

A person in a dark jacket is walking away from the camera down a dimly lit garage. The scene is illuminated by vibrant blue and red neon lights. On the left, a blue vertical light tube is visible. On the right, a red vertical light tube is visible. The background features a wall with a circular 'DODGE' logo and various tools and equipment. The overall atmosphere is mysterious and cinematic.

# ELYSIUM

A SE ONE SHOT ADVENTURE

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CHRISTINE MCLAREN

FOR QUEER & D



Queer & D

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# INTRODUCTION

Our adventure begins, much like others do, in the back of a moving vehicle. With a clear mission, the people hired to complete this job are dressed in their usual best with the addition of an animal mask with a HUD display on the inside. Will they pull off their mission and make it out alive without being caught?

## About the Adventure

Elysium is the largest city on Earth after several natural disasters. Most of the world's population retreated to safe havens inside of 'bubbles', each of these bubbles being a Megatropolis city jam-packed with structures reaching heights never seen before.

It revolves around one group hired by 'The Fury', a band of 'outlaws' who are trying to stop the mega-corporations in their world dominance to make the

world a better place in their own small way.

It is not essential to know any of the rules for 5E, however, it would be best run with a group that has some knowledge of the PHB and a DM who knows the most basic of rules.

Elysium is designed to be run with five players plus the GM. The adventure should last roughly 3-4 hours, depending on the depth of role-playing. It is recommended that players are ok with various forms of horror, but it is best to ask those at your table what is and isn't an option for them in-game.

## Death in Game

Death is part of life and it is part of D&D. Don't despair if your character dies, you can always bring them back, heal them, leave them to their eternal rest. You do you boo! It is your story after all.

Text in RED is for guidance  
for the GM eyes only and  
SHOULD NOT be shared with  
the players.

## **Credits**

Author: Christine McLaren

Editor: Christine McLaren

Illustrator: Christine McLaren

Special thanks to the players of  
Queer & D for being the  
dummy group for this one-shot.

# ELYSIUM

Elysium is a city filled with colour and vibrancy. It is the year 2103 it is the largest city in the world. There are more technology companies than ever making their home in Elysium.

That is not to say that Elysium is good for everyone. It has several sub-sects; The Prospects, Desolation Row to name a few.

It is surrounded by a protective bubble to protect its inhabitants from the suns harsh rays, a product of global warming. Those who live outside of the bubble have a harsh life and mostly tend to food production. In the centre of the city is the Central Hub. This is where Tech Giants like New Eden Corp. hold their head offices for the globe.

There are no windows in any of the buildings in Elysium. In their place are Holo Screens

showing fantastic views which are pre-programmed each year and change with the seasons. There are street performers and ads everywhere. Everything is a commodity. Ads play on HUD displays, each shop has a special commercial ad that plays over the comms of anyone who wears them.

The best commodity is people. Runners are everywhere, and anyone skilled is seen as highly valuable. The best way to gain more skills is via cybernetic upgrades, however, these are very expensive to come by. Those who have managed to obtain these can do so in one of two ways; they can buy them from large corporations, such as New Eden Corp. or they can buy them from the Black Markets operated on the Dark Web.

The most popular tech items in the city are Holo Bracelets and HUD Glass. Holo Bracelets work much in the same way that our own Mobile Phones do, but they are much more advanced. HUD Glass is a set of glasses that cover one eye

and display a HUD viewable to only the wearer.

Various factions have arisen to try and combat the rising reliance on tech to try and revert to the ‘ways of old’, where people would spend time not staring at a screen.

Rumours have arisen of some companies completing illegal experimentation, corruption, of corporate espionage.

Groups like The Fury have been hiring people with cybernetics to try and take these companies down.

This is not the world as you know it. This is a dog-eat-dog world and it's every person for themselves.

Welcome to Elysium.



# 1. THE APPROACH

The Adventuring party begin their adventure in the back of a moving vehicle. There are no windows, but tiny cameras on the outside of the vehicle display the outside world on holo screens inside of it. It is old and beat up inside, the holo screen flickers.

If players try to open the doors, there are no handles. There is a screen to the front of the vehicle, but it is black and they cannot see through. They cannot get out.

A voice comes through a speaker system inside of the vehicle, interrupting the stillness inside the vehicle. The voice will 'introduce' each character by the mask that they are wearing.

The party members will now describe what the other members of the party see, minus what their facial appearance is underneath the

mask, age etc. They can only describe what clothing they are wearing and what the mask looks like.

There are five people inside of the vehicle in the passenger cabin.

It is for the GM to decide where each person will be sitting and how weapons are stowed. It is 'advised' that a stealthy character is seated near the vehicle main door (left-hand side) which opens Delorian style.

The adventurers can spend this time getting to know each other and completing any planning. They have all been hand-selected and were recruited. They were told nothing of the mission, only that they would help root out corruption and would be helping to save the world. They were asked to arrive at a location before being transported to an undisclosed location, given an animal mask before they saw the others, and then thrown in the vehicle.

This is a good point for your players to roleplay if they would like to. A Session Zero will help your players get to know their characters a little better.

Encourage them to use leading questions such as ‘What were you chosen for?’, ‘What are your talents?’, ‘Where do you come from?’ etc.

The voice comes over the speaker again and gives out the mission.

This is an opportunity for players to learn more about the mission, ask questions about New Eden Corp. etc. Answer as truthfully as you feel you want to be and be as biased as you want to be.

‘Getting to know each other I see, new recruits of The Fury. I am The Watcher. You are all here for a specific purpose. Your mission tonight is to infiltrate the offices of New Eden Corp. and find their experimentation room and destroy what is inside. Our insider was not able to obtain information beyond schematics and guard rotations. The project is top secret.

Humanity depends on you. Take out this ‘experimentation’. Your 50,000gold credits will be cyber wired to you on completion. If you die, it will be wired to your nominated beneficiary.

Schematics have been sent to your HUD. Test it out now if you like.

The HUD is inside the eyes of the animal mask which overlays any cybernetics that any players have chosen for their characters.

I will be with you the whole way. There are only three rules.

- 1) The mission must be completed at all costs
- 2) Don’t get caught
- 3) If you do get caught, your back tooth has been replaced with a cyanide capsule. Use it well.

Good luck. Watcher Out.’

# The Watcher

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Overseen by 'The Watcher', a voice in their ear that they have never met in person but have had wire meetings with. They use a voice modulator and was just a generic image on a screen during the calls. Their gender is unknown, and really, does it matter what gender they are? As long as the group completes their mission and they aren't caught, The Watcher will be happy.

You can have The Watcher look and sound like anything. Who they are is not important. The help and support they offer and their guidance in completing their mission are all that matters.

The vehicle comes to a stop and the door quietly opens. They are informed to lift a back from the back rack by the door on their way out.

They exit onto a back alley and the HUD immediately fires up remotely. They have been dropped off two blocks east of

New Eden Corp's head office in Elysium. The street before them is bustling with people staring at large holo screens displaying adverts, people talking on holo screens on their arms, some have special glasses on that allow them to watch. There are a few street hustlers. It is late at night, not that you could tell. Under the bubble that is Elysium, the lights never die down. They always light up the dark sky so it is impossible to tell if it is night or day just by looking up.

The year is 2103. Elysium is the largest city on Earth after several natural disasters. Most of the world's population retreated to safe havens inside of 'bubbles', each of these bubbles being a Megatropolis city jam-packed with structures reaching heights never seen before. The area where the party are just now is the corporate district known as The Central Hub, or 'The Chip' to locals, after the number of silicone products used, sold, and produced in the area. All around the bottom of the buildings are shops, bars, restaurants and recreational areas. Above are the office

buildings. Bridges connect across busy intersections and everywhere the party looks are bright lights.

If any of your players have not been in the city before and live in the smaller bubbles outside of the city, they will become awed and dazzled and distracted by the lights. It won't do anything to them in-game but it is a fun mechanic to add to make their jaws go slack and for them to be stunned for a minute trying to take everything in.

After they take in the sights, The Watcher will come over comms and remind them that their mission is time-sensitive and that they need to get moving to meet the shift rotation and get to the handoff for the access key to the service elevator from their man inside.

## 2. GAINING ACCESS

Upon approach to the building, they see a 100+ storey building with the name 'New Eden Corp.' on the signs. They head off to a side alley which leads them to a service entrance. At the side entrance is an elven male dressed in a black boiler suit with the company logo over his breast. He is leaning against a wall, having a drink.

### **Kaizen Dolby**

Kaizen Dolby is an elf whose age is very hard to determine. He has short-cropped black hair which has neon blue flecks through it. His face has signs of cybernetic implants around the eyes and his elven ears have neon plugs in them. He looks unassuming and like a lot of the figures that the players passed on the street.

DC10 insight or perception check: Kaizen appears to be darting his eyes around looking for someone while muttering to someone under his breath

even though no one is around.

The Watcher will come over the comms and confirm to the group that this is their man on the inside. He will greet the group casually on their approach and go into his pocket. Before he can pull out a stick of gum, he is shot in the forehead by a sniper firing a ray snipe from a building an undetermined distance away. Upon inspection, the group will see a scorch mark on the centre of his forehead and his open eyes. They do not yet have access to the building, as he has not activated his holo bracelet yet to pass over access.

The timer is now activated. They have 4 minutes to get into the building before the sniper makes their way over. They can choose to take his bracelet and access the building this way, or they can hack their way in. The holo bracelet will not activate without being attached. If they choose to put his bracelet on, they have to take off their own (if they have one). There is a 1 minute boot time for it to come back online. If they decide to hack their way in, there is a

DC18 sleight of hand check (hacking check) to get access. If someone in the group has a cybernetic implant that allows easier hacking skills (aka in D&D as a feat which allows proficiency in sleight of hand), then they can add their proficiency bonus.

main Science Lab, 10 stories below down in Sub-Level 10.

When they gain access, they slam the door shut to the sound of a vehicle screeching to a halt at the opening to the alley and heavy footfalls leading to the loading dock.

The group now has access to the building. It looks like a regular loading dock. It is empty with no staff around. They must be quick as it is the end of the shift with the new shift workers still making their way to their stations for the evening. Lorry style trucks are sitting in the bays, all of them empty and all of them with promos for various New Eden Corp. products.

The Watcher comes online via comms and the players' HUD's load up with a map of the building. They are on the ground level. They must make their way undetected to the

### 3. THE VENTS

With the door closed behind the party, The Watcher comes over comms and informs the party that the safest way to make it to Sub-Level 10 is through the air vents which will take them to Sub-Level 8. Then they can then take the Air Supply Shaft down to 9 and corridors to get them to Sub-Level 10.

The access point to the vents is through a door to the right and there is a hatch big enough for a larger creature to fit through.

The key to getting through the vents is to do so quickly and stealthily. The party must make a group stealth check (no more than two failures of a DC15 stealth check). If they fail a stealth check, the people in the rooms below notice a banging noise and someone will investigate by standing on a surface and opening up the vent to look. They must avoid being seen.

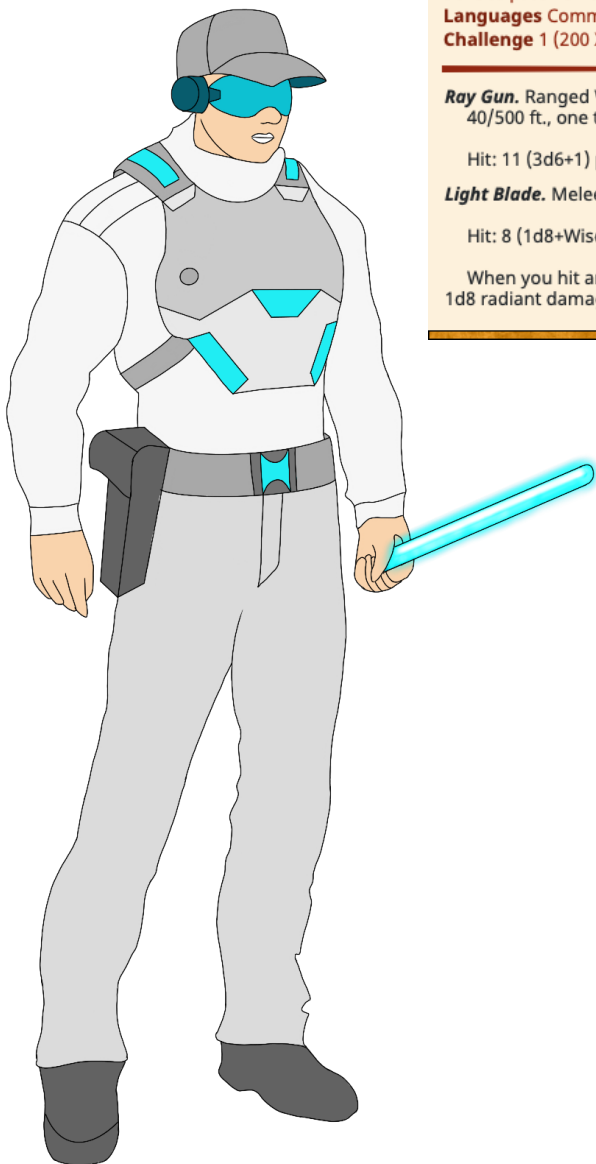
If detected, they must rush to the nearest exit where there will be two guards dressed in black armour that is Kevlar Style waiting for them.

There will ALWAYS be three guards here waiting for the party. If the group manage to make their way through the vents uninterrupted and without notice, they gain a surprise attack on the guards. If they are noticed, the guards are ready and waiting.

#### Running the Battle

These guards are no joke, however, they are designed more so to be put in the way of the group achieving their end goal.

Aim for the fight to last 3-5 rounds. If the party are going through the guards too quickly, three more guards will run around the corner to help, drawn by the sounds of the fighting.



## NEW EDEN CORP. GUARDS

*Medium humanoid (any race), any alignment*

**Armor Class** 18

**Hit Points** 72 (10d12)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

**Skills** Perception +2

**Senses** passive Perception 12

**Languages** Common

**Challenge** 1 (200 XP)

**Ray Gun.** Ranged Weapon Attack: +5 to hit, range 40/500 ft., one target.

Hit: 11 (3d6+1) piercing damage

**Light Blade.** Melee Weapon Attack: +2 to hit

Hit: 8 (1d8+Wisdom) Radiant Damage

When you hit an Undead with it, that target takes an extra 1d8 radiant damage.

## 4. DON'T BE SUSPICIOUS

After the guards have been defeated, the players can attempt to search the bodies to find loot. They find that each of them has a Holo Bracelet and are each armed with One Ray Gun and One Light Blade. They also carry a case between them containing three syringes filled with a red liquid. These are three Greater Healing Potions.

The Watcher will come over Comms and tell the party that the immediate threat of guards is over, but there are still more on the floor to be careful of that could pose a problem on their way to the Air Supply Shaft.

The party can choose to take the guards uniforms if they choose, but they will have to hide the guards. A DC15 Investigation check will show that there is a supply cupboard a few doors down and that one of the guards holo bracelets has

the commands for locking the doors. A strength check will determine how quickly they can move the guards.

The Watcher will become impatient the longer they take. They will inform the party that some chatter has been picked up of 'The Package' being moved and with the looks of the trucks coming in, that something is large and is coming from Sub-Level 10, where they are headed.

The Watcher does not have any plans for the building below Sub-Level 8 as anything below this level does not exist on any blueprint. The party are still on Sub-Level 8. They have hacked into the security camera feed to follow them and give them updates if anything is coming.

Once the group reach the Air Supply shaft, the Watcher informs them that they have 10 minutes to haul ass and get down there.

At this point, you add a 10-minute timer to the screen.

## 5. RACE AGAINST TIME

The group still need to get out of the Air Supply Shaft, and the longer that they stay there, the more likely that they are to miss taking out their target. Upon exiting the shaft, it is thankfully empty in the corridor on Sub-Level 8. There are, however, some rooms along the way which contain some scientists in them.

The scientists won't pay them any attention, no matter what they do, but a DC 15 Perception check will show that they are busy copying everything from the display screens before them onto external storage before 'hacking' the computers with cyberwar to break them and delete all traces of anything that was on it to brick the hard drives.

They can take the emergency stairwell down, or they can try and find another way. The Watcher will suggest the stairs as being the fastest way down, but they can try and be a bit

stealthier if they want by making their way down an elevator shaft. There are no stairs in this shaft and the group must descend the line.

They will not encounter anyone on their way down.

## 6. SUB-FLOOR 10

The emergency exit opens to a dimly lit circular-shaped science lab. Neon lights line the top of the room. Inside is a large glass cage in the absolute centre of the room. Inside of this is a Neo-Beholder. It is a creature of old, seen only in history books, but it appears different. Each of its stalks has been augmented with an armor bearing a resemblance of titanium with each eye displaying a neon pupil.

The party have never seen a creature like this, but a DC 15 History check from anyone proficient in History will be able to ascertain its similarities to the Beholder of old but that it is cybernetically enhanced.

In front of the cage is standing a woman in a black lab coat with a fitted shirt in a light grey colour. Her trousers are dark grey with a checkered pattern and she wears pliable boots on her feet. She is human-looking with glasses open her face. They project a holographic display in front of her as a

HUD, and she has long blonde hair which has been braided down her back.

Before anyone can speak, The Watcher comes over comms and tells the party that their target has been acquired.

The scientist is expecting them. She calls them all by name and invites them to take their masks off. The Watcher instantly interjects and tells them not to. The Watcher then prompts them to ask questions of the Scientist.

New Eden Corp. is resurrecting and modifying creatures of old (aka the monsters from the monster manual) and is planning on creating a ‘park’ for the rich boys to go and get their kicks in killing them for sport.

The scientist, Dr Zhora Teslasmith, is the lead scientist behind the project at New Eden Corp. She has been with the company for 20 years but only looks like she is in her early 20’s thanks to cybernetics that

she tests on herself before using them on her projects.

Dr Teslasmith grows bored of the questioning, but sirens start blaring in the lab before she can do anything. She quickly presses some buttons on her holo bracelet and the glass starts to lower and she runs away.

its hand or not. This will be a very difficult battle, but at least two player characters must remain alive.

The fight will be long, so ensure that you account for this in case you give your group play breaks.

If anyone in the party has a gun, The Watcher will 'Hack' them and force them to raise their gun and shoot Dr Teslasmith in the back of the head. The Neo-Beholder will kill her with one of its eyes if she is not killed by the party.

They will then fight the Neo-Beholder.

### Running the Battle

The Neo-Beholder will slowly turn to the party after Dr Teslasmith has been killed, by



## NEO-BEHOLDER

Large aberration, lawful evil

**Armor Class** 20

**Hit Points** 180 (19d10 + 76)

**Speed** 0 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	17 (+3)	15 (+2)	17 (+3)

**Saving Throws** Int +8, Wis +7, Cha +8

**Skills** Perception +12

**Condition Immunities** prone

**Senses** darkvision 120 ft., passive Perception 22

**Languages** Common, Deep Speech, Undercommon

**Challenge** 13 (10,000 XP)

**Abilities.** Antimagic Cone: The beholder's central eye creates an area of antimagic, as in the antimagic field spell, in a 150-foot-cone. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. The area works against the beholder's own eye rays.

## ACTIONS

**Actions.** Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.

**Eye Rays.** The beholder shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:

**Charm Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be charmed by the beholder for 1 hour, or until the beholder harms the creature.

**Paralyzing Ray.** The targeted creature must succeed on a DC 16 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Fear Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Slowing Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Enervation Ray.** The targeted creature must make a DC 16 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.

**Telekinetic Ray.** If the target is a creature, it must succeed on a DC 16 Strength saving throw or the beholder moves it up to 30 feet in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated.

If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 feet in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.

**Sleep Ray.** The targeted creature must succeed on a DC 16 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

**Petrification Ray.** The targeted creature must make a DC 16 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.

**Disintegration Ray.** If the target is a creature, it must succeed on a DC 16 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust.

If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.

**Death Ray.** The targeted creature must succeed on a DC 16 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

## LEGENDARY ACTIONS

**Legendary Actions** The beholder can take 3 legendary actions, using the Eye Ray option below. It can take only one legendary action at a time and only at the end of another creature's turn. The beholder regains spent legendary actions at the start of its turn.

**Eye Ray.** Eye Ray. The beholder uses one random eye ray.

## 7. ESCAPE

The Watcher comes over comms and informs any survivors that they need to move quickly and get out. The route they took will not get them back to safety. The only option that they have to exit is in the direction that Dr Teslasmith was running in.

They follow it into a winding tunnel. It takes them 10 minutes to run through this, It is one way with no forks in the road. It takes them to a door where the only way out of the room ahead is via an elevator that only goes up.

The Watcher tells them to go into the packs that they carry on their backs. Inside is materials for a bomb. Their job before leaving is to set it up and blow up the tunnel. A DC 12 tinker check will ensure that the bombs are set up correctly.

Once blown up and out, they are on a rooftop overlooking the centre of the city. New Eden Corp. is on its left a few

blocks away and is surrounded by flashing blue and red lights.

The Watcher comes over comms and tells them their money has been transferred (to them or do their families). They thank them for doing their work before the line goes dead as well as the HUD going dark.

They can now take off their masks and take in the night air and finally see what each other look like as they look across the night sky of Elysium.

# WEAPONS AND MAPS

## Light Blade

Attack Type: Melee +2 to hit

Reach: 5ft.

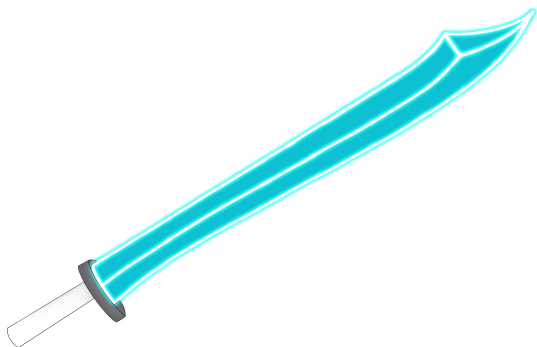
Damage:  $1d8+5(1d10+5)$

$1d10$  Against Undead Targets

Damage Type: Radiant

Properties:

Versatile ( $1d10$ ), Finesse



This item appears to be a metal hilt which is sleek and does not branch off. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence in a colour of your

## Ray Gun

Attack Type: Ranged +5 to hit

Range: 40/500 ft

Damage:  $3d6+1$

Damage Type: Piercing

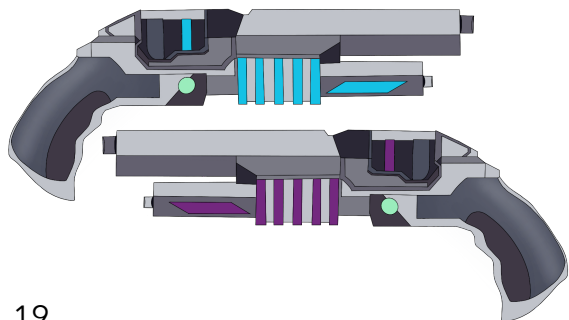
Properties:

Ammunition (Firearms),

Range, Reload, Two-Handed

40/500 ft., one target.

Hit:  $11(3d6+1)$  piercing

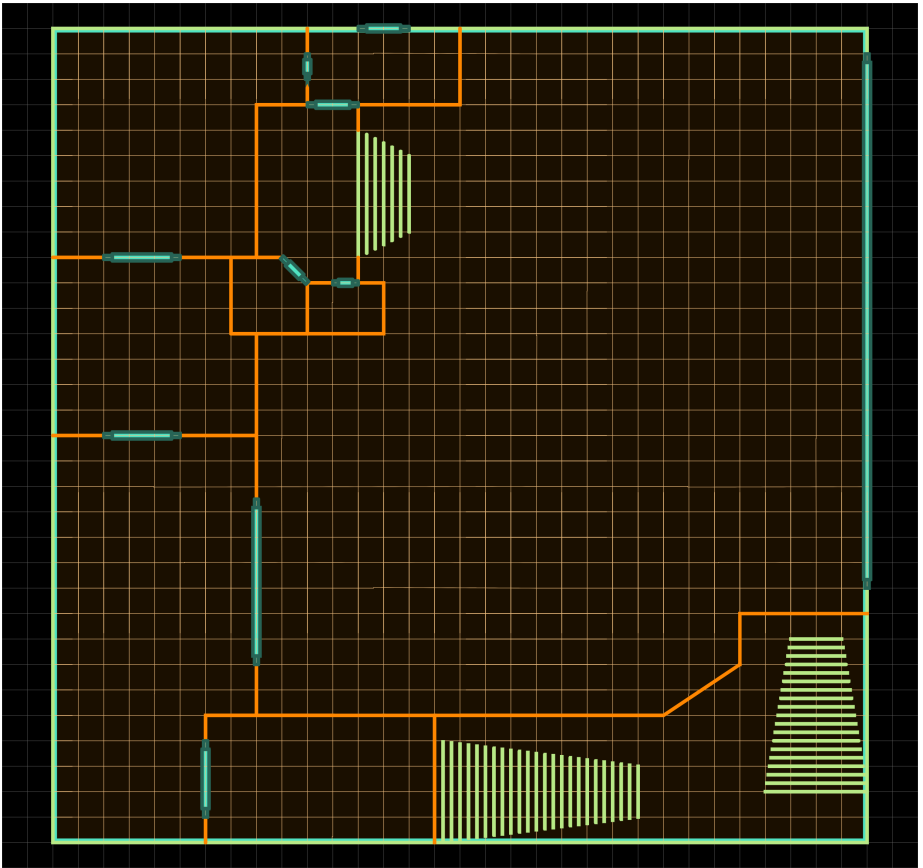


## WEAPONS AND MAPS

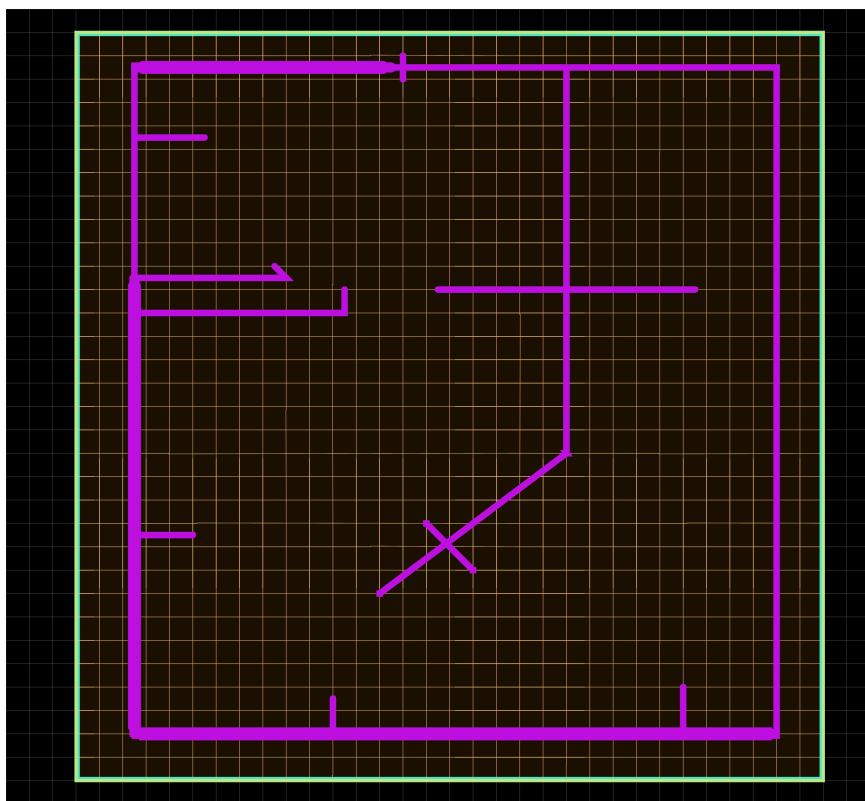
## Loading Dock

## Section 2

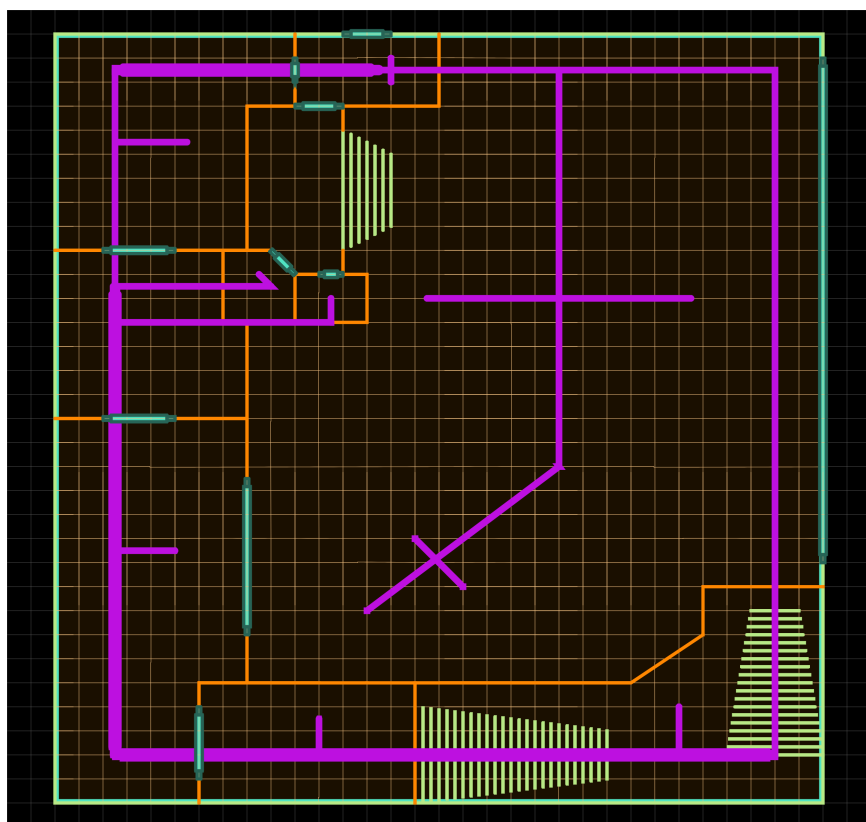
### Room Layout



## Air Vents



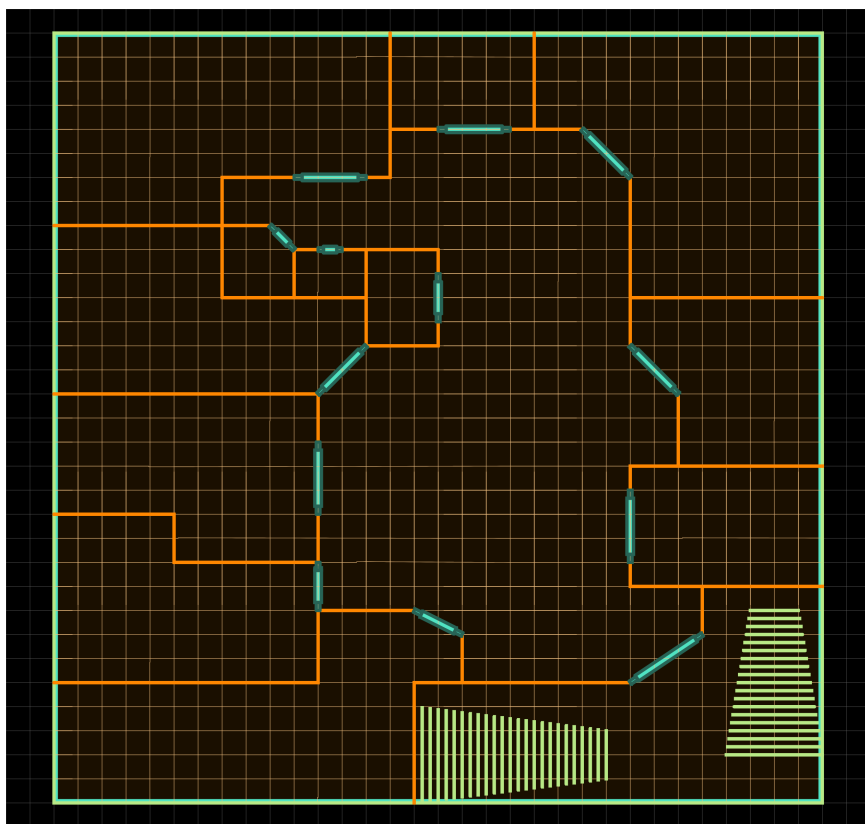
## Layout and Vents



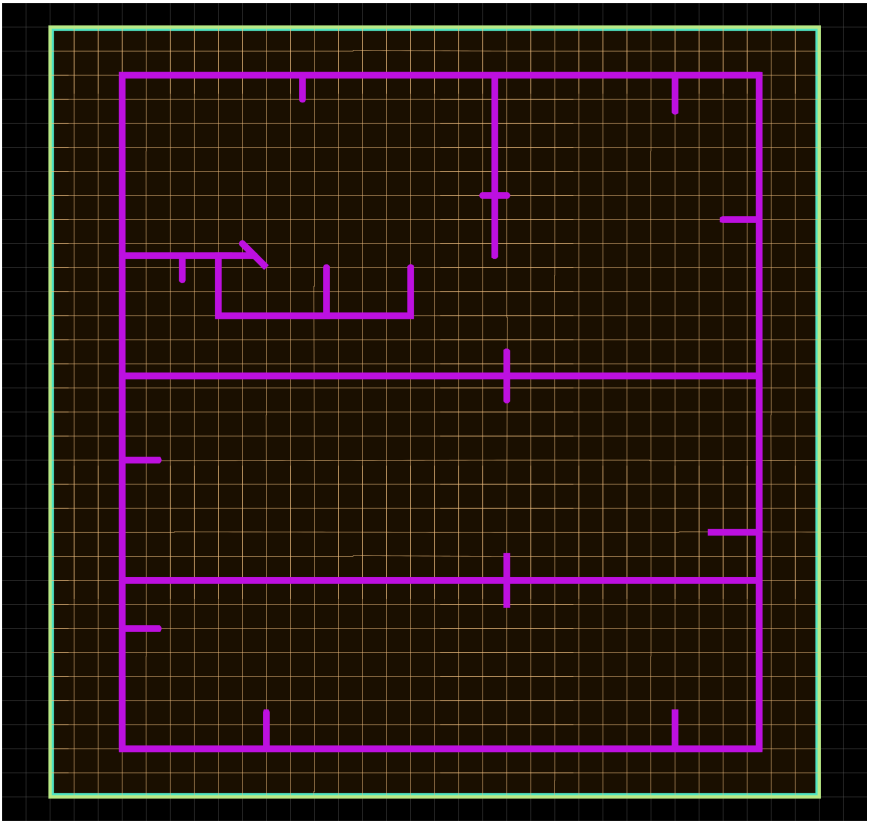
## Sublevel 8

### Section 3

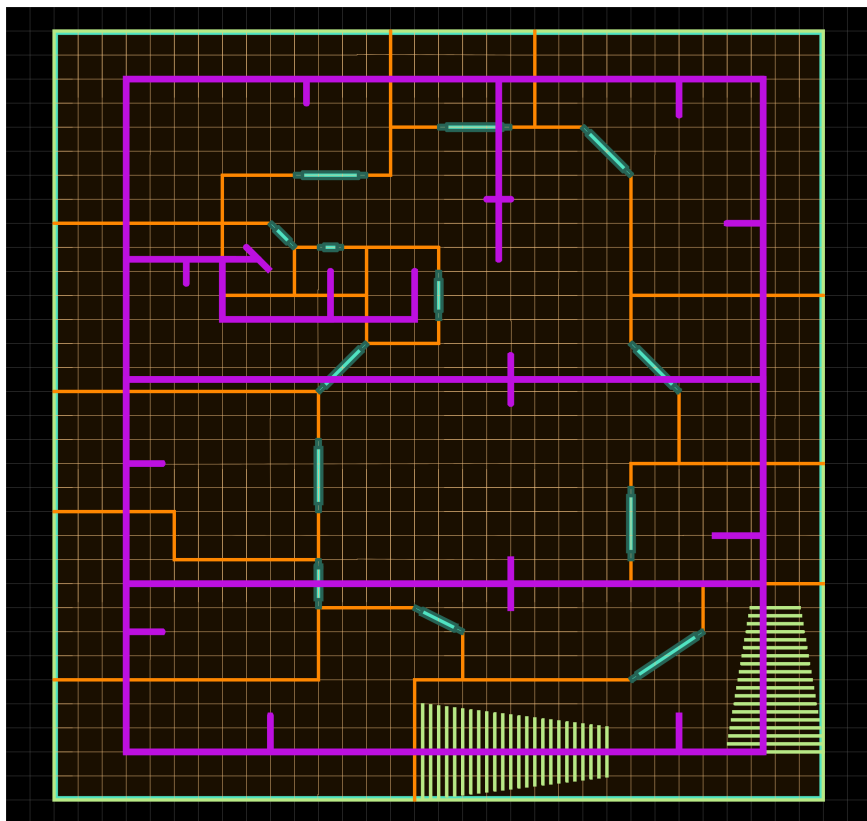
#### Room Layout



Air Vents

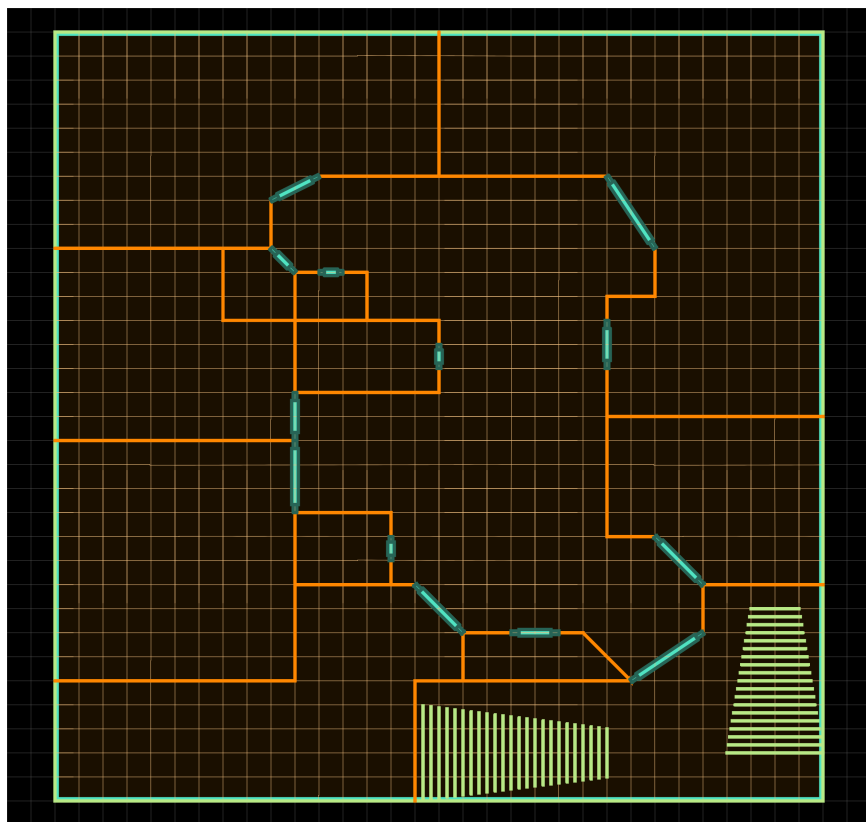


## Room Layout and Vents

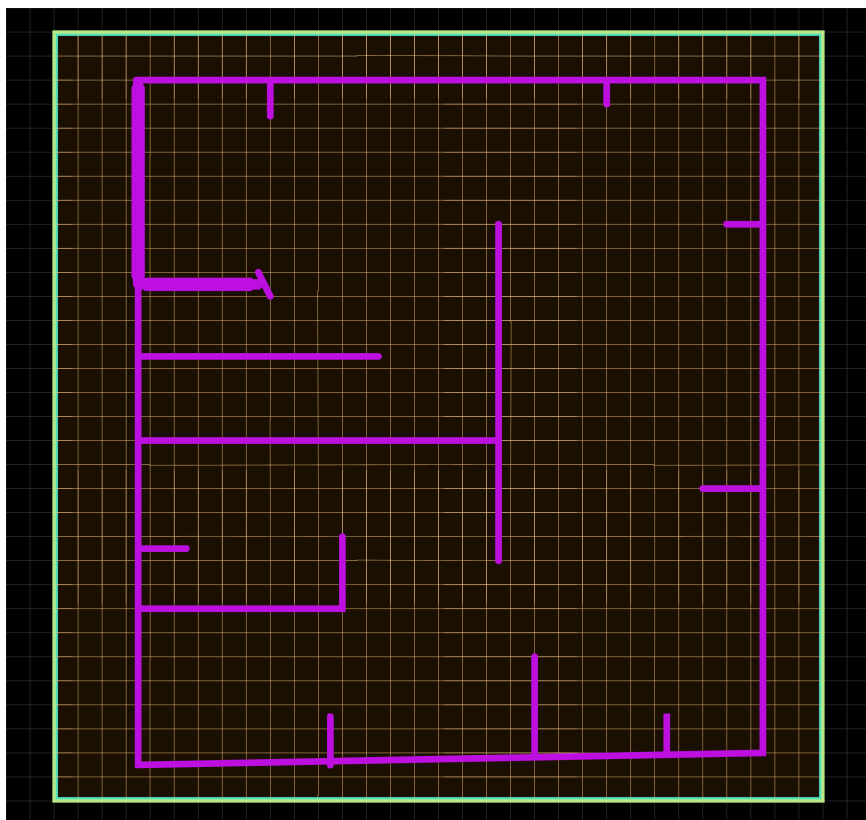


## Sublevel 9

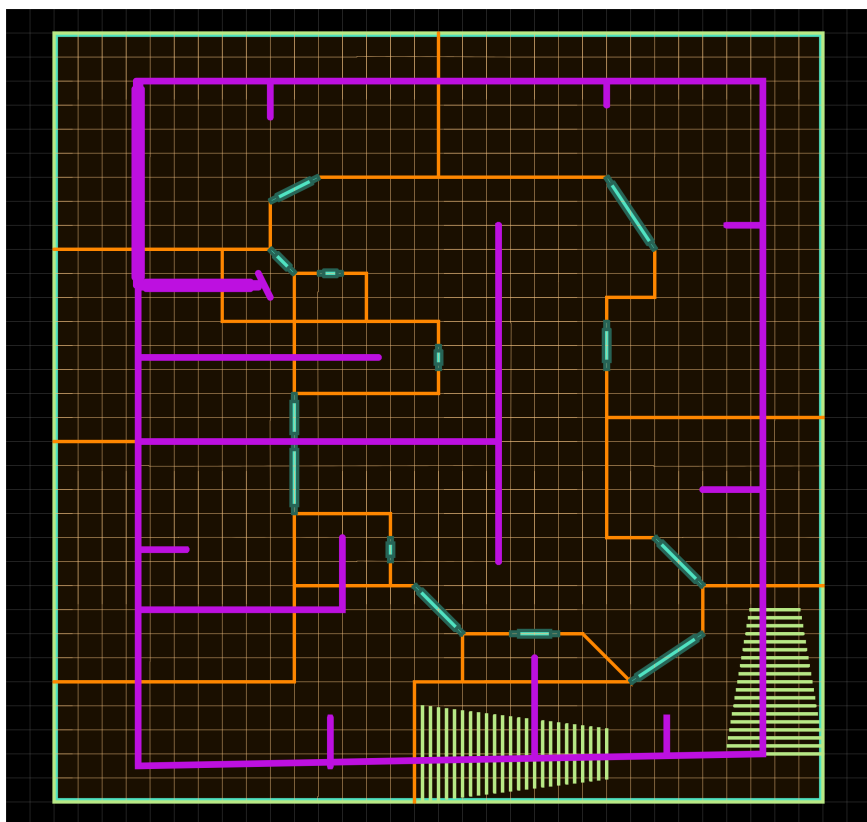
### Room Layout



## Air Vents



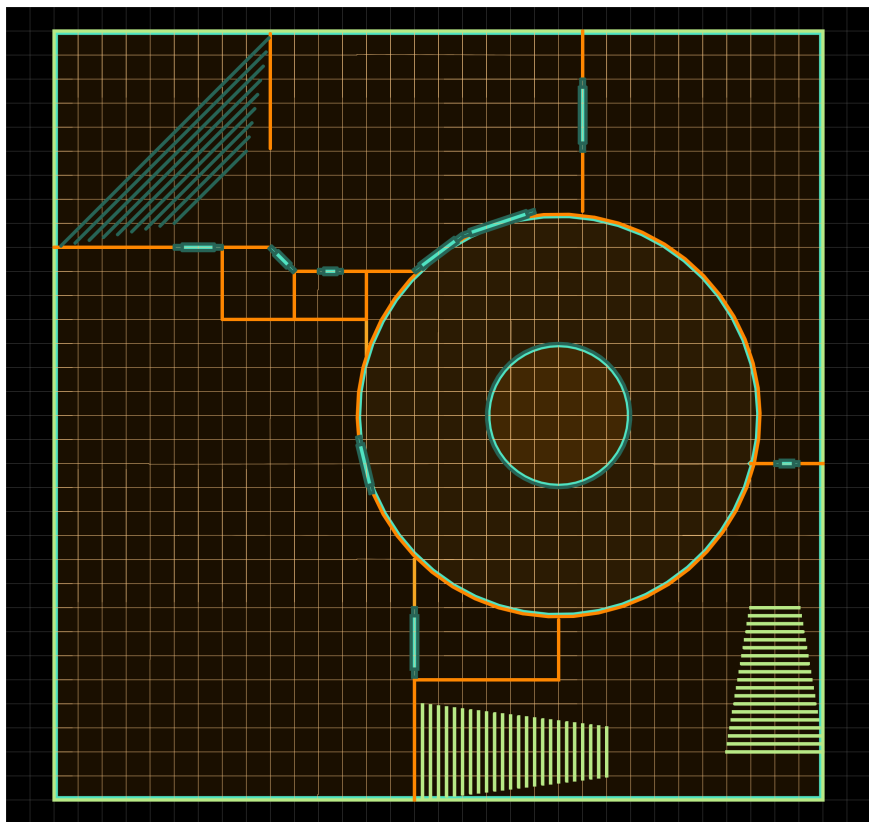
## Room Layout and Air Vents



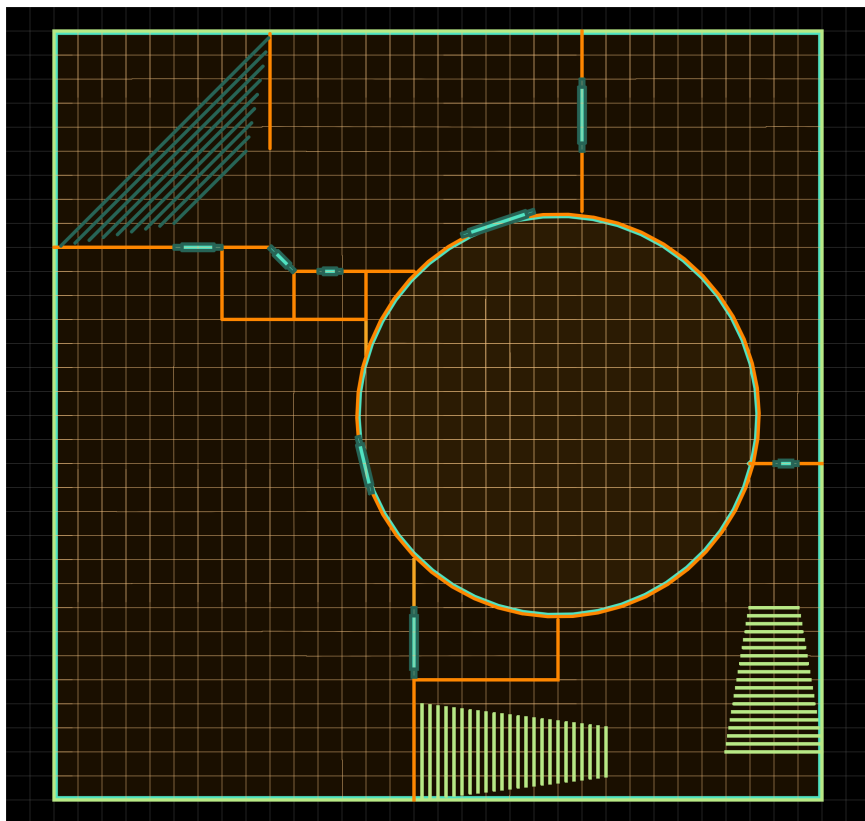
### Sublevel 10

## Section 6

### Room Layout with Cage

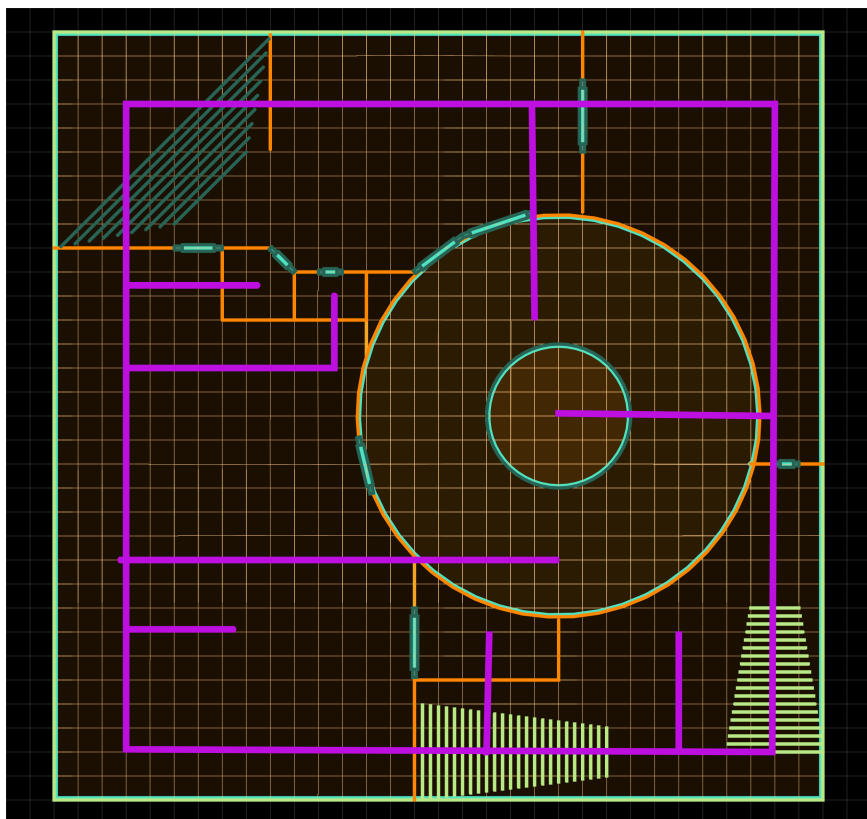


## Room Layout no Cage



## Air Vents

## Room Layout with Vents and Air Vents



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Authors Jonathan

Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

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# ABOUT QUEER & D



Queer & D is a group of Queer Media enthusiasts. United by a love of Queer storytelling (and certain TTRPG shows in the case of some), the group came together in late 2020 and started playing in early 2021.

Helmed by Dice Maestro (DM) Christine McLaren, the group consists of Abbie who plays Leaf, Erin who plays River, Kristin who plays Mika, Layla who plays T'ix, and Trish who plays Taurin.

Video recordings of sessions are uploaded to YouTube every second Tuesday at 8 pm.



