

# GODS GUN: THE SPLATBOOK

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Alternatively: "The Legend of God's Gun: The Splatbook"

I'm trying to format this better using document tabs and some additional editing on top of that, but feel free to look around! It's still heavily WIP

- THE SETTING
  - Locations
  - Factions/Gangs (and important people)
  - Gear and Brands
- Jobs
  - The Juchatengo Crisis (A medtech focused job about being village doctors in the middle of a dangerous outbreak)
  - Another Job (A nomad focused job about how much the road between Oaxaca and Juchatengo sucks)
  - A Third Job (rockerboy/media job about DA CULTURE)
  - Missions (small jobs that could be done in one session)

## A Foreward

My introduction to Cyberpunk was through the 2077 game (like a shitload of people), and I quickly became entranced by the setting- The complicated history of Night City, all the notorious mercs that called it home, the corporations that constantly squabble over it... I loved it all. It inspired me to start running a RED campaign (the same one that this splat takes its name from).

In the process of running it, I had several characters who ended up being born in or ended up related to people from Mexico, and I was curious to see how Mexico specifically fared through the 4th Corporate War. The information in the book was pretty vague so I figured I'd take a crack at making some shit up.

I mainly did this because as much as I like Night City, I think that it has a very established tone and flavor that I couldn't quite do justice to. I didn't want to cram too much of my own stuff into it, basically (especially since some of those things would REALLY mess up Night City).

That's probably pretty good motivation to make your own stuff i think. :)

# Locations

**GOD'S GUN** takes place mostly in Central Mexico, in the city of **Oaxaca** and the **JGA** (Juchatengo Greater Area) that includes the city of **Juchatengo**, and the villages of **Plan de Minas, San Isidro, and Gulera**.

## Juchatengo

The most developed city for kilometers, very important locally as a supply point and globally as a supplier of coffee and pharmacologically significant plants.

Historically spared from the worst of the fighting in the 4th corporate war, Juchatengo saw a brief occupation by Arasaka forces in 2021- seeding large landmines and erecting a command center. The occupants of the city were encouraged to go about their normal lives- so long as they didn't put any Arasaka soldiers in danger.

By 2024, the site was mostly abandoned (reduced to a skeleton crew by 2023) and Arasaka left as quickly as they came in. They did not take their mines with them, however.

## Geography

Juchatengo is situated in the middle of a deep valley, with a river running through the center of it. This river, as well as a road going from north to south, are the only entrance points to the town. Attempting to approach from any other angle will either lead you to the large perimeter wall or into a minefield.

### Perimeter Wall

Juchatengo is surrounded by 12 foot concrete barricades, with a walkable scaffolding behind them. They were originally put in place by Arasaka, but are currently garrisoned by Juchatengo Policia.

### Minefields

The minefields endemic to the Juchatengo area are of Arasaka origin. Much like the mines currently choking the Pacific ocean, these **brightly colored** saucer-shaped mines are **self-replicating**. Unlike the naval variety, the landmines are all **slaved to a command tower**, limiting their spreading range. The only thing they know to do is to **explode at anything that's not 100% Arasaka**.

Every individual minefield has rigid borders, but the path between them isn't straightforward. **The locals have managed to map out most of them**, but the paths left behind are essentially only big enough for off-road trucks and cars to get through. This is how Juchatengo has remained so isolated...

## Culture

The primary speaking language of Juchatengo is Spanish, followed closely by Russian and German due to a large population of European immigrants. **Streetslang is still commonly spoken**, though mostly by those who deal with the outside world. Most of the European immigrants work for Rhythmia, while the native population mostly works for JELC and the Farm Collective.

Due to the isolation of Juchatengo shielding it from the worst of the 4th Corporate War, most of the Juchatengo population lives in relative peace, either working for the local Neocorps (**JELC and Rhythmia Industries**), or tending to the large fields of crops that dominate Santa Lucia.

In general, people are polite but cautious around newcomers. The walls and minefields that surround them give them some comfort but they're still wary of outsiders attempting to wrest control of the town from their hands again. **They are incredibly wary of any Japanese people, or strangers wearing Arasaka equipment**, due to the occupation of their town.

Isolation also leads to pragmatism, however. Outsiders of value will quickly be noticed and offered opportunities to work.

## Economy

Juchatengo citizens enjoy the equivalent of a Generic Prepack lifestyle; eating a lot of real vegetables and staples but relying on shipments of cheaper supplemental goods to compensate for the lack of local manufacturing, and typically live in very closely packed stucco houses (that fulfill the requirements of a Two-Bedroom Apartment).

They're able to afford to live this comfortably due to the high prices of their export goods- coffee and spices- as well as Rhythmia Pharmaceutical's incredibly valuable precursor chemicals. Working conditions are such that service industries such as a movie theater and a few bars/restaurants exist as well.

Finally, some locals are willing to brave the razor thin margins between the minefields to make deliveries to the smaller villages in the area- which tend to live poorer lives due to their further isolation.

## Regions/Significant Locations

If you were to look at Google Maps for Juchatengo, you might notice it's actually a cluster of 3 or so towns. By the Time of The Red they have all grown into one bigger town, but the districts kept their individual names.

### INCLUDE MAP

#### North-San Cristobal

San Cristobal was designated the industrial sector of Juchatengo around the time of Arasaka's occupation. It's the most newly developed area, with wide cracked asphalt roads and neatly spaced blocks of workshops and factories. Off to one end of the sector is the town dump- a large dirt lot- and the hill on which the Arasaka Outpost sits.

Areas of interest in San Cristobal include.

#### Mechanic

The mechanic is from out of town, having moved here after the 4th Corporate War. Her business mostly consists of maintaining farm equipment, but she also keeps (mostly accurate) maps of the minefields, as well as a couple armored cars for rent.

#### Outpost

The Arasaka outpost is several buildings on the highest and northernmost point of San Cristobal. Notable areas include:

Command Center	Still locked (or at least kept locked), there's mostly inoperable consoles and mostly empty crates and lockers. You might find decades old military intelligence, or some Arasaka paraphernalia.
Barracks	A large building that was at one point full of soldier's bunk beds and mess hall tables, now messy and broken down from mistreatment. This is where you'd find Scavengers or homeless people.
Armory	The armory door was long cut/blown off. Most of the equipment that was left behind was taken away to the Policia's armory (who might consider selling some to the crew...). Slim pickings.
Silo	A missile silo that was quickly erected and abandoned. No one has gone inside it since Arasaka left.

#### Dump

There's a dump in between the outpost and the rest of San Cristobal. It's rather large and once you get past the incinerators where they burn most of their 'ganic garbage (many compost their own trash but medical waste needs to be burnt regardless) you'll find cars, appliances, and

perhaps most interestingly **lots of 4th Corporate War era junk**. You'd find terminals with usable data, useful firearms modifications, **and perhaps some Alacran relics...** An enterprising techie could also use it as a source of Maker parts. The dump and its associate scavenge will be covered in more detail later on.

### Docks

The docks are equipped to handle sending small cargo boats down the Rio Verde to Panuco and therefore to actual shipping centers. Thankfully, the replicating mines haven't gone into the Gulf of Mexico. Yet.

If you wish you could rent a boat and fish. The water is clean enough that you could actually eat the fish you catch.

### JELC HQ

The Juchatengo Exports and Logistics Company has a warehouse and office directly adjacent to the docks. This company is responsible for maintaining the docks and helipad, as well as exporting the products that Juchatengo makes out of the mountains and down to Oaxaca- other corps are more likely to buy stuff they don't have to pay out the nose to ship, after all.

### Center-San Pedro

San Pedro is the center of Juchatengo, and as such is considered the residential sector. The streets are cramped and sprawling, with decades old stucco buildings stacked one on top of the other. The air smells like grilled meat and there's always a buzz of people talking and going about their days.

Most of the actual stores are in the town square, surrounding a large field that has been converted to serve as a landing pad for the AVs the town currently relies on for imported goods. Merchants also set up small stalls to sell their produce here as well.

Areas of note in San Pedro include:

### Stores

The town square has many shops that would be interesting to an Edgerunner.

General Store	General gear (up to Costly), Fresh food.
Pharmacy	Perscriptions, medical equipment, cyberware installation.
Gun/Hardware	Guns, Ammunition, Hardware, Tools, Raw materials, Weapon Modification.
Clothing	Secondhand Clothing (all kinds), "Fashion Advice"

*General Store*

*Pharmacy*

*Gun and Hardware store*

*Clothing*

New Clinic

This is the clinic the edgerunners will be occupying during their stay in Juchatengo. It's rather large, owing to Juchatengo's slow transition from a town to a city.

It has 2 doctor's offices, 6 exam rooms, a functional laboratory, and a nurses station.

Due to the unique nature of Juchatengo as a town it also has a kitchen and some adjacent rooms to serve as a dormitory for doctors and nurses.

*Technical equipment*

The clinic's equipped with

- An onsite backup generator powered by CHOOH2.
- A fully functional analysis lab.
- A pharmaceutical synthesis lab.
- An X-ray and ultrasound machine.
- The necessary hookups for cyrosystems operations.
- A dispensary (**That will seem weirdly empty**)
- A supply of bandages and other medical tools sufficient enough to handwave any procedures.
- 

South- Santa Lucia

Santa Lucia is the southernmost part of Santa Lucia. It was made the agricultural district due to the gently sloping and fertile valley that it lead into. It consists mostly of farmland, but there's a cluster of buildings dubbed the Civic Center that most of those packed dirt roads lead back into.

The civic center is where town hall and all the municipal services are clustered, with fresh asphalt roads connecting them to the rest of Juchatengo. Alongside them and some older wooden buildings sits Rhythmia Pharmaceuticals' factory grounds.

Places of interest include:

#### Rhythmia Pharmaceuticals

A Neocorp headquartered in the renovated Old Clinic. A somewhat slapdash setup with a quickfab warehouse and a few cargo container offices situated next to a modestly sized clinic, Rhythmia Pharmaceuticals is the second most important economic factor in Juchatengo (second only to the chocolate and spices still grown there)

#### Eastern European Bar

A bar that caters more to the immigrant population- serves lots of borscht and vodka n whatnot. Not hostile to newcomers at all, and don't particularly care about affiliation (that'd be hypocritical no?)

#### Police station

The police station seems to be run out of an older town hall, from when the town was smaller.

They're the local authority, though they also moonlight as an armory, selling off the extreme amounts of Arasaka surplus they've come into.

#### City Hall

There's a mayor, he's a little slimy but not by much, people pay their utilities here as well. Also, a library.

#### The NEWS

A small screamsheet operation local to Juchatengo.

#### The Fields

The majority of Santa Lucia is fields and the occasional worker's house or encampment. Roughly half of the fields are devoted to Rhythmia Pharmaceuticals' medicinal plants, with the majority of the rest devoted to growing chocolate and spices. There are a few plots dedicated to normal food- which combined with the prevalence of home gardening- mean that fresh food is incredibly common in Juchatengo.

# The Big Picture



## The Big Picture: on the Organization of American States

As stated in the RED core book, Central and South America are in a unique position of increasing strength and prosperity despite the global happenings.

Around the 2010s (after the Second Central American War) all of the disparate nations of South and Central America united together to drive out the American government from their borders. They succeeded in doing so (excluding the Panama Canal), and shortly after formed the Organization of American States (the OAS for short). Having secured their independence, they would go on to become a major economic power in the 2020s.

In more recent times, The 4th Corporate War did not touch the majority of Central and South America (Brazil, Chile, Columbia, and Mexico being the exceptions), and they continued to prosper up until the DataKrash- which to be fair messed up everyone.

The overall quality of life in the OAS would be considered decent, with the many agricultural industries spread across its borders (and the shockingly well preserved climate) ensuring a steady supply of food and water, and a recent influx of Highrider trading allowing for more complex industries like weapons manufacturing to flourish.

However, there are serious logistical problems preventing this prosperity from being spread evenly.

The DataKrash of 2022 initially made governance quite difficult. The poor state of communication led to Columbia falling entirely into Cartel hands and the subsequent annexation of part of Venezuela, though by now the Highriders have helped to stabilize the NET in such a way that such failures are uncommon (Though, of course, they have not managed to expand the NET beyond the borders of the country)

As a result of Columbia's bid for power (and Panama still being in NUSA hands), "The Divide" was created which subsequently split the OAS in two separate halves which struggle to trade with one another effectively.

## Central America

The Central American bloc of the OAS consists of Mexico, Guatemala, Honduras, Nicaragua, Costa Rica, Panama, and Cuba.

From the ultrawealthy but entirely corrupt Cuba to the active warzones of Panama, the Central Bloc is a land of extremes.

The majority of the Central Bloc has been in a recession ever since the 1990s, with the constant wars and destruction of their already fragile infrastructure resulting in there being an ever-worsening quality of life issue in the region. Shit was bad and it kept getting worse until recently.

Currently in the 2040s there has been enough trade and humanitarian relief for the bloc to once again function somewhat normally. The damage done south of Mexico would likely never be repaired fully, but the roads were once again free of mines and functional.

For the Central Bloc to truly prosper, however, The Divide would need to be dealt with; Columbia, Cuba, and Panama all pose a significant danger to the few lifelines Central America still has (despite them being OAS countrymen). Any one of them acting could destroy the fragile trade routes and connections between them and the wider OAS...

## Mexico- Desperate but United

Formerly part of the Northern Bloc when the US and Canada were still part of the OAS, Mexico is the Central Bloc's most stable country (with only Cuba being more prosperous)

## The Divide: Panama, Columbia, and Cuba

Between the two blocs (and the Carribean Sea) are several countries that despite being members of the OAS threaten their countrymen's livelihoods every day.

## Cuba- The Corporate Playhouse

While still part of the OAS, Cuba is still deep within the pockets of corporate interests.

The fall of Castro's government in the 2020s led to several corporations immediately buying out most of Cuba's natural resources from under the government, which lead to an economic boom, and an era of truly unbridled hedonism and degeneracy. The capital, Havana, was especially noted for this, with active slave markets and all sorts of things that a corpo slimeball might love.

While far from the truly hedonistic times of the Collapse, Cuba is still a corporate haven of degeneracy and wealth. Their massive resorts (and the infrastructure to support them) are still running despite the current global depression.

The average cuban lives a decent life, but this life comes at the ever-present knowledge that their hard work is explicitly all done to satisfy the depraved urges of the ultra-wealthy

## Panama- No Man's Zone

Panama relies incredibly heavily on wealth coming in from the Panama Control Zone, which is still just barely in the hands of the NUSA after the Second Central American War. At this time, there is a very uneasy truce between the occupants of the PCZ and greater Panama (as well as the NUSA), but both sides are quietly attempting to sabotage one another to finally bring their forever war to a close. Charred buildings line the roads, patrolled by jumpy guerilla fighters or NUSA backed security groups, and the Canal itself has been turned into a

fortress-city, with heavily scrutinized checkpoints being the only way through either its canals or roads.

## Columbia- The Narco-Game

Columbia is completely under the control of the cartels, and they maintain a totalitarian regime in its heavily controlled borders.

After the Second Central American War governance of Colombia was mostly under the jurisdiction of Militech, but after the Fourth Corporate War (2025) four cartels united with both Communist and Cuban backing to take the country over. By the 2030s they had worked with communist cells in western Venezuela to annex part of the country in a bloody civil war.

Life in Columbia is hard- it's a free-for-all outside of the cities, with gangs being given unchecked power to act as they see fit (so long as they offer tribute to the cartels who rule the region). The cities meanwhile are an even worse site- the cartel members have every iota of wealth while the proles subsist on subpar state-mandated rations and whatever OAS aid manages to make its way into the borders unmolested.

Most of the money that is made in Columbia is from the drug trade, primarily producing the precursor plants for synthcoke and other designer drugs, with the resulting product being sent to Cuba for further refinement. However, another lucrative trade of theirs is unfortunately human trafficking- nearly all the slaves and prostitutes brought to Cuba spend some time in Columbia.

**Write about "The Game", which is how order is maintained between cartel families in Columbia. Basically just really performative wars (maybe even futbol games) to keep the groups from killing eachothers. Columbia is so dangerous coz you need to be in a gang to have these protections. Maybe everyone gets microchipped?**

## Travelling the Divide- Sharpen Your Knives

Essentially, a land based convoy has to first slowly negotiate their way through a semi-active battlefield in the form of greater Panama, spend weeks "getting processed" at the Panama Canal Zone, and then finally braving the barely restrained anarchy of Columbia before finally making their way into Brazil or Venezuela.

Over-land travel is considered a "last resort" by the Nomad families running convoys through the Divide. Most favor circumnavigating the area entirely by sea (favoring a route starting from Mexico and hugging Cuba before crossing the Carribean Sea to Venezuela) or an

aerial route for more valuable supplies. This has the byproduct of leaving the majority of Central America out of this valuable loop of trade, which has hampered the efforts to rebuild there.

## South America

The South American bloc of the OAS consists of Brazil, Columbia, Ecuador, Peru, Greater Bolivia (consisting of Bolivia, Paraguay, and Uruguay), Venezuela, Argentina, Greater Guyana (Guayana, Suriname, French Guinea) Chile, and the Falkland Islands. While more developed than the Central bloc, the South bloc has not survived the Corporate Wars unscathed.

Brazil suffered both the loss of its capital in the Corporate War, and an extended rebellion against its arasaka-backed dictatorship, but has rebuilt into a powerful democracy thanks especially in part due to being the first nation in the OAS to prop up an orbital launch facility. The resulting economic boom lead to both the recognition of Brazil as a producer of quality goods (shown by the Brands and Factions present in this book) and a crackdown on Cartel influence in the region, though they are no doubt still present.

Argentina meanwhile suffered less direct fighting and remained fairly stable throughout the latest Corporate War (which all things considered puts them near the top of the totem pole). They remain relevant to the OAS at large through food production as well as being the top producer of fuel in the region, seeing a lot of traffic from both Nomads and Highriders (seeing as they both guzzle fuel like water)

Chile's doing alright i guess

Ecuador has somehow managed to hang onto the Galapagos islands which are still mostly undeveloped and mostly under natures claim (tho they aint doing too overly well). Baltra is the only superdeveloped island, due to the drift nations using it as a pitstop

Peru's doing okay i guess

Columbia has taken part of Venezuela as part of their nationalist tendencies. Forms "The Divide" with Panama due to intense isolationism (and unchecked cartel influence)

## Venezuela: A Divided Country



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Greater Guyana came to be due to Corpo meddling. Pretty harmonious after that fact. Might be one of the Megacorps still kicking around there due to that.

Greater Bolivia is the result of Corpo meddling. Became especially contested after territory gains in the Third corporate war( draw a straight line between bolivia and uruguay) but they are a loyal member of the OAS coz of stuff and things

Drift nations rely on the Falklands as a reliable trading ground with the OAS. basically all of it's a bigass city.

Oaxaca



Juchatengo



# Factions

While Central America is a large place there are several gangs and corporations that expand far beyond the reaches of any one city.

## The Big Picture

Until I find a better way to describe “everywhere in the OAS” without saying that we’re just gonna go with Big Picture.

## The OAS

The OAS as a whole operates as a faction- an overarching government that mostly manages free transit between all member states. Additionally they’re also responsible for humanitarian aid and a source of employment for Medtechs(OAS- H), an intelligence agency (OAS-IO), an international volunteer militia (OAS-MI) that serves the function of both Max-Tac and a source of employment for Lawmen.

## Local Factions

Some of these factions ARE very local to certain areas (as described in Jobs and Missions), so they will be given short descriptions here as well.

## Juchatengo

The main setting of “Juchatengo Crisis”.

## Rhythmia Pharmeceuticals

A small neocorp that functions as the town’s main source of employment beyond farming or service jobs, Rhythmia is focused on the cultivation of rare medicinal plants and synthesizing the products into pharmaceutical chemicals.

The CEO, Diedre Loranzo (call her Didi), has a very personal link to the town in the form of her dear departed husband and is surprisingly devoted to keeping Juchatengo held together despite friction with the locals.

# Gear and Brands

# Brands

Compared to the megacorps of the USA and Japan (best represented by Militech and Arasaka) the corporations existing in the OAS at this time are relatively “boutique” in comparison; while some are on the large side (and have enough of a presence to show up in the Faction section) most are known more for the goods they make than the corporate espionage they may perform.

Brands are sorted according to their country of origin and give short explanations of the products they produce.

## Gameplay effects

While highlighting the differences between typical NC fare and what’s available in the OAS is the primary goal of this list, many of the manufacturers are noteworthy for their unique flair- be it particularly fashionable armor or sturdy sports gear. If a manufacturer’s gimmick affects gameplay i’ll list examples of what that would be here.

## Night City

Taze Co.

Bawslyf

Plummcorp

## USA (including the Pacifica Confederation and the NUSA)

TastyYumm

A colorado-based manufacturer of prepackaged foods. Considered very high quality (for prepack) due to their focus on taste variety and a very high quality chicken-like base for their proteins.

## Zion Arms

## Torus-Sauer

The result of a decades old merger, Torus-Sauer managed to inherit all of the negative traits of their respective firearms brands with basically no good traits. The brand stays afloat mostly due to being highly visible in movies and games.

### GAMEPLAY EFFECTS:

Bog standard Poor quality pistols and rifles, with perhaps a +2 to Wardrobe & Style if paired with clothes mimicking an action hero's (like Businesswear)

## Mexico

### Alacran

Alacran was a corporation focused around creating beautiful yet functional weaponry, incorporating natural wood (!) furniture and intricate finishwork that could only be done by hand(!).

Owing to the founder's pious nature a great many of the weapons were "blessed"- a few of the rarest weapons incorporating reliquaries- and while "true faith" is rare nowadays people who are lucky enough to find an Alacran swear by their buttery smooth actions and insanely well calibrated optics.

## Rhythmia Pharmaceuticals

### Colera

Colera Arms is a budget firearms manufacturer. They primarily specialize in handguns, utilizing a vast array of repurposed automobile presses to cheaply stamp out hundreds of firearms at once. Their build quality is obviously very suspect; they're notorious for feeding issues caused by weak recoil springs especially. However, if you only have 20 eddies for a gun you likely don't care about such things.

### GAMEPLAY EFFECTS:

A source for all the Poor Quality Very Heavy Pistols that all the gangooners tend to be packing. Recent patent acquisitions have lead to a rare experimental phase of Colera weapons, namely the TBSCO, a derringer designed to be incredibly easy to conceal, and the LRMA, a pistol using (newly) proprietary magazines with triple the capacity of competitors.

Caeli Technologies

**Brazil**

Fabrakae Holdings

Arsenais Pilar

Astracore

Vega

**Argentina**

Passion

AcerTech

OAS ENERGY

The fuel guys (write more fluff)

## Chile

Rubritech

## Greater Guyana

Origine

## Item List

Item list separate from book is located here: [🇬🇵 God's Gun/ Juchatengo Crisis Items list](#) . I'll likely remove this once everything is ported over onto the sheet.

## Gear

Name	Cost	Description
Cryptographic Sequencer	Very Expensive (500 EB)	A somewhat discreet card-shaped device that can be used to bypass ID-based locks with the assistance of a computer. Uses the Electronic/ Security Tech skill.

## Cyberware

### Project GODSGUN

The Alacran project known as GODSGUN was an experiment to create cyberware that the human mind would be less likely to reject. They were successful, finding a

biological/psychological dead zone that every implant exploits to great effect. Every piece has a low HUM penalty but due to the complex nature of the cyberware every piece requires specialized installation (basically meaning everything is a step more difficult to install)

Name	Slot	Humanity Loss	Install	Price	Description
GODSGUN Brazos	Arm (Foundational)	1d6 (3)	Clinic	5000 EB (Luxury)	Cyberarm with reduced HUM penalty preinstalled with the Agarre (subdermal grip) which does not take up an option slot.
GODSGUN Agarre	Arm	0	Clinic	0	Subdermal Grip permanently paired to every Brazos unit.
GODSGUN Cerebro	Neuralware (Foundational)	1d6/2 (2)	Clinic	5000 EB (Luxury)	Neural Link with reduced HUM penalty.
GODSGUN Coraza	External Cyberware	2d6 (7)	Clinic	5000 EB (Luxury)	Subdermal Armor with reduced HUM penalty. SP11. Ablates. Restores 1SP/ day of rest.
Nanomatrix	Internal Cyberware	1d6 (7)	Hospital		Trauma Response Nanomatrix with reduced HUM penalty. Once per day, repair GODSGUN Coraza's SP to maximum.
Liver	Internal Cyberware	1d6/2 (3)	Clinic	2000 EB (Expensive)	Adds a +6 to Resist Drugs/Torture to checks involving poisons or

					alcohol.
Muscle	Internal Cyberware	2d6 (6)	Hospital		Increase BODY by 2. The increase changes HP, Wound Threshold, and Death Saves. Stacks with Muscle Grafts, can raise BODY past 10.
Leg	Leg (foundational)	1d6 (3)	Hospital	5000 EB (Luxury)	Cyberleg with reduced HUM penalty.
Tendon	Leg	1d6/2 (2)	Hospital		Double Jump. Ignore MOVE penalty to jumping. Can be installed as only implant in a meat leg. Must be paired.
Eye		1d6	Hospital		Cybereye with reduced HUM penalty.
Lens		1d6	Clinic		Combination Image Enhancer and Low-Light/Infared. Must be paired.
Ears		1d6	Hospital		Cyberaudio Suite with reduced HUM penalty.

### *Mechanics*

GODSGUN implants conveniently also closely resemble human organs and limbs, so much so that only a trained surgeon would be able to tell the limb was artificial at all. (**DV 21 Surgery, DV 27 Perception**)




God's Guns

The God's Guns line is perhaps the best example of Alacran's line: None of these have more than a hundred copies made, and they're all exemplary pieces of iron. Most have special

Perhaps the most striking detail is the way that they were packaged: Each of the God's Guns was stored in a reliquary,

# Jobs and Missions

# Jobs

I'm alternatively using "Jobs" and "adventures" to refer to these. They're the incredibly large and lucrative jobs you can frame a leg of

These jobs are written for your run of the mill **Rank 4- 5** player characters as described in the core rulebook. In my experience the numbers are tight enough (and costs high enough) that if someone happens to use a pre-existing character they won't trivialize the game. At most, it seems like someone's more likely to be *pretty good* at multiple things as opposed to *ultra-skilled* at one thing that trivializes any rolls. You also stay PRETTY squishy too.

Juchatengo Crisis (tentatively "Blessing of the Bullets" or "A Celebration of the Human Body") is a Medtech focused adventure centered around the JRA (Juchatengo Regional Area), which saw heavy fighting in the 4th Corporate war.

A simple job to perform as a town's only doctors for a few weeks quickly turns south when an outbreak of a mysterious disease threatens the lives of

Speak to the Wind (or

Ghost Riders in the Sky (or "The New West") is a Nomad focused adventure focusing on a Nomad convoy's journey from Mexico to Brazil- but more importantly their journey through the

## Missions

I'll also include some specially tuned missions (along the lines of one session quests for some extra scratch) because you never know when someone needs a favor.

# Juchatengo Crisis

## A quick note

I'll generally use **bolded text** to point out shit that PCs could do, like bonus information n talking points.

Also, I specifically have been pronouncing Juchatengo wrong. It's supposed to be "Hoo-cha-tan-go" as opposed to "Joo-ha-ten-go". However, I have been told that the latter sounds cooler so i'm keeping it :)

## A little forward

So one of the neat things about **Cyberpunk RED** to me is that your role doesn't heavily impact your performance as a party member. Half the role abilities don't help in fights and Solos can still be useful out of combat with their normal skills (or dumping their points into perception)

What these classes ACTUALLY do is give the party an edge in a very specific way. It's way harder to get backup if you don't have a Lawman, you can't upgrade your shit cheap without a Techie, you don't control public perception without a Rockerboy or Media, that sort of thing.

The most interesting one to me is Medtech. With how healing works in Cyberpunk you end up bedridden for weeks on end- and time is money.

The group i'm writing this module for made an ally of a cyberpsycho by quickly neutralizing the overdose she was going through and were able to rehabilitate her mind with actual therapy. This same Medtech also personally installed all the new cyberware the gang found- saving them time and money once again. However, it's kinda hard to highlight how important that is if you aren't auditing what you're doing 24/7.

This module exists in part to try and gas up the Medtech in my group, and hopefully yours too.

**By default the module is built around 5-6 players. A Medtech is heavily recommended as the module's story is built around being village doctors, but it would be possible to brute force it**

# The Story

## Preamble/ The Pitch

Corona (A Oaxaca Fixer) has a job that will help build the crew's reputation. In this city you need to prove you aren't just mindless jarheads- you need to prove you can actually use that wet thing between your ears.

Juchatengo and a couple surrounding villages are currently lacking in actual physicians. The lead physician in Juchatengo proper just retired, his son's still in medical school, and the other two physicians disappeared under mysterious circumstances.

Due to this there's been an open call for temporary replacements until his son's able to fly in with a replacement medical team. In the intervening weeks (At least two, potentially more), your crew is meant to operate the clinic in their stead and deal with any troubles that might have befall the town. There's already been reports of a strange illness that moved in soon after the disappearance of the town's doctors, so that's priority.

Your crew will be electronically paid 2000 EB per person per week until the town receives its permanent doctors again.

## Timeline

While the job is only expected to take 2 weeks, it might end up taking quite longer depending on certain factors. The generally constrained timeline will make the services of both a Medtech and a normal Techie invaluable- A medtech can keep people in a fight longer, and a techie can help ignore their supply woes.

Here's a general timeline of events:

The left represents chapters, and the right represents specific events/"quests".

Slow Days	Arrival, Meeting the Locals, Shopkeep's Woes
	The Sickness
	Rhythmia Rescue
Problem Children	Reckoner Problems, Scavenger Squabbles
All Hell Breaks Loose	Getting Wheels, The Journey, The Infection
	The Grove, Juqulita
The Awful Truth	The Silo

## Arrival

The flight to Juchatengo takes an hour on a cargo helicopter (If they're starting in Night City it's a plane flight). It's the only reliable way to get into the area due to both the ever present danger of uncleared landmines and how massively over complicated the rivers would be to navigate.

**Solos or anyone experienced with military tactics would suspect that the town was deliberately left alone to function as a chokepoint to coastal traffic. Close enough to the sea to matter for that but far enough inland to be tactically useful.**

The helicopter will drop them off in the town center, at a surprisingly modern helipad.

**Everyone's eyes would be drawn to the missile silo to the north, but technically inclined individuals would probably be dying to point out that it's all of Arasaka make and from the Corporate War.**

There's locals waiting for the helicopter with trolleys and hand-carts, all looking to start unloading. Those who care to inspect the cargo will see it's mostly **clothes, fuel, electronics, and nonperishables**. Stuff they can't make here.

As the helicopter is unpacked (**people who help unload will get thrown like 50 ED**) the pilot explains that he only comes once every week. Fuel costs and the non zero chance someone tries to swat him out of the sky, ya know. **He could be bribed or persuaded to give them a private radio line to call him in case of emergency.**

After the cargo's unloaded he will take you to the municipal president, who has a stuffy office in the town hall. On foot, so they get a better lay of the land.

The road's paved, and in fairly good condition. "Roads stay nice if no one can really use cars. Minefields outside and shit." There's some trash and debris around, but it's not the worst you've seen- **A week old at worst**. As you walk, you'll pass by a few pools of standing water- small ponds, bird baths, the occasional tire holding rainwater. **Ask your players if anyone's allergic to mosquitos**, and give everyone without **Reflex 7** mosquito bites.

## Slow Days (Pre-sickness, pre-infection)

### Meeting the Locals

As part of the process of tending to the town the edgerunners will be given a barrack in the clinic to stay in.

All stores accept ED. General medicine and fresh food are cheaper than in NC but ammunition, weaponry, and armor are in shorter supply, mostly being scavenged leftovers from Arasaka. However, shotguns and pistols are fairly common owing to the need for defense against gangers and wild animals.

### PC relevance in Juchatengo

Instant communication with the outside world is difficult in Juchatengo, but word still gets around.

**Reputation-wise, all NC reputations are 2 levels weaker unless the reputation revolves around medical work or other such charity acts. Reputation gained in Mexico will be respected as normal.** This can serve as a chance to get a very positive reputation, and there are a couple international corporations involved that would respect certain actions taken during the job.

### *Missing medicine!*

Any observation of the dispensary will show that it was broken into and that a good deal of the painkillers have been stolen.

- **DV 13 security tech check** will reveal the alarms and lock were electronically bypassed.
- **DV 15 perception** will reveal that the theft was very recent, in the past day or two (The doctor left 3 days ago).

Also of note is a red glove discarded carelessly alongside a strange card-shaped electronic device.

- **passing another DV 13 security tech check** will allow the party to identify the device as a Cryptographic Sequencer (street name E-Mag) that is **very well suited to bypassing ID-locked features in the world.**

### The Sickness/ Malaria

The primary problem at this point is a sudden outbreak of malaria, but due to the lack of doctors and the general tumult of the town no one has access to the appropriate medications- or the knowhow to diagnose it in the first place.

### Shopkeep's Woes

## Problem Children- (Mid-sickness, pre-infection)

The sickness spreading through the town will embolden some groups of hooligans to try and do things to the town. The local Corps might have some problems coming up too...

Rhythmia Rescue

Reckoner Problems

Scavenger Squabbles

## All Hell Breaks Loose (Post-Sickness, Mid-infection)

At some point, word will be sent from Juquilita (Santa Catarina Juquilita if you want the full name) from a panicked man who looks like he ran 20 miles to deliver this information. Because he did.

There is a sickness spreading in Juquilita. It started small at the beginning of the week and no one had a second thought of it- just some fevers in some workers. But then they started losing their skin and dying, AND THEN GETTING BACK UP.

The man will be inconsolable. He begs for help. The locals aren't... equipped for any of that so they will turn to the crew for assistance in this matter as well. By now, the Sickness problem should have been solved, and Juquilita is considered part of the village, but if they ask for it they can be promised additional money or supplies.

Getting Wheels

The Journey

The Grove

## Juquilita's hope

### The Infection (Flaying Sickness)

Or whatever the party names it, as there isn't one on record anywhere. Suffice to say you don't want to get it. **You can only contract it through direct injury from an infected individual (damage overcomes/ablates armor)** and should you become infected it will be **Quite Nasty**. More on the specifics of the disease and some of the specimens in the Cast tab.

### The Silo

At this point the party will have the means to enter the missile silo, and the urge to explore it.

Entering the Silo requires either a Netrunner going through an extensive NET architecture, a techie subverting the other locks, or the proper identification. The silo was built to last and has so far withstood any other attempts to get inside of it.

### The Awful Truth

### Resolutions

### Random Encounter List

Wild dogs as common

Puma as rare

Albino Puma "The White death"

### The Sickness- Normal

The sickness is Malaria. The prevalence of mosquitoes can be noted very easily, and simply look at a patient's blood through a microscope will show the parasites responsible. **Malaria is a problem because of the protracted lack of doctors in the area, not because it's a super disease.** Antimalarial medications are readily and simply made, and preventative measures are

relatively simple (fog the mosquitos and get nets)- the sort of thing that can come on the next supply run.

## The Sickness- Medtech-less

### Self-sufficient

The crew can determine it's malaria without the assistance of a Medtech, though it's somewhat more difficult. A **Basic Tech** skill will be required to operate the equipment, and some combination of **Deduction, Education, Library Search, and an appropriate Science** will be enough to scrape by.

## The Infection- Normal Route

The intended route for the module is that the party Medtech(s) are the ones to put everything together.

## The Infection- Medtech-less

## Alacran, GODSGUN, and The Desollado

The Alacran company has a few secrets to its long defunct name, being both responsible for the miracle of GODSGUN and a horrible affliction

### Alacran Details

Alacran will be obscure to Night City veterans, but it's not an unfamiliar name if you're a fan of real wood or a REALLY good gun.

### Common knowledge

This is information you'd get from looking at a brochure or an article online. Anyone who claims to be In The Know could tell you this without looking it up.

- Alacran was a company that existed primarily in Mexico, but had branches in New Orleans and Night City. It was active from 2000 to 2021, disappearing shortly before the beginning of the 4th Corporate War.
- Alacran was publicly known for their bespoke firearms designs, the "God's Guns" line, so called because "This is what the Lord would arm himself with."
- Every firearm was hand-fitted by well paid gunsmiths long after most other corps stopped taking such measures.
- Alacran was also known for using a proprietary bio-engineered hardwood. It was dense like ebony but grew like rhubarb. They also were a producer of silk products, though it was just mundane silk.

- Alacran expanded into cyberware towards the end of its lifespan, albeit mostly in the form of collaborations with local Mexican cyberware manufacturers.
- The company quietly shuttered its doors in 2021.

## Deeper Secrets

This is information you'd find in company emails, or from someone who worked there previously. A particularly well-researched article might have these sort of things too.

- Alacran didn't employ many people despite their renown and the amount of money they pulled in. The people they did employ were paid handsomely and were very loyal to the founder.
- Dimas Fontana, the founder of the company, personally knew quite a lot of his staff. Emails and other such documents show him actively conversing with many of his staff, from janitors to lab staff.
- Dimas didn't seem to enjoy interacting with other executives from other companies- especially those in Night City. Their ways of business often ran antithetical to his company's beliefs.
- There were two main divisions of Alacran: Gunsmithing, and Bioengineering.
- Of the two branches, the bioengineering branch was significantly more profitable. They would license out the right to grow their ebonwood bioengineered wood as well as sell the lumber raw. The trees were also convenient hosts to silkworms, if left to grow longer.
- They also worked at making climate change resistant shrubs and bushes, mostly based off the flora of Central Mexico.
- They also engineered the more potent pharmacological plants that Juchatengo relies on for their economy.
- The bioengineering wing of Alacran was responsible for the expansion into cyberware. Documents seem to be focused on "improving neural recognition".
- There are two God's Gun projects. "God's Gun" and "GODSGUN"
- There was debate amongst higher ups whether or not "GODSGUN" or "ARCHANGEL" was a more appropriate name for the project.

## Top Secret

This is information you'd need to put together yourself through interrogating many people, or find in an encrypted server. Someone would likely pay for this information.

- Alacran had a third, very informal division based around furniture. It was well made using the ebonwood and silk they had access to, but due to a lack of public interest and the fact that it mostly came about due to several employees pursuing a hobby it is exceedingly rare.
- If you could definitively prove that you had a piece of Alacran furniture it would be worth an insane amount of money.
- Project GODSGUN was a project by Alacran that focused on making bespoke cyberware that paired with the human body with significantly less difficulty than normal.
- Most implants created exploited a blind spot in human perception (accomplished through a combination of pharmaceuticals and nanobots) in order to help the mind cope with the new additions

- Most implants also replicated a human appearance- an arm still bleeds and grows hair, for example. They also could self-repair to an extent.
- Some implants were even “gestated” in free-floating tanks rather than manufactured in a machine.
- The information to make these implants was lost but not destroyed. They were, however, incredibly expensive to create- the infrastructure to do so would likely be able to manufacture roughly quadruple the amount of traditional implants.
- Dimas was wholly behind this project (despite not having too good of an understanding of the tech.) He was gently pushing for the company to get the price down to a more reasonable one- though this unfortunately did not come to pass before the company went under.

## Deep Beneath

Be very careful if you tell anyone this sort of thing. People might die.

- Project GODSGUN was headed by Diana Merlo, a local expat from Biotechnica who used her background in biochemistry to spearhead the project.
- Diana was chosen to head the project over another talented biochemist, Eva Montes. Eva was perhaps brighter, but much less personable and more importantly a very jealous woman.
- It’s no mistake that the Flaying Sickness has Alacran branding, it’s a perversion of GODSGUN research Eva made to spite the project. A devastating bioweapon that would simultaneously make her very wealthy and destroy the image of nanomachine-based implants forever.
- Diana caught wind of this, and right after informing Dimas of Eva’s treachery she started attempting to make a counter.
- She was mostly successful, isolating a neurotoxin that made it impossible for them to regenerate, as well as innoculating every GODSGUN implant with a different form of counter.
- This kept anyone with an implant safe, and the security crew could fight back if the worst came to pass, but that left everyone else.
- Eva figured something like this would happen so she kicked the infection up a gear for a few of them: Dimas and Diana. **All of them are still alive in the form of warped “trees” as a result.**
- **It’s worth pointing out that some of the trees in the Night City underground arboretum were people at one point.**
- Eva’s plan was mildly successful: Alacran was disappeared, and she managed to sell the research to Arasaka.
- Arasaka tested it once, researched it further, and found it impractical to use.
- Arasaka then immediately tried to get Eva killed out of some strange mixture of horror and “keeping company secrets.”
- She used it on herself in the “missile silo” to **Become a tree like Dimas and Diana.**
- Eva has no remorse, lol.

## Who's Responsible?

The Reckoners found the Flaying Sickness and released it on a random town to test. They seem to have eyes on using this elsewhere...

## Group List

A list of named groups in the story. Named NPCs are in the Character List.

### Rhythmia Pharmaceuticals

The local pharmaceutical Neocorp. Headquartered close to their orchards in Santa Lucia.

CEO- Didi

Diedre Lozano

Diedre is a short Polish woman at 4' 8". However, you wouldn't know it from her presence. She has piercing orange eyes (likely chromed up somehow), long blond hair that drapes over her large chest, talons she likes to click on whatever surface might be nearby, and her distinct (high fashion) clothing- a dark satin suit with a plunging neckline going down to her navel. She claims to be about fifty but she'd pass for thirty.

She inherited the corp from her late husband Osvaldo who she still misses- he died of a heart condition, ironically. However, he told her "It'd be a shame to waste your body" so she hits on anyone she's interested in.

She's interested in keeping the company alive, and that necessarily means keeping Juchatengo alive too. She got called a "mail order bride" by some locals for a while but they shut up when they started making real money.

Lead Pharmacologist-

Female. Western European (German), Sneaky, Bohemian, Short neat hair. Tattoos.

Maintenance Lead-

Male. Middle Eastern (Arabic), proud, nomad leather, mohawk, talons.

Security Lead-

Male. South American (Mayan), intellectual, high fashion, short neat hair, talons.

Diana has an eye for the right people. A local in a position of power's always a good idea.

### Professional Gofer-

Female, Eastern European (Polish), Nervous, high fashion, fauxhawk, ritual scars.

### Vendors- San Cristobal

Vendors in the North side of town.

### Mechanic-

Female, Eastern European (Ukrainian), Secretive, Generic Chic, Wild Hair, Ritual Scars.  
Some form of Ukraine specific boosterganger who left that life behind after some Serious Shit.

### Barkeep for Edgerunner Bar-

Male, South American (Quechua/ Columbian), Intelligent, Leisurewear, Short neat hair, Strange nails.

If not outright a Fixer, has a pulse on the local area and will take polite advantage of the crew to do some stuff on the side.

### Edgerunner Bar Assistant-

Female, South American (German/ Brazilian to subvert), Stable and Serious, Bohemian, Short spiky hair, Mirrorshades.

Puts up a stoic front but is clearly the emotional heart of the bar. Makes up for the fact that the owner doesn't serve drinks by working eight times as hard.

### Vendors- San Pedro

Vendors in the Central part of town.

### General Store-

Female, North African (Berber, basically Arabic), Silly/fluff headed, Leisurewear, Short curly hair, Piercings.

This lady's all smiles for sure. Her employees love her, and she has a tendency to lead people around her store by hand to what they need. She probably straight up gives candy to the urchins rather than have them steal it.

### Pharmacy-

Male, North African (Berber, basically Arabic), Moody/headstrong, Gang Colors, Short spiky hair, Piercings.

Asshole with a heart of gold. Reformed gang member who in the dead of night delivers medications to the elderly. Very protective of his sister who runs the general store.

#### Pharmacy Lead-

Male, Pacific Islander (French, from New Guinea), Stable/serious, Nomad Leathers, Neat short hair, Mirrorshades.

A rugged pharmacist who regularly makes deliveries to the surrounding villages. Sounds like Kim, had a job like Sam Porter Bridges. Luckily pharmacists don't take the hippocratic oath, eh?

#### Gunstore-

Male, Eastern European (Finnish), Violent, Bohemian, Mohawk, Nose Ring.

Technoviking!!!!!! A savant with firearms (don't waste his time with any of that electronic shit he's got assistants for that gonk shit)

#### Hardware specialist-

Female, Pacific Islander (Maori/ New Zealander), Friendly, Bohemian, Long straight hair, fingerless gloves.

#### Technician-

**Fun fact: I rolled clones of Sparky like 6 times trying to fill this role.**

Female, South American (Spanish, Mexican), Intellectual, Nomad Leathers, Wild hair, Fingerless gloves.

A techie for hire for the local community. Barely takes care of herself, favoring her work over everything else. Would have gone to a proper technical school, but ya know.

#### Barkeep for Family Bar-

Female, South American (Mayan, so *Double Mexican*), Friendly, Generic Chic, Bald, Tattoo'd. FINALLY A LATINA MILF. Straight up an archetypical bar matron. Has a couple of kids who help run the bar/resturaunt.

#### Vendors- Santa Lucia

Vendors in the southern side of Juchatengo.

### Juchatengo Civilians

### Scavengers

The ever present danger of loosely-organized and desperate thugs with guns still remain a threat even in the relative isolation of the jungle of Juchatengo.

## Foxglove's Crew

A small group of scavs who really like stealing from unoccupied businesses. They're sly and crafty, able to break into places easily, but their guns are clearly for show.

## The Reckoners

To some, an obnoxious megachurch clogging up the airwaves with sermons that implore you to donate your money. To others, a cult preaching that the only way to delay the end of the world is through "penance". Penance in this case means "torturing yourself and others with crude, flesh damaging implements".

**NOTE: They have a Peeler. At least one.**

## Confraternity of Evangelists

These guys are the front-facing portion of the church. They preach penitence and austerity, yet they dress richly and preach from their megachurches and mansions.

## Confraternity of Penitents

These guys are the face-breaking portion of the church. They're perhaps the most devoted branch, actively practicing what they preach on themselves and others.

## Confraternity of Accelerationists

Some of the preaching of the Reckoners takes an "end of days" approach to the Good Book. This section's the one that takes it the most seriously.

## The Desollado (Or the Flayed)

The Desollado are the victims of an advanced form of nanomachine plague. This plague (which you should let the players name but give a default of **Flaying Sickness**) is a bioweapon that was deployed during the Fourth Corporate War by Arasaka. **There's more to the backstory than that, but that belongs in The Documents.**

It was designed to function as a very efficient bioweapon that would turn enemy soldiers into berserking flesh creatures that would quickly burn themselves out and die by the time Arasaka moved in. Essentially, Ebola that made you want to throw hands.

## Flaying Sickness

Flaying Sickness lays dormant in a person's system for 1-3 days. The progression of the illness follows 3 stages: Incubation, Prodromal, and Acute.

## Incubation

**Infection only occurs through injury, like a venom.** A wound from a Flaying Sickness victim will initially show signs of a typical infected wound: localized muscle pain, swelling, and the immediate creation of amber colored pus.

**RESEARCH LATER** Bites and other forms of inoculation are only effective if they breach armor. If player does not take damage from an infectious attack they do not risk infection.

If a player is infected with the disease they may make a **DV 21** Resist Torture/Drugs roll to avoid infection. Taking immunity boosting drugs, or implants that effect the immune response of the body will make this roll easier. If successful, they will have resisted the virus but will not be fully immune until the development of a vaccine. Failing means you're at risk for infection (assuming there's no treatment), a -2 modifier to any skillcheck due to the sickness.

A player with a GODSGUN implant will react very differently- See **Special Interactions** and the **GODSGUN implant table**.

## Prodromal

Patients at the prodromal stage of infection (Roughly two to three days after initial contact) will show flu-like symptoms: Muscle pain, chills, fatigue, and a whole body flushing. By this point, the infected wound will **show a barklike and very tough scab, as well as some mild necrosis of the surrounding flesh**.

## Acute

Patients at the Acute stage of infection (roughly 3-5 days after initial contact) will become bedridden or barely able to move. The muscle pain and fatigue are debilitating at this point, and **barklike scabs will begin forming on the infected areas**. The fact that this isn't a normal disease will be readily apparent. Patients at this point will refuse food and water, and any fluids they expel will be a dark red to black color.

## Identification

Flaying Sickness can be specifically identified very easily through a simple examination of a patient's blood or tissue. The nanomachines are highly visible and will actively be seen consuming cells on the sample sheet. **A sufficiently powerful microscope or good perception roll will notice the nanomachines all have a scorpion engraved on them.**

Alongside this, the types of wounds inflicted by Desollado are very obvious- animal like gashes and gunshot wounds that all weep a progressively darker and darker fluid as the nanomachines take over more and more of the body.

The illness is readily apparent when the patient dies or passes the Acute phase.

End stage of illness (post Flayed One phase) results in the body hardening and... arborising?  
**The biomass turns into a biological material most easily compared to wood. w**

## Treatment

The Incubation and prodromal stages of Flaying Sickness are the only time where traditional treatment will work.

At the Incubation phase, a **DV 21** First Aid (A Medtech may make a **DV 15** Surgery OR First Aid) check will deduce that the infection can be treated by thoroughly cleaning the wound and starting a 3 day course of antibiotics (**50 EB**, can be synthesized with local ingredients for **10 EB in materials and 6 hours of time- DV 13 Pharmacology or Techie skill**)

## Special Interactions

Flaying Sickness has a special interaction with GODSGUN implants. **See why in “The Awful Truth”**

Flaying sickness cannot be contracted by anyone bearing a GODSGUN implant due to the unique biomechanical processes within. **Upon an attempted affliction, the implant will “evolve”, absorbing the Flaying Sickness.**

Depending on the implant this might be something minor as the ability to change its colors, or in the case of something complex like **an arm, leg, or major organ** offer unique abilities. **A Medtech and techie working in concert could exploit the regenerative properties of the GODSGUN implants (like say blood transfusions from the arm) to synthesize an ersatz cure.**

## Scratch paper

When does the outbreak happen?

Before- Very campy. There's just zombies with no explanation unless they dig.

During- Dynamic. Depending on ramp-up could swing back and forth. Type dependant.

After- Very dramatic. They get to know the village deeply and form attachments.

The Bioweapon

Virus- either resurrecting or hysteria. Target Humanity with this decision- what measure is a person?

-Resurrecting: Campy. Classic Romero stuff. Curing this means either curing the city or basically bug-bombing the whole thing.

\*in the ground: The ground is infected by something- cordyceps, anthrax, nanites. Things that die come back. Think Romero stuff.

\*transmittable: Infected people transmit the virus through normal inoculation methods (bites and hazardous fluid contact). They get flu-like symptoms, and only turn or act like zombies if they die in this state. This could be further split into "innoculation kills you instantly". Widest range of possible causes. Think Dead Island, Dead Rising...

Gang runs into lots of high fever cases, track the stuff back to another town that burned itself out a month ago. Everyone's dead, preview of what happens if you guys fuck up. The zombies are decaying, so they're dehumanized and therefore not psychologically damaging. Party member getting bitten is just a really sick guy, with the lingering

-Hysteria: Dramatic. 28 Days later n shit. People look obviously like people, there can be stages of infection that might be reversible. People are dying a lot slower. This could probably be more easily cured than resurrecting.

This type is the most straightforward

[Hysteria] is preferred. It makes the most sense considering the background

How fucked up do the zombies get?

Traditional: just walkers with no variation. If melee's fun for everyone it's fine, but it makes guns very, very effective and risk free. Ammo management becomes an issue, but that's a good thing in this instance. Works best with resurrecting ones.

Sapient: The zombies can use weapons and have tactics, and use their biotech and cybernetics. Likely hysteria. This kinda zombies could also be controlled in some fashion. If controlled, Reckoners are involved.

Resident Evil: The walkers can mutate. The average zombie is a walker but there can be Special Infected- Either specialized organisms or extreme reactions to cyberware.

Currently [SPECIAL INFECTED] has been preferred. Most of the zombies are military or fully subsumed in biomass.

## SPECIFIC LORE

[ZOMBIFICATION PROCESS] . Zombification is a slow, curable process that eventually overrides normal brain function and makes you super aggro. At some point you die/can no longer be cured, and are essentially animalistic biomass. At this stage you'd seek out more and

more biomass, and due to either cyberware or some freak shit you could potentially evolve. It works as a bioweapon because eventually it burns itself out, but it's simply considered too unsafe to actually use in the field- too much risk. This outbreak is more severe and would have burned itself out faster if it weren't for a Reckoner controlling the horde for some purpose.

1-Carrier. Represents itself as a serious illness. Fever, cramps, chills. Amputation can stop infection at this stage, still local only. Augments can't get infected.

2-Hysteria. Subliminal thoughts enter into your head and compel you to violence. All bodily fluids contain nanites, so any skin on skin contact can lead to infection- but injuries are still the most effective way. Requires a living host, dies after 8 hours of being on a unalive surface, weak to burns. Augments can't get infected. Mind control becomes a problem here.

3-Biomass. Nanites break down body into pure biomass- no skin required, exposed bone and muscle for maximum absorption. Augments could get disabled? At this stage strongest against civilians but weakest against environmental conditions. Burnout stage happens here. Control is strongest here.

4-Evolved. Freaky bullshit happens. The biomass evolves into different forms, mostly because it's being told to or the presence of strange augments.

Stages 1 and 2 can be cured conventionally, while stages 3 and 4 will be weak to anti-biomass weaponry (acid, neurotoxin type poisons)

[CONTROLLED BY RECKONERS] The reason this is bad is because the reckoners (already established as bad eggs) have access to a potent bioweapon they can use to bring about their end days. I can even work Sparky's gun into this- the special neurotoxin rounds could be unreasonably effective against these!

[WHY DID ALACRAN DISAPPEAR?] Because their research was being used for evil and disbanding the company was the only way to prevent the data from being taken illegally. GODSGUN research was spun into initial biomass control somehow (Your body being able to perfectly accept high power augments segues into "controlling biomass" fairly well).

Okay so what does Juchatengo grow? It's got to be at least vaguely self sufficient and there has to be ANOTHER way for them to make money aside from being a highway town coz otherwise everyone would have left.

Actual crops? Yes, mostly from small self sufficient plots.

There are a couple medically significant plants. It makes up the bulk of the exports (and therefore money).

Naked coral tree (*Erythrina coralloides*) - 12 m tall tree. contain a potent muscle relaxant as well as an emetic, as well as a precursor to a valuable cancer drug.

Kidneywood (*Eysenhardtia polystachya*) - Shrub. Contains loads of precursor chemicals but specifically useful for diuretics and kidney health.

## Inspirations

Pathologic was the initial idea, but i have since pivoted to the later Resident Evil games and [PROTOTYPE].

<https://www.worldanvil.com/w/cyberpunk-konigskind/a/character-background2F-article>

## Another quick note

I will straight up admit that if I include netrunning access points that I'm not experienced in making them (my campaign set ground rules that basically amounted to "Let's not do that yet."). I will also admit that i will probably not include many "evil" options- the threat that will be present will overshadow any sort of petty crimes they could get up to before shit hits the fan and I just imagine that most edgerunners are relatively pragmatic people that WOULDN'T mess with people that aren't messing with them.

Speak to the Wind

