E13 Bar Encounters

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| Encounter | Description | Props needed? |
| Elias | A second video will be delivered covertly. (this time multiple formats will be available to avoid the last fuckup) | The video |
| Elias 2 | A bodybag will be deposited by the door to the Bar or as close as feasible. The person inside is still alive, barely, and is highly contagious. If the bag is opened the contagion inside will be released and will infect everyone within 2 metres. This effect will linger in that area for at least 8 hours. Once opened, anyone approaching within 1 metre of the open bag or 1 metre of an infected person will also become infected.  Infected people will start to feel nauseous within a couple of minutes. Within an hour they will be sweating profusely and feeling weak. Within 24 hours they will be dead.  The people who brought the bag to the Bar are all carrying syringes of a fairly immediate cure to the contagion. If they are brought down or captured the cure can be distributed to any in need. If they heal the person in the body bag then they will be very grateful and sign over some credits. | Body bag  Player checklist  Syringes of cure  QR codes on the living person |
| Shrooms | A seemingly zombified person is milling around the Bar. Outwardly healthy, they do not respond to obvious stimuli and interactions, and spend their time trying to directly mimic human movements and facial expressions.  There should be a certain amount of chaos caused here as the infected person learns how to control a human body. Nothing too big, avoid the obviously comedic, but feel free to knock stuff over, spill things etc.  After a little while, the person will wander outside, throw up onto the mushroom patch outside, and then revert to a normal (slightly confused) freelancer.  We should have two other crew on hand as Barkeeps throughout this encounter, if only to act as clean-up crew for the shroomer. | Mushroom patch outside by the corner of the chapel  QR codes on the infected person |
| The Greedy Games | People enter solo or in teams. Every player puts 1000 credits into the pot and is given a token and a radio (if we have enough). Everyone leaves the Bar at 8.50, the game starts at 9pm. The game ends when someone has all the tokens.  Tokens may be brought to the Bar and banked with the High Roller running the game. If your token is banked then you are out of the game, and any tokens you had previously banked transfer to the person who banked yours. If your token is banked a radio message will go out to tell you to return to the Bar (if still alive).  The first person to bank all the tokens apart from their own collects the pot (minus the High Rollers admin fee)  The High Rollers are aware the player group are quite loyal, and that they have form for rigging games in their favour… | As many radios as possible  Tokens/lanyards |
| Teleporter | The group carrying out teleportation experiments will be at it again. This time they will teleport a large cake into the room, along with a small printed apology note.  The apology note will also have a small ooc note pointing out that the cake can only be consumed ic. If they don’t eat it ic, the crew will eat it ooc  There is nothing wrong with the cake, but it is a social experiment to see if people will be daft enough to eat a free cake with no idea of its origins. | A cake (lie optional)  Apology note  QR codes on the cake |
| Creed of the Well | One of the Creed will arrive, seeking medical help for a fellow cultist. They have entered a state most of the Creed are calling final enlightenment, but the chap seeking help is unconvinced.  If anyone goes to help, the “enlightened” has arrived at the point where they have consumed so much of the fizzy well water that their brain is fundamentally re-wired. The main outward effects is that their senses are all short-circuiting. This presents as extreme synesthesia, with each of the five senses colliding and presenting as all of the others. Internally, the person is barely themselves any more and they are experiencing the present and their memories as one and the same thing, all jumbled up. They maintain access to speech, but it will be slow and periodically garbled.  There is nothing to be done at this point, the brain has passed a tipping point and while stopping taking the water will prevent further harm they will never improve. | QR codes |
| Trader | A trader will arrive selling a variety of canned foods. If any of the tins are scanned, they contain traces of an anomalous energy permeating the cans themselves. A physicist will recognise that the cans have aged significantly more than is likely for food in the Zone.  Should anyone open a can they will be hit by a disgusting smell as the food inside is now rotten, decades old at least. The core of the food is far more aged than the outer edges, it looks to have aged from the inside out.  If questioned, the trader will be able to tell players where they found the cans, and that will lead them to the Garbage anomaly. He saw a food stash and grabbed it, without hitting any of the dangerous spots. He has no idea how lucky he is… | Cans  Garbage anomaly kit (possibly) |
| Aliens!! | A raving nutter (Awakened) will steam into the bar claiming to have viable evidence of alien activity. He will give a rambling description of strange lights and inhuman noises.  Should anyone follow him out into the woods in the dark (!) they will find a site set up for some kind of ritual, lit with old cans with holes punched in them, filled with liquid fuel (meths and the fire colour packets we have). A pentagram has been drawn on the floor, various bits of internal organ are lying around, alongside some papers that have been encoded.  This is a setup for potentially running with a murder cult later on. | Needs to be dark  “lanterns”  Ritual materials  Meat of some kind  Coded papers |