

NIBIRU



“BOILING POINT”

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PROLOGUE

Boiling Point is a short Nibiru adventure, set in the Penumbraic city of Suruptu. It starts off half a cycle after a merchant finds the PCs, unconscious, gravely ill, and at the verge of death. As they get back on their feet, they start to learn about a strange series of events, seemingly tied to the machinations of several political and economic interests, inside and outside of Suruptu.

This adventure deals in themes of environmental crisis, of how poorest people always deal with the worst of said crisis' fallout, and of the ways organizations take advantage of these to advance their agendas. The Vagabonds might have traversed the tunnels under Suruptu for a while, having walked into the labyrinthine corridors below for a while. The story is an ideal kick-off point for a longer series centered around the struggle for power and liberation across Penumbra.

If you intend to play this adventure, do not read further! The text is only for the Narrator's eyes.

BEFORE WE START

*As with other adventures, this booklet will describe the way in which action may develop as the story is narrated. We will **embolden** certain actions to imply there should be a roll, at the same time suggesting that roll's Action Type. We also give indications to narrators **in orange**. If this is your first foray into Nibiru, you should read the material found in the **Nibiru Corebook**, so that you become familiar with the setting and the rules of play!*

NARRATORS ONLY!

QUESTIONS & ANSWERS

Who is involved in this story?

The characters are saved from the tunnels by Ugurnaszir, who takes them into his barge and cares for them. They are then driven into their search by Kinaa, a doctor who works under the Boundless Med Treaty, as they all discover that her clinic (which had the medicine the Vagabonds needed to be treated) has been sabotaged by an unknown enemy.

What's The Bigger Picture?

The pollution the Vagabonds were affected by is also affecting nearby towns, creating a crisis that pits the Council of Suruptu against other towns and peoples of the region. The way in which the city exhausts its toxic produce, however, can be reconfigured if one knows how to "speak to the station".

Who's Behind the Attack?

A small number of Antumbran Silu, who do not want to see Suruptu forming an alliance with other Penumbraic towns—which would threaten the already weakened Antumbran position in the region. They've managed to locate a local air purification control point, which they've accessed with the help of a Vagabond of the Machine.

The story starts in the Torus, at the base of the Suruptu Trench, in the Song of Arseen. You can read the following as a short way to introduce the way in which the Vagabonds were found:

You're unsure as to when exactly you passed out, your companions and you gasping for air as they made a last effort to emerge from the tunnels. You open your eyes as you spit the black particles out, coughing along with every step your own benefactor takes. As your limp body hangs over their back, you notice your hearing is still deafened by the roaring of monstrous extractors, which stand above you in lines along the Torus, like a procession of giants.

Their savior carries them into a barge, and the deafening noise from the outside is sawn-off by the closing hatch. Not even the blinding light from roof keeps them from closing their eyes once again.

You can now go on to explain that the story starts about half a cycle (a month and a half) after the rescue. Help the players figure out what they've been doing to get back into shape from that time, bearing in mind they're still quite affected by whatever illness is ailing them. Ask them about what has helped them recover, whether if it's something their savior (who goes by the name of Ugurnaszir) did, or something in the barge (see page 47 of the Corebook) they've found useful. Award their input with a Memory/Influence Point—their choice.

SCENE 1

TOUR OF SURUPTU

The first scene starts at the barge's dining area. Everyone is chatting, with Ugur making conversation about music in Suruptu and asking the Vagabonds about music in the place they grew up in, while one or two of the PCs are **Cooking** something for lunch (the roll result will inform how the rest reacts once taking a bite).

The purpose of these initial exchanges is to establish Ugur's personality, so that the players can empathize and form an opinion on him.

While they lunch, one of the PCs coughs after taking their first bite. Ugur might make a funny remark about the cooking before stating the fact that they should go to town to visit a doctor. He pulls up his MAT and searches for a name to recommend. He skips through some of the entries, and finally settles for a doctor under the name of Kinaa, who's located at the Noose. Ugur gives them directions as well as water bottles for each.

MAT

A flexible, foldable mat made out of steel and fungi weave, MATs (Member Access Terminals) are as essential to life in the Skyless World as smartphones are in ours. Usually worn around the forearm, MATs depend on the local Network of their city-state to function, and are utilized for everything ranging from checking the news, to keeping up with the work cycle, from instant messaging to entertainment.

The group departs through a long tunnel, leaving the noise from the docks behind to welcome that of the PL03, with hundreds toiling under labyrinthine pipe systems and massive, screeching oil pumps. An automated ramp elevates the Vagabonds out of the platform, past the sound-proof roof structure, and spitting them out into the narrow streets of the Noose.

Players might **Smell** the difference between the docks and the Noose. Those that do will realize that this is a particularly polluted locale in town. As they follow Ugur's directions, they see residential corridors covered with a transparent plastic sheet. Below it, a steel grid has been put into place. Each house along the way has let fungi grow from their facades and into the grid, slowly forming a very pretty and surreal dome of glowing blue fungal growth. If the players don't arrive to the conclusion shortly thereafter, the **Smell** reveals that—while the corridors are way more moist, and the humidity is pretty noticeable—the air seems much cleaner there.

A couple of twists and turns afterwards, they arrive at Kinaa's house; a repurposed container on a vertical configuration, its entrance guarded by a small yet enviable garden. After knocking, Kinaa will welcome them in, serving tea and inviting them to sit down.

"I'm glad you found your way. The Suruptu Network had just integrated our address into the database, so I wasn't sure if the info they had was right. How can I help?"

Kinaa will hear the PCs explain their situation and will point out, with a troubled-yet-confident face, that more and more people, particularly from nearby settlements, are developing symptoms such as these and coming to get treatment. She suggests they join her at the clinic to see treatment options.

SCENE 2

THE FLAMING NOOSE

The group follows Kinaa along, as she asks the group about where they are from, and if they had any issues with pollution back in their hometowns (at which point they might remember Ugur saying they shouldn't state they have no memory of it all). She goes on to state that:

"The clinic was initially a wandering chapel that came with the Assyrian immigrants into town. It got set up in a pretty accessible spot, and when people started to get ill due to the PL03, it got designated as an emergency clinic. The community worked to protect itself from pollution by doing cleanup work and building the blue roofs you've seen along the corridors, but even after that the chapel stayed as a clinic, and after arrivals started to dwindle we got the permission to use it".

The "we" Kinaa refers to here is the community of doctors that operates under the Boundless Med Treaty. It's an initiative to make medical care in Suruptu free, since, until its implementation, all doctors required credit payments directly from the patients treat them.

As they approach the location, the group will see that the corridors open up into wider, more crowded roads. A group of kids blast past them, almost knocking down one of the PCs, and they hear other people shouting, while a large hauler tries to maneuver past the crowds. It's clear that the area is overflowing with activity, and then a single detail seems to throw Kinaa off: A smoke cloud, that rises from the site of the clinic.

She increases the pace, and the PCs follow along. A small group of people are standing near the building, and Kinaa rushes past them. She then turns to the PCs and tells them to help her go in and find her supplies. She hastily and desperately explains how there are a series of green boxes with a specific symbol, and that they shouldn't remain inside for more than a minute.

Once inside, they notice that most of the smoke is coming from the upper floor. The group hears Kinaa telling them to come up. Heading there, they see her trying to put out the fire, which seems to be localized in a storage room. Kinaa asks anyone who's feeling like they can't breathe to step out. Characters can **Search** around to find any boxes that resemble Kinaa's description. They can also help her extinguish the fire.

The group has only one shot at rescuing whatever they can. Suddenly, they see windows shattering around them, as several Skitterbot AI limbs (Corebook, page 172) land on the floor, rolling in unison towards the fire and spitting ant flame foam. Outside, the crowd has grown, as the noise from several hovering Skitterbot AIs and the smoke attract people to the area.

After this, the local task force asks Kinaa and the PCs a few questions, and recommend to return later on for results on an investigation. Kinaa, still in a bit of a shock, tells the group that she wants to make sure they are alright after having gone inside the burning building. She offers to conduct the check at her place.

Back there, Kinaa gives them a breather with a special extract paleweed, and gives them breathing masks just so that they get some extra protection. After that's done, Kinaa states the following:

"I'm going to be honest with you all. The boxes we rescued had some pretty critical emergency supplies, as well as processed paleweed and high value medicine. However, I had to go to my personal stash to find the medicine specific to your ailment. There are about ten storage rooms in that clinic, and I'm more than a bit surprised about the fire being localized there. Case in point; it seems targeted. The medicine you needed was sabotaged."

She will then ask them if they have any enemies. If anybody knew of the fact that they were ill and heading to visit her. **Let the players have a chat about this.** Ugur might come into mind, but that wouldn't make much sense at first or second thought (though they might still want to ask him). Kinaa will seem really bothered by this thought, and so the characters might want to **Reassure** her that the attack isn't related to them (**feel free to give them extra dice if they do even a small effort at roleplaying this**).

Failing this will result in her inviting them to leave, so that she can clear her thoughts. Success, however, means that she will ask them to help out. She will first tell them they need to get more supplies of the paleweed extract they have, and will give them a note to get it from any of the other Boundless Med doctors in town.

There are three other doctors operating under the Boundless Med Treaty in the Noose. These are **Ettu**, **Awiseen**, and **Hano**. Upon heading to their respective clinics, the group finds that all of them have been attacked in the same manner. It'll be hard to reach out to the affected, yet at least two of them will open up to talk to the group, stating that their paleweed extract breathers were sabotaged.

You might want to remind the PCs, if they're being too forward in how they approach these situations, that they might arise suspicion in the local task forces—and that their Vagabond condition should remain secret.

When told of this, Kinaa tells them that yes; she was just informed of it all. *It's in this moment that you really want to get her and the PCs involved in a conversation, about why this might be happening.* **Investigating** via the local network will shed light on the fact that it was particularly all of these clinics, which were all part of the Boundless Med Treaty, that got sabotaged. They will also find out that these clinics were receiving, over the past cycle, an increased number of patients with symptoms affecting their lungs.

It's important to give the PCs some space to discuss this. Specially, making them think over the situation by having Kinaa ask them questions linked to the moment when they became ill, such as:

Where and when exactly did they experience the first symptoms of the illness?

Do they remember if the area was highly polluted?

Do they recall how much time they spent there?

The plan that follows could be conjured up by the players themselves, which would be ideal. Yet, they might come up with their own course of action, or they might not come up with anything at all. If the players have issues finding the answers to any of the above questions, let them know that they can spend a Memory Point to have their PCs suddenly recall the answer.

After that, Kinaa thinks it over a few minutes, and then she turns to tell them that she has a plan. She first asks them if she can run a blood test on any of them. If asked as to why, she will state that she wants to know if there's anything in their blood that might be related to their illness.

While she runs the analysis, she says the following:

"Given the lack of proof we have of, well... anything at the moment, I think it's best to do as follows. While I run tests, I'd like you to get particle samples from the PL03's exhaust pipes. These are past their transit perimeter, so you'll have to sneak in."

If asked about this, Kinaa explains that the PL's exhaust pipes tend to handle different kinds of waste, and that matching the kind of harmful particle to whatever might be in the Vagabonds' blood could tell them about the cause of the illness.

If they don't agree with the plan, Kinaa will understand. In that case, you should continue with the events on Scene 4. If they do agree, continue to Scene 3.

SCENE 3 DIRTY BUSINESS

Kinaa tells the group that to get samples, they'll have to get to the base of each pipe, and slide in one of the three samplers she gives them (there are three pipes she wishes to target).

She states that the hardest part might be to get past the perimeter, and that the best way to do that is to pass as science students (since there's a lot of R&D going on at the PL). With that in mind, she gives each one of them a doctor's coat, and tells them to say they're in "for the waste disposal tech seminar."

After Kinaa gives them some directions, the group is off to the PL03. They go down the ramp and past the roof of the platform, and enter the central hub, from where they can access the docks and the rest of the PL. Here's where the entrance to the operations perimeter lies; a simple entrance, with no barriers, just two members of security watching who goes in and out.

The group will have to **Stay Cool** so not to arouse any suspicions. If they succeed, they basically go in without being called out. However, if one of them fails, they're be approached by the security personnel. Whoever failed their roll will be asked what they come for, and will need to **Impersonate** one of the local students. Only then failure will entail real problems; security will check the records and, upon realizing that there's no scheduled waste disposal seminar, and that the students do not carry IDs, they will call the local task force.

At each of the three sites, they slide in the sampler and quickly move on. **After the work is done, you should reward them with an Influence Point each.** Once back at Kinaa's place, she studies the sample and says:

"Seems like whatever's being dumped into the Eastern pipe found its way to your bloodstream. I'm pretty sure that pipe runs close to the Torus. Maybe it'd be a good idea to check with your friend, see if he can give us a lift?"

SCENE 4

ENTRENCHED

Ugur receives the group with a worried face; seems like he has learned of what happened at the clinics. He asks if they're okay, and thanks Kinaa for the care provided.

Persuading Ugur to take them back to the Torus won't be simple. He asks about why they want to go back, raising the point that it could really worsen their situation. That it's important for them to get better, and to do that fast. **Normally, players would roll only two dice for this test, given the fact that Ugur seems staunchly against returning. However, if the players roleplay through this, and make an effort, let them know that they've earned an extra die before rolling.**

Whoever has been the quietest during the session might Read the Subtext of how Ugur is making his case. If they do so accurately, they'll understand that his emphasis on getting better FAST speaks of Ugur's priorities; he wishes them to get better fast, so that they *leave*. **Then, reward that player with a Memory Point, as they reflect on how Ugur has grown steadily-yet-subtly distant over the past few lapses, as if preparing to see them off.**

If Ugur isn't convinced by the PCs, Kinaa intervenes, stating that this is important for the Boundless Med Treaty and their research, and he begrudgingly agrees to take them. He tells them to head over to the dining area while he preps to put the barge into motion.

This might be a great moment for players to describe what their living quarters at the barge are like. You can always refer to page 47 of the Corebook for guidance. Ask them about any particular thing they keep by their bunk, any memory of with their time with Ugur.

After Ugur sets the barge off to reach the Trench, he finds and talks to one of the PCs. He states something along the lines of:

"Maybe it was a mistake to send you over to one of the docs from Boundless for treatment. What I've seen in the Network certainly doesn't look good. Should have given you some credit, tell you to go see the Arku..."

Ugurnaszir voices his distrust in Suruptu's health initiative. In truth, he has made up his mind during the time the Vagabonds left the barge: He has contacted a nexus from Enki's Covenant, and requested them to come to the barge. This is the true reason why he is upset about having to take them to the trench.

The point of this is to establish a slight suspicion on the part of the players. On the one hand, they've shared moments of good natured talk with Ugur, but the recent perception they're getting from him should throw them off a bit. Make sure to get a feel for how they react to it all, to keep them from acting rash.

A few minutes later, Ugur will take the helm, maneuvering the barge down onto the surface. The barge shakes as it descends into the shadow, landing in between two colossal wind turbines. Ugur informs them that they can now descend through the hatch. At the threshold, Kinaa tells them she found a few more supplies, gives them two inhalers & gas masks, telling them to take turns sharing them if those aren't enough.

As the group looks around, they should be able to **Notice**, either because of the smell or the shape of a rising smoke pillar, that the entrance to the place where they were found is close (**if they don't, let them know that they take a while to find it, eventually getting there while they take in a fair number of breaths with the inhaler**). The smoke comes from a deep shaft, which they can climb down through a simple metal ladder. Down there, the only light comes from a series of emergency bulbs that signal towards a narrow tunnel.

Following the tunnel, the group finds a metal door, with a tiny compartment and a strange looking lock. A closer **Technical Inspection** will reveal that the lock seems to be unlike anything mass produced across the Skyless World, though even knowing its origin wouldn't matter, since the mechanism has been broken and replaced with what seems to be a standard use lock system. Further examination (**which you should state as an option to the players**) will, if successful, reveal that the lock is of Assyrian manufacture, though it doesn't seem to have the identifier used by government issued tech. It comes from a private factory.

Those who speak the Lost Tongue might talk to it, triggering its mechanism. This will result in the door overriding the human-made lock and granting immediate access, to the shock of whoever is on the other side. Whether the group knocks at the door or not, a voice will speak from the other side.

"Please place the medicine into the compartment before stepping in to claim your credit."

It should be pretty clear that the Vagabonds will have to drop the inhalers into the compartment to go in.

"Thank you for your contribution."

The door opens, revealing a small compartment with a weird machine at the center. The way it contorts, its lines and overall design; it all seems to resemble the aesthetics of that strange lock. There's a clamp-like contraption wrapped around it, with a large module on top full of blinking lights. A projector spits faint blue light on a spheric receiver—which should serve as an interface to interact with the machine.

A Service AI seems to be sitting in a chair, plugged by at least a dozen connections into the previously mentioned module. It speaks with the same voice that spoke to them before:

"Please insert a valid credit tag to claim your credit. Your balance is of 200 Assyrian Honors"

At this point, you should offer the players to inspect the machine. It's safe to assume that at least one of them should take you up on going through a **Technical Inspection**. If successful, give them details on how the machine seems to also be of unknown origin, though its purpose seems to be linked to the local air purification systems. Whether they succeed or not, they note that there is a datachip, half inserted on the side of the machine, labeled as "CONFIDENTIAL".

Consider, too, that asking questions to the Service AI will be quite useless, as it's mainly been repurposed to take care of the place and process transactions. It will, however, attack the group if they step out of line. **There are, essentially, two ways in which this might continue. Either...**

...the PCs leave, knowing that there seems to be a strange medicine black market operation happening, which is in some way linked to Ashur.

...the PCs leave with the datachip, prompting the AI to attack them. Remind the players that it's better to run in this case, since the AI needs to unplug itself from the frame to chase after them, while if they stay and fight it will use the very cables that tie it to the module to try to seize them.

Either way, they'll return to the barge in a bit of a dramatic run, as without the inhalers they will feel the fumes burning their lungs. **This will take them down a Body step.** Once they reach the hatch, they'll climb up and be off.

During the flight, they'll likely speak to Kinaa about what they saw. If they have a datachip, they'll be able to render its contents into the projector aboard.

The datachip reveals that the location the had just visited (nicknamed Boiling Point in the rendered map) was host to a central facility of Nibiru, which controls the air purification machinery of the region. The datachip has coded instructions to reroute Suruptu's waste disposal onto the nearby villages and hamlets. In short; it seems like someone within the Assyrian high echelons wants to trigger an environmental crisis, pitting Suruptu against the other people inhabiting the region.

The barge land, and knocks are heard at the barge's main door. Kinaa states that "she'll get that" as Ugur walks in and asks the PCs about the datachip.

The noise from the opening door screeches across the interiors of the barge, and a loud bang is heard, followed by the sound of something dropping to the floor.

The session ends immediately—as Enki's Covenant barges in, weapons in hand, to search the vessel.

ON THE RUN

The next episode can take many different shapes, with the group either making an escape from the barge, or defending themselves and taking over it, allowing them to make a run along the Torus. It should leave your players wanting for more, and it's advisable to ask them about how they liked the story so far, and what they'd like to see in the follow up. The premise of Assyrian elements pushing for a divided Penumbra alone should set you up for a great story arc!

The barge arrived, yet just in time. With the sequels of their ailment still lingering, the Vagabonds seek help. But the strange events that will unfold during their search hint at the causes of their illness, and at hidden forces trying to take control of the City of Suruptu. Will they find the cure?

Boiling Point is an adventure set in the city of Suruptu. It deals with themes of interventionism and environmental crisis, and with the twisted ways in which hidden forces exert control over the peoples of Penumbra. It is an ideal starting point for any Nibiru chronicle.



Remember Your Past. Secure Your Future.

Nibiru is a Science Fiction Roleplaying Game of Lost Memories. Players take on the role of Vagabonds: amnesiacs lost in a massive space station, home to millions, where stories of drama and struggle are written on a daily basis.

MÖDIPHIUS
ENTERTAINMENT

