

job in security

An Interface Zero or Starfinder adventure in the style of Shadowrun
for 1-3 level characters

by Seth Kenlon

Jobinsecurity : An adventure for Starfinder or Interface Zero

by Klaatu Einzelganger
and Seth Kenlon

Publication date 2017

Copyright © 2017 Creative Commons Attribution-Attribution-ShareAlike 4.0 International

Abstract

Your fixer sends you a message: a local CEO is worried that her board members plan to remove her, and wants your team to ensure she keeps her job. No holds barred, by any means necessary. Seems simple, so why is the troublesome board member so hard to find?

A 4-6 hour adventure for 1st-3rd level characters



DUNGEONS & DRAGONS, D&D, Wizards of the Coast, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. This material is protected under the copyright laws of the Tyrannical States of America.

Pathfinder, Starfinder, Paizo, and all other Paizo product names, and their respective logos are trademarks of Paizo.

Interface Zero and all other Gun Metal Games product names, and their respective logos are trademarks of Gun Metal Games.

This adventure holds no product identity of its own. Character names, situations, plot elements, layout, text, cover image, are all Creative Commons.

Table of Contents

Preface	iv
Overview	iv
Optional backstory	1
Fixer	2
Investigation	2
Portfolio on Peter Nazari	3
Peter's penthouse	4
Stake out	4
Getting inside	4
Penultimate level	5
Penthouse	8
Penthouse investigation	8
Living room and kitchen	8
Bedroom	9
Bathroom and toilet	10
Housekeeping	10
Next steps	12
Tina Tamotsu	13
Investigation	14
Hacker coup	14
Gengrove Apartments	16
Investigation	16
Encounter	16
Searching Yazid	17
The Tinkerers	18
Peter Nazari	19
Tinkerer combat	19
Old flame	22
Tina meeting	22
Tina ambush	24
Corporate	25
Company tour	25
NeoPrimal Research laboratory	27
Final showdown	28
A. Player handouts: Yazid email	32
Yazid emails	32
B. Player handouts: Data drop	34
Files	34
C. Tips on encounter building	35
The formula	35
Chance to hit	36
The formula	36
Cheat chart	37
Psychology of a hit	37
OPEN GAME LICENSE Version 1.0a	38

Preface

This is a cyberpunk adventure written mostly for a Pathfinder module called Interface Zero. However, you should be able to adapt it for Paizo's official Starfinder RPG, or for any other cyberpunk system. For extra Shadowrun-flavour, you might even try incorporating magic and various fantasy races from Pathfinder or Dungeons & Dragons.

This adventure was playtested at ConFusion 2017, a New Zealand RPG conference, and on Hacker Public Radio [<http://hackerpublicradio.org/eps.php?id=2424>] as an "actual play" miniseries.

Overview

Spoiler alert! Do not read this part to your players! But the game master should read it to prepare for this adventure.

Elizabeth Ravadun, CEO of Global Omnium Digital, hires your players because she's afraid that her board of directors has begun to turn against her. She blames one board member for this: Peter Nazari. She claims he's turning the others against her, so she wants the players to "deal" with him.

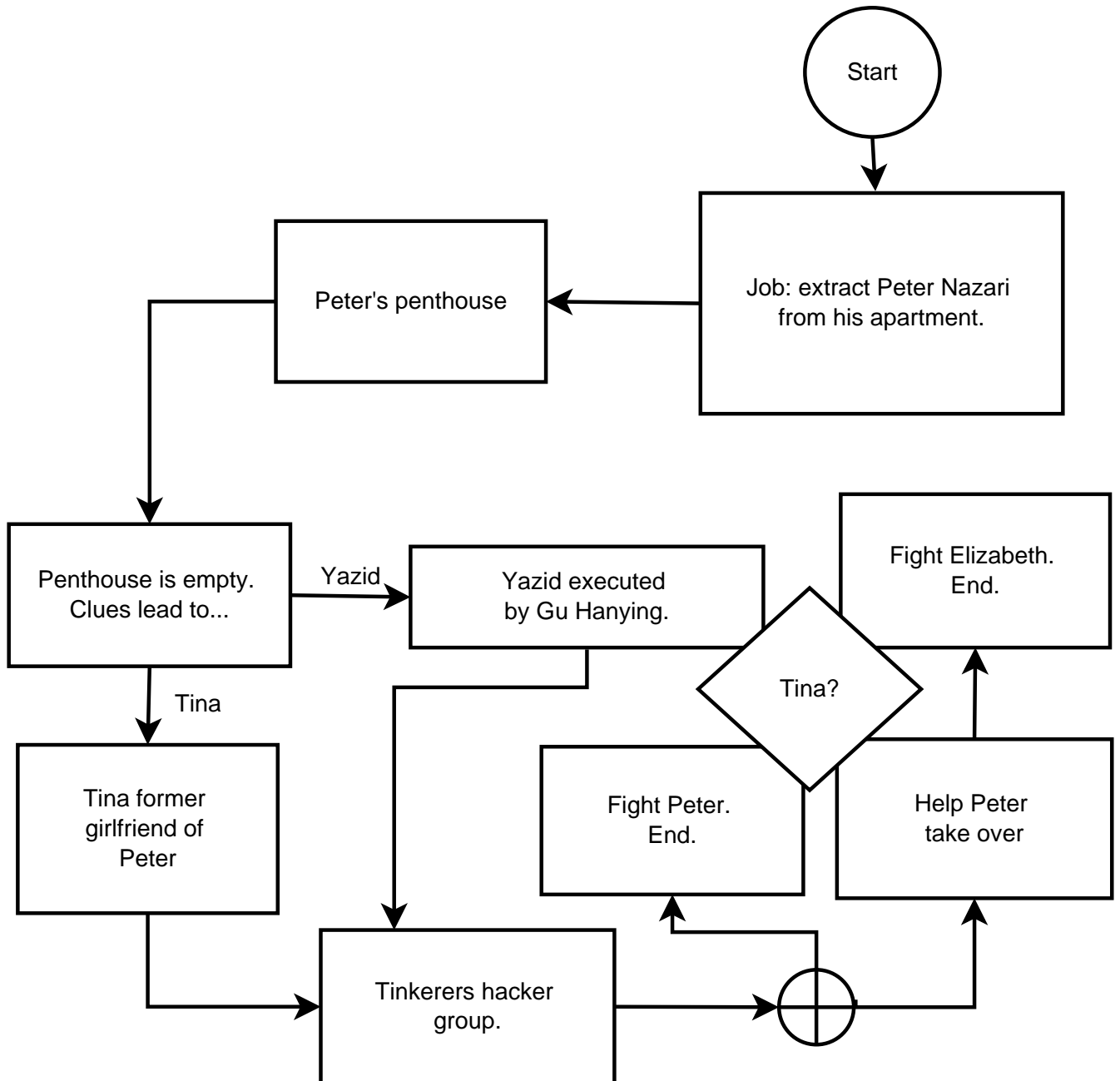
This starts by extracting Peter from his apartment, where he is hiding out.

The penthouse turns out to be empty, but clues lead to an IT worker named Yazid and to Peter's old flame, Tina.

Upon further investigation, it becomes clear that Peter has joined a hacker group known as the Tinkerers, and plans on taking down Elizabeth Ravadun as CEO. The players may fight him, or join him.

If they fight him, he calls upon his old flame, Tina, for reinforcements. Assuming the players subdue them, the adventure comes to a close.

If the players join him, then they all storm the corporation, fight Elizabeth Ravadun and her forces, and put a stop to some dark secrets that Elizabeth had been concealing.



Optional backstory

This is a slightly modified backstory for the *Interface Zero* world. You can use it if you want to incorporate magick into your world. If not, you can skip it and use the official *Interface Zero* backstory.

Read this aloud to your players:

The year is 2090. 50 years ago, the USA and the UME (Unified Middle East), after nearly 100 years of battle, entered nuclear war. It's not clear now who fired the first shot, but it plunged the Earth into what people now simply call The Death.

The Death wiped out large portions of the population, thrust the world into darkness under chemical clouds, assaulted the land with acid rain, and drove people into the safety of the corporate-run cities.

From this darkness, there arose the old magick, sparked back to life by the cataclysmic events of the war and the thinning population. The old races, dwarves, elves, orcs, and trolls, have been reborn, emerging from the wastelands left by The Death.

Corporations continued to grow until they themselves became city-states. In 2090, you work for a corporation, or you scrape together a desperate existence in the urban wasteland known simply as The Sprawl.

Our story takes place in New Angeles, in the South Pacific Division FEMA Zone. Today, it's raining, and the acid rating is at 18%. Nothing a hardened sprawler can't handle.

Fixer

Read this aloud to your players

Your party's fixer, Mr. Livingston, has directed you to Junker Café to meet a client. The coffee shop exists in the hollowed-out remains of a crumbling building out in the Sprawl. It's a safe place to meet, far from law enforcement or prying corporate eyes.

Their client clearly does not belong in the Sprawl. She's obviously tried to dress down to fit in, but her version of "slumming it" still surpasses anything any average sprawler could afford.

A successful **Perception** check of DC 10 reveals that she is more confident than she lets on.

Once identities have been established, the woman introduces herself. She is Elizabeth Ravadun, CEO of **Global Omnium Digital**. She tells the party that under her direction, Global Omnium Digital sales have skyrocketed, but now a powerful member of the board is conspiring to remove her.

Global Omnium Digital

A successful Knowledge (Local) of DC 8 reveals that Global Omnium Digital is a fairly new mega corp, with a footprint literally as large as a small cities. Within the dome that encloses Global Omnium Digital are multiple levels of company departments that are literal towns within themselves. Instead of elevators, you take a monorail to different departments within Global Omnium Digital. It's that big.

All employees of Global Omnium Digital live and work within the dome. Akin to our modern day America, many younger employees believe that no life, or at least no life worth taking seriously, exists outside of the company's protective dome.

A successful Knowledge (Local) of DC 12 reveals that Global Omnium Digital has many enemies

among the freedom fighter groups of The Sprawl. Global Omnium Digital actively works to suppress technology, magick use, non-humans, and pretty much any independent thought that goes against Global Omnium Digital's policies of expansion, market dominance, and proprietary, only-for-the-privileged technology.

Elizabeth believes that Peter is hiding out in his apartment, working remotely to avoid her and so that he can stage a coup in safety.

She offers 5,000 (10,000, if they haggle) credits to each party member for extracting Peter from his apartment. If the party does not have a safehouse where they can store Peter, she provides an address for them.

Important

If the players ever bring Peter to Elizabeth's safehouse, she will immediately come to it and attempt to kill Peter.

The standard caveats apply: she will deny any knowledge of the party should they be caught by law enforcement or similar. She is will not help them in anything illegal that they do. She expects them to only contact her again to alert her that the job is complete.

Investigation

The party should interview Elizabeth for more information. Here are some details they might learn by either asking her questions, hacking into her personal network, using skills of observation, or whatever else your players can imagine:

- She has sent other people to Peter's apartment to deal with him. Some have been unable to get into the building, others have not returned at all.

She has never personally been to the apartment. She considers this beneath her, as a CEO.

- She has never met Peter, or any of the board, personally, but most of what Global Omnium Digital management does is over video conferences, so this is not abnormal for the company.

A successful **Knowledge (Local)** DC 15 check reveals that Global Omnium Digital is filled with internal conflict between departments. A manager of one department literally does not trust a manager of another, and fears entering their enclave for fear of traps, abduction, or assassination.

- **Charisma DC 10** She is hesitant to discuss it, but she employed Yazid, an orc working in IT at her company, to hack into Peter's emails, which is why she believes that the board members want her gone. She does not have copies of those emails.
- **Hacking DC 10+** reveals that Yazid has indeed delivered copies of the emails to her. See Appendix A, *Player handouts: Yazid email* for player handouts of email messages with and about Yazid.

If the players are foolish enough to reveal that they've hacked into her personal network and obtained the emails, she claims to not have known that she had copies of the emails. She presumes Yazid must have recently sent them and she hadn't noticed, or that she'd forgotten that he'd delivered them.

- Peter lives in the Xiejeng district, in the penthouse of building 2019.

- Peter was raised by a wealthy dwarf and human couple. His dwarven mother struck it rich in the mines out in the wastelands. His human father comes from old corporate money.

If the party attempts to track down Peter's parents, they learn that his mother died in a mining crew revolt, and his father is old, living in a high-rent nursing home. If they go to meet him, then they find him senile and an unreliable source of information.

- Peter hasn't done an honest day's work in his life. He was raised rich, and lives a rich lifestyle.
- When and how Peter got involved with Global Omnium Digital is unclear. Public records don't mention much about this. Presumably, he got grandfathered into the business through family friends or business contacts.
- For several years, there's a big chunk of missing data about Peter. During this time, he lived within the Global Omnium Digital compound, as many corporate wage slaves do. Global Omnium Digital is large and nearly self-sufficient, so its workers rarely leave, and its news cycle is internal.
- Peter appears to have moved out of Global Omnium Digital two or three years ago. Not much news exists about him, but that's not unusual, as he's just-another-rich-person.
- **Hacking DC 14** A very good hacking roll reveals digital spending records. Prior to his employment with Global Omnium Digital, Peter appears to have lived a normal rich-person life, with regular bills for food, transportation, housekeeping, and utilities. Once he became a board member with the company, records of his existence become sparse, most likely because employees of Global Omnium Digital have all their needs met by the company, so spending records would be internal and unavailable from the outside world.

Portfolio on Peter Nazari

The party may want to do research on Peter Nazari before embarking.

Peter's penthouse

Read this aloud to your players:

The Xiejeng district is a busy, corporate-heavy, downtown area. It's filled with high-rises and exclusive restaurants and clubs, holographic billboards, and advertising blimps that hang over the city skyline. There's entertainment on every corner for those who can afford it; neon lights dwelling in the dark shadows of relentless industry.

When you find the 2000's block of the district, you discover that it's on the outskirts. Comparatively, it's a neglected city block, dimly lit, lonely, even bordering on empty.

The ground floor of building 2019 is an automated reception area. A keycard is required to get into the building, and a keycard is required to get into the lift.

Inside the reception area is a front desk running voice-activated helpdesk software. Mailboxes line the wall for deliveries, also opened with keycards.

Stake out

If the party decides to wait until Peter arrives home for the day, they can wait as long as they like, but Peter never arrives.

If a hacker checks the records, however, it *does* show that Peter has arrived that evening. If they wait until the next morning, records are updated that he has left for the day.

A burly-looking troll, wearing a jumper with a housekeeping service logo on it, checks in and out, but the team won't see this unless they are monitoring the rear service entry of the building.

Getting inside

Entry vectors, discoverable by hacking or general investigation:

- Front door
- Rear loading dock
- Trickery (using a disguise, for instance)
- Scaling the building (requires skill!)
- Dropping onto the roof by hiring a flying vehicle
- Whatever else your players might think up

Backdoor entry

- In the back of the building, there's a loading dock and a large metal door that can only be opened from the inside.

The back door has no traps on it, but it is barred from inside.

If a player has cyberware, then **Strength DC 20** can beat the door inwards. Explosives can also get the door open.

Once the door is open, an offline security robot opens fire at whatever is in the doorway. This robot is DR (AC) 15, HP 15, and shoots burst fire with a motion detection sensor.

Once the robot is defeated, **hacking DC 15 [Starfinder 17]** provides access to a service elevator. This takes them to the section called "Penultimate level".

If there's no hacker on the team, there is a fire stairwell behind the security robot.

If the security robot fight takes too long and results in a lot of gunfire, one or more ex-soldiers call the service elevator to the 5th floor, board it, and then go down to see what the commotion is.

- If the party goes to a black market, they can purchase a counterfeit keycard to open the front door and the lift. A 2 on a d3 roll takes them straight to *Penthouse*, a 1 or 3 takes them to the section called “Penultimate level”.

Since they have an authenticating keycard, they are not confronted by guards unless they look or act particularly suspicious.

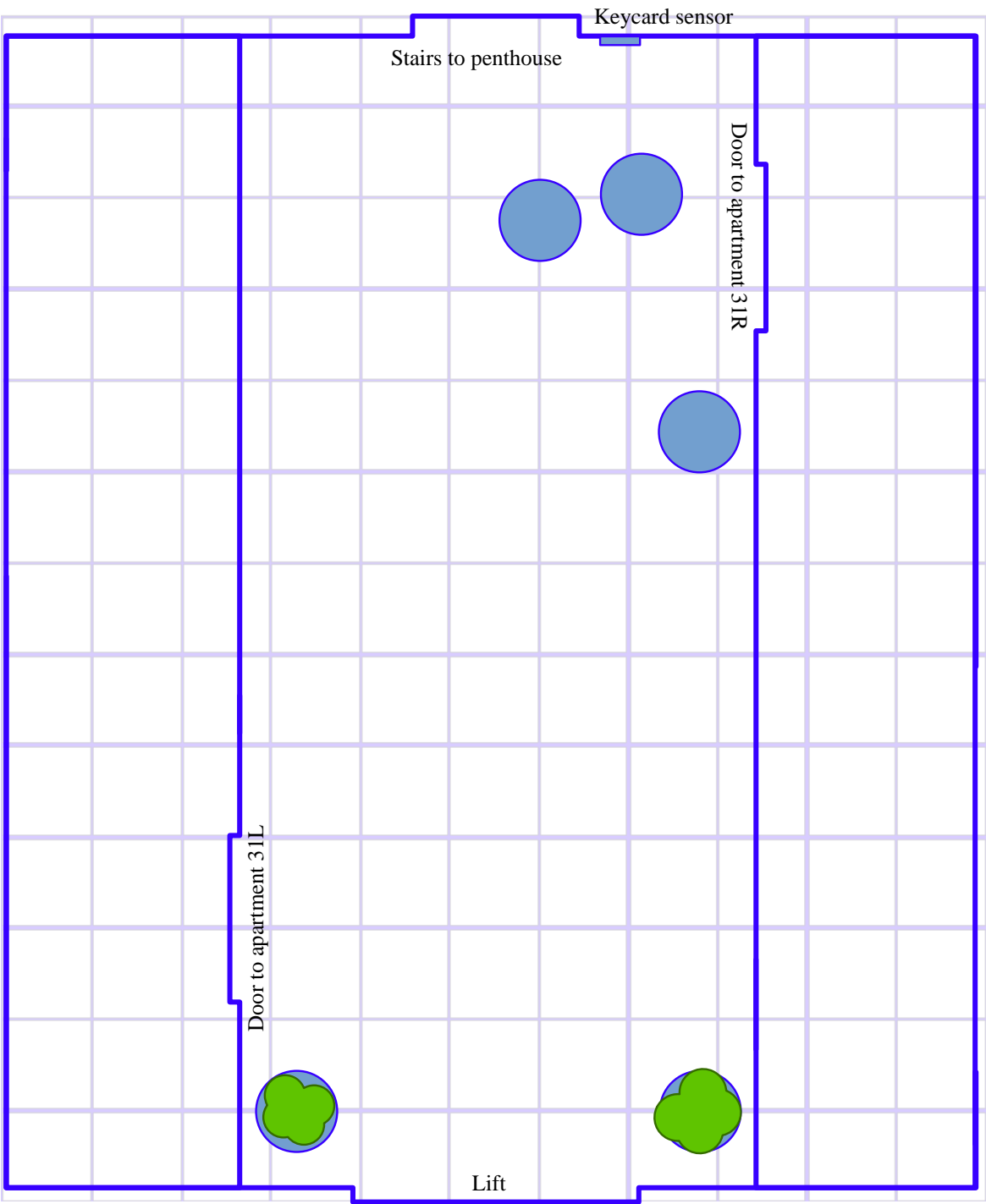
- Scaling the building or sending a drone up with a **climb DC 18** takes a player up to the penthouse, but there are no open doors, and all windows are bullet-proof and reinforced.

If they look in through windows, they see *Penthouse*, but no sign of Peter himself.

- **Hacking DC 25 [Starfinder 21]** opens the front and lift doors. A 2 on a d3 roll takes them straight to *Penthouse*, a 1 or 3 takes them to the section called “Penultimate level”. />.
- Triggering a fire alarm opens a stairway used for fire escape. When residents start pouring out, the team go can in and up. This takes them directly to *Penthouse* but it also summons fire response and security crews, so time spent in Peter's apartment is limited.
- Other schemes to get inside, like posing as a work or repair crew, or delivery crew, or prostitutes, or work colleague, gets them to the section called “Penultimate level”.

Penultimate level

The 5th level of the building is a standard residential floor, but it is manned by two or three ex-soldier mercenaries with military-grade networked weapons.



Apartment hallway

If the party arrives in the residential lift, then on the far side of the hall, past the security guards, is a door up to the penthouse. There's a keycard sensor by the door.

If the party arrives in the service lift, then they are in an alcove behind where the security guards are stationed. From this alcove, they can either continue riding the lift up one floor, or disembark and take the stairs up one level.

If you're playing **Interface Zero**, then one security guard is a human-bull hybrid. If you're playing **Starfinder**, one security guard is an alien or (for a Shadowrun flavour) an orc.

Security officers

XP 400 (CR 1)

Fierce hybrid (bull) sprawler 2

Medium humanoid (human)

Init +1; Senses low-light vision; Perception +7

DEFENSE

DS 11, touch 11, flat-footed 10 (+1 Dex)

hp 17 (2d12+6)

Fort +5, Ref +4, Will +2, DR 2

OFFENSE

Speed 30 ft.

Melee horns +5 (1d6+3) or baseball bat +5 (1d6+4)

Ranged AGA Black Knight Limited +6 (2d8)

STATISTICS

Str 17, Dex 12, Con 14, Int 8, Wis 15, Cha 8

Base Atk +2; CMB +4; CMD 15

Feats Intimidating Prowess

Skills Athletics +8, Drive +6, Intimidate +7, Perception +7 Profession (bouncer) +7, Sense Motive +7

Language Common

Special qualities big, hardy, impoverished, sprawler knacks (brutal beating [1 round], frightening, gets the job done +1)

Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4), emotional resistance response system

Gear Ranged AGA Black Knight Limited, UP Street Soldier Combat Threadz

If the party goes through the door to the penthouse, they ascend a stairway up to the penthouse foyer.

Penthouse

If the lift took the party directly to the penthouse, or they took the stairs from the level below, they arrive in the penthouse foyer.

In the foyer is a coat rack, upon which hangs a black mackintosh. A poor **Perception** check might mistake it for a person lurking in the shadows.

The front door is wooden and can be broken down if needed. Otherwise, there's a keycard lock next to it.

There is a security camera mounted in a ceiling corner. A hacker who has been on the building's network knows that this camera did *not* appear on the building network (meaning there's a separate network on this floor).

If the party ignores the camera, then it's a real camera, but it's on Peter's private Home network (HAN), wired directly into his PC.

The party is free to proceed into the penthouse.

Penthouse investigation

Read this aloud to your players:

Peter's penthouse is large, but minimal in design. He has modern furniture and mostly-modern gadgets. It's obvious that he leads the classic "bachelor" lifestyle, though, as there are piles of laundry in the corners, and the apartment is littered with techno gadgets that nobody bothers putting back on the shelf where they belong.

The penthouse has four rooms: an expansive living room with an open kitchen, a large bedroom, a bathroom, and a toilet.

<bridehead>What's really going on here</bridehead>

Peter is not living in the apartment, but is paying the guards outside to keep people out and to give the illusion that he is hiding inside. He is also paying a maid service to send someone into the apartment each day on the auspice of cleaning it, but actually to make it appear actively lived in.

This is reflected in anything that the party inspects. Toothbrushes are in use, laundry is clean even when lying crumpled up in a corner, the shower is damp with water droplets from the previous night or early morning shower, and so on.

Living room and kitchen

- In the living room, there is a wet bar, a gaming rig, and the usual assortment of furnishings.
- If a player investigates the gaming system, they find that any major new game is purchased right after release, and that Peter spends about 64 hours a week gaming.

If a player tries to play a game or investigates deeper, they find that even though Peter's gaming system registers that he plays 64 hours a week, he's only on Level 1 of any given game. In fact, there is literally no progress on any game he owns, as if he starts up a game and then walks away from it immediately.

This is all, of course, automated (which can be detected by a successful **hack** DC 20).

- The kitchen is stocked with expensive cooking equipment, but the refrigerator is empty but for beer, fine wine, and bottled water.

If a player looks carefully at, or drinks, a beer, they notice that the beer expiry date has passed by a years. The wine and water have no expiry dates.

Cabinets are stocked only with non-perishable drygoods.

- The wet bar is stocked with half-finished bottles of liquor. No olives, limes, or lemons, sythetic or otherwise.

All rubbish bins in the apartment are empty, aside from the odd cleaning rag here and there.

- Gadgets that Peter owns include high-powered binoculars, StunBlok (+5 saves against Stun Weapon), and LazOff (Laser resistance equal to DR), as well as some useless toys, like miniature projectable holograms featuring popular comic book characters, puzzles, and other novelty items of no substantial value.

Bedroom

- The bedroom is even less tidy than the living room, with an unmade bed and clothes thrown onto the bed and chair. The door to the walk-in closet is open. There's a desk, upon which sits a computer terminal.
- The closet contains expensive clothing, some of which sell on the black market for 300 credits or so. There is also a safe in the closet.

Also in the closet is a **Bombs on Broadway** armored cape (DR +1; stacks with other armor, but if Dex mod is +2 or less, add -1 Armor Check Destroyed first due to armor degradation.)

- The safe in the closet is closed and locked. It must be opened with a keycard.

If they examine it, they can see that the safe is actually not secured to anything, so if they can't get it open here, they can just pick it up, with a successful Strength check, and carry it back to their homebase.

If the party attempts to open the safe with the same keycard they used on the doors to gain entry, it fails. Optionally, you can have the incorrect keycard set off an alarm, such that if they fail to vacate quickly, they are intercepted by security guards.

Hacking or **lockpicking DC 14** opens the safe. Inside are three data chips and 3000 credits.

These data chips contain encrypted messages that were hand-delivered ("data drops") between Peter and someone else as a way to communicate off the network.

See Appendix B, *Player handouts: Data drop* and Appendix A, *Player handouts: Yazid email* for details on what the data chips contain. There is no way for the players to know this yet, but the entire safe) has been planted in the apartment by Yazid, the IT worker Elizabeth Ravadun had hack into Peter's apartment. This is his insurance plan, in case something goes poorly for him (which, as the players will discover, is exactly what is going to happen).

- The computer on the desk can be accessed with **hacking DC 6**. At least on the surface, it's devoid of any personal files whatsoever. There are, however, some hidden encrypted files that a hacker might be able to open if they connect to the computer directly...

If a hacker connects to the computer directly (a crossover connection, for instance), they discover that the computer is home to a virus of the worm variety. The hacker take 2 nonlethal damage with a DC 14 Firewall saving throw.

There is no data on the computer aside from a fresh install of Ubuntu [<http://ubuntu.com>].

If your players do not find the data cache in the closet safe, but do get hit with the computer virus, you can have them discover the data later, as the payload of the computer virus.

- In a desk drawer, there are several photographs of a young woman, taken in various places around the city. On the back of one photograph is the inscription: "I miss you, Peter-cat. Love, Tina-bunny."

If the party cross-references the photo with facial recognition records, they learn that the woman's name is Tina Tamotsu, and that she

lives in the Dolphiray neighbourhood. She owns a private home at 77 Mare Street, located on the waterfront.

If your players do not find this photograph, have either the computer virus or the data cache from the closet safe contain it in digital form.

- A very astute player might notice that there's no body odour in the room whatsoever. Clothes don't have that "lived in" smell, and the bed, although untidy, hasn't actually been slept in.

Bathroom and toilet

- The bathroom is stocked with all the usual toiletries, like an electric razor, toothbrush, soap, and so on.

A player may take DNA samples from hair on the razor. With a successful check in a lab, they discover that the hair traces back to someone named Chigaru Najjar. A background check on him reveals that he was a sprawler who was arrested in a robbery attempt of a payroll center owned by Global Omnium Digital. He was executed a year ago.

- An astute player will notice that the towels are not damp. Toothbrushes look like they've been used, judging by bristle wear and tear.
- The toilet has a toilet, and a sink. There's a sticker on the sink mirror reading "Metzo Metzo Maids house keeping service", with yesterday's date scribbled on it.

Housekeeping

The party is free to spend as much time as they want in the penthouse without interruption, as long as they haven't triggered any alarms.

If they choose to stay in the apartment until either the cleaning service arrives or Peter returns

home, then the cleaning service does eventually arrive.

The "maid", a large female troll or bull-human hybrid (depending on your system), pushes a cleaning cart stocked with all the usual cleaning supplies.

If the party is concealed and passes her **Perception +5** roll against their stealth, then she goes into the toilet, updates the date on the sticker, rearranges the mess in the apartment (she does not clean), and leaves.

If she sees the party, she attacks them immediately. She is carrying a BKI Tiger Claw assault shotgun in the rubbish bin of her cleaning cart, which she'll pull out and use immediately. She is a trained combatant, so her initial attack will likely catch the players flat-footed.

Maid

XP 400 (CR 1)

Fierce hybrid (bull) sprawler 2

Medium humanoid

Init +3; Senses low-light vision; Perception +5

DEFENSE

DS 11, touch 12, flat-footed 8

hp 17 (2d12+6)

Fort +5, Ref +4, Will +2, DR 2

OFFENSE

Speed 20 ft.

Melee horns +5 (1d6+3)

BKI Tiger Claw assault shotgun +4 (1d12)

STATISTICS

Str 17, Dex 10, Con 16, Int 8, Wis 13, Cha 10

Base Atk +2; CMB +4; CMD 15

Feats Intimidating Prowess

Skills Drive +6, Intimidate +7, Perception +7, Profession (bouncer) +7, Sense Motive +7

Language Common

Special qualities big, hardy, impoverished, sprawler knacks (brutal beating [1 round], frightening, gets the job done +1)

Cyberware TAP (Firewall 14, AMS 4, Neural Fortitude +4), emotional resistance response system

Gear BKI Tiger Claw shotgun, UP Hoodz

The maid fights to the death. If the players somehow manage to take her alive, then she tells them that she is an ex-soldier but was hired by Peter Nazari to come to his apartment each day, rearrange random items, clean once a week, and then leave. She doesn't know why, and has never met Peter personally.

Next steps

At this point, your players will at least realise that Peter Nazari does not actively live in his apartment. They may suspect that he is not real, and that he is actually an AI, or that he has been killed or abducted with the apartment itself being an elaborate front.

The two clues they need to follow up on are these:

- Tina Tamotsu: a pleasure-model bioroid living in the Dolphiray district. Had a special relationship with Peter. Local authorities are familiar with her, and she has been arrested several times, but she has influential clients so they've never been able to hold her for long, much less prosecute.
- Yazid Faruna: the IT worker tasked with hacking into Peter's emails for the players's client, Elizabeth Ravadun. He is to meet Ms. Ravadun at the Gengrove Apartments in the Gengrove district tonight at 21:00.

Give these clues to your players in whatever way you need to. They can come via these avenues:

- The data cache in the closet safe.
- As an artifact of the computer virus on Peter's personal computer.
- Documents found in Peter's desk drawer.
- An AI monitoring building security cameras.
- They can be approached by Tina and/or Yazid personally, or by a man named Gu Hanying, an employee of Elizabeth Ravadun who has been paid to meet Yazid and assassinate him.

Regardless of how your players get the information, its existence can be explained as having been planted in Peter's penthouse by either Peter himself or by Yazid, who suspects that Ravadun doesn't intend to pay him.

Tina Tamotsu

Read this aloud to your players:

Dolphiray is a high-rent neighbourhood manicured to the appearance of a traditional seaside villa. It's artificially daylight both day and night, with a manmade lake complete with yachts and a boardwalk. Only the super-rich could stomach a place as superficially perfect as this.

Dolphiray is a very exclusive community, so if the party goes into Dolphiray obviously bearing weapons and looking like a bunch of common thugs, they are confronted by a security robot and sent away. The security robot are not intelligent; all it does is tell the players that if they do not leave, it will open fire. It cannot be reasoned or bargained with.

They can try to hack through this obstacle, but if they are foolish enough to engage in a physical fight, more security arrives until up to a (CR 4) security robot.

Security robot

XP 1000 (CR 3)

N Medium construct

Init +4; Senses darkvision 60 ft., low-light vision; Perception +2

DEFENSE

DS 12, touch 6, flat-footed 8

hp 43 (6d10+20)

Fort +2, Ref +6, Will +4

DR 3; Firewall 4; Immune construct traits

Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee unarmed strike +10/+5 (1d3+2)

Ranged AS Foley Arms Watchdog +6 (2d6)

STATISTICS

Str 15, Dex 19, Con -, Int -, Wis 14, Cha 7

Base Atk +4; CMB +6; CMD 16

Feats Agile Maneuvers, Improved Unarmed Strike, Simple Weapons Proficiency (firearms), Weapon Finesse

Skills Perception +8; Racial Modifiers +6 Perception

If the party is disguised or only sends one or two respectable members into the community, they can reach Tina's house unaccosted.

A security bot might ask for a name, and a player may provide a false identity without repercussion. If a player provides their true identity, you may use this as license to send investigators out after them later, as needed.

Read this aloud to your players:

Tina lives on Mare Street. Her home is large and situated along the shore of the lake. The artificial grass of her front lawn is bright green and perfect, and the windows of her home are big and open to let all that fake sunlight in. There's no overt sign of security, but a neighbourhood this nice is also smart enough to make its security blend into the facade of contentment and bliss.

Tina Tamotsu is at home, alone. She answers the door if the players knock. If they break in, she will fight in self-defense, but will talk to them if them use diplomacy.

Tina Tamotsu

XP 600 (CR 2)

Human gunner 1/aristocrat 2

Medium humanoid (bioroid)

DEFENSE

Init -1; Senses Perception +8

DS 11, touch 9, flat-footed 11 (-1 Dex, +2 natural)

hp 16 (1d10+2d8+2)

Fort +3, Ref -1, Will +5, DR 4

OFFENSE

Speed 30 ft.

Melee unarmed strike +2 (1d3+2)

STATISTICS

Str 15, Dex 8, Con 10, Int 13, Wis 14, Cha 14

Base Atk +2; CMB +4; CMD 13

Feats Alertness, Filthy Rich, Improved Unarmed Strike

Skills Athletics +6, Bluff +8, Diplomacy +6, Knowledge (politics) +7, Perception +9, Pilot +8, Sense Motive +10

Languages Common, Japanese

SQ full kit, gunner knacks (tactical awareness +1)

Cyberware TAP (Firewall 16, AMS 4, Neural Fortitude +2), Courier Node, subdermal armor

Gear expensive suit, ED Combat Vest, T-APP G-Net Security

Read this aloud to your players:

Tina's house is tidy but minimalist. Fake sunlight pours in from outside, and light reflected from the water dances on the ceiling.

Tina is obviously well funded. She is an escort for the wealthy; a girlfriend for hire. She lives alone and her clients pay her every expense and cater to her every whim.

Whatever the players say, she will go along with it to find Peter. She will also propose an alliance for the purpose of exchanging information.

Tina's goal is to find Peter herself, so she will say whatever she needs to say to glean information from the players about where Peter is. She will happily play the part of Peter's scorned lover or the clingy girlfriend or the concerned friend, depending on what she thinks the players will respond to favourably.

- **Do you know Peter Nazari?** Tina did know Peter. He was a good client, but also a friend. He stopped coming around to visit about a year ago.
- **Have you ever been to Peter Nazari's home?** Yes, a long time ago, but usually he visited her here, at her home.
- **Aren't you afraid that someone will come around and threaten you if you don't help them find Peter?** Tina has powerful clients. She's not generally afraid for her own safety.

Hacker coup

Once they have earned her trust, Tina tells the players that she believes Peter has joined up with a hacker group called The Tinkerers. She initially believed that he did this because he, like most managers at Global Omnium Digital, was very paranoid about other managers vying for his job, to take over his department. But now that she

Investigation

Unless they bluff very well, Tina predicts that the players have come looking for Peter. She will invite them inside unless they threaten her.

thinks about it, just before he left, he had started talking a lot about the CEO, Elizabeth Ravadun, and how she had to be stopped. He never said why, but she got the impression that there was more to it than just paranoia over his own job.

Tina believes that Peter has joined forces with the Tinkerers in an attempt to stage a coup.

- If the players tell Tina they want to help Peter overthrow the current regime, and they have sufficiently gained her trust, then she tells them to find **Slacker HQ**, located on 99 Edwards Street, deep within the Sprawl. There, she tells them, they may be able to gain more information about the Tinkerers.

She says that she has attempted to contact the Tinkerers, but they won't respond to her queries. She suspects this is due to her background and reputation. She has many clients, and most of them are the enemies of the Tinkerers, so illegal hackers want nothing to do with her.

If the players still have not found the data chips from Peter's apartment, then Tina has found them on her doorstep this morning, in an unmarked package. They are encrypted, so she doesn't know how to access them, but she suspected that it had something to do with Peter. She gives them to the players, but makes them promise to keep her informed on their progress.

- If the players have not sufficiently gained Tina's trust, or they blatantly express to her that they intend to hunt Peter down so they can defeat him to protect Elizabeth Ravadun, Tina tells them that she doesn't know how to contact the Tinkerers, or she may even lie to them and give them false leads.
- If the players decide to turn Tina in as a traitor to Elizabeth or to other authorities, then they are free to pursue that on their own. However, if they are foolish enough to tell Tina that they are going to turn her in, she will summon some Security robot to help her take the players down. She will fight to the death.

- Tina cannot be threatened or intimidated. She has powerful clients who guarantee her protection.

Gengrove Apartments

Your players may want to investigate the appointment that Elizabeth Ravadun has made with her IT worker at "2C:00". This is one way for them to learn where to find the Tinkerers, if they have not already gotten a lead on that from Tina. It's also a good display that Elizabeth Ravadun is untrustworthy, and it may plant in them an idea to turn against her and side with Peter instead.

Read this aloud to your players:

The Gengrove Apartments, located in the Gengrove District, is the original employee housing complex for Gengrove Pharmaceuticals.

Gengrove Pharmaceuticals rose to power back when they made progress in finding a cure for The Death. They never did cure it, but the drugs they developed often prolonged life and reduced pain, so they earned a reputation as a philanthropic company. More recently, however, they just churn out designer drugs to keep employees blissful and eager to work.

The Gengrove Apartments is a run-down, abandoned and decaying building that was the original housing complex for the company. When Gengrove Pharmaceuticals upgraded its facilities, it abandoned the old complex in favour of on-site housing. It looks like a building straight out of the sprawl: a perfect place for secret meetings and underhanded deals.

Across from Gengrove Apartments building, there is a large neon clock. One of the neon strips has burned out, so a "0" looks like a "C". By this partly-broken clock, 2C:00 is in fact 20:00.

Assuming the players figure this out, they can stick around until 8 PM (20:00).

Investigation

The Gengrove apartments is a decaying building, so there is no building security. Players may enter from the front entrance, which leads down a long hallway into a large abandoned storage area near the back of the building.

The rear right corner of the building has a gash in it, created when a delivery truck accidentally collided with the corner while backing up. Players can enter the building through this rear entry, and there is plenty of rubble behind which they may hide.

The ground floor of the building was used as office and administrative space. The upper floors of the building are old apartments. You can populate it with all the forgotten and decaying articles of everyday life.

Encounter

At 20:00, Yazid Faruna arrives at the building. He enters through the front of the building and makes his way to the rear storage room.

If players try to pose as messengers sent by Elizabeth Ravadun, they can trick Yazid with a **bluff DC 8**. However, he is expecting a sizable reward, so if they fail to provide him with anything, then he will respond with disappointment and is mostly unhelpful.

Shortly after 20:00, Gu Hanying arrives through the rear entrance. He is dressed smartly and carries a briefcase.

Yazid is surprised that Elizabeth has not come to meet him herself, since he thought that was part of the reason they were meeting in secret.

Without any discussion, Gu Hanying draws a weapon from his coat and shoots Yazid in the head. He dies immediately. Gu Hanying places the briefcase next to Yazid's body, obviously planting incriminating evidence.

Gu Hanying will make a perception check (against the player character's stealth skill) to detect anyone hiding in the area. If players are detected, Gu Hanying will talk with them to assess whether they are a threat or not, and he will respond accordingly. He is a professional assassin, and is happy to simply leave if there is no threat.

Gu Hanying

XP 1000 (CR 3)

N Medium human

Init +4; Senses darkvision 60 ft., low-light vision; Perception +2

DEFENSE

DS 12, touch 8, flat-footed 8

hp 22 (2d12)

Fort +4, Ref +6, Will +2

DR 3; Firewall 4

OFFENSE

Speed 40 ft.

Ranged AS Foley Arms Watchdog +6 (2d6), AGA Thunderbolt, Executive Decision Entourage Suit

STATISTICS

Str 13, Dex 15, Con 14, Int 10, Wis 12, Cha 8

Base Atk +2; CMB +4; CMD 14

Feats Agile Maneuvers, Improved Unarmed Strike, Simple Weapons Proficiency (firearms), Weapon Finesse

Skills Perception +8

Searching Yazid

If your players search Yazid's body and the briefcase planted next to him, they may find any number of things required to progress the plot. What they find, specifically, will depend on how much your players need to discover in order to continue with this adventure path.

- Yazid: on the corpse, your players can find expense reports pointing to Tina (Peter had to pay for his time spent with her, in spite of their close relationship), if they have not already gone to speak with her. This is Yazid's insurance policy, which he brought with him to ensure that if he was threatened, he had further information to offer (he had no way of knowing that Elizabeth already knew that Tina existed, and that Tina has little information to offer).
- Yazid: on the corpse, your players can find evidence pointing to the Tinkerers. Yazid has learned of them by investigating Peter on his own, and brought information on where they meet, in hopes of getting an even better reward.

The Tinkerers meet at a workshop in the sprawl. The address is 99 O'Toole Street.

- Briefcase: this contains nothing of relevance. It details research and personel of Global Omnium Digital, and was clearly meant to suggest that Yazid had been involved in corporate sabotage and had been executed for his betrayal. The local cops don't get involved in corporate affairs, so his murder would be ignored.

The Tinkerers

Once they have found either a data cache about the Tinkerers on Yazid's body, or else have found information on the Tinkerers from malware embedded in Peter's home PC, players may attend a meeting of the Tinkerers at 99 Edwards Street in the sprawl.

Read this aloud to your players:

You approach a building much like all the others in the sprawl: run-down and neglected, yet bolstered by wrought-iron bars over the windows and triple locks on the door. Spray-painted across the building in bright green paint are the words *Slackers HQ*.

Right now, the building's front door is open, though, and a cardboard sign nailed to the outside wall states "Community meeting today. Come one, come all. DIY workshops, free computer help, building project planning."

Inside, fourteen community members have gathered, all huddled around computers or workbenches and powertools. A plate of stale biscuits and flavoured water sits near the entrance. Light streams out of the doorway into the dim, rainy streets. It's an inviting atmosphere, and one you're not entirely accustomed to.

The meeting is an open meeting. All are welcome. They do not openly advertise that they call themselves the Tinkerers; in fact, they say that the meeting is a gathering of people who want to work to rebuild the sprawl into a livable, corporate-free, self-governing neighbourhood.

The workshop is filled with electronic and building equipment. It appears to be a sort of community workshop.

There is a well-hidden secret room behind a shelf of electronics, where Peter Nazari is monitoring the meeting. This room can be detected with a *perception DC 30* check, but it is well-guarded by the attendees.

The network within the workshop is military-grade and aggressive to intruders.

If players speak to the people gathered there and mention the word "tinkerers", they will agree that they love to tinker on things, and they will allow the players to call them "tinkerers" if that's what the players want to do. It's the sprawl; you can do whatever you want.

The names of the Tinkerers are: Sook, Sonny, Spike, Tam, Targa, Tarris, Uno, Uke, Ustan, Vic, Vlad, Volo, Wish, and Wendy. They all have the same stats:

Hackers

XP 600 (CR 2)

Medium human

Init +4; darkvision 60 ft., low-light vision;
Perception +10

DEFENSE

DS 14 (+3 Dex, +1 natural); DR 2

Critical Defense Bonus 5 (DR + Dex mod + shield bonus)

hp 30 (5d6+10)

Fort +3; Ref +4; Will +5; +2 vs psionics, +4 vs. mind-affecting, paralysis, stun

OFFENSE

Speed 30 ft.

Melee UP Ironfang spring-blade +2 (1/2/4)

Ranged HT-9 +5 (2/7/12)

STATISTICS

Str 10, Dex 16, Con 14, Int 16, Wis 12, Cha 8

Base Atk +2; CMB +2; CMD 15

TAP: Firewall 15; AMS 5; Neural Fort +4;
Range 125 ft.

Feats Cutter, Interference, Skill Focus
(hacking)

Skills Bluff +6, Drive +8, Hacking
+14, Knowledge (Global DataNet) +11,
Knowledge (local) +11, Knowledge
(programming) +11, Perception +10, Sense
Motive -3; Racial Modifiers -4 Sense Motive
Traits Hacker, Seeker

Contacts merchant, petty criminal

Languages Cantonese, English, Japanese,
Russian

Gear HT-9 holdout pistol, UP Ironfang
spring-blade, Hardened UP Hoodyz (light
fortification)

If the players mention Peter Nazari, the hackers show no sign of recognition, but will discuss Peter and Global Omnium Digital with great interest. They will guardedly entertain any idea of taking down the corporation, although they will pretend not to know who Peter is, where he is, or even that he is on their side.

At the end of the meeting, as long as the players have given the Tinkeres *any* reason to trust them, they are invited to stay for the after-meeting meeting. Seven (or more, if your APL is particularly low) of the attendees leave, with seven plus the players remaining. At that point, Peter Nazari comes out of a back room that had been concealed behind a shelf of electronic equipment.

Peter Nazari

Peter Nazari has joined the Tinkerers in an effort to bring down Global Omnium Digital, as he believes that Elizabeth Ravadun has been committing atrocities on her employees. He doesn't know exactly what she has been doing to them, but years ago, he started investigating

the internal hospital system and found that sometimes people got checked into the system and never checked out.

Peter believes he can run the corporation ethically, and believes the Tinkerers can help him take Elizabeth down. However, what they have in hacking skills, they lack in firepower. He offers to hire the players to help him storm the castle. He offers to match what Elizabeth is paying them.

If the players accept, he tells them that they are ready to move in on Elizabeth, so he will get in touch with them later that night with details on where to be.

If the players mention Tina, Peter will acknowledge that he was forced to leave her abruptly, and that he regrets it. He says that he cannot risk telling Tina what he is doing now, but that it will all get sorted out after he successfully takes over Global Omnium Digital, or dies trying.

Tinkerer combat

If the players decline Peter's offer of joining the Tinkerers, a battle ensues. And probably ends resolves the adventure.

Peter Nazari

XP 2600 (CR 2)

Human 2.0 idol 5

Medium humanoid (human)

Init +7; Senses Perception -1

DEFENSE

DS 14; DR 6

Critical Defense Bonus +9 (DR + Dex + shield)

hp 42 (5d8+10)

Fort +3; Ref +7; Will +3; +4 vs. disease

OFFENSE

Speed 30 ft.

Melee combat knife +5 (3/5/10/ 19-20)

Ranged AGA thunderbolt +6 (2/9/16)

STATISTICS

Str 14, Dex 16, Con 14, Int 13, Wis 8, Cha 18

Base Atk +3; CMB +5; CMD 18

Zero Points 8

TAP: Firewall 14; AMS 4; Neural Fort +4;
Range 50 ft.

Feats Extra Celebrity, Improved Initiative,
Point Blank Shot, Skill

Focus (Perform [oration])

Skills Acrobatics +8, Bluff +12, Diplomacy
+12, Drive +11, Intimidate +12, Knowledge
(local) +10, Perform (oration) +12, Stealth
+11

Traits Charming

Drawbacks Arrogant

Contacts rumormonger, hackers

Languages English

SQ arrogant, beautiful people, celebrity
pool (6 points), command performance
(fascinate), perks (do you know who I am?,
hogging the spotlight), well-connected +2,
who you know (2/day)

Gear AGA Thunderbolt, UP Duke McCoy
combat knife, Executive Decision armour
suit

If the players engage Peter and the Tinkerers in
combat, then Peter retreats behind cover and calls

Tina to beg for her help. The Tinkerers, in the
mean time, attempt to hack into the players's
personal networks to cause various kinds of
technological damage, and also use any weapon
at their disposal to protect themselves and Peter.

Tina answers his call, arriving at the last minute,
along with three thugs borrowed from one of her
many powerful clients.

Tip

Human ganger 5

Medium humanoid (human)

Init +3; Senses low-light vision; Perception
+9

DEFENSE

Defense Score 13 (+3 Dex); DR 6

Critical Defense Bonus +8 (DR + Dex +
shield)

hp 36 (5d8+10)

Fort +2; Ref +9; Will +2

Defensive Abilities: evasion, uncanny
dodge

OFFENSE

Speed 30 ft.

Melee reinforced unarmed strike +7
(1/2/4+4) or combat knife +7 (1/3/6+4)

Ranged PD9 +6 (2/5/8; semi-auto &
autofire)

Special Attacks brutal beating, gang-
fighting, gets the job done, neak attack +10

STATISTICS

Str 18, Dex 14, Con 12, Int 10, Wis 12, Cha 13

Base Atk +3; CMB +6; CMD 18

TAP: Firewall 14; AMS 4; Neural Fort +3;
Range 25 ft.

Should the players decide to attack Elizabeth, fast forward to the final encounter with Elizabeth.

Feats Autofire Expert, Chromed,
Intimidating Prowess, Lightning Reflexes,
Power Attack, Weapon Focus
(submachinegun)

Skills Acrobatics +10, Appraise +8, Drive
+10, Knowledge (local) +8, Intimidate +12,
Perception +9, Sense Motive +9, Sleight of
Hand +10, Stealth +10

Traits Dirty Fighter

SQ frightening, rogue talent (strong
impression) Cyberware cybereyes w/
nightvision optics, street warrior
gutterware package

Gear RS PD9 submachinegun, UP Duke
McCoy combat knife, RW reinforced biker
jacket

Frightening (Ex): Intimidation duration
lasts for 1 extra round.

Sneak Attack

Tina and her gangsters will fight to the death to
defend Peter.

Peter will also fight to the death, but he can be
disarmed or disabled.

If the players turn Peter in, Elizabeth Ravadun
pays them as agreed. She also reveals, if
prompted, that Peter had permitted doctors
within Global Omnium Digital to experiment on
patients as a means of reducing research costs
(ethics, it turns out, are expensive). She believes
that he was going to blame her for it.

If asked about Yazid, Elizabeth will not bother
denying having him executed, and simply
explains that she couldn't afford to let rogue
hackers running loose in her company. Yazid had
dug deep for her, but she fears that if he was able
to hijack one board member's email accounts and
cover his tracks, he could do the same to anyone
else. So she disposed of him for safety.

Old flame

If your characters have decided to turn against their client, Elizabeth Ravadun, then after they leave the Tinkerers workshop, they receive a call from Tina Tamotsu.

Tina will say anything, whether it's praise, a guilt trip, intimidation, accusation, or anything else, to find out if the players have found Peter yet.

If the players admit that they have found Peter, Tina will do anything she can to get them to give her information on where to find him or how to contact him.

How this resolves depends on how the players respond.

- If the players give her information on how to find Peter, she leaves them alone, and turns up as an ally in the final encounter.
- If the players refuse to give her information on how to find Peter, Tina asks to meet with them at an address she provides, located in the sprawl.
- If the players deny having found Peter at all, she asks to meet with them at an address she provides, located in the sprawl.
- If nothing else, Tina will ask the players for their current location so that she can come speak with them. She does not, however, show up, but you should have her (and three thugs) ambush them later, when they're on their way to the final encounter.
- If the players lie to Tina, or they accept a meeting but do not show up, or otherwise try to elude her, and there is no way for Tina to find them, then Tina remains unresolved.

Tina meeting

If the players choose to meet with Tina, she will make every attempt to arrive before they do. She

will have three hired thugs with her "for her own protection".

Tina's primary goal is to find Peter. Why she wants to find Peter depends on you; possibly she wants to find him to legitimately help him because she loves him more than anything in the world, or possibly she wants to find him to give him the ultimate payback, in the form of a few bullets to the head, for disappearing on her.

Either way, Tina will say whatever it takes to obtain from the players where she can find Peter. If at any point, they give her the location and time of the final encounter (which they probably don't know yet), then she will help Peter, unless you want to use Tina as a "loose cannon" and have her turn on the party during the final showdown just to make it more chaotic.

The point is, Tina at this stage is an element of chaos. You can either use her as an ally if you anticipate the final showdown to be too tough for your players, or you can use her as an additional enemy.

If the players do not provide Tina with any information, however, and also refuse to accept her help, then she calls in her thugs to execute them, and flees the scene.

Her thugs consist of two ex-cops:

Ex-cop (2x)

XP 1200 each

Tough hybrid sector cop 5

Medium humanoid (hybrid)

Init +4; Senses low-light vision; Perception +10

DEFENSE

Defense Score +11 (+1 natural); DR 8

Critical Defense Bonus +8 (DR + Dex + shield)

hp 42 (5d10+10)

Fort +6; Ref +1; Will +3

OFFENSE

Speed 30 ft.

Melee RL security truncheon +8 (3/5/8 nonlethal) or unarmed strike +6 (3/5/6)

Ranged Tiger Claw +5 (3/7/12) or thunderbolt +6 (4/11/20)

Special Attacks close control

STATISTICS

Str 14, Dex 11, Con 14, Int 10, Wis 14, Cha 14

Base Atk +5; CMB +8 (+10 bull rush and overrun); CMD 18

TAP: Firewall 14; AMS 4; Neural Fort +4; Range 25 ft.

Feats: Bodyguard, Die-Hard, Endurance, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Weapon Focus (pistol), Weapon Specialization (pistol)

Skills: Athletics +7, Drive +5, Intimidate +10, Knowledge (local) +8, Perception +10, Sense Motive +10

SQ big, move along!, relentless, right tool for the job +1, serve and protect

Gear Bkl Tiger Claw assault shotgun, RL security truncheon, RS Beachhead first responder armor (hardened: medium), High explosive incendiary grenades (10/18)

+1 size bonus to both CMB and CMD.

And one hacker:

Hired hacker

XP 1200

Bioroid hacker 5

Medium humanoid (bioroid, human)

Init +1; Senses Perception +9

DEFENSE

DS 12 (+1 Dex, +1 dodge); DR 6

Critical Defense Bonus +7(DR + Dex mod + shield bonus)

hp 36 (5d8+10)

Fort +3; Ref +5; Will +5

OFFENSE

Speed 30 ft.

Melee spring-blade +3 (1/2/4), Ranged HT-9 +8 (2/7/12)

STATISTICS

Str 10, Dex 12, Con 14, Int 15, Wis 12, Cha 15

Base Atk +3; CMB +3; CMD 14

TAP: Firewall 14; AMS 4; Neural Fort +4; Range 75 ft.

Feats: Alertness, Deceitful, Dodge Skills Bluff +12, Diplomacy +10, Disguise +12, Disable Device +9, Drive +9, Hacking +11, Knowledge (local) +10, Perception +11, Sense Motive +11

Traits: tireless logic

Contacts academic, politician

SQ cyber investigation +1, deeds, eye for detail, intuition (4 points), keen recollection, sleuth's luck (2 points)

Cyberware smartgun system; Gear HT-9 holdout pistol, PD future noir wear, UP spring-blade, Flash bang grenade

Careful Teamwork: Spend an intuition point for allies within 30 feet to gain +1 on Init,

Perception, Disable Device, Reflex, and DS against traps.

The thugs will not fight to the death, but will throw grenades before running away.

If a player is hit by an incendiary grenade and catch fire, they continue to burn for several rounds, so they must extinguish themselves.

If it is raining very hard, they may go out into the rain, but otherwise they must find some source of water. Most untreated water (rain included) is acidic, so if the acid rating is particularly high that day, they may suffer acid damage.

Thugs and even Tina can be caught if a player has very fast movement. If Tina is turned over to the police, the police agree to hold her over night, but they guarantee that her clients will have her out by morning. Otherwise, the players may deal with Tina as they see fit.

Tina ambush

If the players arranged to meet Tina on their own turf, then she will not show up. However, she will ambush them when they make their way to the final encounter. See the stat blocks in the previous section.

Corporate

Once Tina has been resolved, Peter contacts the players and tells them to meet him at Global Omnium Digital at 01:00. At that time, he reasons, the compound will be mostly empty so there is likely to be less resistance getting to Elizabeth Ravadun's enclave.

He tells them that his hackers will be able to get them through most of the corporation's automated security checks, but Elizabeth's office is sure to be well guarded.

- If the players contact Elizabeth to let her know that they are on their way, they can attempt to bluff her into believing they just want to meet with her. In order not to arouse suspicion, however, they must have a good explanation for why they want to meet at 1 in the morning. If they fail their bluff check, then Elizabeth has been tipped off and will meet them with four security officers, two hackers, and two security bots.
- If the players contact Elizabeth to let her know that Peter is planning an attack, then she will aid them in fighting Peter with four security officers and two hackers.

There are several ways for players to play this scenario, especially given that their allegiance may be split at this point. Let them be creative, and be prepared for them to switch sides at any given moment.

Company tour

Read this aloud to your players:

Peter and seven hackers meet you outside of the Global Omnium Digital compound. They are all dressed smartly in business suits. Far from a band of mercs, they look like a team of efficiency experts here for an early morning consultation.

Global Omnium Digital is a huge, expansive enterprise with a physical footprint as large as a city, and a vertical one that extends seemingly into the acid soot clouds themselves. The pinnacle is a peak, so that it forms a gigantic pyramid, with the most important offices, presumably, at the very top.

Entering Global Omnium Digital is like entering a busy train station or airport. You can go shopping, you can catch a train to one of the major company enclaves, or take a bus to Receptionist Central. In other words, Global Omnium Digital isn't just a company, it's a multi-level biodome.

Helpful kiosks around the ground level city can provide directions to Drasith enclave, and sell tickets on the monorail that travels there.

Peter and his hackers get the players through the initial keycard entries without a problem. They don't even have to hack their way through, as Peter has a keycard from one of his many contacts at the company.

To build tension, a few minor encounters are appropriate.

Receptionist

To reach the Drasith enclave, where Elizabeth Ravadun lives and works, they must pass through the Lumos enclave. When they near it, Peter tells them that his hackers think they've detected a life form here (it's actually a cyborg, so they're half right). He asks the players to go and scout out the area. He wants to minimise his contact with employees; he's been a missing person for over a year, so his appearance might raise a few flags.

The receptionist guarding the gated entry into the Lumos enclave is a burly dwarf. She doesn't appear to be armed, although she is decked out with some pretty fancy cyberware.

The receptionist will ask about what business they have at this hour, and she will ask for ID, and how many are in their party. If the players tell her that they are on their way to see Elizabeth Ravadun, then she will call Elizabeth to verify. This may tip off Elizabeth, if the players have not already told her that they are on their way.

Players may bluff their way past her, or fight their way past. If they fight, the receptionist uses weapons stashed in her desk.

Lumos receptionist

Cyborg ronin 5

Medium construct (cyborg)

Init +2; darkvision 60 ft., low-light vision; Perception +2

DEFENSE

DS 17 (+2 Dex, +1 dodge, +2 natural, +2 shield); DR 4; Resistances EMP 8

Critical Defense Bonus +9 (DR + Dex + dodge + shield)

hp 52 (5d10+20)

Fort +4; Ref +3; Will +3

EMP shielding, resolve 3/day, self-reliant Weaknesses EMP vulnerability

OFFENSE

Speed 30 ft.

Melee WT Shillelagh +8 (1/3/6 +3) or unarmed strike +8 (1/2/3 +3)

Ranged AGA cyberchromium +8 (3/10/18) or Tiger Claw shotgun +7 (3/7/12)

Special Attacks challenge (2/day, +5)

STATISTICS

Str 16, Dex 14, Con —, Int 10, Wis 14, Cha 13

Base Atk +5; CMB +8; CMD 20

TAP: Firewall 14; AMS 4; Neural Fort +2; Range 25 ft.

Feats: Dodge, Power Attack, Weapon Focus (pistols)

Skills: Athletics +7, Craft (firearms) +5 (+10 to repair custom weapon), Drive +10, Intimidate +9, Knowledge (local) +5, Linguistics +10, Sense Motive +10, Survival +10

Languages Arabic, English, French, Hindi, Japanese, Korean, Mandarin, Russian, Somali, Spanish, Swahili

SQ augmented, metallic alloy, outsider, tactile dimming Cyberware advanced EMP shielding, kangaroo system, Knowcomp;

Gear AGA cyberchromium rat .75 (custom weapon), BKI Tiger Claw shotgun, BKI kite shield, PD urban trench, WT Shillelagh havoc stick

Cyborg: Cyborgs are considered constructs with the cyborg subtype.

Janitor

As the players approach the Drasith enclave where Elizabeth's office is, they come upon a janitor in the otherwise empty hallway. Peter's hackers didn't detect his presence in their earlier scans because he has been moving around a lot, so when they first scanned the Drasith enclave, he wasn't there. But he is now.

Upon seeing the players, the janitor insists that the area is closed until morning. The players can try to intimidate him, bluff their way past, or fight. If they try to pull rank by pointing out Peter Nazari, then the janitor will let them past, but he

will secretly tip off Elizabeth Ravadun that she has visitors.

Janitor

Human street rat 5

Medium humanoid (human)

Init +2; Senses Perception +10

DEFENSE

DS 13 (+2 Dex, +1 dodge); DR 4

Critical Defense Bonus +3 (DR + Dex + shield)

hp 48 (5d12+10)

Fort +6; Ref +6; Will +5; +2 vs. disease and poison

Defensive Abilities elusive defender (2/day, +4), hardy, trap (fire, snare)

OFFENSE

Speed 30 ft.

Melee unarmed strike +6 (2/3/4) or nailgun +2 (2/4/7)

Ranged nailgun +3 (1/3/6)

Special Attacks dirty maneuvers, improved unarmed strike

STATISTICS

Str 12, Dex 14, Con 14, Int 12, Wis 14, Cha 10

Base Atk +5; CMB +6 (+7 disarm, dirty trick, or steal); CMD 18 (19 vs. disarm, dirty trick, or steal)

TAP: Firewall 12; AMS 4; Neural Fort +4; Range 50 ft.

Feats Dodge, Improved Unarmed Strike, Iron Will, Mobility, Point-Blank Shot, Throw Anything

Skills Climb +9, Disable Device +10, Knowledge (local) +9, Perception +10, Sleight of Hand +11, Stealth +10, Survival +10

SQjury rig, pack bond (2 rounds), trapfinding

Urban punk combat jacket, Nailgun (juryrigged), 1 quart of acid

After these encounters, the party arrives at the NeoPrimal Research Laboratory, the heart of the Drasith enclave.

NeoPrimal Research laboratory

Hacking DC 12 gains floorplans for the Drasithenclave. To get to Elizabeth's office, the players must cross through the data center, and then a hallway of offices.

At your option, you may vilify Elizabeth Ravadun or you can keep her relatively blameless. If your players have chosen to turn against her, then the ending is more satisfying if you make her into a proper villain by using the data center description.

If you're satisfied with the power play as is, you can skip the horrific description of the data center.

Data center

The data center is a warehouse-sized room, covered from wall to wall with computer equipment. It is dimly lit, with most of the light coming from the blinking status lights and read-out displays of servers and routers.

The floor is a grating, and underneath it there appears to some substance reflecting the lights. A

perception check DC 14 detects that it is liquid, possibly for cooling the computer systems.

The sound of trickling water surrounds the players. A **perception check DC 14** detects that liquid is streaming down the sides of the data center, along the walls, where it is gathered underneath the grating of the floor.

A **perception DC 5** check notices, after these reveals, that along the ceiling of the data center are faintly glowing meat hooks. On the meat hooks are bodies of former Global Omnium Digital employees. Given the size of the room, there are at least 300 bodies, each barely still alive. They are being kept alive just enough to produce blood, even as their bodies are being drained of blood, which is powering a massive bio-computer that Elizabeth Ravadun has designed. She is harvesting employees from the company to power the corporation's central processor.

At the other side of the data center is a door leading to the office hallway, which leads to Elizabeth's office.

Next to the door are two security robots. If Elizabeth has been tipped off, then the robots open fire when the players approach. If Elizabeth does not know that they are coming, or the players have struck a deal with her, then the robots monitor their movements but do not attack.

They can be hacked and turned into allies.

Security robot (2x)

XP 1000 (CR 3)

N Medium construct

Init +4; Senses darkvision 60 ft., low-light vision; Perception +2

DEFENSE

DS 12, touch 6, flat-footed 8

hp 43 (6d10+20)

Fort +2, Ref +6, Will +4

DR 3; Firewall 4; Immune construct traits

Weaknesses EMP vulnerability, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee unarmed strike +10/+5 (1d3+2)

Ranged AS Foley Arms Watchdog +6 (2d6)

STATISTICS

Str 15, Dex 19, Con -, Int -, Wis 14, Cha 7

Base Atk +4; CMB +6; CMD 16

Feats Agile Maneuvers, Improved Unarmed Strike, Simple Weapons Proficiency (firearms), Weapon Finesse

Skills Perception +8; Racial Modifiers +6 Perception

Final showdown

If Elizabeth has been tipped off, then the office hallway is populated by four security officers and two hackers.

If Elizabeth has not been tipped off, then the office hallway is empty and the players can enter Elizabeth's office, located at the far end of the hallway.

- If the players turn Peter over to Elizabeth, then she and her team will fight alongside the players to subdue Peter and his hackers.
- If the players fight Elizabeth, her team fight to the death. She will fight until she can fight no longer, at which point she will attempt to flee in her Ravenlocke MK-II patrol cruiser. If

she succeeds in escaping, she will fire several automatic rounds through her office windows in hopes of taking down a player as her final action.

Security guards (4x)

XP 1200 each

Tough hybrid sector cop 5

Medium humanoid (hybrid)

Init +4; Senses low-light vision; Perception +10

DEFENSE

Defense Score +11 (+1 natural); DR 8

Critical Defense Bonus +8 (DR + Dex + shield)

hp 42 (5d10+10)

Fort +6; Ref +1; Will +3

OFFENSE

Speed 30 ft.

Melee RL security truncheon +8 (3/5/8 nonlethal) or unarmed strike +6 (3/5/6)

AGA PL-1 Pulse Laser Pistol (10/24)

Special Attacks close control

STATISTICS

Str 14, Dex 11, Con 14, Int 10, Wis 14, Cha 14

Base Atk +5; CMB +8 (+10 bull rush and overrun); CMD 18

TAP: Firewall 14; AMS 4; Neural Fort +4; Range 25 ft.

Feats: Bodyguard, Die-Hard, Endurance, Improved Grapple, Improved Initiative,

Improved Unarmed Strike, Weapon Focus (pistol), Weapon Specialization (pistol)

Skills: Athletics +7, Drive +5, Intimidate +10, Knowledge (local) +8, Perception +10, Sense Motive +10

SQ big, move along!, relentless, right tool for the job +1, serve and protect

Gear BKI Tiger Claw assault shotgun, RL security truncheon, RS Beachhead first responder armor (hardened: medium), High explosive incendiary grenades (10/18)

+1 size bonus to both CMB and CMD.

Hackers (2x)

XP 1200 each

Bioroid hacker 5

Medium humanoid (bioroid, human)

Init +1; Senses Perception +9

DEFENSE

DS 12 (+1 Dex, +1 dodge); DR 6

Critical Defense Bonus +7(DR + Dex + shield)

hp 38 (5d8+10)

Fort +3; Ref +5; Will +5

OFFENSE

Speed 30 ft.

Melee spring-blade +3 (1/2/4), Ranged HT-9 +8 (2/7/12)

STATISTICS

Str 10, Dex 12, Con 14, Int 15, Wis 12, Cha 15

Base Atk +3; CMB +3; CMD 14

TAP: Firewall 14; AMS 4; Neural Fort +4; Range 75 ft.

Feats: Alertness, Deceitful, Dodge Skills Bluff +12, Diplomacy +10, Disguise +12, Disable Device +9, Drive +9, Hacking +11, Knowledge (local) +10, Perception +11, Sense Motive +11

Traits: tireless logic

Contacts academic, politician

SQ cyber investigation +1, deeds, eye for detail, intuition (4 points), keen recollection, sleuth's luck (2 points)

Cyberware smartgun system; Gear HT-9 holdout pistol, PD future noir wear, UP spring-blade, Flash bang grenade, nanite swarm

Careful Teamwork: Spend an intuition point for allies within 30 feet to gain +1 on Init, Perception, Disable Device, Reflex, and DS against traps.

Nanite swarm

XP 1000 (CR 3)

N Fine construct (swarm)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

DS 16, touch 12, flat-footed 8 (+4 Dex, +8 size)

hp 28 (6d10+6); fast healing 2

Fort +2, Ref +8, Will +4

Defensive Abilities swarm traits; Immune construct traits

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee swarm (2d6 plus distraction and remake)

Space 12 ft.; Reach 0 ft.

Special Attacks distraction (DC 8)

STATISTICS

Str 1, Dex 18, Con -, Int 6, Wis 6, Cha 6

Base Atk +2

Feats Improved Lightning Reflexes, Lightning Reflexes, Toughness

Skills Fly +17, Perception +8, Stealth +18; Racial Modifiers +8 Perception

Elizabeth only fights in her ExoArmour, powered by a Black Knight Industries Servo System. If the servo system is damaged or detached from her suit, her weapons are rendered useless and her suit offers only armour. She will stop fighting at that point, and attempt to escape at her normal speed of 30 feet per round.

Elizabeth Ravadun in Mercury ExoArmour

Human 2.0 idol 5

Medium humanoid (human)

Init +9; Senses Perception -1

DEFENSE

DS 18 (+5 Dex); DR 6

Critical Defense Bonus +9 (DR + Dex + shield)

hp 48 (5d8+10)

Fort +3; Ref +7; Will +3; +4 vs. disease

Global Omnium Digital has endless resources.
Then they can move on to their next adventure.

OFFENSE

Speed 30 ft. (+20 in ExoArmour)

Melee combat knife +5 (3/5/10 19-20)

Ranged: AGA Thumper 25mm grenade launcher,

STATISTICS

Str 20, Dex 14, Con 10, Int 15, Wis 8, Cha 16

Base Atk +3; CMB +5; CMD 18

TAP: Firewall 14; AMS 4; Neural Fort +4;
Range 50 ft.

Feats: Extra Celebrity, Improved Initiative,
Point Blank Shot, Skill Focus (Perform
[oration])

Skills Acrobatics +8, Bluff +12, Diplomacy
+12, Drive +11, Intimidate +12, Knowledge
(local) +10, Perform (oration) +12

Traits Charming

Drawbacks Arrogant

SQ arrogant, beautiful people, celebrity
pool (6 points), command performance
(fascinate), famous (50% recognition, +2),
perks (do you know who I am?, hogging
the spotlight), well-connected +2, who you
know (2/day)

AGA thumper, Mercury ExoArmour

Once the fighting is over, either Elizabeth or Peter are, presumably, in control of the company. If Peter has won, then he vows to discontinue the bio-computer that Elizabeth has set up to feed on her employees.

The players may collect their reward, plus one weapon of their choice from the core rulebook;

Appendix A. Player handouts: Yazid email

Do not hand this out to players until instructed to do so, as a skill check is required to gather this information.

If you do not have a printed copy of these handouts, you can just summarise them for the players. It is not essential for players to have copies of these emails.

Yazid emails

Email 1.

```
MAIL FROM: Elizabeth Ravadun <ravadun@local.corp.net>
RCPT TO   : Yazid Faruna <ravadun@local.corp.net>
DATE      : Two weeks ago
DATA:
Yazid, I would like for you to commence the operation you and I
discussed in our meeting last Wednesday. As I told you in the
meeting, this needs to be handled with the utmost care. I trust
you understand what I mean, and please know that I have an outside
consultant monitoring your work to ensure you've left the systems
tidy.
```

```
Please report to me as soon as you see results.
```

Email 2.

```
MAIL FROM: Yazid Faruna <ravadun@local.corp.net>
RCPT TO   : Elizabeth Ravadun <ravadun@local.corp.net>
DATE      : Two weeks ago
DATA:
Ms. Ravadun, I understand, and will start work on this
immediately systems will remain unaffected and I'll bring you
whatever I find without delay thank you for choosing me for the
important work I won't let you down.
```

Email 3 and 4 are missing. Email 5:

```
MAIL FROM: Elizabeth Ravadun <ravadun@local.corp.net>
RCPT TO   : Yazid Faruna <ravadun@local.corp.net>
DATE      : Yesterday
DATA:
```

The files you dropped off to me are marvelously helpful. This is exactly the information I needed. You've earned a bonus for this work, but I don't feel comfortable giving you a reward of this nature here in my office. Will you meet me in the corporate apartments of Gengrove Pharmaceuticals tomorrow evening, at 2C:00?

Yes, the email refers to 2C:00.

Email 6.

```
MAIL FROM: Yazid Faruna <ravadun@local.corp.net>
RCPT TO   : Elizabeth Ravadun <ravadun@local.corp.net>
DATE      : Yesterday
DATA:
Yes, I can be there tomorrow evening at 2C&#58;00. I look forward to
seeing you. Should I bring anything?
```

Appendix B. Player handouts: Data drop

Do not hand this out to players until instructed to do so, as a skill check is required to gather this information.

If you do not have a printed copy of these handouts, you can just summarise them for the players. It is not essential for players to have copies of this information.

Files

/drop.tar.gpg/124174d648c0986c45070fcc021cb7bb.block:

I'm getting a bad feeling about what we spoke about yesterday. I fear you may be correct about her. The bigger this gets, the more difficult it's going to be to put a stop to it. But if she knows that I suspect anything, things would only get worse for me. Need your advice. Response to drop location alpha. [Peter]

/drop.tar.gpg/4cdc4e6b35654cc6a4c3c2876ad78027.block:

It's not safe to go back to my apartment. I'm holing up at the research lab. I think it's safe there for now. I don't know any more. Respond at drop location delta, ASAP. If I don't hear from you by tomorrow, I'll check in as soon as I can. [Peter]

Appendix C. Tips on encounter building

Read this if you need to adjust an encounter in this adventure to account for a difference in party size or average level.

On the shoulder of giants

This is sort of unofficial unearthed arcana for encounter building, gathered from some really great RPG podcasts. None of these ideas are mine, but were presented for general use by some expert gamers.

The formula

This is the 1:1/3 trick for encounter building, taken from Mike Shea on The Tome Show [<http://www.thetomeshow.com/e/round-table-142-encounter-building-unpainted-minis/>].

This gives you a CR budget for an encounter:

$$\text{CR} = 0.3333 * \text{SUM}(\text{PC levels})$$

For example:

- The sum 4 Level 3 PCs = $3 + 3 + 3 + 3 = 12$
- $12 * 0.33 = 4$
- Your CR budget is 4

Another example:

- Sum of 2 Level 1 PCs = $1 + 1 = 2$
- $2 * 0.33 = 1$
- Your CR budget is 1

You may not want to spend all your CR in one place. For instance, if you have 4 CR to spend on an encounter against four player characters, spending all that on *one* monster means that all four players will be crowded around one monster hacking away at it. That doesn't give the monster much of a chance to survive, which means the encounter will probably be pretty boring for the players.

It is probably better to use some CR on minions, and some CR on the "main" monster. This gives your players more to manage during combat.

You can take my word for it, or you can do the maths on why you shouldn't spend all your CR in one place. If you like maths, read on!

Chance to hit

As Matthew Colville points out in his Dice Math [<https://www.youtube.com/watch?v=YDjD0Gjtgik>] episode, an encounter is more than just CR. The distribution of the CR across monsters also matters.

This has less to do with CR than with AC.

The formula

PC chance to hit = $5 * (20 - (\text{monster AC} + 1))$

The formula in plain English:

1. Count up from AC to 20. INCLUDE the AC.
2. Multiply this number * 5

Examples:

- A monster has an AC 12
- $20 - 12 = 8$
- Add 1 because a hit equal to AC is still a hit = 9
- $9 * 5 = 45\%$ chance to hit

Another one:

- A monster has an AC 2
- $20 - 2 = 18$ * Add 1 = 19
- $19 * 5 = 95\%$ chance to hit

One more:

- A monster has AC 7
- $20 - 7 = 13$
- Add 1 = 14
- $14 * 5 = 70\%$ chance to hit

Cheat chart

This is all the info without the math.

Roll	Chance	Roll	Chance
1	95%	11	50%
2	95%	12	45%
3	90%	13	40%
4	85%	14	35%
5	80%	15	30%
6	75%	16	25%
7	70%	17	20%
8	65%	18	15%
9	60%	19	10%
10	55%	20	5%

Psychology of a hit

Even if the CR rating matches, players up against a monster AC 16 will hit fewer times than players against, for instance, one monster AC 10 and another AC 6.

To keep an encounter interesting, it might be to your advantage to split up your monsters in such a way that your players feel like combat is fun.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. **Definitions:** (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to

identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. **The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. **Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. **Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5.**Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6.**Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. **Use of Product Identity:** You agree not to Use any Product Identity, including as an indication

as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Colophon

This adventure is licensed under the Open Game License [<http://www.opengamingfoundation.org/ogl.html>].

This adventure was written in Docbook [<http://docbook.org>] on Linux [<http://linux.com>], a free and open source operating system.

This document was styled using DMSchema [<https://gitlab.com/notklaatu/dmschema>].