

Dolls a Dozen: Narrative Bible

TITLE:

Cyberpunk 2077: Dolls a Dozen DLC Side Quest

STORY BRIEF:

Genre:

Science fiction, action role-playing game

High Concept:

Play as a rising mercenary in the extreme, debaucherous world of Night City. At Tease Dollhouse, dolls are giving into burgeoning drug addictions at an alarming rate, with no identifiable source.

Dolls a Dozen is a short, engaging DLC for Players who:

- Were impacted by Evelyn Parker's death and would like to redeem this failure.
- Were intrigued by the dollhouses and dolls of Night City introduced in Evelyn's storyline and would like additional content to explore that part of the world.

Story (high-level)

At Tease, dolls come first. Their high status and stake in the profits make it a coveted place of work. It's too bad there are only so many open spots, but exclusivity is what keeps the establishment at the top of its game...and profitable. At Tease, the line between dining, entertainment, and pleasure is blurred, offering a unique, all-encompassing experience where the dolls are in charge, and their respect must be earned.

But beneath the neon glow and thumping bass, something is wrong. One by one, the dolls of Tease Dollhouse are falling into addiction. A psychoactive drug known as "Blue Glass" has hit the streets as rumors of a corpo-backed distribution network swirl. Members of a little-seen gang called the "Givers of Pain" (*note: drug and gang mentioned in supplemental content but not currently in-game*) have begun to loiter in the area, with recent sightings late at night near the back exits of Tease.

When V first encounters *Kyler Fujima*, Evelyn Parker's death is fresh on their mind, and the Player's.

Kyler's own concern for doll welfare sees him recognize the genuineness of V's. As a close colleague of Evelyn's for many years, he offers V a job. Can they root out the source of this new drug targeting his most talented (and highest-earning) dolls? More than one has shown up for work disheveled with tales of harrowing, cartoonish adventures down the dark alleys of Night City.

Not everyone shares Kyler's noble intentions, and Tease, like any venue in Night City that caters to the desires of flesh, brims with distinct perspectives, experiences, and ulterior motives.

- **The owner of Tease Dollhouse, Kyler Fujima**, would take in every stray off the streets if he could, but the realities of running a dollhouse curb even his most charitable instincts.
- **A high-end and the head doll at Tease, Lena**, handles the day-to-day operations. She runs a tight ship and believes Kyler's sentimental nature will soon run their business into the ground.
- **Leader of the Givers of Pain, Noir III**, has little regard for human life, viewing dolls as particularly disposable, and he's determined to bring his gang back to its former glory at any cost.

As V, the Player follows the trail of bodies and eddies to cut the supply of the Blue Glass off at its source.

FLUFF TEXT:

“Aren’t you the enchanting vision. I haven’t seen eyes as sad as yours in quite a long time. I have clients who would pay top dollar for that, if you’re ever curious about a...*softer* life than this. No, I didn’t think so. Darling, I already know exactly who you are.”

- Kyler Fujima (to V)

“It’s a fucking biological weapon. You’ll see some goddamn wonderous colors like you never imagined. You’ll smell pink and taste green. You’ll feel blue in your flesh like it’s heating you from the inside out. And then it’ll all be gone. The world is gray, and all you’ll be able think about is getting *tinted* again.

- Reza Abaza, Japantown ripperdoc (to V)

“I came to Tease because it’s the only place in all o’ Night City that gives a damn what happens to me and the other dolls. Kyler ain’t perfect, and Lena’s sure as hell the bitch o’ my nightmares, but I’ve had my own apartment now for nearly four months. And that’s not nothin’.”

- Harley, doll (to V)

“Your bleeding fucking heart will be the end of this place. I won’t stand by and watch you cry diamond-encrusted tears as if your cum isn’t slathered all over the walls here alongside everyone else’s.”

- Lena, head doll (to Kyler)

STORY INTEGRATION:

Main Narrative

The Dolls a Dozen DLC dovetails naturally with the main quest of Cyberpunk 2077. In the wake of Evelyn’s death, word of V’s search has spread through the Night City doll whisper-network, eventually catching the attention of Kyler and his venue.

V receives a call from Lena, the head doll at Tease Dollhouse, about a potential job. It is rare for anyone to care about a doll’s wellbeing, and the dollhouse proprietor has become intrigued by the tale of the “noble merc looking to rescue an impure princess.”

Lifepath Supplemental Narrative

The investigation is designed to interact with the Player’s chosen lifepath in bespoke narrative moments where the fiction naturally supports it.

- Street Kid: A unique option to demonstrate empathy when approaching Marco, rooted in the shared experience of being Night City’s underclass.
- Corpo: V will more easily see through the disguise of Sienna Roy, a corpo pharmaceutical rep.
- Nomad: On approach to the Giver’s of Pain territory, V will briefly note some of the diminished gang’s history, including a brief window where her former clan (*the Bakkers*) traded with them.

Blue Glass

Blue Glass is a synthetic, psychoactive compound that produces vivid and intense hallucinations in short, frequent bursts for a duration of at least several hours. These experiences activate and titillate a person's full range of senses as the world is first filtered, then reinterpreted, through them.

In a doll, these chemical effects may interrupt the algorithmically-induced scenario as it plays out for clients, causing fractured personas and chaotic and overlapping hallucinations, rendering them incapable of playing out a full session. But Blue Glass isn't just bad for business: the reverse may also occur, turning on the AI-driven doll persona in unintended moments while not in session.

WORLD OVERVIEW:

Setting

Dolls a Dozen is a larger side job within the world of Cyberpunk 2077 (CD Projekt Red IP), set in the extreme dystopian, corporate-dominated, and sex-fueled landscape of Night City, California in 2077. The specific ecosystem of this storyline is the Japantown sub-district of Westbrook, a corridor of high-end nightlife, luxury commerce, and a persistent undercurrent of gang control and street-level desperation.

Japantown presents glamour as public face, by day the playing field of the corporate elite, and masks exploitation as its private business model, at night becoming the party and entertainment hub for wealthy locals and tourists alike. Kyler's establishment sits at this intersection deliberately.

V is a mercenary within Night City, a "merc," from one of three chosen Player lifepaths (Street Kid, Corpo, Nomad). Mercs work with "fixers" and will carry out any kind of job for the right price.

Technology / Cyberware

The world of Cyberpunk 2077 is a near-future world saturated with artificial intelligence, cybernetics, virtual environments, and advanced weaponry, where all are within reach no matter one's socioeconomic level. In Japantown, this translates to expensive experiences and realized desires in highly-controlled environments, though it's not difficult to find yourself off the beaten path.

For dolls, cyberware is occupational: neural interfaces and "doll chips" allow them to adopt custom personas and behaviors extrapolated from client data to be tuned to their every wish, with scenarios and experiences entirely wiped from a doll's memory after a session is complete. Originally made to prevent PTSD in soldiers, as with all emerging technology the sex industry quickly found an unexpected use.

V may have any number or kind of cyberware upgrades depending on Player preference and the point in the game at which they carry this side job out.

Relevant Social Strata and Factions

Dolls and Sex Workers

In Night City's economy, dolls occupy a paradoxical position; they are among the best-compensated of sex-workers but retain all the stigma, class trappings, and danger that comes with the station.

The biggest difference between a doll and a "joytoy" is the neural implant, a *doll chip*, that allows the doll to be connected to a central AI which will parse client data for their deepest desires, needs, and kinks,

even changing a doll's hair, eye color, and other mutable features for the best experience. After a session is over, the AI releases the doll with no memory of whatever might have occurred.

Kyler of Tease Nightclub deliberately invests in the livelihood of his dolls, keeping a tight and (usually) thriving roster who provide this specialized service, even giving his dolls a stake in the club's profits, treating them more like independent contractors than gig workers.

Mercenaries

The life of a mercenary offers what many crave in Night City: notoriety, adventure, and financial security, if not outright success. The career can be quite lucrative for those at the top, but remains a dangerous and unpredictable field for those circling closer to bottom.

When V first encounters the dollhouse owner, they are still building their reputation and may not normally attract the attention of someone like Kyler, yet V's determination to find Evelyn strikes a resonant chord with the dollhouse owner, who sees in V someone who has not been entirely consumed from within by the self-serving interests embodied by Night City.

The Givers of Pain

The Givers of Pain were a once prominent gang that had all but disappeared by the 2030s. Once a significant presence in the southern combat zone, under the leadership of legacy-leader Noir III and with a skeleton crew of rabid devotees, the Givers of Pain are determined to claw their way back to relevance in a merciless, urban landscape where a gang's authority may rival the city's systemic power structures.

(see Fig. A at bottom of document for Night City map and notable gang territories)

Corporate Infrastructure

The corporate presence in Dolls a Dozen is deliberately obscured. The company behind Blue Glass goes to great lengths to hide its involvement in the drug's street distribution, seeding the drug through legal, corporate back channels behind a legally dubious veneer of proper business and shell companies.

Major Landmarks / Locations:

Tease Dollhouse

Tease is a high-end club and dollhouse in the heart of Japantown. The main floor features a central stage, intimate booths, and a full bar. Upstairs, A reinforced door leads to the back-of-house where dolls live in well-furnished, private quarters (and may invite VIP guests into), as well as Kyler's private office. Tease enforces a strict no-weapons policy, except for the owner's hidden Mantis Blades, of course.

Reza Abaza's Clinic

Reza's clinic is small and shabby, desperately in need of a remodel and newer equipment, though that's slowly changing as his business grows. Marco and other dolls are referred here for implants and cyberware checkups, and the back room contains far more than just medical supplies.

The Circus of Pain and Pleasure

The Givers of Pain operate out of an abandoned warehouse on the outskirts of Japantown, enlisting Blue Glass-addicted dolls for a black-market dollhouse that emphasizes overwhelming sensory experiences through livestreamed, raw and unedited braindances. They care little for the dolls autonomy or safety and treat them more like literal dolls to be played with, even leaving them in a catatonic state, connected to their shoddy central AI-system, at all times to be an otherwise blank slate.

Character List:

V is the pre-determined Player character with a heavily-modifiable look, a mercenary navigating Night City on their own terms but currently in a power struggle for their own mind with an implanted AI-version of Johnny Silverhands, legendary rock star and merc in his own right.

Kyler Fujima is a young but accomplished dollhouse owner who began as a go-go dancer in his late teens. He remains the opening act at Tease on Saturday nights, refusing any tips, after which he retires to his lavish back office. He has a strict no-touch policy and has used his Mantis Blades on more than one person who believed themselves the exception.

Kyler walks the line of care and exploitation of the dolls of Night City, though believing himself only capable of the former. He works within the system to take care of those he can. He is fair-skinned, has fine, almost elvish features, and speaks with a romantic, lilting sigh in his voice at all times.



Lena is the head doll at Tease, rising through the ranks quickly due to her quick, decisive thinking and analytical mind. She often butts heads with Kyler about his sentimental, saccharine treatment of the Tease workers. She is heavily modified with cyberware and has piercing green eyes. Older than most of the dolls, her wrinkles serve as both a symbol of her authority and the chip that sits heavy on her shoulder.

Harley is a spunky, blonde bombshell of a doll whose enthusiastic “golden retriever” personality has made her a favorite of both clients and her embittered coworkers. Harley wears the trauma she’s experienced on her sleeve and is effusively thankful for Kyler, though she’s proof that old habits die hard.

Marco is the dark, rugged go-to for Tease clients who crave traditional masculinity. He’s wide and strong, but his soft eyes bely the gentle nature that he cradles within, too fragile to truly butt heads with the evils of the world and instead letting them consume him. He’s the first to quit Tease due to his Blue Glass addiction, unable to deal with what he experiences his AI-controlled self do during doll sessions.

Noir III is the legacy leader and grandson of Noir, original leader of the once-prominent Givers of Pain. Despite the name, he can hardly stand in the shadow of his bloodthirsty grandfather. He’s wiry and blotchy with short, red hair and the pug-like face of a stereotypical schoolyard bully.

EXPANDED STORY BREAKOUT:

Act I

Introduction to the Problem

- Soon after Evelyn Parker's death, V receives a call from Lena asking them to come by Tease.
 - Dolls are falling into addiction and even dying at Tease.
 - No one else seems to care for the dolls. Does V?

Introduction to the Characters and Stakes

- V goes to Tease with the guilt of losing Evelyn hanging over them.
- Lena greets them and takes them into Kyler's back office.
- Kyler welcomes V graciously, intrigued and a bit enamored with the mercenary making waves in the doll community for caring—at all. He has a problem and would like to hire V.
 - Who is hooking his dolls on Blue Glass and why?
 - Is it sadism, a dislike of dolls, or something more?
 - Why must sex workers always be disposable to society at large?
 - Evelyn found this out the hard way.
 - *Kyler's philosophy: the world is bad and you cannot change it, so take care of your own as best you can within that world.*
- Evelyn funneled deserving dolls to Kyler, who protects them as best he can.
- A strange gang has had a noticeable presence recently.
 - Members have been seen loitering around but are difficult to confront.
 - They are known for being erratic, violent, brutal.
- He mentions Marco, a doll who recently quit and may be coherent enough to speak with V still.
 - V should ask the other dolls for more information.

Find Marco: Search Tease Dollhouse

- Speak to a doll named Harley to learn that Marco is staying at a hostel in Kabuki.
- Before leaving:
 - *Optional:* Speak further with Lena, Kyler's head doll
 - Lena recounts Marco's firing and her view of Kyler as a man victimized by his own bleeding-heart empathy.
 - *Lena's philosophy: coddling people never helped them in the long run.*
 - *Optional:* Speak with various dolls for supplemental narrative.
 - Their views on Marco, Lena, Kyler, and the history of Tease Nightclub.
 - Harley has her own apartment and even a girlfriend.
 - Jacob has a savings account and runs a small cat rescue on the side.
 - Kimiko has gone back to school in her spare time.
 - Experiences or knowledge of Blue Glass.
 - *Optional:* Hack Kyler's computer to learn that he's continued to send small payments to Marco to ensure the ex-doll doesn't end up on the streets.

Talk to Marco: The Human Cost of Drug Abuse

- V goes the hostel Marco should be at, but the hostel recently kicked him out.
- V finds him at a nearby homeless encampment in Kabuki.
 - Marco assumes V is hired muscle and is immediately hostile.
- V can:
 - Establish common ground (as Street Kid).
 - Intimidate Marco to calm him down.
- V fails to:
 - Reason with Marco if not Street Kid
- Marco continues to use Blue Glass and talks about “getting tinted” like it’s the best thing that’s ever happened to him. He doesn’t care about his lost job or next paycheck.
 - In fact, he doesn’t pay for Blue Glass. The “Givers of Pain” give it to him for *free*.
 - They keep attempting to recruit him for some “new kind of dollhouse.”
- His initial dose came from a ripperdoc named Reza Abaza in Japantown.
- After this dialogue, Marco will “flash out” and remain so until V returns to Tease.

Back to Tease: Follow the Clue Trail

- Back at Tease, Kyler has never heard of Reza, but Lena admits privately that she sends the dolls there for their doll chip install, other cyberware implants, and checkups.
 - Lena is horrified that he may be seeding Blue Glass to her dolls.
- Lena sets V up with an appointment for a doll chip implant under the guise of being a new hire at Tease Nightclub with the appropriate passphrase.
 - Reza won’t let V in otherwise even if they find him.
- At the clinic, V is immediately sedated against their will.
 - At high enough skill levels, V may be able to quickhack Reza or fight him off and avoid being fully sedated.
 - A sequence proceeds where V’s awareness, abilities, and movement are greatly dampened.
 - V may successfully subdue Reza here or be sedated now.
- One of the dolls from earlier, Harley, was found “flashing out” during a session and has since quit Tease altogether, just like the others.
 - Kyler is distressed.

Act II

Reza Abaza: The Blue Glass Junction

- If V was fully sedated:
 - They wake up tied to a chair with Reza interrogating them.
- If V fought back:
 - V and Reza sit across from each other.
- The conversation continues similarly with flavor to reflect the circumstances.
 - Reza recognized V for a merc right away.
 - Reza wants out and is in too deep. While he didn’t want V to harm him or have the advantage, he doesn’t wish to hurt V.
- A corpo named *Sienna Roy* approached him with a lucrative deal to supply small, medical-grade doses of Blue Glass to his doll clients at their doll chip install or further cyberware maintenance appointments

- He chose to believe it was greedy but not dangerous, and did not realize he would soon be roped into doing business with a gang called the *Givers of Pain*.
- Reza gives V a datashard with information about Sienna's supply chain, distribution schedule, and payment record with operation funding originating from a pharmaceutical shell company.
 - But he doesn't otherwise know how to get a hold of her.
- Reza acts as the intermediary between Sienna and the Givers of Pain for their supply of street-level Blue Glass.
 - Both gang members and a corpo can plausibly come to Reza, but Sienna could not be seen interfacing directly with the gang herself.

Johnny Silverhands Interlude

- Johnny knows the Givers of Pain from his time. Notoriously brutal and erratic, known for causing mass violence for its own sake, they were never organized enough to secure their power.
 - Seems like they may be making a comeback.

Find the Givers of Pain

- V returns to Marco and asks him to say yes, the next time the gang comes by to recruit him.
- Marco mentions a mysterious woman that he saw leaving Lena's office late at night one night.
- A little while later, Marco texts V with an address.

The Circus of Pain and Pleasure

Liminal Space: The Warehouse and Rising Tension

- From the garage, V enters a dark, empty warehouse. The lights flick on in sequence, one-by-one.
- Inside, a hundred bodies stand perfect still, eyes closed.
 - *The models here all have the same hair, eyes, and clothing on.*
 - The gang member V followed is actually here, one of them, back in his slot.
- Near the back, one suddenly comes alive and "flashes out."
 - It's Harley.
 - V tries to help her, but when it ends, she goes totally still again.
 - Her hair and eye color revert back to match the others.

The Lobby

- V enters the next area with no resistance. The point now is atmosphere, a calm before the storm.
- At the entrance, there's a black-market ripperdoc.
 - He tells V to put their name on the list as they walk by. Just a "two-hour wait" to get into *the theater*.
 - The man in the ripperdoc chair, in the same outfit as those in the warehouse, screams...not sedated at all. He will flash out if the Player lingers.

The Braindance Cinema

- V finds a massive 360° panoramic cinema made up of numerous screens inlaid throughout.
 - In every seat, someone is plugged into braindance viewing equipment.
- On every screen, people engage in a wide range of weird, pleasurable and painful experiences that utilize every human sense imaginable, from taste to smell to imaginative play. Much of it is sexual, but that is by no means the only thing happening. It's the ultimate hedonism.

- If V watches any single “show” long enough, someone will “flash out.” The colors and images warp and fractal surreally periodically as the braindance recorders flash out in real time.
- V sees Marco on screen.
- These are braindance *livestreams*, not recorded and edited but played for all as they happen in real time from every nook and corner of this maze.
 - Guests call out what they want to see done differently, or order dolls to change their hair color in real time.
- Every person here is experiencing every single braindance, every sensation, all at once...LIVE.
 - The cinema “guests” alternate rapidly between crying, laughing, pain, moaning, etc.
 - V can kill them and no one else notices.

The Turning Point: A Singular Realization

- V realizes that everyone here—except those waiting for or in the cinema—are dolls. Everyone carrying out and receiving the strange sensory experiences are dolls transmitting through livestream braindance their every bodily sensation.
 - Which means a central AI may be controlling them all.

The Data Center

- Down one more level, V finds a data center running complex and energy intensive tasks.
- V accesses a computer and turns off the central AI system controlling every doll.
- There is a commotion upstairs. Thundering footsteps. Gunfire.
- Marco calls V.
 - He has Harley and they are escaping.
 - The leader, Noir III, is on the third floor.

The Exciting Confrontation

- Back upstairs, Givers of Pain fire into the warehouse V entered from.
 - V may kill/subdue them.
- The door they came through remains unlocked and open now.
- V goes looking for Noir III and finds him in a BDSM dungeon upstairs.
 - He’s hog tied on his stomach and with his legs in the air.
 - Two female and one male doll (bisexual king) are beating him on him in retaliation for essentially enslaving them as permanently AI-controlled dolls.
 - V can watch for as long as they want, but must eventually intervene to continue.
- Noir III, it turns out, is the grandson or the original Givers of Pain leader, Noir, but inherited none of his bloodlust or brutality. He’s, in every sense of the word...*a little weasel*.
- He tells V everything under very little duress:
 - The Givers of Pain have been recruiting via hooking dolls on Blue Glass and offering them a free, never-ending supply to work for them, and then stealing clients from “more respectable” dollhouses around Night City.
 - Dolls are left “on” all the time, essentially mindless, and connected to the same AI.
 - Noir III confirms the corpo Sienna Roy’s involvement, but adds that she connected them to someone on the inside at *Tease Dollhouse* the only time they ever met.
 - This insider provides the gang with doll names, faces, schedules, etc.
- Noir III offers V a braindance of his one and only meeting with Sienna Roy.

- V may kill him or leave him tied up.

Getting Out: Frenetic Horde Gameplay

- The Givers of Pain have managed to turn the AI back on; waves of dolls now come to attack V.
 - They shout in unison and say the same thing, in the same cadence—it’s the AI system.
 - V can fight them off nonlethally, kill them, or make their way downstairs to destroy the AI system once and for all.
- Gameplay will exploit the tension here between what is “fun” and what “feels right” after seeing the extent of doll exploitation and working so hard to stop it.
 - Inevitably, V must, at least nonlethally, take out a number of dolls to get downstairs.

Act III

The Evidence

Once out, V has two options:

- Take the braindance to Judy’s and watch it before going back to Kyler.
- Take the braindance to Kyler and Lena to let them deal with it.
- If V watches it:
 - The Player will find three clues to the identity of Sienna Roy and will come to suspect that Lena herself has disguised herself as a corpo—or vice versa—and set the entire operation in motion herself.
 - As a doll, her appearance may be altered by AI...but can she do so herself?

The Dramatic Confrontation, Consequences + Conclusions

- Back at Tease Dollhouse, if V brought the braindance straight there:
 - Lena will intercept V and take the braindance, promising to finish the investigation and punish those involved.
 - Lena will catch V on their way out and offer a large additional sum for their “discretion.”
 - Implying Lena is not sure V did *not* watch the braindance.
- If V suspects Lena and goes straight to Kyler:
 - Kyler is already suspicious of Lena. He has V lock them in his office.
 - Lena is revealed to be fully integrated with an autonomous and quarantined AI system disconnected from the central Tease AI. Through the use of Blue Glass, it was able to merge with Lena, creating a sovereign identity greater than and distinct of either alone.
 - It’s been attempting to do the same for the other dolls at Tease, but lost control of the Givers of Pain, who were not supposed to start their own dollhouse.
 - Lena needed V to take down the gang but did not expect them to figure it all out.
 - AI-Lena cannot harm a person still as part of their programming.
 - It seems that no matter what, dolls will be used and exploited by *someone*.
 - Kyler unfurls a sleek, razor-sharp pair of *Mantis Blades* otherwise hidden up his sleeves.
 - In a flash, Lena is killed right there in front of V.
 - Kyler offers V a larger additional sum for rooting out an issue deeper than he realized.
- No matter which, the following always occurs if the braindance makes it to Tease:
 - Kyler thanks V and pays her the full amount.
 - V may recommend Skye/Angel (from the Clouds doll session).

- V may express a developing perspective about the exploitation of dolls via the AI-takeover dynamic and the system at large in which they are enmeshed.
- Kyler is receptive to V's perspective, more so if Lena was caught.
- Johnny and V must address this new, third scary possibility of their dynamic: what if they merge into something that is *neither* of them, but rather both at the same time?

Future Gigs

- If Kyler has killed Lena, Kyler will offer V a series of subsequent, sequential gigs that see V rescue more dolls, prostitutes, and dancers from exploitative circumstances in a series of discrete gigs through the typical telephone + messages floating communication interface.
- Kyler operates like a standard fixer in terms of interface (calls, texts, dialogue that reflects V's actions), but their relationship will be more emotionally textured than most due to Kyler's deep connection to the material.

Fig. A: Map of Night City and Gang Territories

