

CYBORN

DEEP BORE

a Cyborn, SagaBorn d100 compatible adventure module



For our full set of gaming materials: SagaBorn.com
For our system-agnostic cyberpunk setting: SagaBorn.com/cyberpunk

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MISSION SUMMARY

The Deep Bore mission is an entry point into the lower levels of the Obsidian Bore site. It introduces players to the dangers of old mining zones, malfunctioning tech, and dormant but volatile Nanyte-infused systems.

The mission plays well as a standalone one-shot or as the first of a series. It ends with the possibility of uncovering deeper tunnels and more advanced tech or threats.

MISSION INFO

Location:

Security Level:

Client:

Payout:

Insert general synopsis here.

MISSION HOOKS

- **Step One:** The First Bore mission. A client needs samples from the depleted first shaft to determine if the site is worth re-opening.
- **Weapon Prototype:** A black market arms dealer believes the mine still houses a prototype Pulse Core Drill.
- **Nano Bandits:** A scavenger group plans to move in — beat them to the site and secure anything of value.

MISSION ZONES

1. Entry Control Room

Read the following: A cramped operations chamber with flickering lights and decaying consoles, humming faintly with backup power. Security logs show that operations ceased abruptly, and a sealed crate labeled “Core Sample Vault” sits ominously near the elevator.

Features:

Working elevator with flickering power.

Security consoles half-functional. Accessing logs reveals project shutdown notices.

2. First Bore Room (Depleted Zone)

Read the following: The walls are stripped bare, a ghost of past industry, with coolant puddles pooling near a broken drill rig. A scavenger’s remains lie half-covered in debris, and a faint chemical odor warns of lingering toxicity.

Features:

Dry shaft with rusted drill and abandoned carts.

Environmental hazard: minor gas leak (Stamina check to avoid nausea).

3. Second Bore Room (Viable Vein)

Read the following: A soft red glow pulses from mineral veins in the walls, still rich with valuable Nanoferic ore. Attempting to harvest the ore awakens two dormant AutoDrones, which emerge with sparking limbs and buzzing cutter arms.

Features:

Still-active Nanoferic veins emit a low hum.

Harvesting requires Difficult Tech check; triggers turret or bot activation.

4. Processing Chamber

Read the following: Machinery looms in the dark like iron skeletons, and faint vibrations hum beneath the floor. Tampering with the wrong components awakens an industrial mech with flame-scarred plating and vengeance still programmed in.

Features:

Massive machines loom in shadow. Room lit by emergency lamps.

Optional Boss: CV 4 Industrial Mech activates if more than 2 items disturbed.

POTENTIAL COMPLICATIONS

- Malfunctioning equipment
- Toxic exposure
- Security countermeasures (AutoDrones)
- Optional mini-boss (Industrial Mech)

LOOT

- Refined Nanoferic bars (for sale or crafting)
- Prototype Pulse Core Drill (acts as heavy melee weapon or component)
- Data logs that point to Vault 9X

CONCLUSION

Follow-Up Hook:

- Encrypted logs mention an “unauthorized vertical expansion effort” that was terminated mid-dig — hinting at Vault 9X deeper underground.

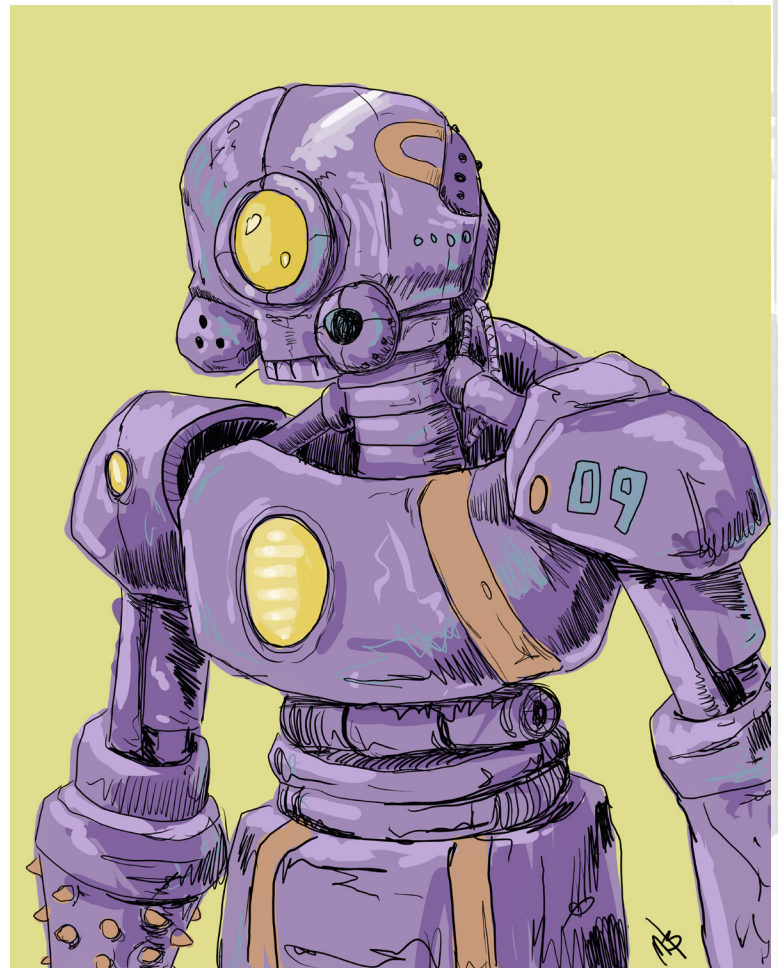
CHARACTER GALLERY

Cytek AutoDrone

- **CV:** 2 (Standard Threat)
- **HP:** 18 | **Armor:** 2 (Plating)
- **MOV:** Hover 6m
- **ATTACKS:**
 - *Shock Probe* – 35%, 1d6+1 damage, target Stamina save or lose next action.
 - *Laser Cutter* – 40%, 1d8 energy damage
- **TRAITS:** Machine, Hover, Low Profile, Nanyte-Linked
- **Skills:** Detection 60%, Combat Tactics 40%, Resistance: Electric 50%

Industrial Processing Mech (CV 4)

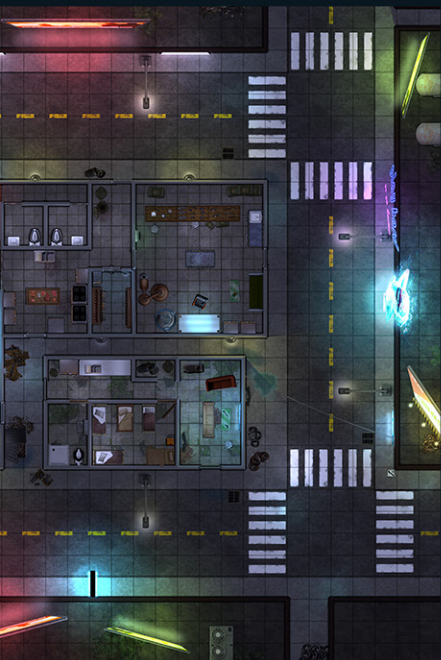
- **HP:** 38 | **Armor:** 4 (Reinforced)
- **MOV:** 4m (Heavy)
- **ATTACKS:**
 - *Hydraulic Slam* – 75%, 2d10 damage, Knockdown (Stamina save to resist)
 - *Cutting Arm Sweep* – 65%, hits up to 2 targets in melee, 1d10 each
 - *Overheat Pulse* – Once per combat, releases area heat burst: 1d6 fire to all in 20', and causes Glitch to cybergear.
- **TRAITS:** Machine, Area Denial, Immune to Shock, Vulnerable to EMP
- **Skills:** Melee Combat 60%, Engineering Systems 50%, Threat Assessment 40%



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