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Heywood's impromptu elite gatherings garner rave reviews

By Ewan May

A new trend is sweeping through Heywood, leaving ravers and rockers glued to their agents, waiting for the next time and location. While spontaneous gatherings are nothing new in NC, these offer a glimpse into an elite club through projected live video.

Word on the street is that this marks the discreet launch of a new club, despite the absence of official press releases to corroborate these claims.

[Video]

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When you hit up the clubs, do you feel like a lump of coal in a jewelry store? On the street, are you the weed in a rose garden? In your scene, are you the moth in a swarm of butterflies?

Don't let mediocrity define you! Let us take the lump of clay you are and turn you into a Greek statue! To be beautiful is to be immortal, and you deserve it.

[Glimmer Atelier]

Power struggles return to Night City

By Ellie Sharp

The Night City Electric Company is urging citizens to lower their consumption in a press release, blaming the latest round of instability on the rising summer temperatures.

A source who asked to remain anonymous, however, has pointed to pirated power as being the true cause of the flickering lights across the city.

[Ways to reduce energy consumption]

[Outage map]

Search for robbery suspects called off

by Armando Garcia

NCPD has officially called off the search for the suspects in the robbery of Frostfile Electronics. During a failed upgrade of police station software, the four suspects were able to circumvent security and leave the city.

"Maybe if HQ didn't go with the lowest bidder, we would still have the suspects in hand," Sgt. Jo Friday said in an impromptu press conference. "As it was, the crime was non-violent, and the suspects are likely out of our jurisdiction. We're not wasting manpower bringing them back to Night City."

[Press Release]

Dance the Night Away

Player information

A rockerboy who had to flee town is worried when his protege doesn't follow him as they'd planned. The promising youth hasn't completely dropped off the map, but keeps hedging about why he's putting off leaving Night City. It should be easy money to track down the kid and get him on a train, right?

Gamemaster Notes

This screamsheet technically follows [Jailhouse Blues](#), uses an NPC from [Tainted Pool](#), and is a part of a larger plotline. It can be run independently, though. If you'd rather run it as a one-shot, this will be the first time the Rocker will have contacted the group, and the screamsheet story about the jail break should be treated as a dead end.

Background

Weeks ago, the Rocker poet Omen fled the city after being targeted by unknown individuals. Now settled down in Seattle, he's trying to get his protege, Signal, to join him, but for some reason, the young artist has been putting him off. Omen, reluctant to return to Night City, has asked the crew to see what's going on. If the kid doesn't want to leave NC, that's fine, but he's been known to get caught up in sticky situations when not being guided...

Kicking off the Investigation

To start the session, offer the screamsheet to the players and allow them to make appropriate rolls.

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Skills: Streetwise, Local Expert, Wardrobe & Style

- DV 9:** It's novel, but stealth openings happen now and then.
- DV 21:** Given how long this has been going on, the club should have been opened by now. At this point, they're running at a loss.

Power struggles return to Night City

Skills: Human perception, Tracking, Deduction, Electronics/Security Tech

- DV 9:** It has been hot lately, but they didn't ask anyone to do this last summer, and that one was a scorcher.
- DV 17:** Power pirates are nothing new, so if the source is right, it must be a big one.

Search for robbery suspects called off

Note: This article references the events in Jailhouse Blues. If the crew didn't run through that scenario, this article can be ignored.

Skills: Human Perception, Streetwise, Criminology.

- DV 9:** The NCPD is doing some CYA to keep the press quiet, apparently.
- DV 17:** And that source is also taking a swipe at HQ while they're at it.

Don't fall behind the curve. Be a new you tomorrow!

Skills: Streetwise, Business, Wardrobe & Style

- DV 9:** Ugh, people being people
- DV 17:** This sort of chop shop has been seeing more traffic lately.
- DV 21:** The corps that make these sorts of mods are probably making quite a bit of money off of this boom...

Development

Once the players are done with researching the screamsheet, one of them gets contacted by the Rocker, Omen. A rebel poet previously of Night City, he recently moved to Seattle for his own safety. He left behind a protege, Signal, to wrap things up for him, expecting that the younger Rocker would join him. It's been a few weeks, though, and Signal has been hedging about leaving Night City.

Omen was introduced in in Tainted Pool[link]. If the crew hasn't run that scenario, then this Rocker can contact them through a fixer or a previous contact

Omen doesn't want the youth kidnapped or browbeat, but he would like to know what is going on. Signal is sometimes flighty and gets caught up in messy situations. He gives the crew his protege's contact details and wishes them luck.

Finding Signal

Signal can be found at one of the new raves that have been popping up around town. The crew can find this out in multiple ways, from persuading him to meet with them (Persuasion DV 17), asking around town (Streetwise, DV 17), or taking a clue from the screamsheet (no DV, and finding that night's location is trivial).

The Rave

The crew is likely no stranger to pop-up raves and parties that happen in Night City. They cost little to set up, and vendors and DJs can make bank off of a population that just wants to forget their situation for a few hours.

This particular rave has a unique addition, though: Above the crowd is a projection of a different club, filled with beautiful and well-appointed party-goers, eating delicacies and sipping on extravagant cocktails. Rather than being beat-up and dim, like many of Night City's clubs, this one is brilliantly lit, almost blindingly so. While many of the party-goers occasionally glance up at the screen, one young Rocker is constantly scanning it, as if looking for something. This is the group's target, Signal.

Signal is oblivious to the group until he's approached, and won't run unless he's physically threatened. Being young and somewhat naive, he'll share his current predicament with the crew without any prodding.

Unbeknownst to Omen, Signal had been collaborating with a fellow Rocker, Noise. Where Signal was working on producing music, Noise was an expert at working the scene and getting Signal's music played at all the up and coming clubs. Signal had almost convinced Noise to come with him to Seattle when he got an invite to a new, super-elite club: Euphoria. It's invite-only at the moment, but is gearing up to be the place to be seen if you want to be anyone in Night City.

After Signal has shared what he knows, he suddenly spies his partner on the big screen. He eagerly points him out, then messages Noise, who responds instantly.

Investigation

At this point, the crew likely wants to poke around to figure out what's really going on.

Looking at Signal's texts

Skills: Perception, Deduction

- DV 9:** The photos do seem to be coming from inside of Euphoria, if you look at the angles and consider the timing.
- DV 17:** They're coming fast... almost too fast. And there's a sheen of uncanniness about them. Everything is *too* perfect.
- DV 21:** These images did not come from the agent that Noise is holding in the feed. The quality is too high.

Looking at the feed

Skills: Any Tech

- DV 9:** The feed does appear to be live. You can see Noise using his Agent to send pictures and messages to Signal.
- DV 17:** What's weird is that the responses are coming in almost *too* fast. Maybe he's just an ace at composing messages quickly...
- DV 21:** ...or maybe that feed isn't actually a feed, but is simulated.

Hacking the feed

Skills: Interface (Netrunner Role)

- DV 6:** The password for this floor was fairly easy to break
- DV 8:** The password for this floor was only marginally harder
- DV 12:** The netrunner gains access to the live feed, and can ping where it's coming from.

(Note: If the crew doesn't have a netrunner, any tech can find out the location with a DV 17 Electronics/Security Tech roll)

Euphoria

At this point, the crew should have a location for the origin of the stream: A warehouse not far from the elite Charter Hill district. While raves in abandoned buildings are common, they're usually not so close to people who can afford security to oust anyone who disturbs their peace.

Going to the location, they find a warehouse with almost no foot traffic but an abnormally high level of automated security. A DV 19 Electronics / Security is not only enough to disable the exterior security, but also reveals that the building is pulling in way more power than it should be.

Climax

If the crew decides to head into the 'club', rather than a hip scene filled with beautiful people and the best drinks and music Night City has, they find the warehouse filled with scientific equipment, including a number of vats hooked up to a complex hard-wired network. The lab isn't unguarded, though: a number of security guards immediately attack once made aware of the crew. The GM can tweak the numbers, but this should be a formidable fight. 1.5 bodyguards (mooks) per crew member with one security officer (lieutenant) should be enough to make most crews sweat, but feel free to swap in a few hardened NPCs if the PCs have geared up.

Resolution

Once the guards have been subdued, the crew can peruse the facility. The vats will likely draw their attention first, and it's there that they make a horrifying discovery: Each vat contains a single brain, suspended in a conductive gel, and hooked up to the local network. Looking through the data on the mainframes reveals the whole scheme: A struggling overseas corp, Akagi Systems Incorporated, has developed a technology that potentially allowed for complete consciousness uploads. There were a few 'unfortunate' bugs that lead to user death, but the C-Suite is certain that they could be ironed out with enough testing. Doing said testing on their own home turf could lead to

legal issues, though, so they opted to do field trials in the already chaotic streets of Night City. After all, who would miss a few edgerunners?

Though the simulation is still running, it's clear that the brains will only remain viable for a few more days, and likely would be unable to survive transplants (if such a transfer is even possible). The crew can decide what to do with the simulation, but even with legendary rolls, the minds currently plugged into are ultimately doomed.

Once informed of his friend's fate, Signal, though distraught, agrees to join his mentor in a new city.

Getting Paid

- Omen will gladly pay for any sort of resolution to the situation, whether it's them sending Signal on his way or finding out what became of him if things go wrong.
- Signal can't afford to pay, but is grateful enough to become a new contact for the crew, if they need a favor that can be done remotely.

Credits

- This scenario was inspired by the short story "Pretty Boy Crossover" by Pat Cadigan. Reading it isn't required for running this scenario, but it's well worth checking out!
- Ad by: [Cirrec](#)
- Screenshot graphics from: [R. Talsorian Screenshot Generator](#)