

Cyberworks

The past is a foreign country,
but the future is here!



S1: If the front door of the tower is searched, a moderate (DC 13) Perception check reveals an old, faded sign that marked this ancient building before years of dust and dirt obscured

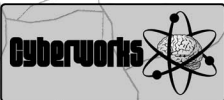
Remember

Do Not

- Leave belongings here
- Loiter for more than 2 min.
- Touch the AR-06 Psychotron

Do

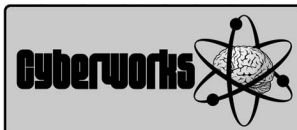
- Wear shirt and shoes at all times
- Move quickly through the field zone
- Not forget to not touch the machine



S3: The machine in the center of the room is labelled “AR-06 Psychotron”, and has an old metal warning sign prominently displayed.

Showroom

Welcome to
the future!



S5: The large metal door leading from the area has a welcoming sign painted on it, still preserved after all these years.

Warning!

You are now entering a secure area.
Cyberworks personnel and
non-biological employees only.

**Do Not leave lasermesh
Unattended
Accidents kill!**

S7: The control panel for the laser mesh has a small metal sign screwed into the top of the console.

S6: The steel doors to area S7 are marked with an old warning sign, bordered in yellow and black stripes.

A.R.C.H.I.V.E. 1

S7: The floor of the hallway beyond the room is painted with large arrows, leading to area S8, the factory floor.

Warning!

Nano resistant hardhats and protective foot wear must be worn at all times.

S8: The door leading into the factory floor has an old warning sign, similar to the one in S6, bordered in black and yellow stripes.

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>trns> Connected to 10.10.2.15. Hz
open to 10.10.2.15
>trns>directory ready
815 Command password accepted
>trns>begin
what the hell is going on over there, and what's
all this 'Iron King' business?
Finding the location of that Cyberworks facility
did not come cheaply. You were sent there to
create a distraction big enough to lure Lazlo's
defenders away from the Garden Queen gate - not
set yourself up as King of the junk heap. You're
acting like a frakking first year merc. I thought
you were a professional!
Consider yourself paid in full, because If I ever
see you again I'll give you what you're owed... with
interest.
-Captain Z
>trns>end
```

The Sunken Vagabond

Your only stop on the highway for one



S8: If either of the Juicers is searched, the characters find a worn, but unused, pack of matches with a strange message scrawled inside.

Warning!

Prolonged exposure to A.I./Human neural interface may be hazardous to your mental health.

S8: If characters investigate the damaged cybernetic control helm, they find an old warning label on the back.

S8: The Iron King carries a scuffed and beat-up computer transmitter. If a character tries to use it and succeeds at an easy (DC 9) Science check, they retrieve the last message the device received.