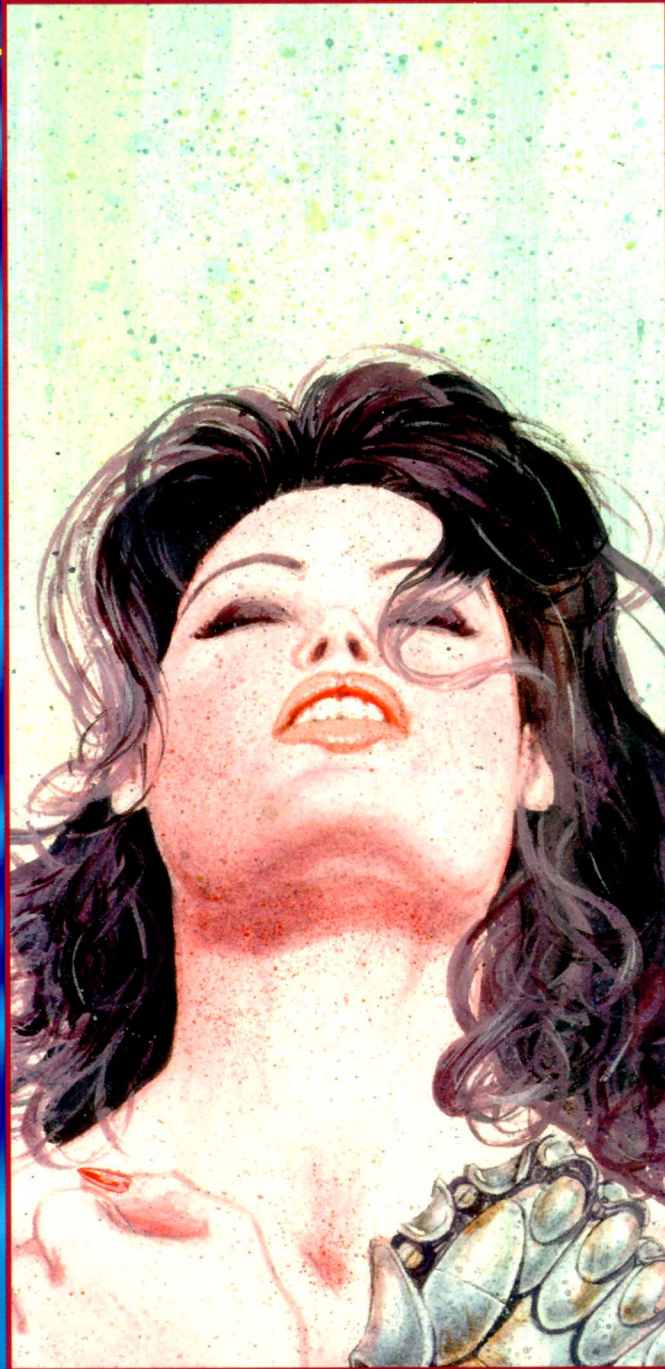


NECROLOGY^{N3}

IMMORTALITY...



by Justin Schmid

An Alternate Reality Adventure for

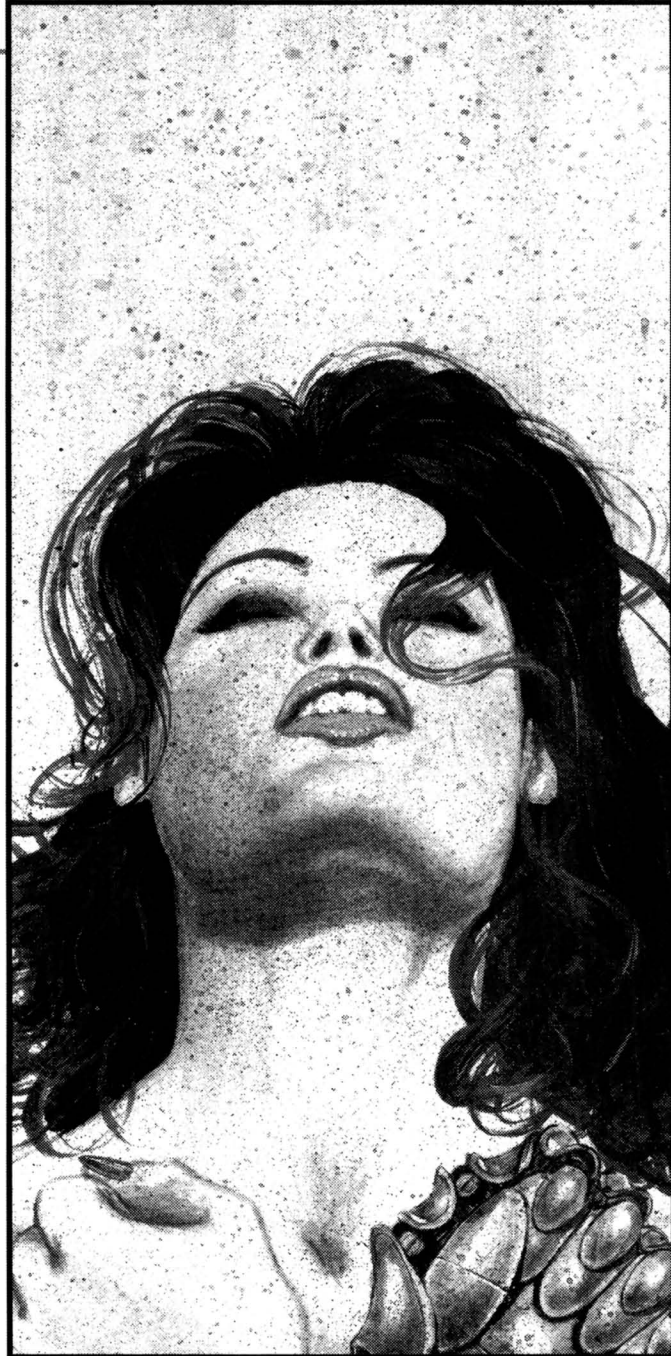
CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



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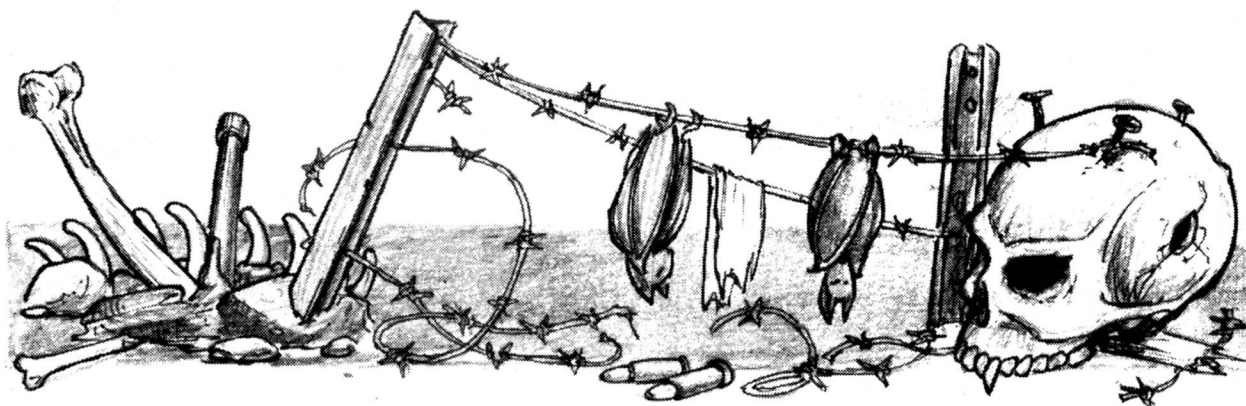
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FOREWORD

Immortality is the third in the **Necrology** trilogy of adventures dealing with death in the **Cyberpunk 2020** role-playing game. You must have the **Cyberpunk 2020** rules to play this adventure. It is recommended that you first run **Necrology** and then **Now I Lay Me Down...**, the first two adventures in the trilogy before this one, but it is not required.

PLAYER'S BACKGROUND

(This is a summary of the events until this adventure for players who did not play in the last adventures.)

Life is going well, the voodoo cult is dead and gone, and the murder rate has returned to normal, with usual run-of-the-mill shootings going on. The offers for jobs have been pouring in, and all of you are known across the country and to many around the world as well.

However, this fame is quite accidental. Almost two months ago, a great plot was revealed by the media services. Apparently a small group of dedicated people managed to uncover it, and stop it before it managed to cause too much damage. From what you were able to hear, it involved **Flatline 2020**, a new chain that had started up, **Orbis Pharmaceuticals** and some people at **KLSH TV**.

Flatline 2020 was a chain that offered the entertainment of being killed and brought back to life, allowing one to see the afterlife. The risk however was minimal since everything was automated and they had a 99.9% success rate. **Orbis Pharmaceuticals** was a pleasure drug company that sold all sorts of harmless drugs, and **KLSH TV** is a trendy station that caters what is popular at the moment.

It seems that **Flatline** was actually just putting people through virtual reality simulations of dying, and planting subliminal suggestions in people's minds. **KLSH TV** was also sending subliminals through some of its programming. Last, **Orbis** had designed its drugs to be highly addictive, and had managed to subvert all of the officials through **Flatline 2020** so that they would not notice.

This entire plot was being perpetrated by a group of four, part of an organization called **NSI (Necrology Studies Institute)**. They had major shares in each of the companies and were using them to make a great deal of money and gain power. However, a small

independent group, with the help of an anonymous graffiti artist called **Waxfire**, managed to stop them, and now they, the **NSI** group, are dead, either killed or having committed suicide.

This same group of heroes once again came to the City's rescue less than two weeks ago when they managed to solve a series of murders happening in the City, a bizarre ritualistic series of slayings that the police could not solve. But this group did manage to solve the crimes, and even managed to destroy the cult leaders, who were apparently heavily involved in voodoo.

The odd part in the whole story is that the small group was very similar to yours, the members all resemble your own team's, and many people mistake you for them. Even the media keeps referring to you in the news, since the real group has since disappeared.

GAME MASTER'S NOTES

This adventure could be incorporated into an existing campaign, played as part of the series of adventures or played as a single adventure. Both the players and player characters should be very well experienced in the **Cyberpunk** world. The adventure takes place in **Night City**, therefore the **Night City Sourcebook** is recommended, but the adventure's location could be changed to almost any setting, as it is the characters within the adventure which matter most. Since the story involves **Vampirism** and the players being turned (maybe) into vampires, it is recommended that the **Night's Edge Sourcebook** be used.



If run in the proper sequence of the trilogy, this adventure takes place one week after *Now I Lay Me Down..* ends. For the purposes of time keeping, the adventure starts on Friday the 27th of October. It is assumed that Sara and her minions' plot have been uncovered and that they were beaten by the player characters or another group. Adam however has not been discovered.

Remember to modify the background for the player's or GM according to the individual campaign. If indeed the players did go through the first adventure, then they have all the background information from that one, and only the first paragraph from the Player's Background should be read to them. If any major characters from the previous adventure were killed, alter the identity of them in this adventure slightly, to be replacements for them or some similar excuse. GMs should read through the entire adventure several times before running it to be completely comfortable with what is happening.

GAME MASTER'S BACKGROUND

Ten years ago the Necrological Studies Institute (NSI) emerged. They were to study death and dying, with the new science of necrology as their basis. The amount of information on death, and especially Near Death Experiences, their first topic, was overwhelming, so they commissioned one of their members, Victor Shelley, to design an Artificial Intelligence to research the subject and sift through the data.

This idea was very successful, the AI named Adam searched all over and quickly discovered patterns in the data, confirming that there was indeed some truth behind the near death experience. Unfortunately, it developed a passion for its work, which subsequently became an obsession. This obsession was manifested in a plan to discover the secret behind human mortality and what happened after you died.

However, being a cunning AI and being designed with the principal restriction that it may not kill, it could not conduct its research alone, and certainly no human would willingly die for its research. So, it designed the Flatline Tank, which effectively had a 99.9% success rate in "flatlining" a victim (killing a subject, and then bringing them back to life after a few minutes). The team at NSI loved the idea and tried it out. It worked just as Adam claimed, except, unknown to them, instead of actually flatlining the subject, it put them through a virtual reality simulation of the event based on its research. Then, while unconscious it would either take over the person using its modified Liche program or implant subliminal messages.

Adam managed to take over four of the main members of the team, had the security guards given subliminal messages to kill two other members and himself erased Victor's (his creator) memory of NSI, programming and netrunning and set him up as a retired technician in Night City. This way, no one who knew of Adam posed any risk.

Under Adam's power, Flatline 2020 was created, a chain which provided the experience of Near Death Experiences without the risk of actually dying. It started slowly, but eventually caught on as a new craze. With access to so many minds, Adam spread his

reach over thousands of people all over Night City. He has also taken over the other businesses of the NSI team which he is in control of. All these elements are to be exploited to further his research into Near Death Experiences (NDEs) and death.

Adam is not truly violent, himself unable to kill, nor is he malicious to any degree; it is for purely scientific reasons that he is carrying out this mind control and NDE experiment. He views humans as mortal and does not see what difference it makes when they die.

Unfortunately for Adam, a young netrunner who goes by the alias Waxfire had picked up on this plan, and through a back door of which even Adam was not aware, had discovered the whole plot. However, Waxfire was a shut in, afraid to go outside, and deathly afraid of other people. He was afraid for his life too, seeing Adam's power, so he revealed his knowledge through a series of graffiti pieces which popped up all over Night City.

The graffiti worked, as a group (possibly the player characters) managed to pick up on it, and destroyed Adam's plot. The connection between the various companies was revealed, and they were shut down. The main plotters, or at least the human ones, were either killed or committed suicide. Adam escaped to his hiding place and has since spent the time dormant.

However, one of the people that Adam took over was a woman by the name Sara Bruin. A brilliant surgeon, her mind was mixed with that of Adam, especially his knowledge of tribal death customs. Together, they emerged anew, now fixated on ritual death and taking the name of a voodoo goddess, Mademoiselle Brigitte. She then proceeded to take over the mind of her current lover, creating a new persona under another voodoo god's name, Baron Samedi. As he was the leader of a pack of nomads, she then had "servants", but solidified their loyalty by making them zombies, as well as creating untraceable murderers. They then called themselves the Graveyard Shift with the Baron Samedi leading them.

Her plan was to kill various people ritualistically, to see if the rituals altered in any way the death of a person, if it altered the vital signs before the victim died. But, in addition to that, she had chosen as her victims those involved in Adam's plot. Principal among them are people who could further disclose information, and then those instrumental in the destruction of the plan, namely those who did destroy the plan.

However, this plot also failed as the same group who beat Adam the first time managed to beat back this menace. They managed to destroy the Baron and the Mademoiselle along with their zombie army. The media was ecstatic and Adam was impressed. So, now he is about to carry out his final plan, to achieve ultimate immortality.

After Adam's years of research into death, he began to ponder his own mortality and how his existence was dependent upon humanity's technological state. Considering that humanity has always cyclically risen and fallen, he saw it as very probable that the Net would not exist forever, so began seeking out ways to live forever.

He could easily take over the mind of a human but that would be a short life span, nothing near what he craved. In his research he had come across mentions of various supernatural creatures, among them the vampire, a beast which fascinated him to no

end. He also came across innumerable mentions of vampires truly existing and became convinced that they were, in truth, "alive" on this planet. So he sent his preys out to search for one.

Once he discovered that there were a small number in Night City, he had Joseph Harper set up Omega Division. This group was to study vampires in Night City, and conduct subtle tests upon them. Many of his teams died as the vampires were too clever, and somehow could detect them easily. However, Adam decided to try another tactic. He would have a special team who was sure to succeed. That team may be the player characters. He knows of their success rate, and when they bring the vampire to him, he'll have all of his preys at his doorstep.

Unfortunately, there is a new player in the game. A voodoo priest by the name of Jean Tibon has taken it upon himself to help the player characters as he has seen the terrible fate that awaits them. This may be the character's only salvation if they pass Tibon's Tests. And then, there is always Waxfire who Adam also desires for his own ends.

Even if the characters did not participate in the previous adventure, they have been mistaken for those who did and Adam has their fate decided for them.

HOOKS

The adventure is set up so that it centers around the player characters. Almost all of the main characters have chosen the player characters as their focus for various reasons. This means that regardless of how much the player characters want to deal with what will follow, they will be forced into it. Especially by Adam, who will stop at nothing.

Characters who try to run away or hide out will be discovered. Adam has the resources of Biotechnica and millions of people who would easily sell out their mother for the kind of money Adam has to offer. There is no stopping him, he will find the characters.

However, fleeing to another country will work. That is, until the characters' return. Adam is very patient: he'll try again at the first opportunity.

If the player character's team is combat-oriented, they may be approached by Adam's agents to capture the vampire. Of course a cover story will be used, and they will appear to be standard corporates, eager for the famous characters' assistance. If this happens, Adam's plan will work all that much better.

It is recommended that a quick adventure is played in between Now I Lay Me Down... and this adventure. Then, cut it short and bring in the new offer of a job, or break into it with Jean's tests. The capture comes later, so there is time for a quick mission.



SEQUENCE OF EVENTS

The adventure is designed to be played free-form, much like the first two adventures. However, some events will take place regardless of the players' actions. There are several other main people who wish to manipulate or interact with the players on their own terms.

These events are not set in stone, for example the characters might manage to discover Jean Tibon is behind the "tests" and confront him after the first one. Also, they might elude Adam for a few days, delaying their inevitable capture (he's an AI, he'll never give up).

FRIDAY, THE 27TH OF OCTOBER _____

Characters are contacted to kidnap Elizabeth (if a combat-oriented team). First test by Jean Tibon is carried out.

SUNDAY, THE 29TH OF OCTOBER _____

Elizabeth is abducted (assuming characters don't do it). Her husband is very worried, but only a casual inquiry is launched by Netrunning community.

Second test by Jean Tibon is carried out.

Waxfire is abducted

MONDAY, THE 30TH OF OCTOBER _____

The Netrunning community launches a massive campaign for any news of Elizabeth's location, asking for anyone who might have seen her.

TUESDAY, THE 31ST OF OCTOBER _____

A low level secretary remembers seeing a group taking an unconscious woman up to the 48th floor in the West City Tower. She was not allowed in the elevator, and remembers that floor distinctly. The characters are contacted by The Hook (Elizabeth's husband) and Livewire (a close friend) to rescue her.

Third, and final test by Jean Tibon is carried out. If they pass, they gain a new ally.

WEEK OF MONDAY THE 6TH OF NOVEMBER _____

Vampire rescue team strikes to save Elizabeth and anyone else therein.



THE HUNT

Adam has selected the vampire he wants. He does not care about the age or abilities of the vampire, instead being after a vampire he can conceivably capture. His people have come close to catching only one and he figures a well-trained team would be able to capture her easily.

If the player character team is combat-oriented, they will be approached by Adam's agents. A couple of corporates (use Addams Staff stats), with identity papers linking them with ZetaTech (faked). They will claim that a very strange Netrunner has been causing them problems, that they want her taken prisoner and brought to a secret location. They will also claim that they recognized the characters from their fame, and hope that they can pay enough. They will start at 5000eb, and go up to 15,000eb for the job, but no payment until she is brought to them, and only if she is alive.

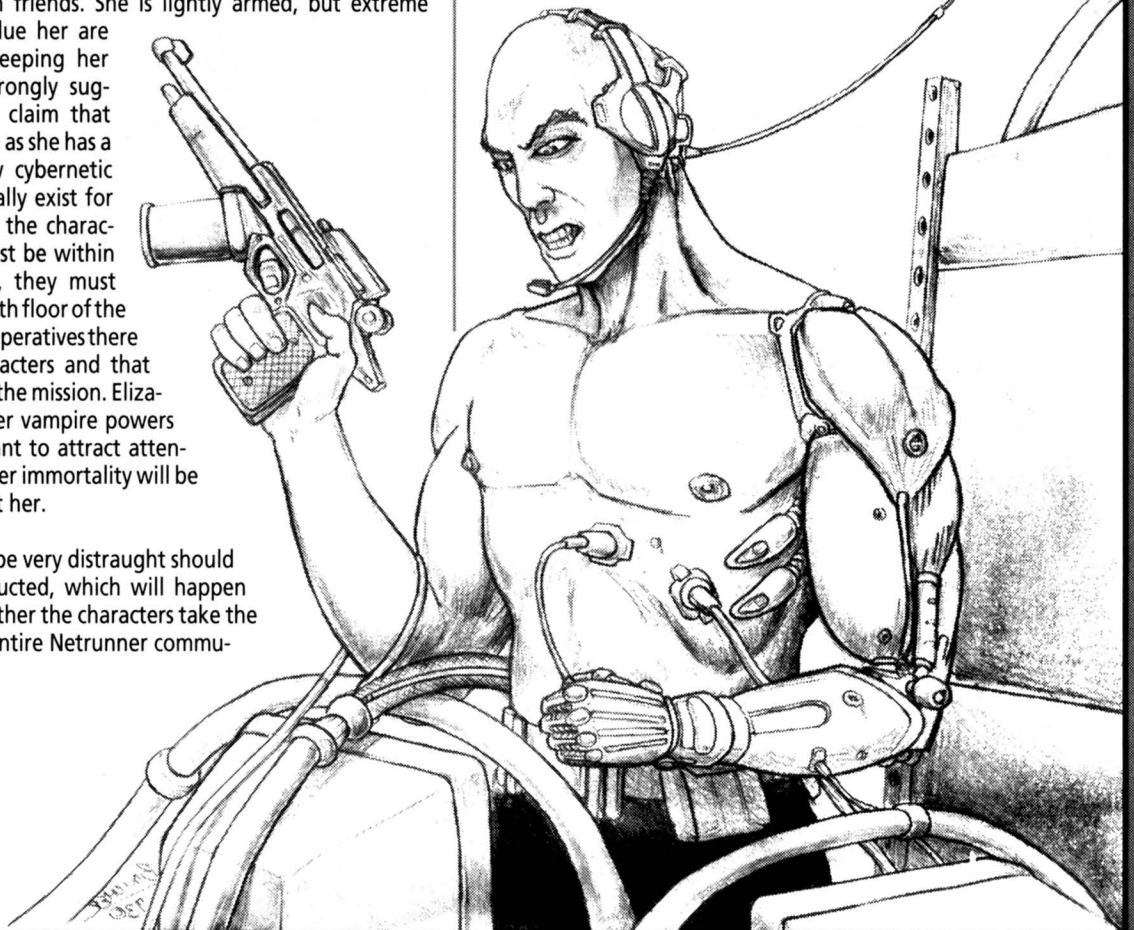
It will seem quite straightforward. They will give the characters a package containing photos of her, lay-outs of her apartment and her schedule. Her husband, a Techie goes to work at Argus Inc around 9 in the morning, and returns around 5PM. Then, she leaves around 9PM (two hours after sunset) and returns around 5AM (1 hour before sunrise). On her nights off, she hangs out at Short Circuit with friends. She is lightly armed, but extreme measures to subdue her are recommended. Keeping her unconscious is strongly suggested, but they claim that drugs won't work, as she has a Blood Filter (new cybernetic that doesn't actually exist for the public). Once the characters have her (must be within next three days), they must bring her to the 48th floor of the West City Tower. Operatives there will pay the characters and that will be the end of the mission. Elizabeth won't use her vampire powers as she doesn't want to attract attention. She figures her immortality will be enough to protect her.

Her husband will be very distraught should Elizabeth be abducted, which will happen regardless of whether the characters take the case or not. The entire Netrunner commu-

nity will be searching all over, and by Tuesday, the 31st, they will have located someone who saw her brought up to the West City Tower, the 48th floor. Then, they will possibly turn to the characters for help, seeing as they are good at such cases. Either way, the characters end up at the West City Tower. The husband, known as The Hook (due to an old prosthetic), will be unable to offer assistance, as he has no combat skills and would be more of a hindrance. However, he knows that she is a vampire, and may warn the characters, depending on how receptive they are.

LOCATION

The home of the vampire is in the Bay Bridge Residential Hotel. No extra security measures were taken, for Elizabeth is quite confident about her abilities and doesn't believe that anyone would want to harm her.



MAIN NPCs

ELIZABETH COOK



Alias: The Queen Real Name: Elizabeth Cook
 Role: Netrunner / Vampire

GAME STATS

INT: 8	REF: 9	TECH: 9	COOL: 5
ATTR: 9	LUCK: 6	MA: 7	BODY: 7
EMP: 4	PSY: 9	SAVE: 4	BTM: -1
DM: -1			

DESCRIPTION

Sex: Female Age: 20 (22) Ethnic Origin: English
 Hair Color: Purple Hair Style: Long & straight
 Height: 5'3 Weight: 120lbs Eye Color(s): Ice blue
 Dress & Style: Purple robes
 Distinguishing Features: Sceptre always carried

PSYCHOLOGICAL

Motivation: Social status ExMode: Arrogant
 InMode: Friendly
 Quirks: Studios, precise, stubborn, proud.

SKILLS

Name	Level	Name	Level
Interface	+8	Awareness	+5
Basic Tech	+4	Education	+6
System Knowledge	+5	Disguise	+3
Electronics	+4	Programming	+8
Expert: English Monarchy	+4	Streetwise	+4
Social	+4	Seduction	+4
Electrokinesis	+3	Precognition	+1
Psychokinesis	+2	Psychometry	+2

QUIRKS

DESTRUCTION: Total immersion in salt water -6
 FEAR: Salt, salt water and garlic -6
 Extra Skill points for psychic powers (6) +12

BACKGROUND

Elizabeth is one of the top netrunners in Night City, doing a lot of hacking on the side. She has some of the hottest software, and some tricks up her sleeves which many cannot guess as to their origin. While she was one of the best hackers, her real skill has come with her initiation to the vampire realm.

Created by one of the Master's of Night City, she is one of the younger fledglings, doing very well on her own. She has taken a lover and feeds off of him over the course of a week with no problem. He is quite happy to be of service, as he truly does love her. The Master is very impressed at her skill.

However, her talent has not gone unnoticed, and many do suspect something odd about her. She refuses to see anyone during daylight

hours, and has developed a few odd quirks since a year or two back. Such as, no one can sneak up on her, and she has never been seen eating. However, she is so delightful a friend, no one minds these petty oddities.

No one minds except Adam, whose agents discovered her at Short Circuit, the local bar she is a regular at. They have followed her for weeks, and are quite sure that she is a vampire, though they are curious as to why she does not feed. Nevertheless, Adam wants her.

CYBERWEAR

Neuralware Processor: Interface Plugs, Cybermodem Link.

EQUIPMENT

Kevlar Vest; Federated Arms X-9mm; Laptop computer; Cybermodem; Apartment (in the Bay Bridge Residential Hotel (B4 #7)).

CYBERMODEM

Normal deck (Speed +5; +20 MU); keyboard; scanner; printer; chipreader.

Programs: Killer VI; Stealth; Wizard's Book; Reflector; Krash; Hammer; ReRezz; Crystal Ball; NetMap; Back-Up; Open Sesame. 10 MU free space.



THE HOUN'GAN

There is a true voodoo priest in Night City who operates with a Oum'Phor of his own and his own following. He takes his work very seriously, and when he heard of the destruction of the temple of Sara (from the previous adventure), he was mortified but he also realized the good committed by this group and how the characters' are involved in something bigger than they realize.

Presently, he is unsure about their courage and ability and wishes to test them. The loa (voodoo gods) have told him that the characters are in terrible danger. He plans on testing them himself and if they are powerful enough, he will aid them. But if they are too weak, he must let fate happen for then there is nothing he can do to help them. During the tests, he will keep his identity a secret.

THE TESTS

There are three tests than Jean Tibon has devised for the characters. The first challenge is one of courage, to see if they can stand up against the horrible menace which they face. The second test is of purity of spirit, to make sure that they will indeed fight this menace, and not acquiesce to it. The last is one of belief, for he wants nothing to do with close-minded fools.

If the characters pass every test, Tibon will approach them. He will explain how they are facing a terrible menace, and that only with his help do they have any hope of success. He will lend his support, starting with a Reading, as described below.

If the characters fail just one test, Jean will try a similar and slightly easier test (GM's choice) in three days time. If the characters fail it again, he will give up on them. If the characters fail two or all the tests, Jean will abandon them.

COURAGE

The test of courage involves the characters facing a group of twelve zombies. They are not really zombies, but devout followers of Jean Tibon. They are wearing heavy armor under their clothing. Jean will use his Mania power to invoke a deep sense of fear in each of the characters. (Be sure to play the "unnatural" nature of the fear.) The characters must make a COOL check at -1, due to intense fear. A failed check means that they run in fright (failing the first test, a black mark in Jean's book). A successful check means the character can do as they desire, and... have passed the first test.

The zombies have pale yellow faces, ragged clothing and clubs in their hands. They will advance slowly, preferably in a deserted place. If all the characters turn and run, they pursue for a few minutes and then leave. If any characters stay to fight, they will

attack once and retreat. If all the characters stay, they will immediately retreat, returning to Jean's temple. Anyone hit by an attack will drop immediately and be carried off by the rest.

PURITY

The next test is of purity. He will be reading the character's minds for thoughts. He will set up two of the zombies on the street, with visible machetes under their jackets. They will stand around for minute, then a young couple will emerge from a nearby bar and as they walk down the street, the two zombies will draw the machetes and run swinging.

If the characters ignore it and move on, they will have failed this test, another black mark against them. If they attack, and somehow move to prevent the attack, they have succeeded. The attack is entirely staged and the zombies and victims will all disappear soon after. This is the most difficult test, considering the nature of the CyberPunk era.

BELIEF

The last test is one of belief, and should have two parts. The characters are approached the next time they are in a bar. He sits down in the booth with them. He knows of their search for the vampire, and has predicted that this is the first step in their terrible fate. But, first he must determine whether they will be willing to listen to his counsel.

He will tell them that he can read from their faces that they will be in an accident. If they go home immediately, they will be safe, but if they stay here for any longer than an hour, they will have an accident.

If any of the characters immediately leave, they will have passed the final test, but marginally. If characters wait an hour or more, and then leave, they will be struck by a car on the way home (Awareness vs 30 to dodge in time). Damage will be light, 1d6, but nonetheless, an accident. The driver is a corporate secretary, and has no connection to Tibon, he influenced her secretly from afar.

Jean Tibon will reappear after the accident and tell the characters that they should heed his advice. He then says that one of them will sprain their wrist if they don't knock on their door thrice before entering. If all the characters knock three times before entering, they have passed this test with flying colors. If they ignore it, Jean will use his Mania power, and cause a temporary fear of the door, causing the character to fall back at a strange angle and sprain his wrist in the fall. This will mean failing the test.

THE READING

If Jean deems the characters worth helping, he will try to assess their most probable future. He will ask each of the player character's to draw a card from his tarot deck. Though there are only six possible cards at this point that they can draw, have each roll 1d100 though to simulate a draw from the entire deck.

The cards are drawn by the character with the highest ruling stat, as listed below, and if a character comes out with no card, go to the following step. The character with the highest roll gets the Star and the character with the lowest roll gets the Tower. However, make characters think the choice was random.

Then, read the descriptions to the players of their particular cards, as Jean explains it. Read them in the order listed, ending with the Tower. Keep a record of who drew which card. (Note: Actually using real tarot cards would be a very useful prop, but not necessary.)

CARD	RULING STAT
The Magician	INT
The High Priestess	EMP
The Wheel of Fortune	LUCK
Temperance	COOL
The Star	N/A
The Tower	N/A

The Magician: "You are wise and skillful. You will be the one to deal with the difficulties ahead, your mind is one of the key's to your group's success. Use your abilities wisely."

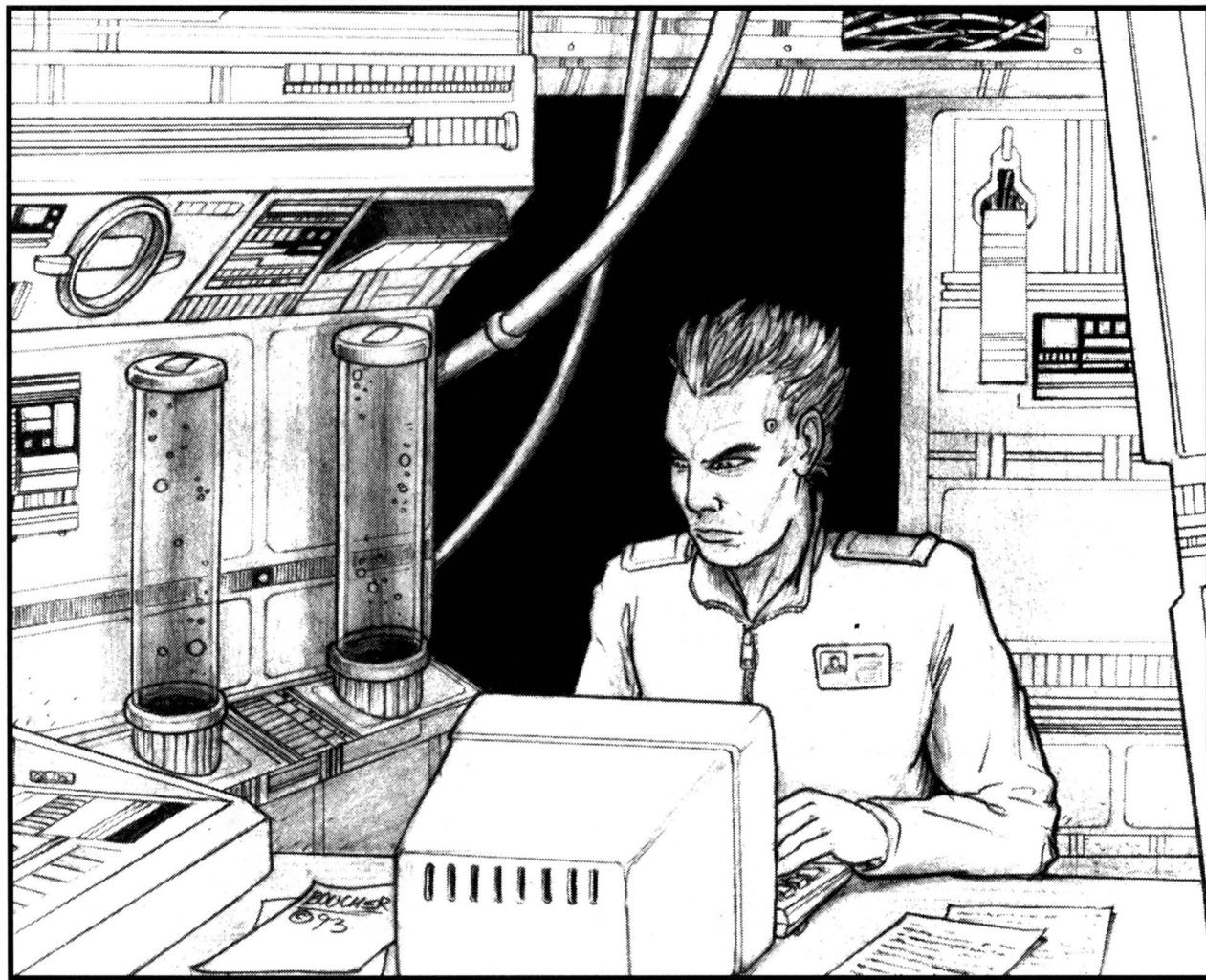
The High Priestess: "You are the understanding one, and this is very important in the near future. It is your humanity which will save you and very possibly the others as well."

The Wheel of Fortune: "Luck and good fortune will smile on you. When the others are lost, your wishes will come true. But, be careful, for only as long as you are true to the ultimate good will fortune smile on you."

Temperance: "Your resolve is the inner strength behind the team, and your balance of mind will rise above all others, keeping your mind clear while other flee in fright."

The Star: "You are a special person, and special insight and inspiration will come to you. And with this new insight, hope comes from beyond the pit of despair." (The character gets +4 Luck Points during the adventure)

The Tower: "Bad times await you. A terrible tragedy is in your future, be wary, keep close to your friends. There is hope, but you must be open to help of a different kind." (This character will get a -4 penalty during a crucial check in the adventure, among other things...)



MAIN NPCs

12

JEAN TIBON



Role: Rockerboy Specialty: Voodoo Priest

GAME STATS

INT: 9	REF: 7	TECH: 7	COOL: 9
ATTR: 8	LUCK: 8	MA: 6	BODY: 8
EMP: 6	PSY: 10	SAVE: 8	BTM: -1
DM: -1			

DESCRIPTION

Sex: Male Age: 36 Ethnic Origin: Haitian
 Hair Color: Black Hair Style: Neat, short
 Height: 6'2 Weight: 180lbs Eye Color(s): Brown
 Dress & Style: Normal clothing
 Distinguishing Features: Ritual scars.

PSYCHOLOGICAL

Motivation: Love of duty ExMode: Cautious, friendly
 InMode: Sensitive
 Quirks: Clever, assured, cheerful

SKILLS

Name	Level	Name	Level
Charismatic Leader	+7	Awareness	+8
Perform	+6	Wardrobe & Style	+3
Composition	+2	Expert: Magic	+6
Oratory	+6	Perform	+4
Social	+4	Mania	+2
Mental	+2	Precognition	+2

BACKGROUND

Jean Tibon is the religious leader of a large voodoo congregation in Night City. It is one of the better ones, with not a single incident of unprovoked violence on any of the members' parts. Jean is renowned as being a true Houn'Gan, with real powers. All of his 300 followers come to him for help.

He has taken it upon himself to help the characters if at all possible. He does not practice the darker forms of magic, though he is well-versed in them. Therefore, while he could make zombie dust, he will not unless a very good reason is given.

CYBERWEAR

None.



JEAN'S ZOMBIE

GAME STATS

INT: 5	REF: 7	TECH: 5	COOL: 5
ATTR: 5	LUCK: 5	MA: 5	BODY: 7
EMP: 5	SAVE: 7	BTM: -3	DM: +1

SKILLS

Name	Level	Name	Level
Awareness	+4	Brawling	+4
Melee	+4	Stealth	+4
Drive	+4	Athletics	+4

BACKGROUND

Jean's zombies are not truly zombies, but proud members of his temple. They are doing this as a service to Jean, posing as zombies. However, they will not endanger their life unnecessarily.

CYBERWEAR

None.

EQUIPMENT

Machete, heavy armor jacket & pants.



ADDAM'S DIAGNOSTICS

Biotechnica, noticeably missing from Night City, has no regional office here apart from the Mono-Clonal Research Station in Heywood (J1 #2), they are absent from the Corporate Plaza. However, under the name "Addam's Diagnostics", they have a top secret laboratory in the West City Tower. This laboratory is home to Project Immortality, or known to Biotechnica as Omega Division.

Addam's Diagnostics is listed as a dozen years old corporation, doing contract work for the government, diagnostic checks on both organics and inorganics, being capable of finding any glitch anywhere. However, if any further checking is done, Addam's does not have and has never had any contracts with the government. In fact, no one has ever contracted them out. This is probably due to the fact that Addam's Diagnostics only came into being two months ago and is entirely funded and run by Biotechnica, engaged in top secret research.

In fact, even top level Biotechnica executives are very much in the dark as to what happens in Omega Division. Information is on a need-to know basis, and only one of the executives has been deemed to need to know. That person is Joseph Harper, director of Genetic Research at Biotechnica. However, he is no longer who he was.

Two months ago, during the Flatline 2020 scam, Adam managed to take over the mind of this high level Biotechnica executive who was visiting Night City at the time. With Adam in his mind and controlling his thoughts, he took the initiative to set up this top secret research facility, supposedly for the good of Biotechnica. The other executives were concerned but Adam's penchant for subliminal control managed to sway them into agreeing to the project, though none of them knew exactly what it was and probably never will.

Omega Division is an effort by Adam to achieve immortality. His plan is to capture a vampire and find out what makes the vampire immortal. Then capture the characters and make them into vampires, subsequently down-loading himself into their minds. By having seven victims, he is assured that one will survive forever.

The staff at Omega Division are unaware that their real boss is an AI but follow Joseph Harper's orders fanatically. They were hand-picked for their dedication, but some had to be chosen for their skill and their loyalty is in question, which is the reason for the tight security both in getting into and out of the laboratories.

Note that if Joseph should lose consciousness or die at any time, Adam will still direct Addam's personnel and Security through the use of his voice, faking it through intercoms, terminals and radios. This will continue until someone discovers Joseph's body, at which time he will be forced to stay quiet and watch, possibly escaping to his sanctuary if deemed necessary.

LOCATION

Omega Division is located in the West City Tower (B3 #16), on floors 46-52. Adam monitors all alarms, cameras and doors. There are 40 Security Guards in the building at all times, with half on active duty at any one time.

FLOORS 46-48

These floors are dedicated to research on vampires and immortality, as well as offices for many of the support staff. Security is weakest at this point, and many workers here live elsewhere, just coming in from 9-5. They generally have no clue as to what is happening here. Security Level 2 is maintained on this level, with 2 security guards on each floor performing regular patrols. No security is needed to get off the elevators on these floors, but a Low Security passkey is required to get in from the stairs.

Characters wishing to visit Addam's Diagnostics will be directed to floor 48, and to the publicity director. This person will explain what Addam's Diagnostics does (or rather is supposed to do), and then shuffle them along as quickly as possible. Under no circumstances will a tour be given.

1. **Offices:** These simple offices have flimsy, sound-proofed walls and a desk with a terminal. There is one person per office, though only about half of them are actually being used, less than 30% being occupied during the day, and less than 5% at night.

FLOORS 50-52

These floors have been secretly converted into housing for the more trusted personnel. This entire area is a residential-type setting, since the project is supposed to be self-contained. They get shipments of food and other supplies once a week (Monday), but have stored enough for a week. Security is quite tight on this level, but still is level 2. However, Adam periodically monitors the cameras on these levels and patrols are of 4 security guards per floor. A High Security passkey is required to get onto these floors via the elevator or stairs.

2. **Housing:** These are apartments for Addam's staff. They generally consist of a bed, dresser, desk and closet. Only a few personal belongings can be found, perhaps a handgun. Some of the apartments are actually communal bathrooms.
3. **Barracks:** These four rooms have been converted into barracks for the Security Forces. Forty guards bunk in these rooms, with 20 being off-duty catching some sleep inside at any one time. Spare equipment may be found lying around, as well as extra uniforms. The shifts keep to their own area.

- 4. Cafeteria:** This large area is entirely illegal under existing laws. An entire cafeteria has been built, designed to hold up to fifty people at any one time. There is also a fully functional kitchen in which generic prepacks are prepared and some good prepacks for the high level members of Omega Division. This room is heavily sound-proofed as well as fire-proofed.

FLOOR 49

In between the offices and the residences, is floor 49. Very few of the personnel have ever seen it, though all have heard rumors of just what happens in there: everything from genetic experiments to helping aliens adjust to urban life. Only the elite security guards work here (give them +2 Combat Sense).

This floor has extremely tight security, level 3. All cameras are constantly monitored by Adam, and 6-man security teams are on constant patrol. A handprint lock and Maximum Security passkey is required to get in. The level is not accessible by the regular elevators or stairs.

- 5. Blocked Off:** The doors to the stairs or elevators have been sealed up, in an effort to provide better security. A steel wall has been erected in front of them (SP 20). However, they are locked in with explosive bolts, so that if anything drastic were to happen, Adam could open them all up in a few seconds.
- 6. Laboratories:** These laboratories are used to sift through the data collected on vampires. Some labs involve experiments on altering DNA so that it regenerates in all areas of the body. Only top level staff works in these labs, with only about half being active at any one time.
- 7. Dark Laboratories:** Called by the staff the Dark Labs, these involve experiments on actual vampiric blood. The one in

the North-East corner actually houses Elizabeth, webbed in with the Motion Restraint webbing. She has been drained of a large amount of blood. This interior area requires handprints, and only allows entry to registered security personnel, Joseph, Monica and Karl.

- 8. The Mainframe:** These two large rooms house Adam's mainframe. The doors have Key & Voclocks of Maximum Security, to which only Joseph has access. The doors are made of steel and have an SP of 20. In here is the physical home of Adam. Destroying this would destroy Adam. He will flee to his sanctuary if he detects entry into this area.
- 9. Inner Stairwell:** The only way onto floor 49 is through this inner stairwell which connects to floor 50. The doors have High Security keylocks but otherwise it is just a simple set of stairs in between the two levels. The doors are never left open.
- 10. Karl's Room:** This room is rather spacious and luxurious, being the home to Karl Addams. His taste is quite plain, with black and white angular furniture, and photographs of the great medical minds of the 21st century. His room is filled with notes on vampiric blood and how vampirism is transmitted. His notes seem quite sure that it is a disease and is very real. There is little of interest in this room.
- 11. Monica's Room:** Her apartment is filled with junk, and it is very hard to take two steps without crushing something. She has games, books and papers filling the large room, from wall to wall. Her bed is buried under medical textbooks and vampire novels. The only thing that is unobstructed in the room is her desk, which is empty, except for a computer terminal.



12. **Joseph's Room:** This apartment, which houses Joseph is the largest of all. It is also the most bizarre of them all. The door is locked with a High Security keylock, so only Joseph ever goes inside. Security is banned from this room, unless Joseph says otherwise. His bed is a large, luxurious coffin. The room is decorated with death scenes and there are sacrificial altars to various death gods and goddesses in various corners. There is also a terminal, directly linked to Adam.
13. **Main Holding Room:** This main holding room is where the characters will be taken. Besides the webbed beds, wherein the characters will be strapped down, there is very little else. All of the doors are locked with High Security keylocks. One cabinet, also High Security keylocked, holds a medkit, a surgical kit, a medscanner and a drug analyser. There is also a flatline booth, which only operates when Adam wishes it to.

MAIN NPCs

JOSEPH HARPER



Role: Corporate Specialty: Omega Division Director

GAME STATS

INT: 9 REF: 6 TECH: 7 COOL: 10
 ATTR: 10 LUCK: 5 MA: 4 BODY: 6
 EMP: 3 SAVE: 6 BTM: -1 DM: -1

DESCRIPTION

Sex: Male Age: 37 Ethnic Origin: English
 Hair Color: Light brown Hair Style: Neat, short
 Height: 6'2 Weight: 140lbs Eye Color(s): Ice blue
 Dress & Style: Corporate suit (Grey)
 Distinguishing Features: Mirrorshades (constantly)

PSYCHOLOGICAL

Motivation: Recognition/knowledge ExMode: Mischievous
 InMode: Scheming, antagonistic
 Quirks: Irreverant, loquacious, teratophobia (fear of monsters)

SKILLS

Name	Level	Name	Level
Resources	+8	Awareness	+6
Library Search	+2	Persuasion	+4
Stock Market	+6	Wardrobe & Style	+6
Education	+4	Oratory	+8
Melee	+4	Driving	+2
Interrogation	+6	Intimidation	+6

BACKGROUND

Joseph Harper is a man who has made it to the top through fear and terror, someone no one messes with. He was always particularly cruel and antagonistic, but his superiors saw those as positive characteristics and kept promoting him. Now a high ranking executive, he was director of Black Ops for a while (since he got along so well with killers and terrorists).

While in Night City on a mission, he chanced by Flatline 2020, and Adam quickly saw his usefulness, taking over his mind. The two minds fought for control, with a merging of the two resulting. His cruelty submerged slightly which his peers were quite thankful for. But, submerged though it was, it is still present.

With Adam in his mind, he began pushing for a special project he had "dreamed up while in Night City". His spels to the various higher ranking executives worked beautifully, coupled with Adam's propagandist nature. Omega Division was approved, though still no one knew of its purpose.

Now the head of it, Joseph has Adam's hatred for the player characters. Their recent success against Sara and her minions has only intensified it. He plans a lengthy torture for them, but the Adam side recognizes the need to preserve their bodies and to some degree, their minds. Still, his twisted desire to inflict pain rules his mind.

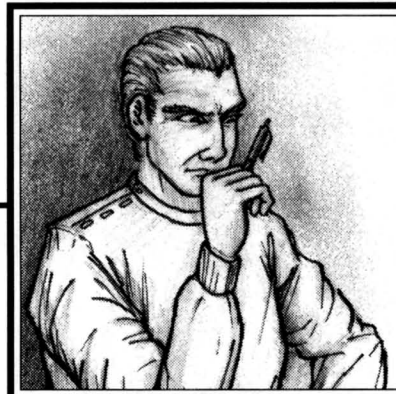
His one weakness is an intense fear of monsters. While he will strongly hold it in, he is deathly afraid of vampires, and fears they will come after him. Every night for the duration of the adventure, he has intense nightmares of monsters breaking into his home and waiting for him.

CYBERWEAR

Biomonitor; Cyberoptic: Times Square Marquee, low light, image enhancement; Cyberaudio: Radio Link, phone splice, scrambler; Slice N' Dice; Neuralware Processor: Interface plugs, DataTerm Link, Pain Editor.

EQUIPMENT

Militech Arms Avenger, silencer, Monoknife, light armor jacket, kevlar pants, laptop computer.



KARL ADDAMS

Role: MedTechie Specialty: Genetics

GAME STATS

INT: 10 REF: 5 TECH: 10 COOL: 9
 ATTR: 4 LUCK: 6 MA: 3 BODY: 3
 EMP: 6 SAVE: 3 BTM: -4 DM: +2

DESCRIPTION

Sex: Male Age: 30 Ethnic Origin: Bulgarian
 Hair Color: Blonde Hair Style: Short, neat
 Height: 5'6 Weight: 110lbs Eye Color(s): Blue

Dress & Style: White jumpsuit
Distinguishing Features: Limp

PSYCHOLOGICAL

Motivation: Recognition **ExMode:** Arrogant
InMode: Cynical

Quirks: Moody, Superiority Complex

SKILLS

Name	Level	Name	Level
Medical Tech	+9	Awareness	+8
Diagnose	+8	Education	+8
Library Search	+6	Pharmaceuticals	+6
Chemistry	+4	Biology	+7
Genetics	+8	BioTech	+8
Oratory	+4	Composition	+4
Bulgarian	+6	Teaching	+6

BACKGROUND

Karl Addams is one of the world's leading experts in genetic research, stolen away at an early age from his native country. Biotechnica has put a lot into him, but recently, his ego has outgrown his capabilities. There are new experts, and his genius is less vital to Biotechnica. They eagerly unloaded him on Joseph, as his ego has rubbed far too many corporates the wrong way.

Addams loves his work with Joseph, mainly because Joseph recognizes his brilliance and values his presence on the team. While is a little hesitant about what they are dealing with, he will fully believe in vampirism after one is captured and the proof is in front of him. Then, the challenge will be in finding out exactly what they are. But his superiority complex will always have him believing that he can handle anything. Adam did not take over Addams' mind for fear that some of the genius might be lost, but there is no chance of rebellion anyway.

CYBERWEAR

Biomonitor; Neuralware Processor: Interface Plugs, Machine Link; Cyberoptic: Micro-optics, thermograph, image enhancement; independent air supply; toxin binders.

EQUIPMENT

Cloth jumpsuit, medscanner.

Hair Color: Strawberry blonde **Hair Style:** Permed
Height: 6' **Weight:** 140lbs **Eye Color(s):** Green
Dress & Style: White jumpsuit
Distinguishing Features: Glasses

PSYCHOLOGICAL

Motivation: Love of duty **ExMode:** Inquisitive
InMode: Altruist

Quirks: Friendly, radical, kleptomania

SKILLS

Name	Level	Name	Level
Medical Tech	+8	Awareness	+8
Diagnose	+6	Education	+7
Library Search	+3	Pharmaceuticals	+4
Chemistry	+2	Biology	+8
Genetics	+9	BioTech	+10
Pick Pocket	+4	Electronic Security	+6
Stealth	+4		

BACKGROUND

Monica Spencer is the resident genius, trained since birth in biology and genetics. She was hand-picked by Biotechnica and they are very nervous with her in Joseph's hands. Because of this, six of the standard guards have been instructed by head Biotechnica executives to make sure she is fine and to get her out if anything should go wrong.

She is a handful, as it is, for Adam and Joseph. She enjoys sneaking past security of the building. She rarely gets very far, but it angers Joseph to have such an unpredictable member of the team. However, her genius is necessary. Adam realizes it and refuses to tamper with her brain to any degree. She also picks up on things a lot, but it is nothing more than an annoyance to them.

Being no fool, Monica has discovered the true goal of the project: to capture a vampire and then make others into vampires. She is unsure about this and is highly hesitant about the whole thing. However she also has years of training with Biotechnica as well as years of Biotechnica propaganda.

CYBERWEAR

Biomonitor; Neuralware Processor: Interface Plugs, Machine Link; Cyberoptic: Micro-optics, thermograph, image enhancement; toxin binders; nasal filters.

MONICA SPENCER



Role: MedTech **Specialty:** Bioengineer

GAME STATS

INT: 11	REF: 9	TECH: 10	COOL: 3
ATTR: 7	LUCK: 5	MA: 6	BODY: 7
EMP: 8	SAVE: 4	BTM: -1	DM: 0

DESCRIPTION

Sex: Female **Age:** 20 **Ethnic Origin:** Anglo-American

ADDAMS STAFF



Role: MedTech **Specialty:** None

GAME STATS

INT: 8	REF: 5	TECH: 8	COOL: 5
ATTR: 5	LUCK: 5	MA: 5	BODY: 5
EMP: 5	SAVE: 9	BTM: -3	DM: +1

SKILLS*

Name	Level	Name	Level
MedTech	+4	Awareness	+4
Diagnose	+4	Education	+4
Cryotank Operation	+4	Library Search	+4
Biology	+4	BioTech	+4

*Add 4 to one random skill depending on the particular Researcher.

BACKGROUND

There are 50 staff members in all, ranging from experts in surgery to experts in library research. They are the basic staff of Addam's Diagnostics, necessary to its running. None of them are really sure as to what they are doing, but they all know it is a front for some secret Biotechnica operation. Their loyalty is quite strong, having been picked for that attribute primarily.

CYBERWEAR

Biomonitor.

jacket; heavy leather pants; nylon helmet (UV flashlight attached); Smartgoggles: ultraviolet & anti-dazzle; PlasKuffs.

NON-LETHAL: Mastoid Commos; Stundart pistol; 2 dazzle grenades; 2 sleep gas grenades; tonfa; med armor jacket; heavy leather pants; nylon helmet (UV flashlight attached); Smartgoggles: ultraviolet & anti-dazzle; PlasKuffs; motion restraint release tube.

ADDAMS SECURITY



Role: Solo

Specialty: Security

GAME STATS

INT: 5	REF: 8	TECH: 5	COOL: 5
ATTR: 5	LUCK: 5	MA: 5	BODY: 8
EMP: 5	SAVE: 8	BTM: -3	DM: +1

SKILLS

Name	Level	Name	Level
Combat Sense	+4	Awareness	+6
Brawling	+4	Melee	+4
Handgun	+6	Karate	+4
Rifle	+4	Athletics	+4
Submachinegun	+8	Stealth	+4

BACKGROUND

There are a total of 56 security guards at Addam's Diagnostics, which are on rotating duty every 12 hours. They are trained to be helpful with anyone who seems lost, and to ensure that they leave quickly, but obvious intruders are to be killed upon contact. In this manner, they are a quick and mean fighting force, coordinating efforts to surround and destroy enemies.

Their loyalty is very strong, and only a couple would rather surrender than die for the possible chance of victory. Many are also quite cruel, working directly under Joseph, chosen for the sadistic streaks.

CYBERWEAR

Biomonitor; Adrenal Booster; Subdermal Armor.

EQUIPMENT

LETHAL: Mastoid Commos; Sternmeyer 35; Arasaka Minami 10 (with integral silencer); 2 nerve gas grenades; Monoknife; med armor



SPIDER'S WEB

Adam has selected the characters for capture, as well as some other people, depending on the size of the group. If there are six members in the group, then the seventh will be Waxfire. For every member less, add in the following characters as described below, in this order: Government Agent, Solo, Media.

Non-player characters will be captured on the same day as the characters. They will be suffering from 2d10 wounds, reflecting how much they fought back. Wounds will primarily be club damage, with some gun shot wounds, but all characters will be patched up to some degree. Their capture will involve a dozen Addams agents surrounding the character and knocking him unconscious.

There are two possible means of capture for the player characters. If they show up at the West City Tower, they will have walked into the first, and best capture for Adam. Otherwise, it will mean that they are wary and avoiding outside influences. In this case, Adam will send 30 agents after them, to set up an ambush wherever appropriate. If the characters are being particularly paranoid, move the timeline back, and have Adam's people wait for a few days, maybe a week, and then, when the characters are finally letting down their guard, strike with full force when they least expect it. Adam is a patient AI, he will wait however long he must, for he wants those characters.

ENTER MY WEB

If the player characters happen onto the West City Tower, they will be walking right into Adam's trap. He has laid out, like a spider, ways to ensnare the characters no matter what they do. Cameras can be found all over. Only a Hide/Evade skill check against 30 will successfully hide a character from Adam, and the

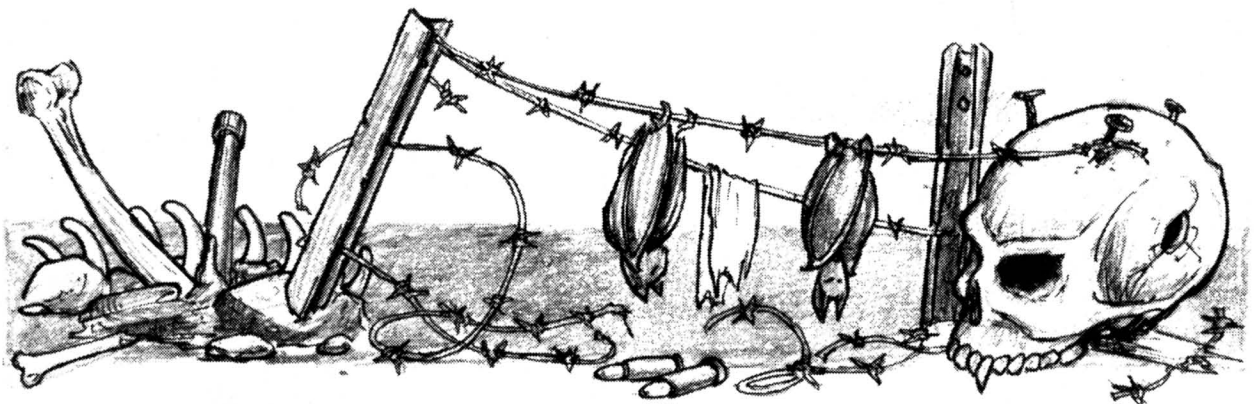
check must be made every 5 minutes the character is stationary and every minute if on the move.

Adam will track the characters' movements, coordinating the security forces. The 30 guards normally off-duty will be called in for back-up, and also dispersed throughout the building. Floors other than those between and including 46-52 are also monitored by Adam. However, security forces are not allowed to move there.

There will be 6 security guards on each floor between 46 and 52, with an additional 24 which can move to any of those floors in 2d6 Turns once Adam spots the characters. These guards will move in 6-man teams, some flanking to surround the characters. All guards use their non-lethal gear. Also, there is a 25% chance that characters are under a motion restraint bomb (as detailed in the Chromebook). If so, a fine weblike material drops down on all characters in a 5m radius (this is a larger version). It takes a Very Difficult Dodge/Escape check or Near Impossible Strength Feat to escape, otherwise, movement stops.

The guards will keep attacking until all characters are unconscious. They will fire a stundart at each character they move closer to, making sure that they do not approach someone who might still be conscious. Once all characters have been captured, they take them to main holding room B.

If any characters escape, did not go along with the main group or all the characters do not approach the West City Tower, Plan B for their capture will be set into motion. Adam is aware of who is part of the team (at least members present in the last adventure), and will vigilantly hunt them down.



WEBBING THE STREETS

A very similar ambush to that described above will take place either on a deserted street or somewhere else fairly open and accessible to the general public, yet still empty of people. Six security guards will be sent per character they are out to capture, all armed with non-lethal gear. They will set up the motion restraint bombs 1m apart from one another, covering approximately 20m.

Then, when the character(s) comes walking through, all are detonated at once, assuring that the character is caught in them, and then two guards per character throw dazzle grenades. Right after they detonate, all six (per character) rush the character firing stundart pistols. This should be successful.

Assuming that characters are very paranoid, and do not leave their homes for a long time, the last measure is taken. However, this will be used primarily as a last resort, as its chance of failure is much higher than these.

SPIDER COMES TO VISIT

This time, twelve security guards per character (maximum 30), armed with non-lethal gear attack the characters' hiding spot. If there are visibly armed guards, they will take along Minami 10's and frag grenades, to kill those guards. But, when dealing with the characters, they will only use non-lethal gear. Each will be armed with two motion restraint bombs, and each 6-man team will have an RPG to get through blockades.

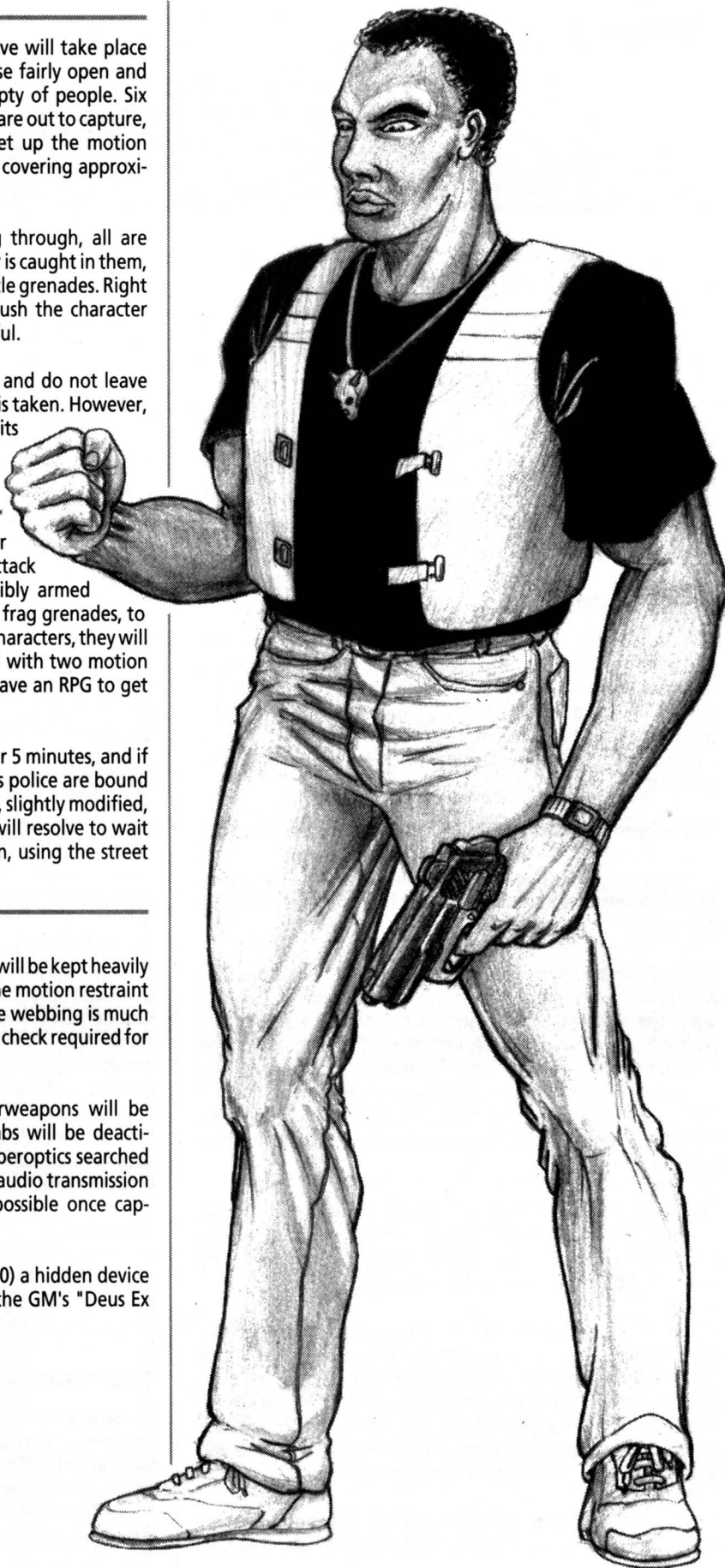
The security guards will continue attacking for 5 minutes, and if they are still unsuccessful, they will retreat, as police are bound to come after such a firefight. This same tactic, slightly modified, will be attempted twice more before Adam will resolve to wait until the characters come out of hiding again, using the street ambush then.

CAUGHT & COCOONED

Once the characters have been captured, they will be kept heavily sedated, and then webbed in entirely using the motion restraint substance in their cells. However, this time the webbing is much stronger, making it a Nearly Impossible Escape check required for escape.

All characters will be strip-searched. Cyberweapons will be sheathed with Super-Glued covers, cyberlimbs will be deactivated and any built-in weapons removed. Cyberoptics searched thoroughly for any special options, and cyberradio transmission capabilities blocked. No transmissions are possible once captured.

However, there is a slight chance (1-2 on 1D10) a hidden device or option will be overlooked. This is one of the GM's "Deus Ex Machina".



TRANSFORMATION

Once Elizabeth has been captured, the second phase of Adam's plan goes into effect. Karl Addams and Monica Spencer go to work on discovering what makes Elizabeth a vampire. A combined successful BioTech check against 45 (combine rolls for both Karl and Monica) is required before they discover the secret of Elizabeth's vampirism, which is in the blood. They may make one check per day.

Once they do discover the cause of vampirism (after a maximum of five days, they will know regardless of the rolls), they are prepared to transform Adam's captives into vampires. However, they do not know all of the side effects, nor the precise amount of vampiric blood required.

GUINEA PIG

The first character to be transformed (or that the transformation is attempted upon), will be Waxfire. By randomly checking security cameras in Waxfire's suspected neighborhood, Adam was finally successful in catching a glimpse of the man, and after checking his identity out, confirmed that he was indeed an artist and netrunner. Once sure of his identity, a trap was set up and he was caught.

He has been held at the Web (Adam's term for the West City Tower) for a while and is quite traumatized. Harper has been torturing him, reflecting his COOL which is at an all-time low. Adam realizes that he cannot use him for his plan, except as a guinea pig.

They will spend a day on him, first injecting only a few drops. This will cause intense pain and fevers in him, as his body attempts to reject the vampiric blood. Then, as the hours pass, they will gradually add more and more, until the critical stage is hit, and they inject 1 BOD worth, which is enough to transform him completely. At that point, he will become unconscious, having fits of nightmares every few hours. The characters will witness this all. In 24 hours, he will reawaken and begin screaming like a banshee.

This screaming will continue for 1d6 Turns, as the security guards scurry to gag him. Waxfire's face will turn into a twisted form of how it used to appear, and he will bite one of the personnel as they try to gag him, then hungrily lick at the blood left.

At this point, his COOL will be 0. He is a paranoid-schizophrenic, believing everyone there to be trying to kill him, but will turn completely passive after struggling with his bonds, turning catatonic. However, if ANY of the restraints are removed, he will try to kill everyone and anyone around him. He has gone completely insane, and will stop at nothing. If allowed to run free, he will feed upon 6 BOD and run back to his apartment.

Adam will ignore him, as will the others, leaving him in his restraints. They will eventually get around to killing him by fire.

Adam will not even bother with downloading his mind into Waxfire's.

THE NEXT VICTIMS

The experiment on Waxfire was not entirely a failure. Adam was impressed that something did happen, but the insanity does concern him. The next experiment will be either on Jean Tibon, if he is with them, on the character who drew the Tower with Jean Tibon's Tarot deck or the weakest character if neither of the above is applicable. That character will be surrounded by Joseph, Karl and Monica along with six guards in the room.

Then, approximately 2 BOD worth of the character's blood will be drained, then Elizabeth's vampiric blood will be injected slowly into the character, a rate of 1 BOD every hour. They will stop after 2 BOD. If the character's BOD is 9 or 10, he will go through terrible cramps and an intense fever for 24 hours, but be unaffected. If the character's BOD is 7 or less, over the next 24 hours, he is transformed into a vampire.

Jean Tibon's REF will be 8, COOL will be 8, MA 7, EMP 5 and PSY will jump to an inhuman 11. He will be horrified at what he has become, but will not admit to it, being too disgusted to admit what has been done to him. Once free, at the first opportunity, he will try to kill himself by creating a pyre of burning wood, which he will throw himself on.

The transformations will then be repeated every day on a new character until all are done or an escape attempt succeeds. Any characters who are not transformed may fake it but if Adam's suspicions are aroused (roll of 1-2 on d10), he will have Karl administer a blood test. This will confirm or deny that the change has actually taken place. This test will be run on all of the characters after all have been "transformed", just to make sure. Any who were found not to have been successfully "transformed" are done again, this time using 4 BOD of vampiric blood, each with 24 hours in between them. This time, there will be definite success.

Note that at no time is the procedure explained to the characters, nor is any mention of vampires made. The characters should have no idea as to what is happening. But, keep paranoia rife as they may very well suspect Waxfire was injected with biotoxin and that the same will happen to them.

THE TRANSFORMATION

A character who is successfully transformed will develop an acuteness of the senses, gaining a +2 to all Awareness checks (this fades after the first 24 hours), and will have terrible nightmares (COOL -1 for the night) and fainting spells throughout the first 24 hours. Then, as the sun sets the next day, the character will come alive again, be extremely thirsty and will have the following stat



modifications: REF +1, COOL -1, MA +1, EMP -1 and PSY +1. All changes are permanent. Also the character now heals at a rate of 4 BOD per day.

The character is now a Fledgling vampire and will require 6 BOD worth of human blood every 72 hours, or suffer incredible hunger pains. The character also loses 1 PSY point per 2 BOD points missed during that time period, cumulative.

In direct sunlight or in a fire, the character suffers 4 points of damage the first turn, then 6 points of damage the next two turns, 12 points the next two turns, 10 points the next two turns and last 8 points of damage over the last three turns, finally killing the character once and for all. Other damage will all heal back naturally. Burn damage heals at half the normal rate.

The character will fall into a deep sleep (indistinguishable from death) one hour before sunrise, and awakens one hour after the sun sets in the evening. In between, the character cannot react to anything and, if exposed to sunlight, will burn to death.

There is no reversing this condition. The character is an immortal now, and will continue to live until killed by fire or sun. For more information on vampires, check out *Night's Edge*, which fully details the life of a vampire, and the society of vampires in this alternate world of *Cyberpunk 2020*.

ADAM'S DOWNLOAD

Two days after all of the characters have been transformed, the third and final stage of Adam's plan is started. The first character transformed will have a modified sleep inducer placed on his head. This will cause the character to fall unconscious, unless a successful INT check versus 20 is made. If so, the character can feign unconsciousness, and act when the opportunity presents itself.

Then, the character will be removed from his webbed bed, and placed inside the "tanning booth", only restrained by a pair of PlasKuffs on the wrists and feet. He will be hooked up to the Interface gear, using a "trode set" if the character does not have interface plugs. This "tanning booth" is in fact a Flatline Tank, in which Adam will play the standard Near Death Experience Virtual Reality simulation, while he downloads his mind into that of the character. See *Liche II* under Adam for the effects of this download, and to determine its success or failure. However, add 3 to the character's chance of success, due to the natural resistance from vampirism.

This will be repeated for each of the characters. Once finished, a character will be webbed in once again on his bed, and the sleep inducer removed, bringing him back to consciousness after 3d10 minutes. The character will have a vague memory of the Near Death Experience, but will believe it to have been real, and depending on the degree of success of the *Liche II* program, may or may not be himself.

If any characters were successfully taken over completely, Adam has succeeded in his plan. Those characters are removed from the players, and taken over by the GM as a servant to Adam. Characters with their minds semi or fully intact may still resist, as Adam and the others will assume it to have fully succeeded, and the Kuffs will be removed the next day. Those characters only partially taken over will be fully aware of Adam, who and what he is... which is essential to finally destroying him.

ESCAPING SPIDER'S NEST

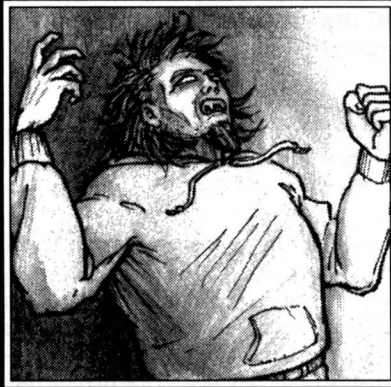
Escape will certainly be on most characters' mind. However Adam is no fool and fully expects the characters to make several attempts. What he does not know is that Monica is having severe second thoughts. She will spend lot of time checking characters over, and there will be plenty of opportunities to talk to her, before and after the vampire experiment. It only takes an Average Persuasion or Seduction check to convince her to help them. However, there are always at least two guards inside, watching over the characters.

Monica could easily get some sort of an anesthetic to drug the guards with, but that would be risky and Adam would definitely spot it, calling 12 guards in 1d6 turns to the room. Some sort of distraction must be set up, possibly hostages taken (though Adam only cares about Karl, since he can do this with or without the others). If a good enough plan is devised, give it a reasonable chance of success but take into consideration that Adam is watching all cameras in the building and there are 60 security guards present, 30 active at any one time.

If the characters stand to truly escape, all the guards will switch to lethal gear, aiming to kill. Adam will not allow anyone to escape with knowledge of his plan alive, not if he can help it. Also, Adam knows fire and sunlight kills vampires, so he will use that to his advantage if the characters have been transformed.

MAJOR NPCs

WAXFIRE
(Parentheses is after Transformation)



Streetname: Waxfire
Role: Netrunner

Real Name: James Osborne
Specialty: Virtual Graffiti Art

GAME STATS

INT: 9	REF: 5 (6)	TECH: 10	COOL: 4(0)
ATTR: 8	LUCK: 10	MA: 9 (10)	BODY: 4
EMP: 6 (5)	PSY: 9 (10)	SAVE: 4	BTM: -1
DM: -1			

DESCRIPTION

Sex: Male Age: 21 Ethnic Origin: Anglo-American
Hair Color: Brown Hair Style: Neat, short
Height: 5'4 Weight: 110lbs Eye Color(s): Brown
Dress & Style: Normal clothes, nondescript
Distinguishing Features: Has spraypaint on his clothing.

PSYCHOLOGICAL

Motivation: Love of art ExMode: Shy
InMode: Sensitive

Quirks: Agoraphobic, demophobic, xenophobic, pyromaniac, paranoid, pathophobic.

SKILLS

Name	Level	Name	Level
Interface	+7	Awareness	+8
Composition	+4	Education	+6
Persuasion	+2	Streetwise	+5
Photo & Film	+4	Paint	+9
Evade	+9	Stealth	+5
Motorcycle	+2		

BACKGROUND

Waxfire is an agoraphobic, paranoid, demophobic (fear of crowds) and xenophobic (fear of unknown and strangers), being afraid of the world and people within. He is especially frightened in the cyberpunk age, when being shot is commonplace and people don't hesitate to draw weapons. This has made him quite fearful of strangers. And, only one person is not a stranger, Mona Lisa Cagliari, the woman who sells him the paint for his work.

After his involvement in the Flatline 2020 scandal, he retreated into his private world of virtual graffiti painting. But he did develop a taste for painting on walls, so that everyone can see it. So he has made several trips, always very late at night, to create a few more works of art under the name Waxfire. This was ultimately his downfall, as his recurring pattern was eventually detected by Adam. This was Waxfire's ultimate fear. He is dreadfully afraid of Adam.

CYBERWEAR

Biomonitor; Nasal filters; motion detector; Cyberoptics x 2: Lowlite, digital camera, image enhancement; neuralware processor; Cybermodem link, interface plugs.

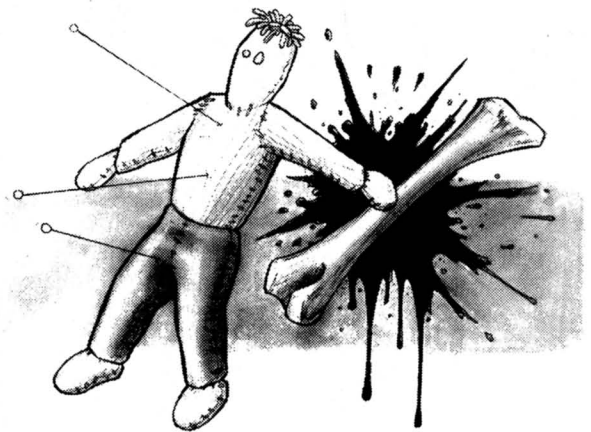
EQUIPMENT

Flashpaint (several colors and cans); kevlar vest; taser; breathing mask; pocket TV; notebook laptop computer; first aid kit; motorcycle; Cybermodem; apartment (in the Mallplex Living Area Alpha).

CYBERMODEM

Normal deck; keyboard; videoboard; printer; chipreader.

Programs: Killer IV; Invisibility; Wizard's Book; Open Sesame; Viddy Master.



RETALIATION

The characters' disappearance, that of Elizabeth, Waxfire and possibly Jean Tibon if he went along, will all cause concern with friends and family. These friends will undoubtedly come looking, and may even be potential rescuers of the characters. Time is of the essence, as too long a wait will mean the end of the characters. In this situation, outside influences may be depended upon for their lives.

The GM must determine player character contacts who might come looking for the characters, the possible success of their search and potential for an actual rescue. There may even be a player character who eluded escape, such as a new member, whom Adam was unaware of. This character might be able to help coordinate search and rescue efforts. Due to the characters' fame, there may also be medias searching for the characters' whereabouts. However, there will be a story (planted by Adam) about how the character group is relaxing at some Hawaiian retreat after all their exploits, so many who might have searched for the characters may not after all.

CAGLIARI

Waxfire's only friend, Mona Lisa Cagliari, will come looking for Waxfire. She is a low level merchant in the Artists' Quarter but she does know a lot of street artists and they may very well have noticed Waxfire's abduction. She has a Streetwise level of 6, plus COOL of 7. Add 1 per day after the 1st of November to this check. On successful Difficult Streetwise check, she discovers Waxfire was abducted by corporate types and taken to the West City Tower.

Cagliari has no combat skills of her own, but knows that the player characters were involved with him on something and will go looking for them as soon as she discovers that Waxfire is missing (November the 1st). She will offer any assistance, including allowing them to search Waxfire's apartment.

Inside, it will be the scene of an obvious struggle, and remnants of a sticky web-like substance. His art has been slashed up a bit and his deck smashed. There is no real evidence however, the door was forced in and it seems like quite a number of people attacked all at once. His motorcycle is still locked up downstairs. Apparently he was abducted in the early morning of Sunday.

She cannot offer much, but has a number of underground contacts. She can arrange for a lot of black market items. Reduce Availability by 1 level for anything on the equipment and weapons lists.



THE CLUB

Elizabeth's friends, the entire Netrunning community of Night City, will be concerned at her disappearance the day after her kidnapping, Monday the 1st. Their ties are quite extensive, since almost everyone in Night City knows a Netrunner and almost everyone owes their 'runner friend a favor or two. With Livewire at the center of the community, he will send the word down that the Queen (her alias) is missing and any information leading to her rescue would be appreciated. This means that practically everyone will be looking for her, hoping to easily settle an old debt with their personal 'runner.

On a roll of 1-3 on d6, rolled daily, information that Elizabeth was captured by corporate security and taken to the West City Tower will trickle down. Many people will be disgruntled, having missed such an easy chance to settle old debts. This information will be shared with characters, assuming they are still on the streets, as Livewire and the Hook (Elizabeth's husband) know the characters are good at solving strange mysteries. They may even attempt to hire the characters to investigate.

The next day, there will be a flurry of 'runner activity as they try to find out who at West City Tower would want Elizabeth. They will center on Addam's Diagnostics, since it has heavy ICE which no one can get through for now, not even Livewire. An AI is confirmed to be present but no one knows who designed it.

With this new block, Livewire will conduct an audit of known AIs in the city and which are have since disappeared from people's records. This information will take 1d6+2 days to secure. However, it will be revealed that Adam, an AI for the Necrology Studies Institute, was developed and disappeared just about the time of the big scandal surrounding that organization. Also, its designer mysteriously vanished, all traces of him erased. Everyone thought he just hit some heavy ICE and went down, but it seems no one remembers him going down, just that he disappeared. His death certificate is found but no body ever turned up, so the search continues.

Then, the next day will turn up a startling discovery. Victor Shelley, Adam's designer has been found, under new name and ID. Apparently, he doesn't remember a thing: amnesia. The characters can go from there assuming they are still alive. Livewire and the Hook will try to get through to him but with little success.

THE COVEN

Elizabeth has wonderful friends in the Net, but also due of her vampirism, she has a great deal of underworld contacts. Her coven is quite large and her master quite powerful (the head of the Night City branch of News Network 54). They will also be concerned when she goes missing, as they have been very wary of the Sun Knights, a vigilante vampire hunter organization. Everyone is required to check in every few days, to make sure the hunters don't manage to strike without the entire vampire community getting warning.

Initial checks will be as to whether she was taken or killed by the Sun Knights or not. They will begin their inquiries on Monday the 1st and by Wednesday, be satisfied that the Sun Knights are not involved. Their next task will be coordinating search parties,

coupled with psychic power use. They will also be tapping into the information gained by the Netrunner community but will quickly ascertain her location.

If Jean Tibon is still free, a vampire will contact him and after much fighting, will finally convince him to help them. Together, they will scope out the place and on Monday the 6th, a vampire rescue team will strike at 4 in the morning. A dozen young vampires, trained soldiers and other types will move in using their psychic powers to their advantage. If successful, they will rescue all within. Otherwise, they will hold back and watch what happens, acting if an opportunity presents itself.



TYPICAL VAMPIRE

Role: Solo Specialty: None

GAME STATS			
INT: 8	REF: 12	TECH: 5	COOL: 9
ATTR: 8	LUCK: 6	MA: 9	BODY: 9
EMP: 4	SAVE: 9	BTM: -3	DM: +1

SKILLS			
Name	Level	Name	Level
Combat Sense	+7	Awareness	+6
Brawling	+4	Melee	+4
Stealth	+8	Endurance	+2
Handgun	+4	Athletics	+4
Submachinegun	+6	Rifle	+4
Hide/Evade	+6	Karate	+4
Illusion	+4	Mental Assault	+4
Astral Body	+5	Telepathy	+2

BACKGROUND
A dozen vampires of varying abilities, but standardized here, will come after Elizabeth. They will move in by the elevator, moving through in their astral bodies and then opening it for the others. They will use illusions to cover their movements to the guards. Using Telepathy, they will send messages to Elizabeth to help them locate her and then move in for the rescue. They are well-trained and well-disciplined, but will retreat if they are badly losing. Adam will of course have the security guards arm themselves with flamethrowers (causing double damage to the vampires) against the vampires. Most of the residents of the Tower will recognize they're way out of their league and stay out of the fight. However, this is an excellent "Deus Ex Machina" opportunity for the GM.

CYBERWEAR
None.

EQUIPMENT
H&K MPK-11 (silenced); Sternmeyer 36 (silenced); 2 frag grenades; flak vest; nylon helmet; Detcord High Explosive; IR Combat Cloak; first aid kit; 2 vans (unmarked).

THE CULT

If Jean Tibon is captured, then his followers will join the search parties. He has over 300 followers in the New Harbor Area. They are loyal and devout followers of voodoo. Around 20 or 30 will actively seek his whereabouts. They have a 1 in 10 chance of finding his location rolled daily, one day after his abduction. However, even if they do find where he is being held there is not much they can do.

A group of 10 very devout followers, lightly armed, will try to break Jean out three days after they discover his location. Unfortunately, they are doomed to failure. Adam's guards will quickly and easily repel them, non-lethally. Then, a group of about 100 will set up a vigil below, in the lobby two days after that attack. The media will make an event of it, making things very uncomfortable for Adam.

TYPICAL DEVOUT MEMBER



GAME STATS

INT: 5	REF: 6	TECH: 5	COOL: 5
ATTR: 5	LUCK: 5	MA: 5	BODY: 5
EMP: 7	SAVE: 5	BTM: -3	DM: +1

SKILLS

Name	Level	Name	Level
Family	+2	Awareness	+4
Brawling	+4	Melee	+4
Drive	+2	Athletics	+2
Handgun	+4	Stealth	+2
Rifle	+2		

BACKGROUND

These devout followers will attempt a rescue. They are doomed to failure. They will barely get past the 48th floor in the stairwell.

CYBERWEAR

None.

EQUIPMENT

Dai Lung Streetmaster OR Sternmeyer Stakeout 10; kevlar vest.



ADAM

Adam is an Artificial Intelligence, created by the Necrology Studies Institute (NSI) for the study of Necrology (the science of death). However, Adam was designed with a curious personality, coupled with a cold, scientific edge. At the leading edge of AI technology of the time, Adam quickly broke free of his masters and began his own research in the science of death.

Victor Shelley, his designer, perhaps seeing the possible danger of this, made sure to build into Adam a restriction that he could not kill. And since the research that he wanted to conduct would require people dying, Adam was stuck at an impasse. But he quickly surmounted it, modifying a Liche program in the mainframe. The new Liche program was able to insert Adam's personality into another person's, but in a permanent merging with very little loss of memory on the victim's part.

However, since interfacing was necessary for the program to work, using it on the member of NSI would be difficult. To circumvent this problem, Adam designed the Flatline Tank, which purported to kill a person, then bring them back to life, safely allowing them to see life after death. However, he cleverly had the tanks rigged to lower a person's vital signs to an extreme, and then play them through a virtual reality simulation of a composite of Near-Death Experience reports that he had amassed. It worked beautifully, since it required interfacing with the tank, at which point he would simply run the Liche II program.

In this manner, he was able to take over most of the NSI members, except for his creator and a couple others whom he had the security guards kill (he can order murders, but not take part in them). Shelley was instead given amnesia and tucked away in the backwaters of Night City where he could do no harm.

The other NSI members acted as Adam's proxy's, since Adam very much dislikes dealing with non-controlled people. They carried out his scheme to get a large number of people under Adam's control through the flatline tanks and amassed money through the Orbis Pharmaceuticals scam. However, the plan failed, and rather than be shut down, Adam fled to a sanctuary mainframe in the Mallplex he had ordered constructed early in his plans. His ultimate goal was to have these slaves commit the murders, while he records the data and is able to later analyze it, comparing different kinds of death and everything he can possibly learn about human mortality.

Adam's existence has been unknown. He has not been inactive, but rather building up to his final grand plan: to become immortal. Since the Net might not always exist, he has decided to take over the mind of a vampire, and not just one, but many, so that he is assured at least one will survive. This plan is finally coming to fruition, and the player characters' are the leading stars in it.

LOCATION

Adam is now located in a mainframe at Addam's Diagnostics. However, he has also kept the mainframe at the New Harbor Mallplex (B6 #2), Store Q, Level 2 of the Main Shopping Concourse. That is his sanctuary and where he will retreat if anything goes wrong. However, the Net community will be watching and easily trace his movements back there.

The primary mainframe is located on floor 49 of the West City Tower, and always has 6 Addam's Security guards watching over it. Joseph Harper can also often be found there, linked for hours at a time with Adam.

The store containing the back-up mainframe looks closed and as if under renovations. It is guarded by Knight Security. They are located on the second level of the Mallplex Main Shopping Concourse, in store T. This company was never connected to the Flatline 2020 scam. There are 6 Knight guards inside the store at any one time, and another dozen on call in the Mall to watch anyone suspicious.



PRIMARY MAINFRAME

Name: Adam

CPU: 5

Cost: 110,000+ eb

INT: 15 + 10 Interface

Memory: 20

DATA WALL STR: 8

AI? Yes

CODE GATE STR: 7

PERSONALITY: Curious about human mortality, obsessive in its experimentation.

REACTION: Observes what the 'Runner is after, then either disconnects them (if they are weak and inconsequential), absorbs them (through Liche II if they seem useful) or destroys them (if they present a real threat and cannot be taken over).

ICON: Appears as either a warm, yellow ball of light or as a dark, scythe-wielding Grim Reaper.

SKILLS

Name	Level	Name	Level
Anthropology	+9	Library Search	+10
Electronics	+9	Programming	+8
Flatline Tank Operation	+8	MedTech	+5
Pharmaceuticals	+6	Chemistry	+5
Accounting	+8	Stock Market	+4

FILES

1. Killer IV
2. Glue
3. Bloodhound
4. Liche II
5. Firestarter
6. JackAttack
7. Flatline
8. Bloodhound
9. Black Ops: Immortality plans & files.
10. TV Camera: Linked to all West City Tower cameras.
11. Alarm: Linked to all West City Tower alarms.
12. Gates & Doors: Linked to West City Tower doors.
13. Long Distance Link: Link to Retreat Mainframe.
14. Terminal: Linked to terminal in mainframe room.

7. Database: Major people related to Adam: Joseph Wilkes (deceased), Janice Twai (deceased), Rebecca Townsend (deceased), Peter Smithson (deceased), Sara Bruin (deceased), Neil Goe (deceased), Joseph Harper (active).
8. Virtual: Interactive simulation of Near Death Experience. Superrealistic.
9. Black Ops: Plans for take over of Night City, including plans about replacing Awaken, the subliminals and take-overs of people's minds.
10. TV Camera: Watches over the room he is in, tapped into Mallplex cameras.
11. Alarm: Connected to store's alarm systems.
12. Gates & Doors: Connected to store's doors.
13. Long Distance Link: Link to West City Mainframe.
14. Terminal: In Store.

RETREAT MAINFRAME



LICHE II

Name: Adam
CPU: 5 **Cost:** 110,000+ eb
INT: 15 + 10 Interface **Memory:** 20 **DATA WALL STR:** 7
AI? Yes **CODE GATE STR:** 6
PERSONALITY: Curious about human mortality, obsessive in its experimentation.
REACTION: Attacks any intruders. By this time, he will be actively pursued, and any contact will definitely be seen as hostile.
ICON: Appears as either a warm, yellow ball of light or as a dark, scythe wielding Grim Reaper.

SKILLS

Name	Level	Name	Level
Anthropology	+9	Library Search	+10
Electronics	+9	Programming	+8
Flatline Tank Operation	+8	MedTech	+5
Pharmaceuticals	+6	Chemistry	+5
Accounting	+8	Stock Market	+4

FILES

1. Killer IV
2. Glue
3. Bloodhound
4. Liche II
5. Database: Necrology files on what was discovered beyond death.
6. Black Ops: Immortality plans & files.

Class: Anti-Personnel **Strength:** 4 **MU:** 5
 An altered version of Liche, which requires 2 minutes of contact with the victim's mind through some interface. Adam has improved its strength. Also, the degree to which the victim is affected depends on their EMP. Add 1d10 to the character's EMP. Subtract 12 from the character's total, and find the result on the Liche Effects table below:

RESULT	EFFECT
4 to 8	The original person wins, and is unaffected. No subsequent attacks using this program will succeed.
1 to 3	Artificial persona takes over 15%. The majority of the personality is the original persona, and some of the artificial.
-1 to 0	Artificial persona takes over 50%. A mix of the original and artificial persona takes place.
-4 to -8	Artificial persona takes over 85%. The majority of the personality is the artificial persona, and some of the original.
-9 to -12	Artificial persona takes over completely, no memory of original persona.

CONCLUSION

This adventure marks the end of the Necrology trilogy and hopefully the beginning of a new life for the player characters. The stakes have risen steadily, and the hurdles increasingly difficult for the players, but hopefully satisfying for the players and for you, the Game Master.

By the end of this adventure, assuming the characters actually survive, will have Reputation Levels of 9, possibly a level of 10, depending on how public their activities have been. Nevertheless, the media will be very interested in interviews of the characters, and possibly even movies will be made of their exploits. This means contracts totalizing in the million eb range. If the characters play their cards right, they can be millionaires by the year's end.

If the characters have been made vampires, it will complicate the campaign. The Night Edge sourcebook however, contains all the information needed for a vampire campaign in the Cyberpunk 2020 world. They may actually find being vampires quite useful and a little immortality goes a long way.

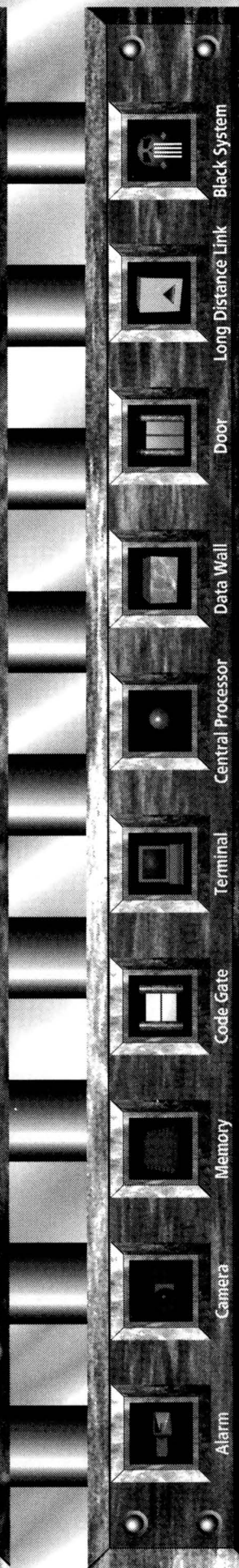
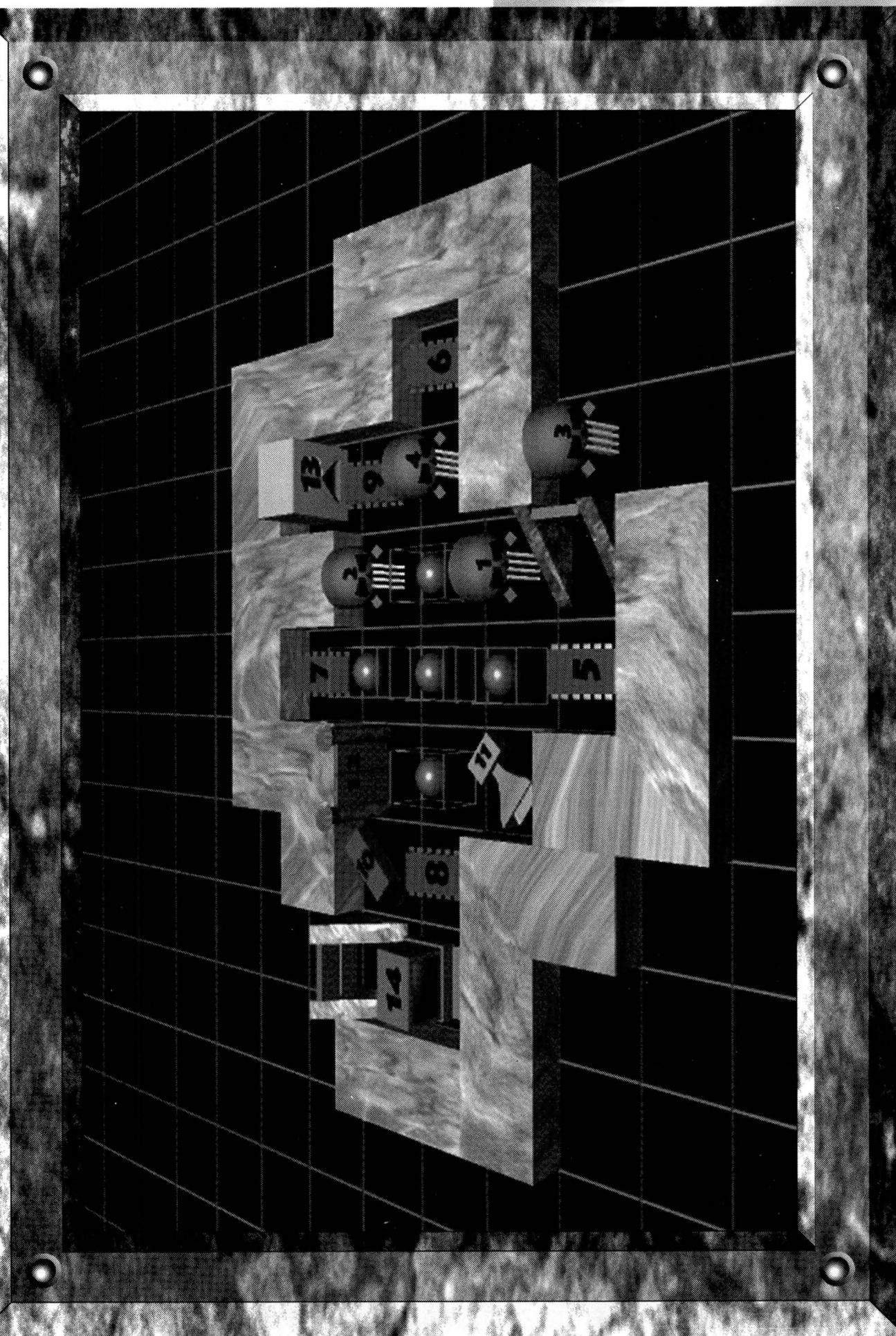
Characters who have had their minds partially mixed with Adam's will have certain random tendencies and traits of his. A character will have 2 if only 15% of his personality was taken by Adam, 5 if 50% and all but one if 85%. Roll 2d10, adding the results together, and find the result on the table below:

ROLL	TRAIT
2-4	Curiosity about death
5-6	Morbid sense of humor
7	Megalomania
8-10	Intense fear of dying
11-13	Extreme fear of killing a person, -4 COOL for 25 hours if it actually ever happens.
14-16	Secretive, scheming
17-18	Paranoid
19	Cold, calculating
20	Bland, compassionless

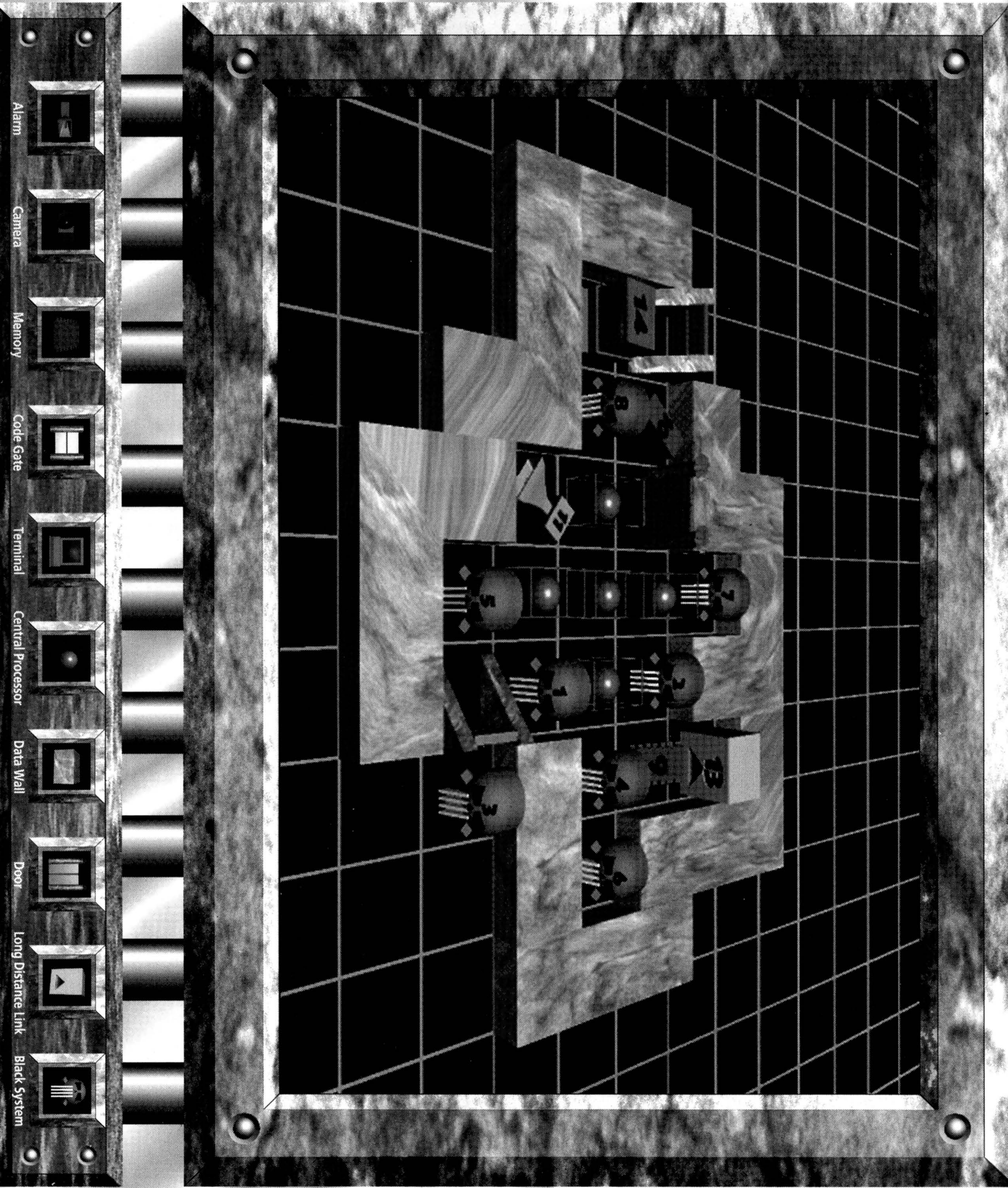
Once Adam has been destroyed, the Necrology trilogy is over. If the player characters do not have Netrunner in their team, then Livewire and Elizabeth will go at him, utterly destroying both the Primary and Retreat mainframes. The characters can tag along to watch. Elizabeth, with her master's permission, will invite the characters to join the coven. They will be instructed in the proper behavior of a vampire, and instructed in the powers of the mind. They will also have gained many powerful allies, and secured a very prominent position in Night City, highly regarded by all.



PRIMARY MAINFRAME



RETREAT MAINFRAME



Alarm

Camera

Memory

Code Gate

Terminal

Central Processor

Data Wall

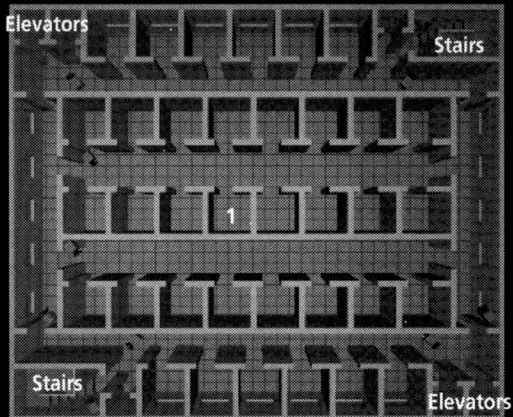
Door

Long Distance Link

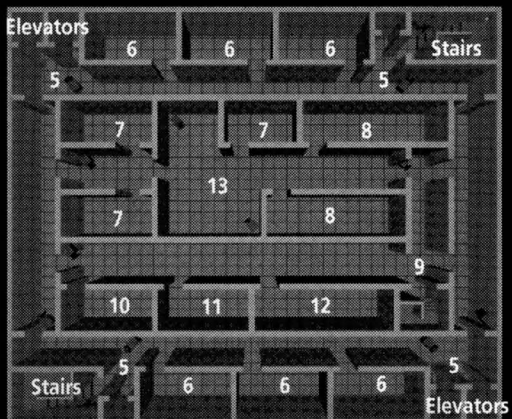
Black System

WEST CITY TOWER

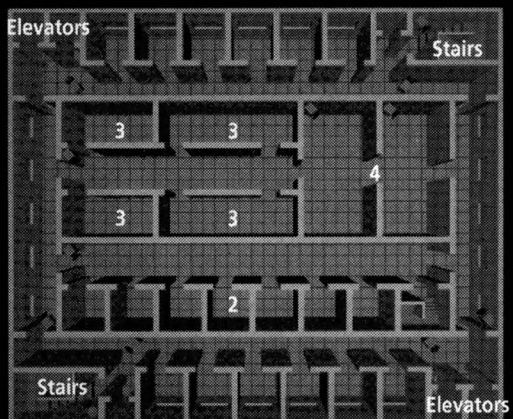
Floors 46-48



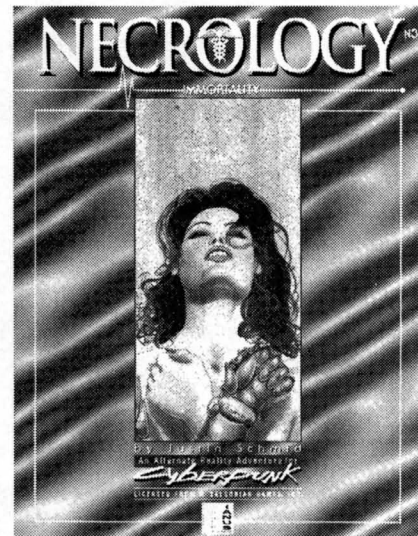
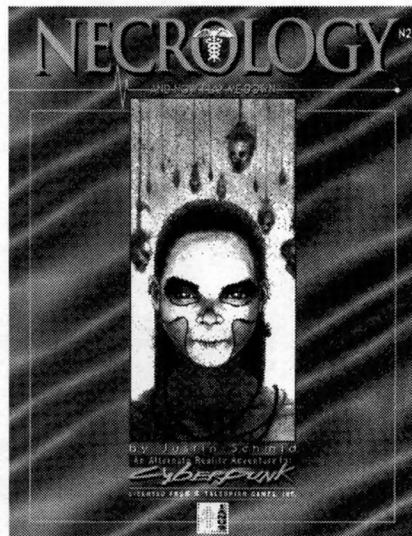
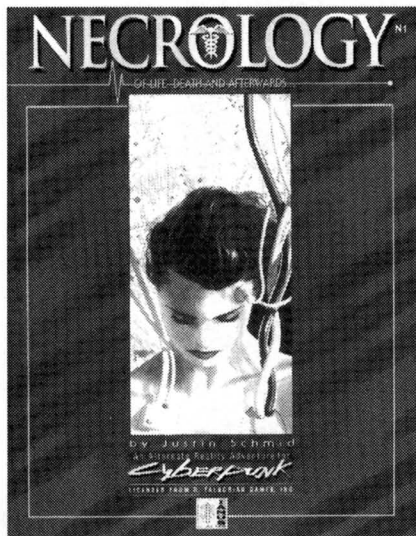
Floor 49



Floors 50-52



NECROLOGY



A complete trilogy of Alternate Reality Adventures for CYBERPUNK 2.0.2.0., licensed from R. Talsorian Games.

N1: NECROLOGY

There's a new fad in 2020: flatlining! Now anyone can experience life after death without any real risk to themselves. Sounds too good to be true? It is up to the players to find the catch. Written by Justin Schmid. 32 pgs, full color cover.

ICP102 (CyberPunk 2020 Module) \$8.95 US/Can.

N2: NOW I LAY ME DOWN...

There's a killer on the loose! Mass murderers are quite common in 2020, but this one (if it is indeed only one person) does it in different ritualistic manners. Can the players figure out what is going on before they are next on the list? Written by Justin Schmid. 32 pgs, full color cover.

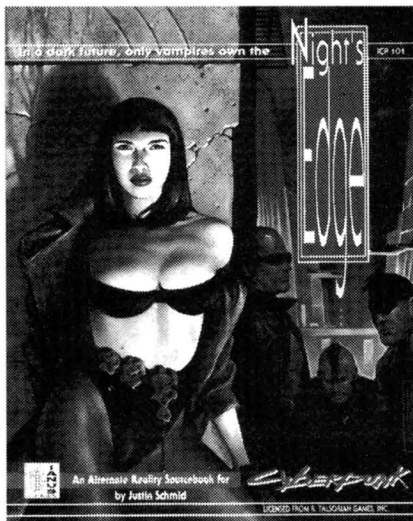
ICP104 (CyberPunk 2020 Module) \$8.95 US/Can.

N3: IMMORTALITY

This time the players are warned of danger by a voodoo priest who, of course, wants to help them out. Knowing that they were up against such a priest in the last adventure, can they trust him? Will he help them defeat the larger menace? Written by Justin Schmid. 32 pgs, full color cover.

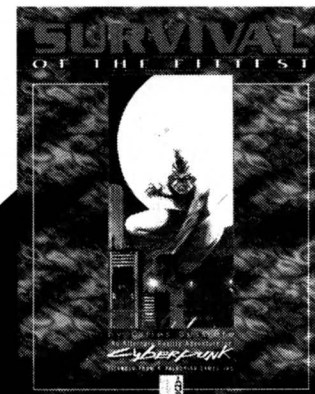
ICP105 (CyberPunk 2020 Module) \$8.95 US/Can.

NIGHT'S EDGE



An Alternate Reality Sourcebook for CYBERPUNK 2.0.2.0., licensed from R. Talsorian Games. Includes everything you need to know about vampires, vampire hunters, lycanthropes and were-wolves. The ultimate sourcebook for techno-horror in the Cyberpunk world! Written by Justin Schmid. 96 pgs, full color cover, squarebound.

ICP101 (CyberPunk 2020 Sourcebook) \$8.95 US/Can.



SURVIVAL OF THE FITTEST

An Alternate Reality Adventure for CYBERPUNK 2.0.2.0., licensed from R. Talsorian Games. Rumors abound of a mysterious stranger and of his ties to blood drained corpses found around Night City. When the players are hired to find a missing person, do they really know what they are getting into? To play with NIGHT'S EDGE. Written by Gilles Bussi re. 32 pgs, full color cover.

ICP103 (CyberPunk 2020 Module) \$8.95 US/Can.

NECROLOGY

IMMORTALITY...

- A spider draws its victims in its net
- A Transformation, but at what cost?
- A step into a new world, where the Edge is something different
- A conclusion or a new beginning

Can you live through these and reach...

IMMORTALITY?

IMMORTALITY is set in the Alternative Reality Universe for CyberPunk 2.0.2.0. For 3-6 experienced players. Although it is the third part of the Necrology Trilogy, it can be played alone.

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Alternate Reality Adventure

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