



CON JOBS 2026 (PART 2)

RUN A CONVENTION GIG AT HOME!

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V1.0

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Welcome to **Con Jobs 2026 (Part 2)**. This DLC continues a tradition established last year with **So, You Missed Gen Con** where we share the gigs run at North America's largest gaming convention by our crack crew of GMs.

This year, we've divided our convention gigs into two DLCs, since each is a major effort deserving its own love. This gig, **One Night in Playland**, was written by James Hutt to show off just a few of the features of Playland by the Sea, Night City's favorite amusement park.

This particular mission requires a bit of work on the GM's part. Since it was originally designed as a one-shot, James developed a set of "hidden goals" to guide each Player towards their ultimate destination: the Playtower Party. We're including them in this DLC, but mysterious predetermined hidden goals probably won't fly if you're inserting **One Night in Playland** into an ongoing campaign. Be ready to figure out just why the Crew needs to attend the biggest blowout Piranha party of the year. Make it your own, and don't be afraid to discuss this with your Players. They might have their own ideas as to why their Edgerunners want to party all night long!

One last note. Keep in mind **One Night in Playland** was specifically designed to show off **Cyberpunk RED** to new Players at a convention. That means the "difficulty level" puts first-time experience over lethality; no one wants to sign up to die two hours into a four hour event – unless that's the point and it is spelled out in the event's description. It also means the gig was balanced against the pregens from the **Single Shot Pack** aka the standard characters handed to convention Players.

As with all pre-made missions, you might need to make adjustments to suit your table, your Crew, and your desired mode of play. You're the GM. You're in charge and can make any change you want, from switching out the Elephant+ for a dinosaur from the **Cyberpunk RED x Fossilized Violence** DLC to beefing up the bads. Go for it!

Happy gaming, all!

J Gray, **Cyberpunk RED** Line Manager

BY SAGA MACKENZIE

ESTIMATED PLAY TIME: 4 TO 6 HOURS

ONE NIGHT IN PLAYLAND

CYBERPUNK RED 2026 CONVENTION GIG

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ONE NIGHT IN PLAYLAND

Locations in this Mission are fully described in Night City 2045, so access to that sourcebook is useful, but not absolutely necessary.

You might need All About Agents, a DLC available for free on the R. Talsorian Games website.

BACKGROUND (READ ALOUD)

Playland by the Sea! The happiest place in Night City! A twenty-four hour all-ages amusement park dedicated to recapturing the magic of youth! Located by the seaside of Night City's beautiful Pacifica Playground, you're there today, entry tickets in hand, ready to settle some business.

Word on The Street is the Piranhas are running an invite-only party tonight in the Playtower on Fantasy Island. The cream of Night City's crop will be there, including famous rockers, local sports stars, high level Fixers, and maybe a City Manager or two!

All you need to do is score an invitation, and you've got access to some of Night City's biggest movers and shakers.

Infobox: Piranhas (DV13)

Once upon a time, the Piranhas were nothing more than dorphed-up partiers. Under the guidance of current leader Corpse Reviver, that's changed. They've gone from the gang that attends parties to the gang that throws them. From street celebrations to corporate shindigs, if there's a party, chances are at least one Piranha is there to provide lights, music, drugs, sex, or security. They have a heavy presence in Playland by the Sea, where the gang provides a form of protection – keeping it free from open gang warfare in exchange for free rein.

THE REST OF THE STORY

Two Octobers ago, the Bozos – a killer clown gang known for their horrific pranks – infiltrated the park and went on a rampage in the Haunted Woods during the annual Fright Nights event and murdered over thirty park workers. The tragedy was largely swept under the rug thanks to money paid by the park's owners to Net54 and WNS but has not been forgotten. Park security and Piranha gang members remain vigilant for Bozo buffoonery, searching the crowds for a flash of a red nose, the smell of grease paint, or the flap-thump of oversized floppy shoes.

Infobox: Bozo Rampage (DV15)

During a Fright Nights weekend two years ago, a group of Bozos infiltrated the Haunted Woods in Playland by the Sea and went on a rampage. Over thirty park workers died. Bozos and clown-themed makeup/attire are now banned from the park, and the event lingers in the memories of the park's employees. Tower of Dark, the owners of the park, paid the mediacorps major eb to keep the incident out of the news.

Complicating the matter, Playland by the Sea is hosting two events this weekend: Fright Nights and the Biotechnica Bonanza – a combination company party and marketing event where Biotechnica is both rewarding employees with a day at the park and showing off its products to the world.

THE SETTING

Playland by the Sea is Night City's only amusement park. Open 24/7, the park stretches across five lands: Fantasy Island, Grand Junction, Haunted Woods, Lovers Lane, the Segotari Discovery Zone, and Thrill Hill. This gig takes place mostly in the horror-themed Haunted Woods, and the adult's only party land, Fantasy Island.

THE OPPOSITION

An enraged Biotechnica Elephant+ is the most dangerous adversary the crew will face, thankfully only temporarily. A small bunch of Bozos will also prove challenging. Otherwise, this job is a series of social encounters with progressively high stakes.

THE HOOK

You need to be at the party tonight, but you don't have an invitation. Getting inside Playland by the Sea is step one. Step two is finding a way to snag an invitation into one of the most exclusive celebrations of the year. All you need to do is navigate through a park overcrowded thanks to two different events: the annual Halloween-themed Fright Nights and a corporate party called the Biotechnica Bonanza. Considering this is a spooky weekend, the best place to scour the park for an invite opportunity is Haunted Woods. Good luck, choomba!

Just why the Crew needs access to the Piranha party in the Playtower is up to you as the GM. If this mission is part of a longer campaign, we recommend weaving it into the existing narrative. Perhaps they need to attend the party in order to make contact with an important contact or assassinate a specific target. Maybe they need to steal a specific item that will be present at the party. Whatever the reason, make it personal and part of the overarching plotline. If you're running this as a one shot and want to add a bit of spice, check out the Hook Strips ([SEE PAGE 17](#)) at the end of this Mission. They'll give each Edgerunner a unique reason to attend.

Even if a Crew member is a Piranha they don't have an invite, yet. This is a select party and not every gang member is invited.

Edgerunners trying to enter Playland by the Sea with a weapon or drugs will be refused entry. The scanners at the entrance perform Skill Checks with a Conceal/Reveal Object base of 17. Patrons with integrated weapons/cyberweapons are required to wear an Ion Cuff on the applicable cyberlimb, rendering all non-hardened options in the limb inoperable. The Cuff is locked but can be removed with a DV15 Electronics/Security Check.

GO TO DEV (HAUNTED WOODS)

DEV (HAUNTED WOODS)

Between the horror-themed fun of Fright Nights and the corporate-sponsored party that is the Biotechnica Bonanza, Playland by the Sea is crowded as fuck today! You've lucked out, though. Honestly, the corp event might be ruining the whole spooky weekend vibes. When you push through the crowd and arrive in Haunted Woods, the atmosphere is anything but horrific. The weather is sunny, like an old postcard, and you can smell the scent of fried food flying on the hot wind.

Workers, all wearing Biotechnica-branded bikinis, spread through the crowds, handing out free cups of Lemon-Aid RX and Smash, courtesy of today's corporate sponsors, while loudly extolling the virtues of Realgrass™, exotic bodysculpting, and Heuristic Health Monitors. You can barely hear the spooky music, canned screams, and mechanical maniacal laughter blasting over the loudspeakers.

PICK YOUR POISON

Each Edgerunner can snag a free drink if they're willing to listen to a sales pitch from the bikini-clad server. The options are: Smash ([SEE CP:R PAGE 357](#)) and Lemon-Aid Rx, which works like Surge ([SEE CP:R PAGE 150](#)). If someone drinks a second dose of Lemon Aid Rx within 24 hours they suffer the Brain Injury Critical Injury.

GO TO DEV (PRIZE WALL)

DEV (PRIZE WALL)

Navigating past the bikini-clad corporate mouthpieces, you make your way into the Carnival of Screams – a collection of "horror-themed" carnival games. Front and center is the Prize Wall, where a thin, vaguely gothic teen sits on a stool in front of a collection of (mostly) cheap goods, smoking two cigarettes between her tattooed fingers.

The teen is Nicoletta, a member of the Children of the Night – one of several yogangs who trade work for the "privilege" of living in Playland by the Sea. As the Crew approaches, she checks them for hidden weapons with a Conceal/Reveal Object base of 14. She won't call them out, but she will pass the information onto the Piranhas after the Edgerunners move out of earshot.

Infobox: Playland Yogangs (DV13)

When paying guests ask about the packs of kids running around the park, staffers always respond, "Playland by the Sea is so safe, parents let their children run free!" That's a lie. Most of the kids "running free" in the park either don't have parents or ran away from them. They made their way to the park and snuck inside, where they trade labor for a place to sleep. Over the years, these vagabond kids have organized into yogangs, including the Nicoletta's gang, the gothically-themed Children of the Night.

Nicoletta is a canny young woman on the verge of aging out of her yogang and into full membership as a Piranha. She'll immediately recognize any Piranha member, Fixer, Rockerboy, or Media with a Reputation of 7 or higher and call it in on a creaky old walkie-talkie. A minute later a shirtless member of the Piranhas will stop by, throw their arm over the Edgerunner's shoulder and say, "Yo, choom! Think you lost this in the mail!", hand them an invite to the Playtower party, and leave. The invite is only good for the person who received it and their plus one.

Nicoletta can't be bribed, but she is receptive to persuasion in the form of flattery. This lowers all the prices in her shop by 5 tickets for prizes costing 10 or more tickets – with the exception of the Raffle Fish. Anyone using Wardrobe & Style as a Complimentary Skill on this Check receives a +2 bonus instead of the normal +1.

The prize wall is littered with cheap Biotechnica-themed, but two items hold actual value: the Golden Pass and the Raffle Fishes. Nicoletta will let slip that the Golden Pass grants access to tonight's party to up to five people. She's tight lipped on the Raffle Fishes and will only say "You want as many of them as you can get for tonight's Party."

Prizes can only be purchased with tickets. A sign on the prize wall directs visitors to earn tickets by visiting any of six Carnival of Screams games: *The Wheel of Horror*, *Dark Rings*, *The Bell of Madness*, *Crossing the Chasm*, and *Movie Madness Trivia*.

PRIZE WALL

Ticket Cost	Item
40	Playtower Party Golden Pass
20	Large BigKatt® Bioexotic Plushie
15	50eb Gunmart Gift Card
10	Little Bioengineer's Coloring Book
10	Small KatNip® Bioexotic Plushie
5	"Biotechnica the Planet!" t-shirt
5	Raffle Fish
2	A bag of Continental Brands sweets

GO TO CLIFF (CARNIVAL GAMES)

CLIFF (CARNIVAL GAMES)

Welcome to the Carnival of Screams! Here, yogangers willing to work the booths in exchange for kibble offer the chance to win tickets to exchange at the Prize Wall. Step right up!

Most Crews will have to earn their invite to the Party by spending tickets. Even Edgerunners whose reputations earned them an on the spot invite will probably want to earn some of the mysterious "Raffle Fish." There are six booths where they can earn tickets. Once they've had their fill of carnival games and have at least met Never Naughty Nedd, **GO TO CLIFF (SUDDEN ELEPHANT)**.

If the Crew decides to not visit *Movie Madness Trivia*, Nedd can be easily inserted into the narrative at any other booth – he'll be begging someone to take over for his booth because he'd rather go back to his workshop in the GunMart Museum of Movie Weapons.

All games in the Carnival of Screams cost 10eb (Cheap) per go.

SPIN THE WHEEL OF HORROR

A boyishly goth teen in a tophat and black eyeliner, Elozar the Wise, mans the booth, commanding the crowd around him with a cybernetically enhanced voice. "Step right up and spin the wheel, one spin per group, spin, spin spin, to win, win, win!" An Edgerunner

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spinning the wheel needs to roll a DV15 Gamble Check. Whether they succeed or fail, ask for a d10 roll. On a success, read from the Good Spin column. On a failure, read from the Bad Spin column instead. Elozar the Wise will only allow two spins per person, insisting they don't "hog the wheel."

DARK RINGS

A rather dull non-gang affiliated Playland staff member, Jason, is working the Dark Rings. He calls out in a monotone voice, *"Throw the Dark Rings, encircle your target, and win a prize. Hurry. Hurry. I guess."*

Each go allows an Edgerunner to throw one ring. Ask for an Athletics Check and a Gamble Check, then add the two results. The Edgerunner wins prizes based on the sum. Jason puts no limits on the number of times a customer can play. He just doesn't care.

THE BELL OF MADNESS

The Bell of Madness is run by an Agent with a carny-themed SAAI. It instructs in an over the top but flanged classic barker voice. *"Step right up! Hurry hurry hurry! Test your strength! Ring the Bell of Madness! Pick up the hammer! Slam down the hammer! Ring the bell! Win a prize!"*

► DARK RINGS PRIZES

Sum	Result
5 or less	Miss. No prize.
6-10	"Realgrass™  t-shirt
11-15	2 Tickets
16-20	3 Tickets
21-30	5 Tickets
31 or more	10 Tickets

The comedically large hammer is a two-handed Very Heavy Melee Weapon chained to the platform. Any Edgerunner swinging it against the target must beat a DV21 Athletics or Melee Weapons Check. Add +3 to the Check if the Crew Member is packing a Sigma Linear Frame, +5 if they're equipped with a Beta, and +10 if they've installed an Omega. With a success, the bell rings and they are awarded 10 tickets. The Agent limits the game to one try per customer.

Someone using the rules from the All About Agents DLC can hack into the Agent (Standard Quality) and order it to spit out all its remaining 60 tickets (minus any already won by the Crew) by Activating a Core Function.

► WHEEL OF HORROR PRIZES

1d10	Good Spin	Bad Spin
1	2 Tickets	Forfeit Your Soul. Somehow, the Edgerunner loses 2 Luck (minimum 0).
2	3 Tickets	A small bag of Continental Brands sweets
3	5 Tickets	"Biotech Makes My Head Spin" t-shirt
4	5 Tickets	A coupon for a hot Torta from Torta Tortoise in Lovers Lane. Delicious!
5	10 Tickets	2 Tickets
6	10 Tickets	2 Tickets
7	10 Tickets	5 Tickets
8	15 Tickets	5 Tickets
9	20 Tickets	5 Tickets
10	Blessed by the Dark Lord. Somehow, the Edgerunner receives 2 Luck, even if it raises their Luck Pool past the maximum. The bonus Luck must be spent this session.	10 Tickets

CROSSING THE CHASM

Gourami's name is easy to remember, since it is inked on her neck next to her Piranha fish gang tat. Her face is easy to remember, too, since it is a chrome faceplate with emoji based expressions. When the Crew walks up, she'll engage each member with a contested Conversation Check (Base 14). If she succeeds, Gourami is able to learn something about the Edgerunner that they wouldn't otherwise openly share, as chosen by the Player. By the next Beat, every Piranha the Crew runs into will know the gossip. "Oh! You're the one who ..."

The game involves crossing a ball pit by crawling along an unstable rope ladder. To cross the ladder successfully, an Edgerunner must succeed at two DV13 Athletics Checks. Missing either is a one way ticket into the ball pit below. If Gourami feels an Edgerunner was rude to her during the earlier conversation, she'll tap on a hidden lever with her foot. This loosens the ladder's mooring and increases the Athletic Checks to cross to a DV17. Spotting the lever requires a DV13 Perception Check. If someone can distract Gourami with a DV15 Check of an appropriate Skill, another Edgerunner can make a DV13 Stealth Check to nudge the lever and tighten the ladder's mooring, dropping the DVs to cross to a 9.

Anyone who crosses the chasm receives 5 Tickets. Each customer is limited to three tries.

On an unrelated note, Gourami wants her ex-husband dead, so if she sees a Solo with a Reputation of 6 or higher, she'll probably try to get their number. Solos are her type, anyway.

MOVIE MADNESS TRIVIA

A week ago Never Naughty Nedd (Tech 7) promised the Piranha's he would run a Movie Madness Trivia booth in the Carnival of Screams during the dual Fright Nights/ Biotechnica Bonanza event ... only he totally forgot about it until the last minute. Thus, he has no plans when customers arrive seeking tickets. He's actually startled when actual customers arrive to participate in the trivia challenge, pulling off his headphones and stammering.

"Oh dear ... you're here ... for the event ... um thing! I guess, welcome to the Movie Madness Trivia Booth? My name is Nedd. Never Naughty Nedd. NNN, for

short. Nice to meet you. I'm not ... not quite ready yet, but I guess I should ask you trivia. About movies! Right. Normally, I'm at the GunMart Museum of Movie Weapons. You should check it out! Just not right now because I'm not there ... right! Trivia. I guess, what shape is the iconic chainsaw from *Zombie Girls Love Chainsaws*? Yeah, that works! Just text your answer to the number on the board and I'll check it."

The movie is a classic in the B-movie horror genre, so this question isn't difficult. Nedd also doesn't care if someone cheats, so a DV13 Education or Library Search Check will provide the answer (heart shaped). Everyone who texts the correct answer receives 5 tickets. After, Nedd apologizes, "I don't have any other questions ... umm ... prepared. Sorry? Come back later, maybe?"

When the Crew is done playing games, **GO TO CLIFF (SUDDEN ELEPHANT)**.

CLIFF (SUDDEN ELEPHANT)

The cacophony of screams you hear aren't coming from the speakers strategically positioned across the Haunted Woods. A wave of people rushes towards you as an elephant tramples behind. The elephant, gigantic and not at all mechanical, is branded with the Biotechnica logo and clearly enraged. A drone flies overhead, zooming towards the elephant. It shoots a dart that bounces off the great beast's hide. The elephant trumpets in anger and charges towards the drone's location ... which wouldn't be a problem except the drone is hovering directly over your position!

Ask the Crew to place themselves on the map, and roll Initiative.

Unable to process the difference between the drone and the Crew, the Elephant+ (**SEE PAGE 13**) runs at the Edgerunners. It is a large, powerful creature enhanced by Biotechnica scientific wizardry and hits like a freight truck. Each Round, the Elephant+ picks a target among the Crew and charges, attacking with its tusks. Any Character occupying a square the Elephant+ moves through must deal with its trample attack.

At the beginning of the second round of combat, Never Naughty Nedd rushes out and throws a Dart Rifle (an Assault Rifle, ROF1, Single Shot only, capacity 5) to the Edgerunner he thinks looks most

combat-capable. The rifle is loaded with 5 Tranquilizer Darts. The first dart to hit the Elephant+ slows it down, giving it a -4 penalty to all Checks. The second dart to hit puts it asleep for 1 hour. A third dart causes an overdose and kills the Elephant+. It is up to the GM whether killing a defenseless animal causes Humanity Loss or not.

GO TO CLIFF (CLOWN AMBUSH)

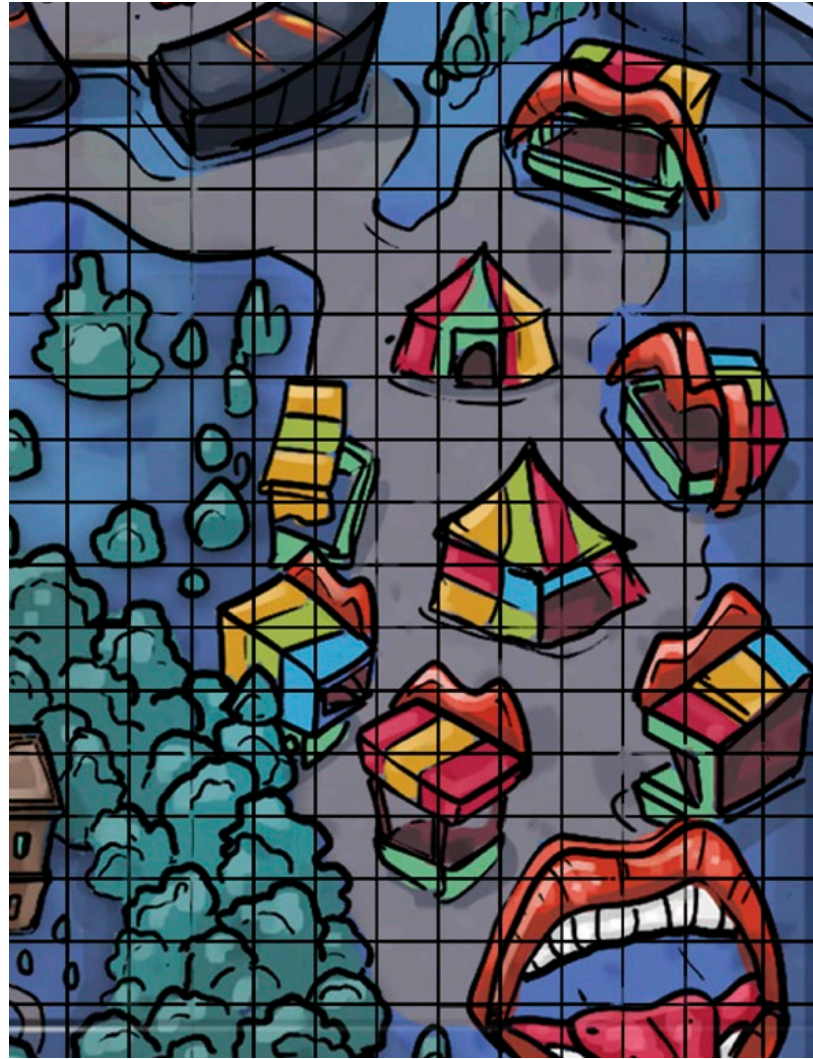
CLIFF (CLOWN AMBUSH)

A team of six Security Operatives (**SEE CP:R PAGE 413**) armed with Poor Quality Assault Rifles rushes onto the scene to secure the Elephant+ and ensure it is properly tranquilized. Just as one calls out, "All clear!" a gas bomb hidden behind the Elephant+'s ear detonates and knocks the team out. Laughter emanates from the loudspeakers and Bozos pop out from the manhole covers in the ground. There is 1 Bozo (**SEE PAGE 14**) per Edgerunner plus Nurse and one additional clown.

The clowns are clad in black and white Pagliacci-inspired outfits and clearly drugged to the gills. To make matters even more confusing, another clown joins the fight during the first round. Penny "Nickels" Gibraltar (**SEE PAGE XX**), a classically trained clown from the Pochinko Carnival slaps on a red nose and pulls out a magenta chrome gun from her pants, shouting: *"Fuck you no name no talent Bozo trashpiles! The only thing funny about you assholes is how fast I'm gonna kill you! Your noses are mine!"*

Infobox: Pochinko Carnival (DV15)

A carnival semi-permanently located in the Watson Development. Run by a clan of Blood Nation nomads, the carnival features a troop of clowns trained in the classical Pochinko technique. The members of the carnival hate the Bozos and offer a standing bounty of 10eb per genuine Bozo nose brought to them.



In addition to Nedd's Dart Rifle, the Crew can arm themselves with the weapons carried by the six unconscious Security Operatives – a Poor Quality Assault Rifle, a Very Heavy Pistol, and a Medium Melee Weapon each. Picking up any of the weapons requires an Action. The Dart Rifle works the same on the Bozos as it did in the Elephant+. One shot drops them to a -4. A second shot kills them as the sedative reacts to the drugs the Bozos are hyped up on.

Nedd will reclaim this weapon at the end of the fight.

SEND IN THE CLOWNS!

Surprise! It's a bevy of Bozos from the Pagliacci Circus. Sad black and white clowns, at the absolute worst time, and wow are they on a lot of drugs. Let's meet them before the Crew dusts them. These clowns use the same Modular Bozo statblock, but carry different weapons

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and cyberware based on their descriptions below. If there are more Bozos listed than would participate in the attack based on the number of Edgerunners present, pick your favorites. Only Nurse is mandatory. Every Bozo fights to the death.

Booster: A bozo that has gotten extensive surgery to look exactly like Rooster for a two-man act, down to getting the exact same Cybersnake. He's wielding a Bow, and fires two Biotoxin Arrows as his first two shots with it, followed by regular arrows.

Doink Doink: He is the one with the skateboard and the white afro. He's got a Shotgun loaded with Armor Piercing Slugs, and he's not wearing a helmet. He cares not for human life, but loves human misery. He's actually got cancer, by the way. He'd way rather go out with a bullet in his skull than in a hospital bed, that's really why he's doing this. He's the only *real* sad clown of the Pagliacci Circus. Everyone else is insane, nihilistic, sadistic, or brainwashed. He's so alone.

Fluffy: She's a Bozo wearing a huge wooly sheep themed clown outfit with a big brass bell on it. She's got a Flamethrower, and accidentally lights herself on fire with her first shot. She won't put herself out voluntarily. As combat starts, she's actively overdosing from the weird drugs. She falls down instantly dead at the start of the 3rd Round of combat, mouth frothing. The Armor Piercing Grenade in her bell can be remotely detonated by Nurse as an Action. Nurse might even do it while Fluffy is still breathing, just because she doesn't like the sheep-themed clown.

Nurse: She's the one that drugged the elephant with an extra big dose of Lemon-Aid Rx and rigged the knockout gas bomb. Nurse is probably the most dangerous one in the group. She wields an Excellent Quality Very Heavy Pistol loaded with Armor Piercing bullets, and will blow herself up with the Incendiary Grenade she's hidden in one of her chest-mounted Subdermal Pockets rather than be captured.

Party Boy: A Bozo in training wearing a white sack cloth mask, Playland by the Sea novelty underwear, and nothing else. Five minutes before the fighter begins, Doink Doink broke his jaw (drop his HP to 20 and give him the Broken Jaw Critical Injury) for being disrespectful. He's been given a Teargas Grenade

and a pair of worn Boxing Gloves (which provide no specific benefits) for this fight. He's okay at Boxing but he lacks the BODY requirement to use Knockout Punch, so he sticks to Punch Combination.

Rooster: A Bozo with black and white rubber chicken heads studded all over his puffy outfit, he fights with an esophagus mounted Cybersnake with its tip modeled after a chicken head. He's also got a Shotgun.

Shwoop: Shwoop loves killing and doing drugs. Also, doing drugs and killing. He's actually far too high to be a good combatant at the moment. While well dressed in Light Armorjack, he's forgotten his gun, and when he realizes this he'll put both his hands to his head in mock surprise, and then spend the fight focusing on running creepily fast on all fours, grappling, and trying to choke someone to death. His pockets are full of confetti.

When the Bozos are flatlined, to **GO CLIMAX (AFTERMATH)**.

CLIMAX (AFTERMATH)

The dust settles and the Bozos are dead. Maybe now you can party?

Depending on how the fight shook out, a couple of different things can happen. No matter what however, all roads lead to **RESOLUTION (THE PARTY)**.

IF THE CREW IS VICTORIOUS

Exultant at seeing justice done firsthand and members of one of Night City's most hated and feared gangs laid low, the crowd electrifies. You are swarmed by well-wishers who only part to allow park medics time to squeeze in and administer one dose of Speedheal to each of you. New fans shove tickets into your hands, giving you an additional fifty each.

You won't need them to buy a Golden Pass, though, because a shirtless Piranha named Ricky Hamilton approaches and invites each of you, and the non-Bozo clown lady, to the Playtower Party tonight! You're also comped cabana suites in the Island Dreams Hotel for the night.

The Crew can spend their tickets on Raffle Fish or whatever other prizes they might want before attending the party.

IF AN EDGERUNNER IS CRITICALLY INJURED

If the Elephant+ survived: Doctor Heather Stein (Exec 5/Tech 4), Biotechnica employee and inventor of Realgrass™ saw the fight and was impressed. She quietly uses her status to call in Trauma Team on behalf of any Edgerunner suffering a Critical Injury, including Nickels. They are flown off to Trauma Team Tower, given surgery (including a free cyberlimb or cybereye if needed), and flown back to Playland by the Sea in time to attend the party. All gratis. Of course, Doctor Stein might contact the Crew later to ask for a favor – a woman of her status makes for a powerful, if demanding, benefactor.

If the Elephant+ died, the crew receives no such princess treatment, they're on their own.

EDGERUNNER OR NICKELS DEATH

The Piranhas turn the Playtower Party into a memorial honoring the sacrifice, naming a drink after the deceased.

GO TO RESOLUTION (THE PARTY)

RESOLUTION (THE PARTY)

The Playtower Party is a wild fete that spans all five clubs of the spacious spinning observation tower: Elektrisch, Chrom, Rost, and Neu, and the private venue at the center of it all, VIPiranha. It feels like anyone worth knowing in Night City is here tonight, and you're the heroes of the hour. Go wild!

The Crew's recent heroism grants them a +2 modifier to any Social Check they attempt. Everybody loves a hero and, for tonight only, they're running at Reputation 10 as far as this party is concerned. The Crew better enjoy it while they can. Tomorrow, everyone will move onto the next big thing and forget.

If any Piranha is questioned about "Raffle Fish", at any time during the Party, they'll break into laughter, point at the querent, and shout "YOU'RE A RAFFLE FISH! I hope you had fun though." and offer them a drink. Yep. Those Raffle Fish are absolutely useless. Just a fun prank to pull on people.

The five clubs in the Playtower are detailed below. Whatever business your Crew needed to conduct during the party can be done at this time.

ELEKTRISCH

Lasers and perfectly sequenced rhythms shoot through the artificial smoke of the dancefloor. Chipwave classics and rave remixes of Corporate Pop hits blare PLUR out of speakers from all directions. A huge, consistently eye-height horizontal mirror on the walls and a huge shaggy rug-covered staircase to nowhere – strictly for petting – adds to the confusion. Nozzles in the south wall dispense a white liquor and flavored club soda foam mixture directly into the mouth of waiting ravers. No cups means no dancefloor spills. Genius.

It's basically impossible to have a conversation in Elektrisch, unless it's held standing in the entranceways or the line to the bathroom.

CHROM

The inside of Chrom resembles the decor of Metalstorm, except everything here is polished to a mirror sheen. Today, the Piranhas have chosen to turn down the music and create a social atmosphere, and have double-stocked the bar to keep things lively. It's self service. A handful of Fixers are smoking from hookahs in the chromed out couches that overlook the water, meeting clients and making deals.

Marion Robinson (Fixer 6), owner operator of the Bright Forest Casino in the Upper Marina, is talking business with some 6th Street members, who are all on their best behavior today.

Dino Dinovic (Fixer 4) is here, getting absolutely hammered alone in the corner, elbows on the table and hands at his temples, not really in the mood to talk to anyone. Maybe there's a reason for that?

Chamber of Commerce member **Cassandra Vey** (Fixer 6) is here, meeting privately with North Heywood City Manager **Barry "Big Deal" Delvacchio** (Fixer 6). When they're done, Barry seems pretty happy with the outcome. Vey can't be so easily read, but with a Human Perception DV16 an Edgerunner can discover she's pissed. Delvacchio is riding high on it, and is happy to talk to anyone in the crew. He's got a Base 17 Trading Skill after Fixer bonuses, but even getting a bad deal from him could be the next step in the Crew's career. Tonight, he's here to talk business and move fast.

Additional Fixers can set up shop here, as needed by the GM.

ONE NIGHT IN PLAYLAND

Rost

Rost is a classic punk club, carved out of roadsigns, scrap metal from ride construction, and triple-lacquered wood from park's old Arasaka-themed zen garden. The keyhole-shaped stage where Sir Max is performing is set into the floor of the club, a rusted metal sheet covered in a layer of sand.

Sir Max (Rockerboy 6) is absolutely tearing down the house with his knightly punk sound playing music that didn't make it on his latest album *Nasty Little Secrets* along with a medley of his greatest hits like *Long Pork Chop* and *ChainRipp Massacre*.

Hardy Satellite (Rockerboy 7), drummer of *Blood and Ice* fame, is also here, as part of Sir Max's entourage. If the Crew contains a Rockerboy, he might want to talk to them, he's always looking for independent musicians to jam with.

Sir Max is very jetlagged from his LEO flight from Europe and playing his set, but he's still cognizant enough to want to talk to the heroes of the day about the "right bloody elephant" and how "Biotechnica would be just chuffed if it made the news but it's all going to be about clowns innit? News's always about clowns, no escape from that. Buncha tossers." Sir Max could be a powerful ally for anyone who makes a good first impression on him, especially if their journeys ever take them across the pond.

Rost is a great spot for the GM to stow important Rockerboys, Medias, and entertainment/news Execs.

NEU

Huge stuffed animals liberated from years of claw machine prisons and carnival booth slavery fill the many tiny corner lounges of the labyrinth-like Neu, from which drift the mist of drug-laced water pipes and top 1950's pop music.

Molly Anderson (Fixer 6), leader of the Andersons gang, is having a super-sized pillow fight with a Samson Full Body Conversion, **Miguel** (Solo 5), beloved Torta chef of the park. They're happy to see the heroes of the day. Molly would be thrilled to invite them to her next Night Market. She mentions she might have some work for them too, but warns upfront that it would be in the Old Combat Zone.

Dirty Shirley (Tech 4), the Piranha's chief cook, and **Never Naughty Nedd** (Tech 7), are having a quiet fruity-looking-gelatin-drink in the most secluded corner of the plush labyrinth. Shirley doesn't need much convincing to extend a friends-and-family drug dealing rate for any of the heroes of the day.

Gourami, who was working Cross the Chasm at the Carnival of Screams earlier in the day, is mixing complicated layered sweet alcoholic drinks using a series of machines behind the bar. She's still looking for someone to assassinate her Solo ex-husband, and she's now extra convinced the Crew would be up to the task. "You took down an elephant! One guy with a gun can't be worse!"

GMs should feel free to add any NPCs who fit the cut and sugary vibe of Neu to the mix.

VIPIRANHA

Typically for gang-family only, tonight VIPiranha is open to everyone with an invitation. Pink leather, neon, kegs, a punching bag, and several charming collages of the gang's membership decorate the space.

The gang's leader, **Corpse Reviver** (Exec 4) is here tonight, pouring Zello shots and inventing new ways to do drugs, in a complete manic episode. **Ricky Hamilton** (Fixer 4), her lieutenant in charge of gang operations in Playland by the Sea, is running interference for his boss so she can be herself for once. They're down to do business too, but maybe in the morning, brunch, yeah, or you could find Shirley if you're wanting to talk drugs. Corpse Reviver wants to do shots right now, and anyone who mentions they wanna maybe join the Piranhas will be poured seven Zello shots in novelty Playland glassware, spelling PIRANHA, one for each color of the rainbow, with a little gummy fish in every shot. It's a DV20 Resist Torture & Drugs check to not get completely lit. Fail by five or more, and things get sloppy. Corpse Reviver is impressed by anyone who can down all seven and not end up sloppy and on the floor.

Nickels is here, if she's still alive, and is happy to see the Crew. She'll suggest they come down to the Pochinko Carnival in the Watson Development to meet the circus's leader, **Libby Manseau** (Nomad 4/Rockerboy 5) and receive a reward for killing the invading Bozos.

ONE NIGHT IN PLAYLAND

This is the place to position any NPC of sufficiently high standing for important conversations, like if the Crew needs to meet someone for a major plot point.

Anyone enjoying the party receives 1d6 Humanity from the evening's affair (up to their current Maximum) due to the good vibes.

When the Crew has explored all they want and completed any business, end the gig by fading to black. The party continues into the early morning, and one by one, the Edgerunners crash into their beds in the Island Dreams Hotel to fall asleep to the gentle sounds of the ocean.

NPCS

NAME	BIOTECHNICA ELEPHANT+	SERIOUSLY WOUNDED	—	HP	65
LEVEL	HARDENED MINI BOSS	DEATH SAVE	14		

STATS

INT	3	REF	3	DEX	6	TECH	1	COOL	1	WILL	8	MOVE	4	BODY	14	EMP	0
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ATTACKS

TRAMPLE (C# 14)	—	4D6	HEAD	AUGMENTED HIDE	SP7
TUSKS (C# 14)	ROF1	5D6	BODY	AUGMENTED HIDE	SP11

ARMOR

SKILL BASES

Athletics 15 • Brawling 15 • Concentration 16 • Endurance 16 • **Evasion 6** • Human Perception 10
Melee Weapon 14 • Perception 10 • Resist Torture/Drugs 8 • Stealth 8 • Tracking 12 • Wilderness Survival 14

ABILITIES

Bioengineered for Survival: The Elephant+ is immune to the effects of the Seriously Wounded State and its SP does not ablate.

Natural Weapons: The Elephant+'s Tusks and Trample cannot be disarmed.

Trample: The Elephant+ automatically makes a Trample Attack against anyone occupying a square it passes through. The Trample Attack does not take an Action.



BIOTECHNICA

ONE NIGHT IN PLAYLAND

Hardened Mook

NAME	MODULAR BOZO		REP	1	SERIOUSLY WOUNDED	18	HP	35
ROLE	NONE		DEATH SAVE	5				

STATS

INT	3	REF	6	DEX	6	TECH	5	COOL	3	WILL	4	MOVE	6	BODY	5	EMP	1
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WEAPONS

SEE BELOW	—	—
SEE BELOW	—	—

ARMOR

HEAD	KEVLAR®	SP7
BODY	KEVLAR®	SP7

SKILL BASES

Acting 9 • Archery 11 • Athletics 11 • Brawling 12 • Conceal/Reveal Object 8 • Concentration 6 • Contortionist 11
 Conversation 3 • Dance 11 • Demolitions 10 • Drive Land Vehicle 11 • Education 5 • **Evasion 8** • First Aid 7
 Handgun 11 • Heavy Weapons 11 • Human Perception 3 • Interrogation 8 • Language (GM's Choice) 5 • Language
 (Street slang) 5 • Local Expert (GM's Choice) 5 • Martial Arts (Boxing) 10 • Melee Weapon 11 • Perception 8
 Personal Grooming 8 • Persuasion 5 • Resist Torture/Drugs 10 • Shoulder Arms 11 • Stealth 11 • Wardrobe & Style 8

GEAR

Disposable Cell Phone • Duct Tape • Glow Paint • 10eb

CYBERWARE

Exotic Bodysculpting • Subdermal Pocket x3

BOOSTER

WEAPONS

Bow (C# 11) • BIOTOXIN ARROW x2	ROF1	4D6
CYBERSNAKE (C# 11)	ROF1	4D6

First two shots are made w/ Biotoxin Arrows. All other shots made with Basic Arrows.

DOINK DOINK

WEAPONS

SHOTGUN (C# 11) • ARMOR PIERCING SLUGS	ROF1	5D6
CYBERSNAKE (C# 11)	ROF1	4D6

ARMOR

HEAD	—	—
BODY	KEVLAR®	SP7

FLUFFY

WEAPONS

FLAMETHROWER (C# 11) • INCENDIARY SHELLS	ROF1	3D6
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Dies at start of 3rd Round. Nurse can detonate the AP Grenade in Fluffy's collar with an Action.

NURSE

WEAPONS

EQ VERY HEAVY PISTOL (C# 12) • AP AMMO	ROF1	4D6
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Can detonate AP Grenade in Fluffy's collar with an Action. Will detonate Incendiary Grenade in Subdermal Pocket if close to death.

PARTY BOY

WEAPONS

MARTIAL ARTS ATTACK (C# 11)	ROF2	2D6
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Has a Teargas Grenade.

ROOSTER

WEAPONS

SHOTGUN (C# 11)	ROF1	5D6
CYBERSNAKE (C# 11)	ROF1	4D6

SHWOOP

WEAPONS

BRAWLING ATTACK (C# 12)	ROF1	2D6
—	—	—

ARMOR

HEAD	LIGHT ARMORJACK	SP11
BODY	LIGHT ARMORJACK	SP11

Shwoop focuses on grappling and choking.



ONE NIGHT IN PLAYLAND

NAME	PENNY GIBALTAR (NICKELS)		REP	1	SERIOUSLY WOUNDED	18	HP	35
ROLE	EXEC: TEAMWORK 1		DEATH SAVE	3				

STATS																	
INT	6	REF	7	DEX	5	TECH	6	COOL	6	WILL	8	MOVE	4	BODY	3	EMP	5

WEAPONS					ARMOR								
COIN OP (C# 15)					ROF1	1d6		HEAD		—		—	
BRAWLING ATTACK (C# 8)					ROF2	1d6		BODY		LIGHT ARMORJACK		SP11	

SKILL BASES
Accounting 15 • Animal Handling 14 • Athletics 14 • Basic Tech 14 • Brawling 8 • Conceal/Reveal Object 14 Concentration 14 • Contortionist 13 • Conversation 12 • Dance 13 • Drive Land Vehicle 10 • Education 13 Electronics/Security Tech 13 • Endurance 12 • Evasion 12 • First Aid 13 • Handgun 14 • Human Perception 14 Land Vehicle Tech 8 • Language (English) 10 • Language (Streetlangu) 10 • Library Search 10 Local Expert (Watson Development) 8 • Perception 10 • Personal Grooming 13 • Persuasion 10 • Resist Torture/Drugs 12 Riding 10 • Stealth 10 • Streetwise 13 • Wardrobe & Style 14

GEAR
Agent • Clown Nose • Glow Paint x3 • Personal CarePak • Techtool • 50eb

CYBERWARE
Light Tattoo x3 • Techhair

Lieutenant

NICKEL'S GUN: COIN OP • A TUP (INCREASED CAPACITY) HELLO CUTIE JANUS HEX

Matte black with masculine chrome magenta accents, the Janus Hex is a weapon for the desirable male, designed to politely fend off unwanted attention. Custom-made by Sanroo in partnership with the chromatic rock idol group Take Your Best Shot. Tyler, Yuuto, B3nny, and Shintaro have each personally tested and approved the weapon and publicly pledged that it won't hurt any of their unique, beloved, and respected fans. It is only designed to disable them temporarily should they try to rush onto the stage. Each weapon comes with its own sensible slim-fit holster, which easily converts to a purse holster via a robust pop-out titanium clip. Nickel's Janus Hex has been customized and modified, giving it an increased capacity and trading out the matte black finish for a full covering of magenta Superchome®. Her Scent Balls smell like buttered popcorn and are marked with the Canadian maple leaf.

An Excellent Quality Very Heavy Pistol with a 2-shot capacity, capable of Concealment. This weapon fires a proprietary eye irritant Heavy Scent Ball round that deals 1d6 damage. A target with meat eyes hit by a scent ball round must succeed at a DV 15 Resist Torture/Drugs Check or suffer a -3 Penalty to Ranged Attack Checks, Melee Attack Checks, and vision-based Perception Checks for the duration of the effect. A target that succeeds at their Resist Torture/Drugs Check suffers a lesser -1 Penalty instead. Neither Penalty stacks with the Damaged Eye Critical injury. The effect lasts for 1 hour or until the target spends 10 minutes flushing their eyes out with water. More than thirty options are available to scent your weapon, including the personal cologne of your oshi. Incompatible with all magazine Attachments.

Janus Hex Heavy Scent Balls come in packs of 4, costing 20eb (Costly) each. Every Scent Ball is marked with the face of one of the idol groups four members. This proprietary ammunition cannot be modified or fabricated by a Tech unless they possess Maker Rank 6 or higher.

OPTIONAL: THE HOOKS

GMs: Use of these Hooks are optional. They work best for one-shots where no external reason exists to drive the Crew to attend the Playtower Party.

You need to be at that party, but whether that need is for business, pleasure, or otherwise, your motivations are your own. There are countless reasons you might want to be at the hottest party in the city. Now, if you would each privately select a motivation and pass them to me, we will begin our Playful day at Playland by the Sea!

Scatter these “Hook Strips” over the table and have your players select one that matches their character’s motivation and pass it to you secretly. Note their individual choices, then pass them back facedown.

I want to make a reliable business connection with the Piranhas to buy uncut drugs in bulk.

I want to meet a high-end Fixer at the party to score better paying work.

I want Sir Max to autograph my cyberware, I hear he’s flying in from London to perform a set.

I want to network my way to an invite to a Night Market to buy some more powerful equipment.

I want to bribe North Heywood City Manager Barry “Big Deal” Delvacchio at the party for a favor.

I want to party. I want to party. I want to party. I want to party. All night long.

I’m a Media and I want to write a story about the party or interview some people there.

I want a level of access to Playland by the Sea that only being cool with the Piranhas can give.

I want to join the Piranhas as a full member, and this will be a perfect first step to that goal.

I want a night of excitement, because I’m stressed and need to forget my troubles.

I have or am rapidly developing borderline **cyberpsychosis**. I am currently losing my grip on reality. Take only if you want to roleplay this when **your** time comes. **I also want to PARTY.**

GM: As the fight against the Bozos begins, any Edgerunner who took the cyberpsychosis hook begins descending into an episode. Take them aside and tell them: “Your Character is going to snap out of it at the end of this combat, but I want to see a good and clean believable cyberpsychotic break. Put on a good show of this, and ill award your character 4d6 Humanity Gain (up to current Maximum) from the catharsis they experience afterwards, assuming you don’t do anything to the poor elephant or Nickels. Don’t be that guy.”

ONE NIGHT IN PLAYLAND

BEAT CHART FOR *ONE NIGHT IN PLAYLAND*

