>Fem (She/They)</b>
Associations	<b>Gold Coast Travatars</b>



### **“German tourist”**

Names:	<b>Gerhard Funke</b>
DOC:	<b>2101 (Age 23)</b>
Res:	<b>Munich, DE</b>
Species:	<b>Human avatar</b>
Gender:	<b>NB (He/They)</b>
Associations	<b>Gold Coast Travata</b>

# **Session Running**

## ***Establishment***

***Inconel Crew Gym***

### **Setup**

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

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

### **Running**

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

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

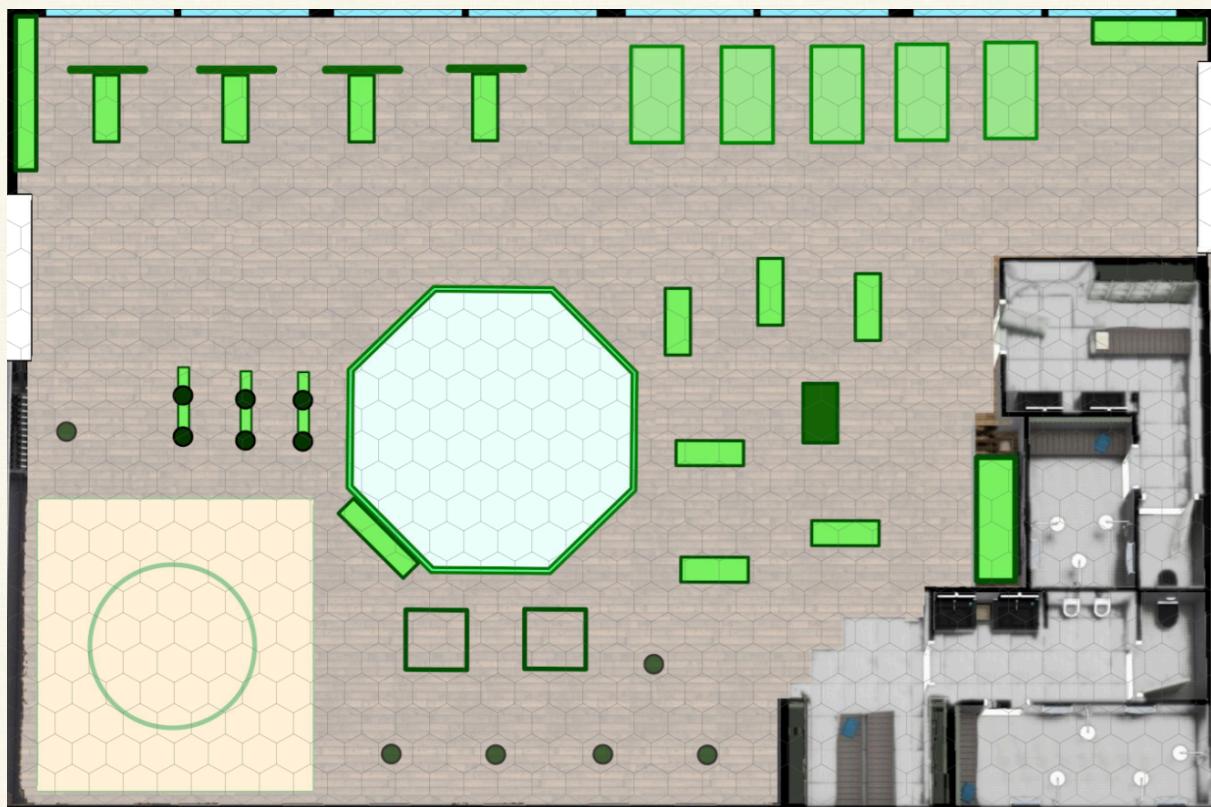
*Scoring Suggestion: ["Champion"](#) by Buju Banton*

## **Sparring Match**

Inconel Crew Gym

### **Setup**

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



### **Running**

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

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

*“Great work. Here’s a restorative. Go hit the showers.” The tonic is pungent and fizzy. Is there anything you want to do before you shower? ...*

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

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

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

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

If they ask for more info, share that Dr. Naomi Turner is responding to a patient found unresponsive in Agular Tower Floor 23, apartment 9. If players ask for details the GM can introduce either of the two protector dispatchers to help direct the players

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

## Briefing

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

### Setup

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

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

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

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

## Running

It's just before **10 AM** when the players enter Evelynn's apartment. Roll for [Observation + Situational Awareness].

*The apartment is a comfortable bungalow-style apartment with well-worn rugs over rough wooden floors. The main room has a kitchen against the wall off to the side of a double-door main entryway. On the opposite wall, large glass sliding panes divide the room from the balcony, which is half-covered by the floor above but similar in size to the interior.*

*Though the outside is closable, the condition of the floor and furniture implies that Evelynn closes the interior off from the balcony only during bad weather, and otherwise leaves the room open to the outside*

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

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

*"I was summoned by Dayenu (gestures to the dog) about 30 minutes ago. It seems Evelynn took a psychedelic I'm not familiar with about 90 minutes ago and fell into a catatonic state. I'm not sure yet how serious the situation is, but I'd like to have assistance available once I know more. Do any of you have any medical experience?" ...*

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

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

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

### Evelynn's Auditory Environment

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

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



## ***Investigating Evelynn's Condition***

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

### **Setup**

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

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

## Running

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

*You see a tea set on the coffee table with an empty mug and a plate of tea cakes. In the kitchen you see a packet next to the kettle.* Give the player the Empty Phial handout.

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

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

She can send Nipsy Hschez to take the empty phial down to the clinic on the fourth floor and give it to the lab synth, Wendell. Players can offer to go down as well or stay behind.

Ultimately, after twenty minutes, Wendell reports that the remaining residue is largely unidentifiable. It should be worth XP to try though, and it should offer a slight advantage to Dr. Turner's planning later. This can manifest as an extra point of advantage during the treatment preparation phase encounter toward the end of the story.

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

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

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

The GM should use these displays to hint or inspire players to propose a skidoo (worth ~4 XP). Players should also find a VR room while searching her apartment. If no one does, Dr. Turner should suggest it.

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

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

## Preparing for the Skidoo

*"Have you done this before?"* Roll for [Knowledge + Psionics].

**Decisive Success:** You know exactly what you're doing. You know the rules and the risks: damage incurred in neurospace feels real. Successful egress will prevent damage from impacting biospace, but too much damage or a failure to shift out cause light-threatening conditions. Neurospace Induced Psychosis (NIP) can manifest as paralysis, phantom pains, and derealization that can be fatal if severe enough. Take +3 on one tuning check while in the mindscape.

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

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

**Decisive Failure:** You haven't done a skidoo, but you've heard of them. They say it's dangerous, but "The Nips" is a folk disease. You're too smart to be affected by things that aren't real.

*"I'll authorize a basic, non-invasive level-1 medical investigative skidoo to start. Do you agree to search only for information relevant to Evely Lynn's treatment?" ...*

*"Do you agree to make yourselves available for a full debriefing with Evely Lynn once she's had sufficient time to recover?" ...*

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

*"Alright. I'm feeding the input from the MRI and her intracranial implant into <player acting as tuner>'s skidooer. This is a level-1 skidoo, so she can't see or perceive anything you do or say. You can enter the mindscape whenever you're ready."*

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

### What is an Antagonist?

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

## ***Skidooing into Evelynn's mind***

*Evelynn's mindscape / Evelynn's Apartment*

### **Setup**

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

From there, they'll track Evenlynn to a lake, but need more information to proceed. They discover they can speak to her in a specific register, then swim to the bottom of the lake where they find an old-fashioned wishing well with a small bronze bust of Daiyenu ornamenting its roof.

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

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

### **Reviewing Skidooing**

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

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

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

2. Obstacles and threats are triggered by failed attempts at tuning.
3. Tuners can apply a safety modifier of whatever size they want to add a positive modifier on their ability score, but doing so applies an equivalent negative modifier to observation checks made by other psychonauts.
4. Players can defend against threats by mundane means (as if it were real) or arcane means (those that exploit the virtual nature of the environment).
5. Players take no damage if they exit a mind dive through an egress point.

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

## Entering Evelynn's Mindscape

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

*Once you've donned your gear you see a cyberspace reconstruction of the room you're in, but with glowing circles on the floor. When you're ready to shift into deep VR, activate your shifting routine through your preferred method.*

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

Have the tuner(s) roll for tuning, then describe Evelynn's living room resolving into focus. When the players move, though, the living room is revealed to be a series of flat panels of painted plywood placed at various distances. Every time the players move the world appears to break apart as their change in position breaks the illusion of the carefully placed flat panels. But when anyone moves again, the new 3D arrangement of panels is revealed to be another flat-panel-at-various-distances illusion.

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

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

### Describing trippy effects

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

## Picking up the Trail

*Scoring Suggestion: “Just dropped in (to see what condition my condition was in)” by Kenny Rogers*

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

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

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

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

### Physical Challenges in deep VR

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

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

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

*The footprints eventually lead down to a lake inside a gigantic teacup. The giant teacup is tilted toward you. You’re standing on a beach, with the footprints leading into the lake. On the far side of the lake its lip rises out of the ground and forms the lake’s far edge.*

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

## Contacting Evelynn

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

### Resolving an Auditory Signal

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

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

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

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

Evelynn won't answer questions, but the players should know that if they tune again, they should be able to follow her down underneath the water. The tuner must tune again, adding successful rolls until they reach 4. Unsuccessful rolls summon water snakes that threaten and snap at players. Once successfully tuned, any snakes fade into harmless trout, and seers can proceed with their search.

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

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

*As you approach the bottom of the lake you notice that the sense of being underwater fades away. The bottom of the lake looks like a meadow. There is a quaint wishing well. The glint you saw was the last rays of dusk reflecting off a bronze bust of Daiyenu adorning the well.*

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

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

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

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

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

## Finding Evelynn

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

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



### Talking with Evelynn

Once the water calms a bit, the players can talk with Evelynn. She can't look at them or move, but her distorted, warbling voice asks them to identify themselves, and to prove that they're real by telling her a joke that makes sense that she hasn't heard before. If they can't think of a joke, they can also play or sing a piece of music that is unfamiliar to Evelynn. Evelynn will then answer their questions. She struggles to think and speak, and if the conversation drifts, she says that she can only answer one or two more questions before she has to focus again on maintaining her composure.

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

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

## Leaving Evelynn's Mindscape

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

The tuner then dissolves the scene into a vague mist. Each character then clears their mind and activates their shift-out sequence. Once complete, characters reemerge into a starting room in cyberspace from which they originally entered mindscape, and can take off their headsets.

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

If players exit unsuccessfully they keep any damage incurred in the mindscape. Have players roll for [Endurance + Psionics or Will] to possibly recover some HP (or possibly take more damage, if you're that kind of GM) and tell them what acute psychosis they're currently dealing with.

## Tracking down Exper

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

### Setup

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

Once they're ready to go, Dr. Turner explains that she'll be performing literature and lab work in the clinic on level 4, and that they should check in when they know more. Dr. Turner will communicate the urgency and specific goal again, which is finding a sample of the drug and its antagonist in the next 6 hours (if not sooner), or Evelynn may experience complete and permanent derealization.

### Running

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

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

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

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

Eventually they should learn that Exper was seen near **Cairo Kushari food cart** in the Hyperion Debouchment about thirty minutes ago. If they get stumped, Dayenu should sniff at the image of Exper in augmented reality and report that she recognizes Exper by the smell embedded in Exper's profile.

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

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

If the players rely on human networks they'll hear that someone thinks that they saw Exper in the same area around the time, drinking soju at the Fernwood Deli, but they're not nearby any longer. If they roll badly, they'll get more false hits, still centered on Hyperion Debouchment, but older and further apart. It is advisable that they should go to the Hyperion Debouchment with Dayenu. Award 2 XP for whoever proposes bringing Dayenu, or have Dayenu simply follow them if they don't suggest it.

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

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

## Concluding

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

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

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



## **Transit**

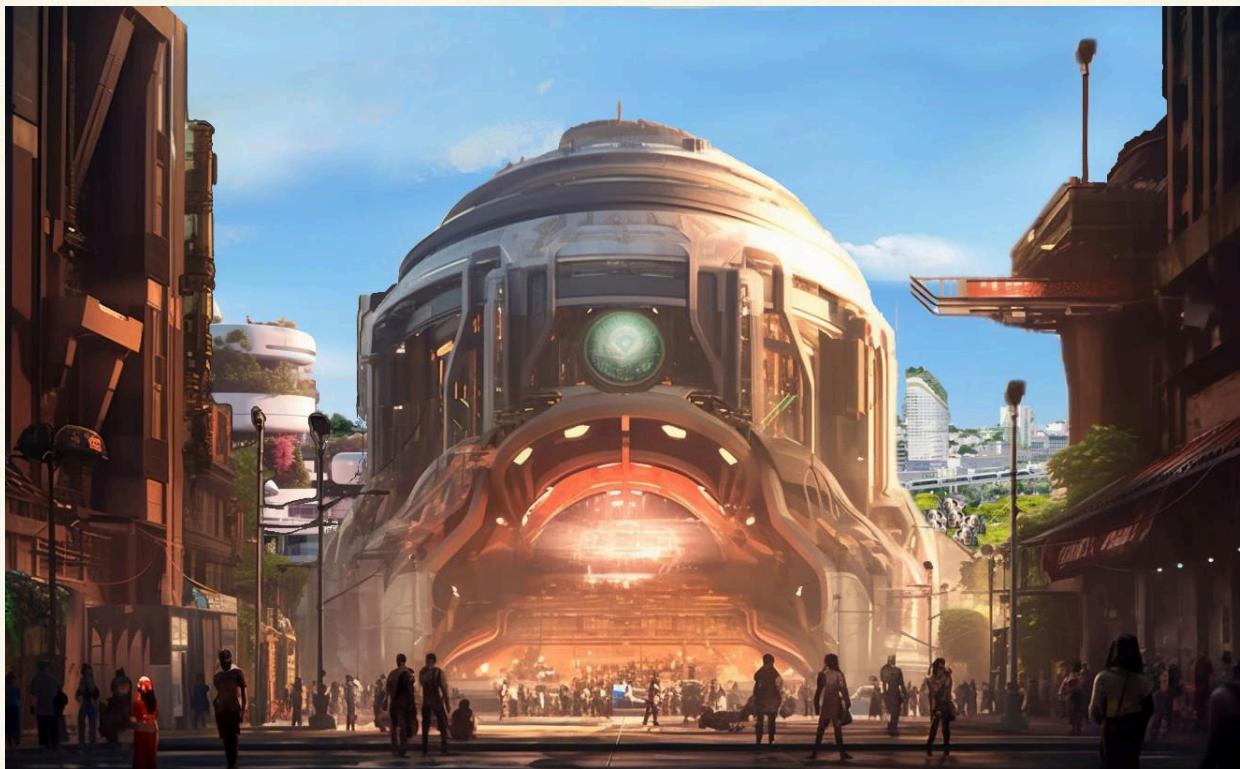
**Agular Tower, Silverlake -> Hyperion Debouchment, Los Feliz**

*You leave Evelynn's apartment around 11 AM and hail a jitney [Charisma + Community Contact]. An older man with a voluminous mustache responds to the digital hail. The recommended fare is 14 hearts per passenger. "Headin' to the debouchment?" ... "Right-o. Name's Benny! How many are you?" (if the Party is >4 :) Benny subvocalizes something for a moment, and as soon as he finishes a two-wheeled balancing bucket robojitney pulls up. "This is Seafoam=Avoidance, though I call 'em Sav." Sav sends a finger-gun emoji to all.*

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

*"Fast enough for ya?" ... If tipped, they thank the players. Billy subvocalizes, laughs after a beat at a private response, then takes off again. Depending on the players behavior and if they tipped, they may see a positive or negative rider rating from their driver.*

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



## **Following Leads**

### **Hyperion Debouchment**

#### **Setup**

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

#### **Running**

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

It's a busy square bustling with people on their way to jobs, performing jobs, running errands, and just hanging out. Exper's last known location is a Kushari cart called "Cairo Kushari" run by **Mehdi Giorgi** and **Shalaal Giorgi**. Next to Mehdi and Shalaal, a feline locomodo named **Violent Chiller** is busking. Violent is dancing before a crowd on a bamboo mat to classical Sudanese Reggeton. There is a modest line of people waiting to pick up food or order in person. Mehdi is serving customers while Shalaal fills bowls from a massive basin. Violent has a posse of friends and a two dozen people watching as they dance.

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

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

**Modest Success:** They're receptive, but they say that they're busy, and will answer three questions, then they're going to get back to what they're doing. After three questions, the players would need to roll for Charisma again, adjusted by the DM based on the rapport they're building.

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

**Failure:** They decline to provide the player with information.

#### **Asking the Giorgis**

If asked, either Medhi or Shalaal will ask why you're looking for them. If convinced, both remember Exper coming by an hour earlier and ordering a bowl of lentils and crispy fried onions without the noodles or tomato sauce. Mehdi and/or Shalaal explained that the ingredients were already all mixed into the pot they serve from, so they can't make that kind of special order. Exper appeared slightly loopy, and asked a series of highly technical

questions about whether the wheat in the noodles was vitamin enriched and other such things about the biochemistry of the dish. Eventually they asked for two of the starch bowls the kushari is served in, and declined to pay one deca-like, but offered several dollars in script from a local credit union, which Mehdi politely declined.

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

## Asking Violent

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

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

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

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

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

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

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

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

## Dance battle mechanics

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

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

### Dance battle minigame

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

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

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

#### Playing a round

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

#### Scoring a round

Players score:

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

#### Scoring the full minigame

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

## Describing the dance match

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

Use the following dance moves to help describe dancing (taken from [frage.at](http://frage.at) and [rockstaracademy.com](http://rockstaracademy.com))

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

## Violent's response

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

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

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

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

## Asking Dayenu

Players can also ask Dayenu to search for Exper. Dayenu can respond with a portable barker, which projects the buttons in laser light on the ground from a projector on their collar when they give a small wake woof. If they attempt to use hacking to review cameras, require them to roleplay and describe the specific cameras they wish to hack. Violet has a camera that they're using to stream on, but if players are caught, Violent becomes hostile.

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

## Finding Exper

*Yasnist Bathhouse*

### Setup

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

### Running

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

*The left side leads to the Yasnist vintage store. (This is like a thrift store or pawn shop, except everything is free). The back leads to the garage and elevators to the residential levels.*

*To the right is a hallway that leads to the bathhouse. The hallway is about 20 m long and weakly illuminated by small dot lights set into the stoney arched roof overhead. At its end is a large wooden door, and by the door are a few tables and chairs. Two people sit playing backgammon directly under one of the dot lights and drinking tea.*

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

**Success:** The two people have their ID set to semi-public, but the player has a sufficient number of mutuals or a positive public profile, so their ID is fully visible and the player will have a +3 advantage on one Charisma check of their choosing in this encounter.

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

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

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

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

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

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

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

#### Asking about Exper:

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

#### Asking to enter:

*"Are you looking for a membership or day pass? ... Membership is 20 hours a month, in person or funded at \$30 per hour.' Guest passes are (\$30 or ♥50, adjusted based on how much Sergei and Vanya like the character)."*

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

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

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

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

*"Listen, I'm kind of in the middle of something... it's a daily routine, and if I modify it I could compromise the value of test results. Can I talk to you in 30ish minutes? Or better still, tomorrow?" ...*

*"Oh shit, Vulgaris? Really? Who are you, are you for real?" ...*

*"Fuck, lemme make a call, I'll get an antagonist and a sample, just gimmie a sec."*

*Exper rummages through their belongings for an old AR monocle that resembles a Dragon Ball Z power monitor. They tap on it for a minute and then have a one-sided conversation. "Yo, Mystic, it's Exper. ... Ulgh, white pizza. ... Noise jazz. ... I don't know! I don't know what my first pet was, we had dozens! Would you just listen! Vulgaris is in purgatory! ... I don't know! Her doc sent some protectors to get an antagonist! Can you send it? ... SERIOUSLY? ... Okay, fine! We're on our way! Goodbye! (As an exclamation of frustration, similar to 'Jesus Christ!':) Atí'as Tirawa<sup>1</sup>!"*

*(Exper turns their attention back to the players.) "I can get the antagonist, but we have to go pick it up in person. My suppliers are kinda twitchy, and they say we need to meet them in Compton to get it."*

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

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

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<sup>1</sup> Atí'as Tirawa is the creator god of the Pawnee, and translates to "Father above".

## **Transit**

**Yasnist Bathhouse, Los Feliz -> Nazel Complex, Compton**

**It's noon** when Exper dresses in a loose robe and pair of wooden [geta](#) and heads outside. Giving a nod at Vanya and Sergei, Exper heads to the Hyperion train station, toward the southbound express train platform. Players can ask questions, and Exper will explain that the suppliers are a collective of biohackers called **the Crystal Bullshit Gang**. They've got a lab at the **Nazel Complex in Compton**. Players can roll for [Knowledge + Community Contact or Research & Investigation] to get their bios. For every 4 points they roll above passing they can have one of the four NPC bios.

Exper explains that the Crystal Bullshit Gang are whitehat biohackers who run a lab in Compton that produces neurotype adjusters for patients in the surrounding community. This supports their primary research, which is experiments on the leading edge of human consciousness. They're benevolent pacifists who have been working on an empathogen called LightReader. It enhances perception and cognition in a way that simulates an effect like telepathy. It doesn't allow for the transmission of complex information, but it can allow one to know what hand a poker player has or foresee a boxer's punch. Its potential to violate privacy or provide unfair performance advantages in many fields makes it a controversial and questionably legal substance.

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

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

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

## The Meetup

Nazel Complex Industrial Space, Compton

### Setup

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

### Running

*You arrive at the Nazel complex around 12:40.*

#### The Nazel Complex

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

Building B is six stories, primarily occupied by factory and lab space. Level 3 is the least sought after. Level 1 is a general workshop and basic fabrication center. Level 2 is a confectionery and culinary lab. Level 3 includes the Crystal Bullshit Gang, a horse medicine lab, and a production center manufacturing melanin protein for organic batteries. Level 4 contains a low-volume electronics fab center and chip manufacturing hub. Level 5 manufactures resilience bars (on-the-go nutrition bars that can also be stockpiled as emergency rations). Level 6 is a couple of ag-research collectives.

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

*The ground level is primarily occupied by a community fab and repair center. You find your contacts in a cafe tucked into the corner. Mystik and Housecat are shaggy hippies in jewelry, tattoos, and robes of natural fibers.*

They introduce themselves and ask for details on what happened, and what the players need.

Have players roll for [Observation + Psychology] to learn that Mystik and Housecat are trying to assess if any of this is a trick. If asked, they explain that a package they tried to move by drone was intercepted, and they've seen suspicious traffic on several networks they use that have led them to suspect that someone is watching them and possibly targeting them. If the players aren't already aware, they explain what LightReader is and why it's sought after and feared.

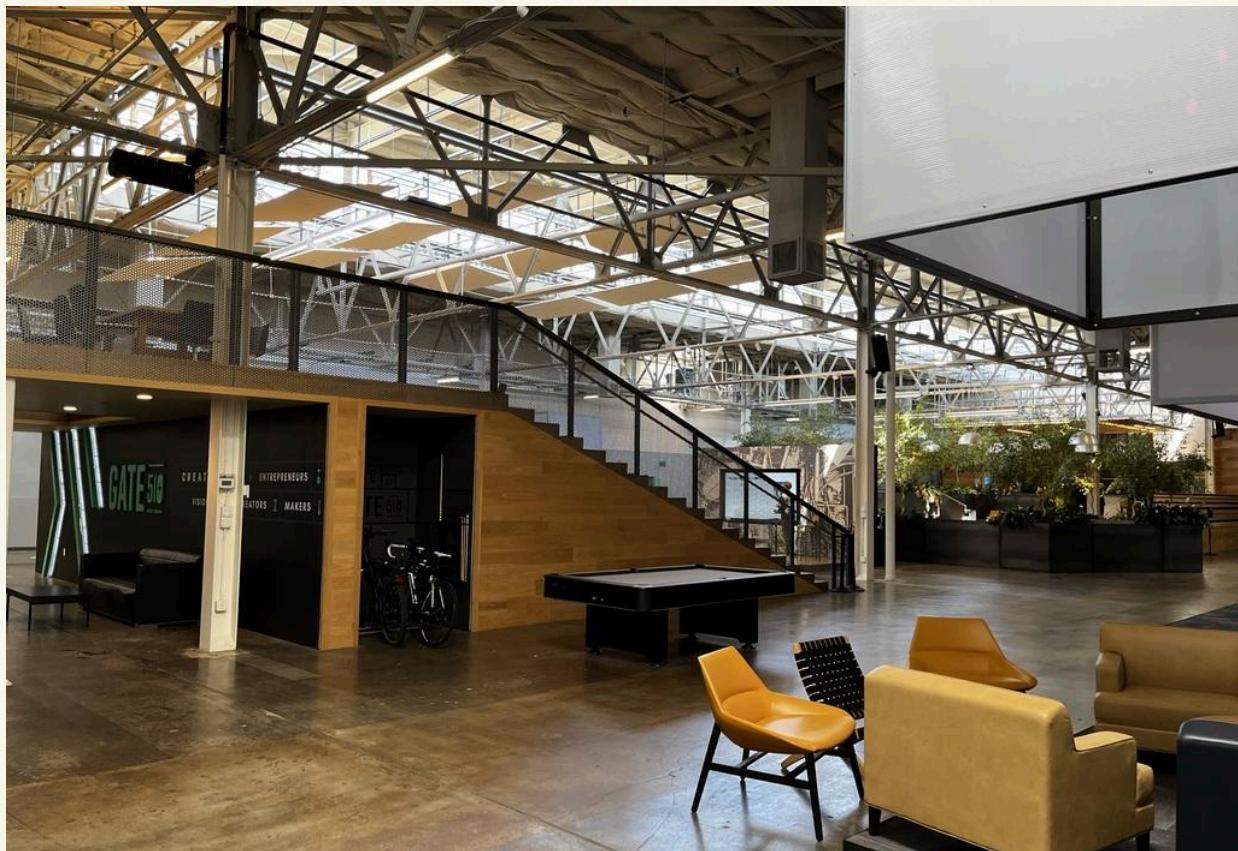
If asked about their lab's reputation they explain that they are afforded space by the Nazel center primarily for their research and production of neurotype adjusters, which are personalized drugs that induce and suppress neurotype traits. In historical terms, these drugs can allow people with various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

The conversation turns to Evelynn, or "Psilocybe Vulgaris", as she's known in the community.

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

Mystik asks for a full report and plans to interview Vulgaris once she's well, as perhaps her epilepsy or the medicated gland might augment the effects. If players realize that the precipitating cause was a feedback loop caused by focusing on Dayenu and they pass this to Dr. Turner, award those responsible 8 XP (or whatever feels appropriate).

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



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

## **The Confrontation in the Lab**

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

### **Setup**

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

### **Running**

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

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

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

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

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

*(Another android with the face and voice of a middle-aged German man: “Jah, we were passing through looking for the water closet and a maintenance droid told us that there’d been an accident, and that they had to go get help, and told us to start containing it. But you have to get out, it’s very dangerous, jah?” ...*

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

*They draw pistols from their fanny packs. “Alright, that’s enough! Hands up, mouths open! Walk backwards toward that corner!” ... “This is on you! I told you it wasn’t safe and now there are guns! Keep your mouths open, don’t try to send any messages!” This is done to prevent anyone from issuing subvocal commands.*

*(If there’s a synth) “You, airplane mode, now!” (If there’s an avatar) “You, log-off! And don’t send help! If anyone interferes, your friends are dead!”*

The players can speak if they like, but the travatars are adamant that it’s too late to talk, and they’re now in a hurry. *“That’s enough, last chance, move or I drop you!” They began walking towards you, guns drawn.*

## Stopping the Funkes!

*Crystal Bullshit Gang Biotech Lab*

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

### Difficulty Adjustment

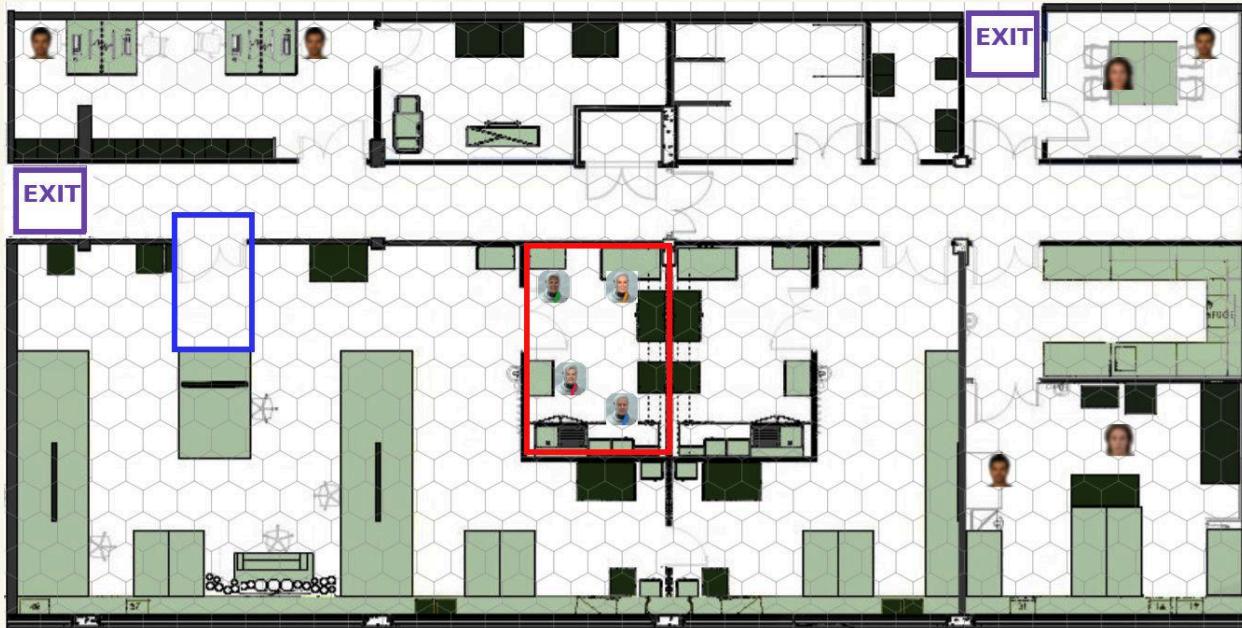
This setup is designed to provide a modest challenge to four players. It is written towards the preferences of players who prefer roleplay and narrative over combat, and allows the players to indulge in some gleeful, morally uncomplicated violence. It's meant to allow them to soundly defeat the adversaries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

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

### Setup

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

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



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

If they wish to attempt to hack them, a successful hardware hack will disrupt their radio control and apply permanent disadvantage on one travatar for each success or every 4 pts above success per roll in [Intelligence + Hacking Hardware].

## Resolution

- **If all are defeated:** Players receive the antagonist, LightReader, and the binding data.

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

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

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

*"You guys should get along, but stay in touch. Whatever this was isn't over."*

- **If one escapes:** Players receive the antagonist & binding data, but not LightReader.

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

*Everyone roll for [Intelligence + Situational Awareness]. ...*

*Suddenly you're looking up at the ceiling, coughing. The smell of ammonia burns your nose, but as it dissipates you smell the earthy, proteinous musk of med putty. "Hey, how 'ya feelin'?"*

*"Gaia watches! that was fuckin' unreal! I can't believe you dudes just disabled \_\_ avatars!"*

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

*"That's the antagonist. There's an extra in there, to be safe. I embedded the binding data you asked for in the package. Get that back to Vulgaris and they'll be rain-right in a smooth minute. And thanks again. We owe you hard. I gotta take care of all this, but I'll call and check in later. We should talk. But I know you've gotta slide."*

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

- **If 2 or 3 escape:** Players receive LightReader & binding data, but not the antagonist.

Similar, but they only get the lightreader. *"We lost the agonist, but we still have one sample of LightReader. It's a big loss, but this should be of some help. I slipped a copy of the data you asked for into the packaging."*

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

Based on the results, give out the appropriate handouts.

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

## **Transit**

### **Nazel Complex -> Agular Tower Medical Clinic Lab**

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

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

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

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

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

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

## **Preparing the Treatment**

*Agular Tower, Level 4 Medical Lab, Echo Park*

### **Setup**

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

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

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

### **Running**

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

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

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

*"Excellent. All we need to do is add the antagonist to a carrier solution." She walks across the room to the automicrolab. The well-used machine's exterior is aluminum and glass, enclosing a set of fluid handlers and microfluidic devices that look like clockworks contained inside the vehicle-sized enclosure. Doors and access panels adorn all sides.*

*She opens a sample entry door, places the vial in position A1 of a small tube rack, and closes the door. "Wendell, transfer the microplate I prepared of Evelynn's neuronal cultures." A microplate glides through a tunnel connecting the automicrolab to a nearby incubator. "Now help me pick out the best domain sequence for the primary chaperone."*

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

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

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

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

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

*"Wendell is just finishing running the latest simulation. This is less than I'd hoped for, but it'll have to do."*

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

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

## Identifying the Primary Domain Sequence

The Bulls and Cows minigame puzzle is used to simulate the climactic preparation of the treatment for Evelynn. While we try to introduce scientific realism where possible, if anyone is curious, the technologies cited in this minigame are purely for the sake of providing a suitable mechanism for gamifying the final challenge.

### Using Bulls and Cows for technical challenges

To perform complex technical tests of intellect, GMs are encouraged to use variations on the game Bulls and Cows. This is described in the game manual under "Tech & Mental Challenges" on page 117.

To play, the GM just needs to select a four-digit code and give players a series of turns to suggest codes. After each suggestion, the GM reports the number of positions in the code that were guessed correctly and the number of elements which are in the code, but not in their correct placement.

The difficulty of the game can be modulated based on several variables:

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

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

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

Minigame difficulty is set based on what players were able to recover:

- **Antagonist and LightReader:** Set difficulty to Easy.
- **Antagonist but not LightReader:** Set difficulty to Moderate.
- **LightReader but not the Antagonist:** Set difficulty to Hard.
- **Just the binding data:** Set the difficulty to Very Hard.

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

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

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

Have players collectively select their guesses. Then report:

- How many correct positions were found in the sequence,
- How many correct elements were present in the wrong sequence, and
- How many elements in the suggestion are not present in the correct code at all.

Encourage players to list out their guesses and the outcomes to refine their guesses.

- **If the players identify the code:**

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

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

*“Okay. We’re out of cultures. It’s time to make our decision based on the results available.”*

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

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

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

*(Wendell) “The solution is complete. Would you like me to load it into an atomizer?” ...*

*The automicrolab’s door opens and ejects a rack with a small cartridge.*

## **Administering the Treatment**

*Aguilar Tower Medical Lab, Echo Park*

### **Setup**

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

### **Running**

#### **Ask players if they know how to administer Narcan**

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

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

*Who knows how to administer it?*

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

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

### **Reviving Evelynn**

Players return to Evelynn's apartment. Nipsy steps back to give everyone room. Dayenu struggles to restrain a nervous whine, and paces or shifts weight between her feet, clearly trying desperately to contain panic. While Dr. Turner watches Evelynn's vital signs and brainwaves, whoever has the highest skill in Medicine roleplays administering the antagonist by inserting the nasal spray into one nostril and ejecting its contents fully.

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

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

➤ **If the sequence was correct:**

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

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

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

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

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

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

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

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

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

## Conclusion

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

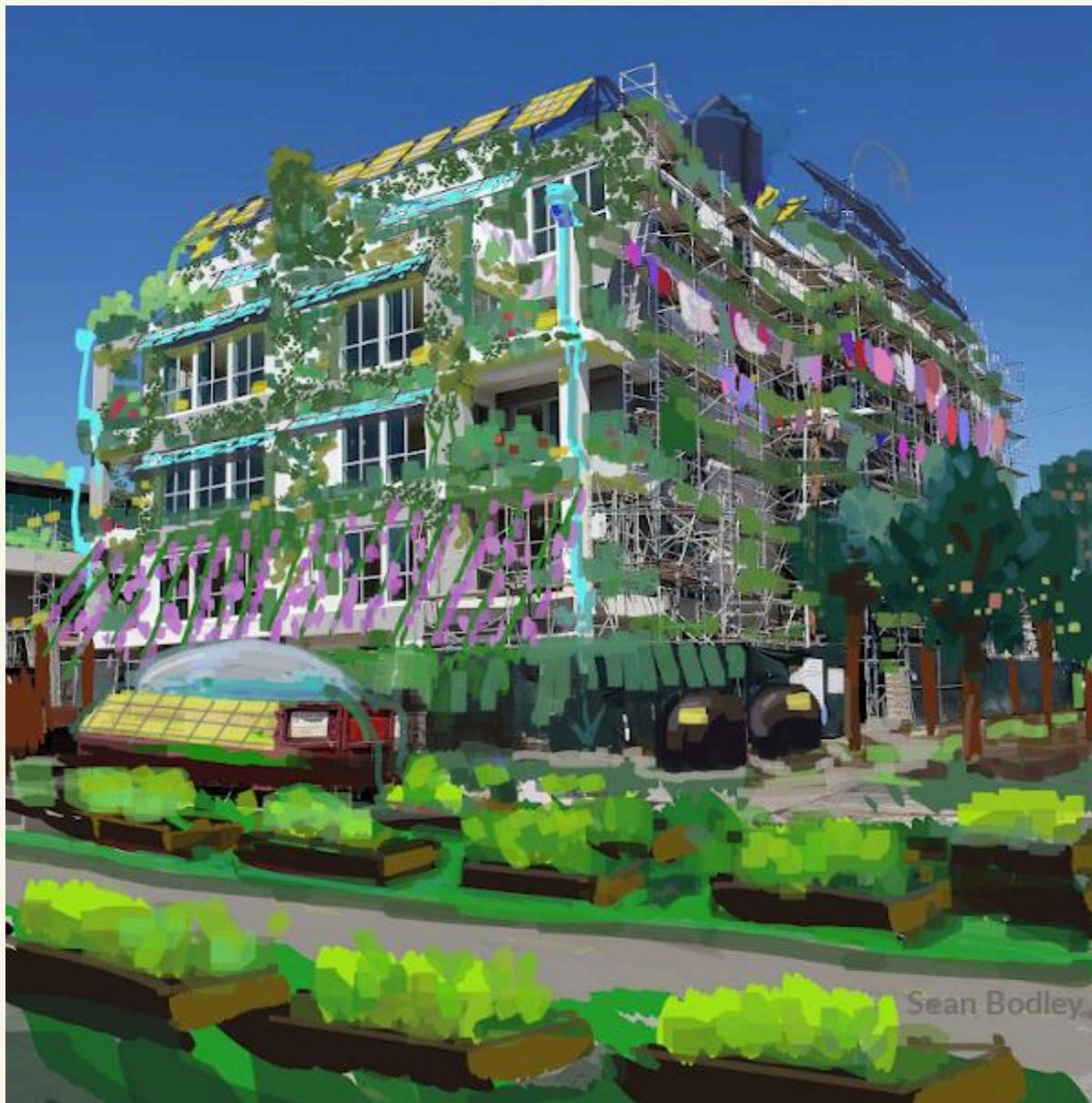
If the players haven't reached out, Exper messages them thirty minutes later to ask about Evelynn's condition. He then says that the CBG want to talk soon, in person. Allow players to roleplay the characters' response to the events of the day, and award XP.

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

## Following Up

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

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



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