E14 Bar Encounters

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| Encounter | Description | Props needed? |
| The Barotrauma Device | A corporate psy-ops/covert weapon test. The device will be planted somewhere slightly out of the way by the Bar. It is motion sensitive, designed and set up to be triggered by a lone freelancer who has stepped outside for a piss. What they didn’t bank on was the King’s Square being set up…  The device is phys-repped by a bubble machine. Anyone hit by a bubble will be given either a low to high or high to low QR code by a ref, along with a description of what happens to them.   The motion sensor is deeply unreliable, so the device will only be active when a ref can be bothered to man it. If found, the device can be destroyed with a couple of rounds of gunfire or a carefully applied boot. If it is destroyed it will create a small (1-2m radius) temporary Bends Anomaly. If the device is moved, anti-tamper devices will set the bubbles off. Hackers should be able to disable the anti-tamper and steal the device.  The device has a camera attached allowing for livestreaming of data back to base, so the corporation involved are not overly concerned at getting the device back. | Device  QR codes for device  (physics, hacking, electronics)  Bends anomaly kit |
| Morse | The radio scanner will pick up a recurring morse code signal. When decoded it gives the following message “Raptor 1 to Raptor 8 cache delivered coordinates to follow” followed by a what3words code. The players have 24 hours from the start of the signal being transmitted to get to the cache before the real owners claim it.  The players can decode the morse code manually if anyone knows morse code, or they can translate it with scientific instruments if they manage to make a decent recording (ref’s discretion)  The woods can be populated with a few scavengers and bandits when a team goes out for the cache. | Cache  MP3 player with morse code file |
| Refugee | A former member of a freelancer team will take refuge in the Bar and ask for help with their former teammates. There was a misunderstanding with a memory stick of valuable data that they had hidden away as part of a go bag in case of disaster, and when the team found out they assumed the go bag was a betrayal rather than a safety net for all of them and reacted badly. The team are outside, besieging the Bar and waiting for their former member to come out.  Everyone involved will respect the clear rules about violence on the concrete, the freelancers will not fire on their teammate until they are clear of Bar property. Equally, the teammate does not the funds to remain indefinitely, and needs an escape route.  The players can either negotiate a truce, throw the lone team member to the wolves or shoot the freelancer team. The lone team member will try and bargain their way out by trading away the location of the bag to the players. | Go bag and what3words code. |
| Elias | A soldier will come to the Manor House late Saturday, looking to trade some information. He has some paper evidence (stashed) linking the military to terrorist activity, specifically the Elias campaign to destroy the Bars.  He is open to negotiation as what the stashed information is worth, but his actual goal is the player’s word that they will dig into this. He intends to go back to base, hopefully undetected, and resume his former job. If they want to turn him into a mole that is a viable option, but they will need to go the extra mile to make the soldier consider it, and they will need to set up a communications system before the soldier leaves. | Elias Report  (buried, what3words code) |
| Tools | A freelancer will walk into the Bar with an offer. There’s a side being used as a bandit camp that has a pile of stuff to loot including a collection of tools. The freelancer will share the location in return for the contents of a small brown bag. He’s fairly confident everything is still hidden, but he can’t clear out the bandits to get to his bag.  The bag is a collection of drinks, a few food items, a couple of personal mementoes and a Kindle. Also on site is an axe, a spade, a sledgehammer and a pickaxe, and the bandits will have a stash of food and supplies.  The bandits will happily trade for access to the site, but it won’t be cheap and they are quite likely to betray the players if the potential loot looks worthwhile. | Bandit stash  Brown nag with booze + kindle  Tools |
| Let there be music! | Someone will be paid a few hundred credits to sneak a speaker into the Bar. Someone else will then be sitting outside round the back of the hut with a phone connected by Bluetooth, playing a specific playlist to anyone in the Bar.  The person outside with the phone is one of the last remaining Cleaners. The object of the exercise is intimidation, and the playlist will include “Nowhere To Run”, “Rescue Me”, “Run Through The Jungle” and so on. They will be armed but will mainly be aiming to escape if found out. Take care with escaping, you will be out by the pond and some of the routes are treacherous.  The person bringing the speaker in has been a small pile of stuff worth about 2-300 in credits. Their task is to bring the speaker, put it somewhere it won’t instantly be seen and get out again, unnoticed if possible. The NPC could hang around and chat, sneak around, whichever approach draws least attention to the speaker. | Phone  Playlist  Speaker |
| The Greedy Games | As per previous event |  |
| Brains in jars | The first brain in a jar that the players rescued and gave over to Cortana will appear on the radio. Having now been living in a computer for over a year, the person in question has adapted to their new life and wishes to thank the players for their help.  This is solely about setting up a new NPC over the radio. |  |