

◉ Cyberpunk Horror Encyclopedia ◉

CRASHPOINT



◉ BY JEFF BOMAN ◉

◉ An Alternate Reality Adventure for ◉

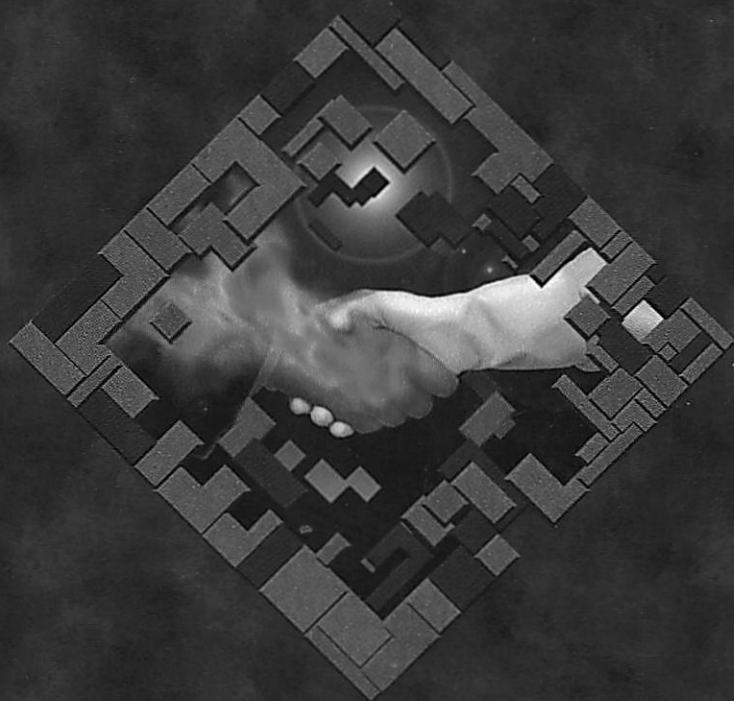
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Special thanks to the Missing Brain Cell, who helped me make the ideas of Crashpoint gel:

Marc "Canyon Man" Paquin

Patrick "Proper mood music? Give me a minute..." Lapointe

Richard "Have you considered the biological effects?" Binek

Mike "Yakashima!" Aragona

Mordred, APAcocalypse and Rogue's Gallery, publications that taught me the value of meeting deadlines.

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Printed in Canada.

Published by:

Ianus Publications, Inc.
5000 D'Iberville, Suite 332
Montreal, Qc
Canada
H2H 2S6

Stock #ICP-112
LEGAL DEPOSIT: June 1995
BIBLIOTHÈQUE NATIONALE DU QUÉBEC
NATIONAL LIBRARY OF CANADA
ISBN 2-921573-25-3

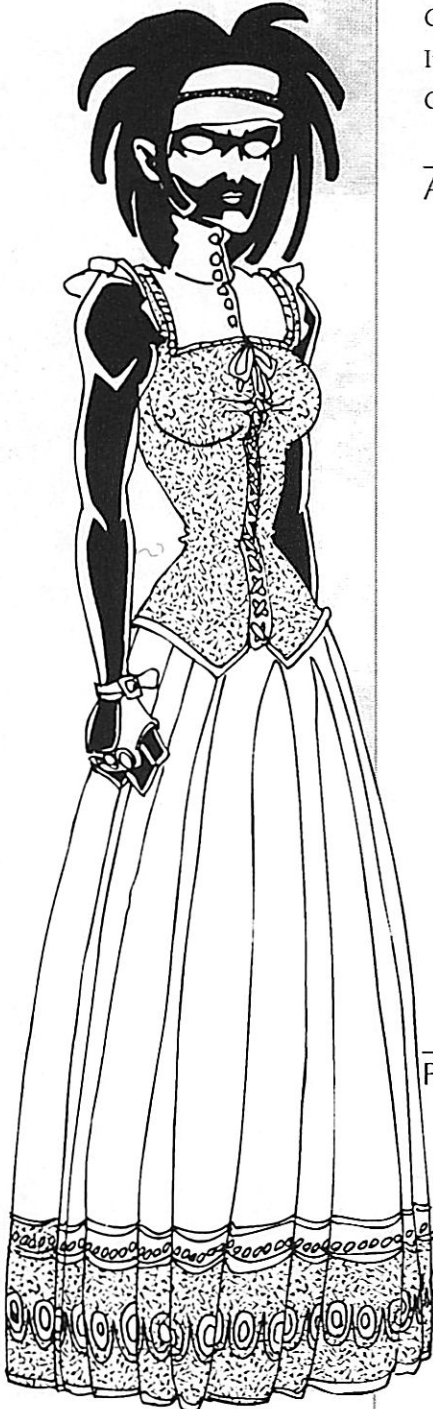


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INTRODUCTION

PLAYER'S INTRODUCTION

The daily news, whether by screamsheet, net feed, or vid-sim, always lists that day's dead in Night City — after all, no one could win the daily Death lottery without the numbers.

127 dead throughout the city today, either from gang-fights, contract hits, random street fights, or, on rare occasions, by accident. Some faceless gob in a forgettable arcology wins the prize. Nothing really different from the day before.

Then, there's a special report, also about death. One single death. A Rockerboy. Rockerboys are a dime a dozen; why make a big deal about this one? He hadn't even made a name for himself yet...

Then, the report of just HOW he died. THIS demands attention.

• *If Players are reading the screamsheets, use this description:*

ARTHUR PAINDRAGON BURNS OUT

Night City (AP). Nancy Spungen Park — hundreds of fans witnessed the gruesome end of hard rocker Arthur Paindragon today, during an open-air concert.

Witnesses claimed that seconds after taking the stage, Arthur mysteriously burst into flames. Roadies tried to extinguish the blaze, but it was over in seconds. All that remained were ashes.

Arthur's manager and band had no explanation for his death. Coroner's report claims death by spontaneous combustion.

Paindragon's death seems to be the 6th in a series of such similar events. Sources in the Metro Cops say that these so-named "Crashpoint Murders" remain unsolved

BIZARRE GANG CLAIM RESPONSIBILITY. Night City- On an untraced pirate video broadcast, a woman allegedly named Maman LeBeau claimed responsibility for the mysterious death of Rockerboy Arthur Paindragon. She also claimed responsibility for 7 other deaths over the past year.

LeBeau claimed to be the leader of a gang known as the Ogouns, allegedly followers of the Haitian voodoo God of Fire. In her illegal broadcast, she laid claim to mysteri-



ous powers: the ability to channel "Ogoun's Fire". This fire, she continued, would be used as a warning to all other gangs to stay out of her way.

Experts on the ancient Haitian beliefs in voodoo claim it to exist solely in myth.

• *Netrunners:*

A fellow 'Runner talks about the incident: "I was there! Paindragon waved to us, then just exploded as he reached the mike! He just lit up like a torch — flashfire. Not pretty... the press say that it's the sixth death by fire, but it's really the 8th. There're some the press doesn't even know about!

Why? Street-gab is that some gang calling themselves the Ogouns are taking credit. The leader popped up on the vid today, saying they killed 'em all, an' they'll do it again if, anyone messes with their turf. I ain't even THINKING about them!

• *For players watching the vid-sim:*

Whatever show they're watching is interrupted by a special news report. A Rockerboy named Arthur Paindragon dies by spontaneous combustion at an open air concert.

(Video footage of the concert at Nancy Spungen Park. An MC announces Arthur. Fans cheer, then scream in horror as he begins to burn. In a few seconds, he's a human torch. Stage crew run forward with fire extinguishers, but the flames have already burnt out, with ashes spread out by the breeze.)

An expert speaks on spontaneous human combustion — a death caused by an inexplicable burst of flame from no known origin. There have been folk tales for centuries about such cases, but this is the eighth such death in the past year.

Video footage is shown from a pirate videocast, transmitted mere hours after the incident. A beautiful Asian woman with clear white eyes speaks:

"I am the mount of great Ogoun, loa of fire! Great is the power he has given me, and to his followers, to spread his name throughout this spirit-dead city!

Arthur Paindragon was but an example of my power — just like Jengis Kwan, Rad Runner, and the others. More examples will be made if any interfere with our destiny!"

The report continues with file footage of graffiti around Night City, "Ogouns rule by flame!"

INTRODUCTION

GAMEMASTER'S NOTES

This scenario can be integrated into an existing campaign, although it can also work as a stand-alone game. It is designed for beginning characters, but should offer a challenge to more experienced characters as well. This adventure takes place in Night City, but can also be set in any other city being used in a GM's campaign. The plot is more important than the actual locale.

The Night City sourcebook is recommended, the Night's Edge sourcebook essential.

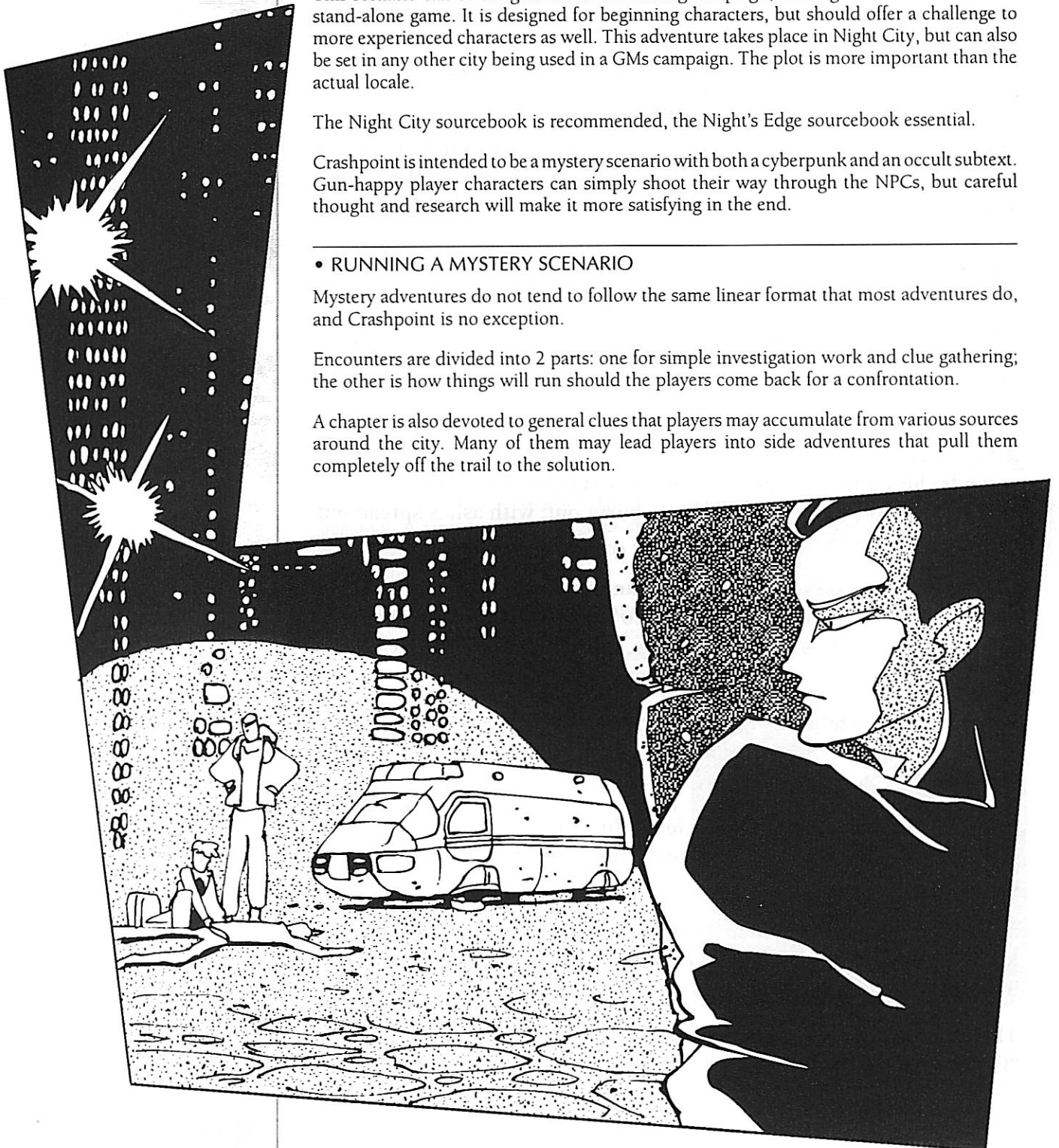
Crashpoint is intended to be a mystery scenario with both a cyberpunk and an occult subtext. Gun-happy player characters can simply shoot their way through the NPCs, but careful thought and research will make it more satisfying in the end.

• RUNNING A MYSTERY SCENARIO

Mystery adventures do not tend to follow the same linear format that most adventures do, and Crashpoint is no exception.

Encounters are divided into 2 parts: one for simple investigation work and clue gathering; the other is how things will run should the players come back for a confrontation.

A chapter is also devoted to general clues that players may accumulate from various sources around the city. Many of them may lead players into side adventures that pull them completely off the trail to the solution.



GAMEMASTER'S BACKGROUND

About a year ago, two Vampire covens warred in the streets of the City. Their battle was quick, deadly — but also noisy. Fearing discovery, the survivors fled, leaving their fallen behind. Bodies in the streets of the Combat Zone are commonplace, ignored; also any fallen vampires would dissolve when the sun came up, cleanly disposing of the evidence.

Minutes later, a well-armed AV-4 landed in the alleyway — a Trauma Team Unit, but actually the cover for a band of illegal organleggers. The crew, Scalpel and Gasser, recovered the dead vampires for re-use; bodies are bodies, and 'parts is parts'.

In the hidden labs of Dr. Patch, the bodies were carved up into their component parts, all traces of blood removed and replaced with generic plasma and stored in airtight cryotubes; then, over time, they were sold to various hospitals and Ripperdoc clinics.

The "Crashpoint" deaths are the result of organ transplants from these vampires. Just as the undead are susceptible to sunlight, so are their individual parts; grafted onto a living body, the organs spread this limitation like a cancer. All of the victims had gone out on the rare sunny days in Night City... and burned.

One of the surviving vampires, Lornier, figured out that this was happening, and convinced all the survivors of the coven war to band together to recover the rest of their comrades' organs before someone else caught on, and their existence became known to the public at large.

Secretly, this was all part of Lornier's scheme for personal power. The coven war was to eliminate the leaders of both groups; Lornier himself would take over the West End coven, and the Belocs would be under an unstable leader — Baphomet, a perfect tool for manipulation and an eventual merger.

That organleggers got a hold of the dead vampire bodies was not planned; this is one wildcard that could eventually lead to disaster for the power-hungry vampire, a loose end that needs to be tied up. Fortunately, plans seem to be coming together again.

The Ogouns, a voodoo-themed street-gang, are a red herring. Their leader, Maman LeBeau, is both a gifted pyrokinetic and a bit mad. She has deluded herself into believing that she's the cause of the Crashpoint murders, and is using it as a bluff to keep others off her turf. Lornier is aware of her as well, but allows her to indulge in her delusions, as they help to keep the mortals from the truth.

Lornier is investigating the trail of the lost vampires. He will find Dr. Patch's hidden labs. Initially, he will plan to just kill off the doctor and get rid of all evidence of vampire existence. When he discovers that others are searching as well, he will plan to gather them and the organleggers in one place, to get rid of all the loose threads at once.

If that does not work out, he has one more card to play: setting Baphomet loose.

INTRODUCTION

HOOKS

This is a very easy adventure to get player characters involved in. It is designed in an open-ended way so that just about any character type can get involved:

COPS

Police detectives will be out on the case. Their jobs will be to both solve these mysterious murders and to stop them from happening again.

MEDIA

This is a major news story. The press crew to get an interview with Maman LeBeau will be able to write their own tickets for future work. If they could be the ones to discover and reveal the Ogouns hideout to the authorities, they may even be able to take over a more influential position at their networks!

CORPORATES

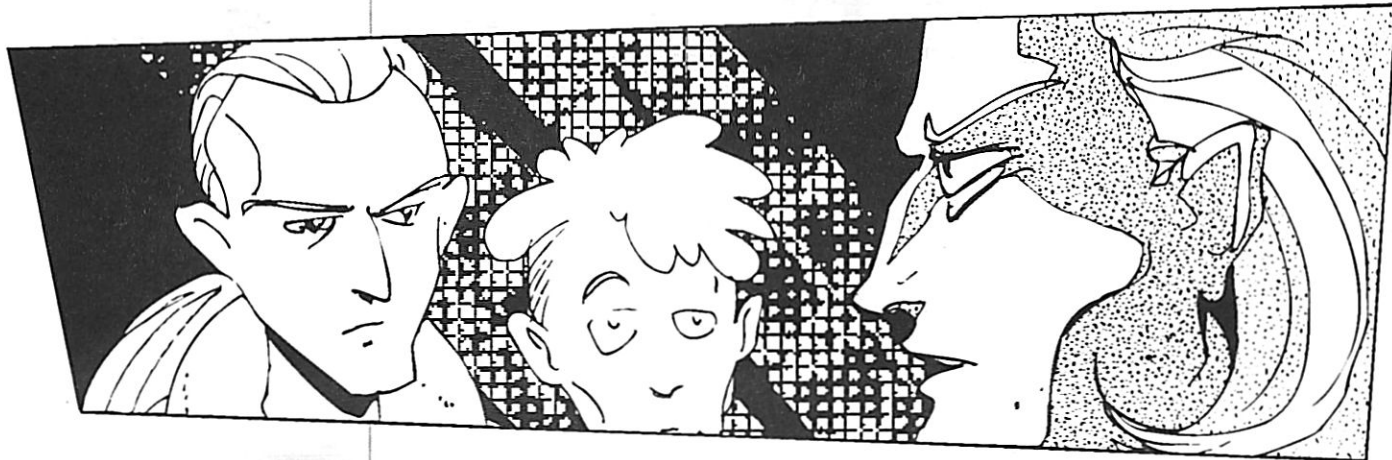
One of the victims was a low-level exec at the company players work for. The higher-ups are worried about some new assassination weapon that a rival has built, and believe that the deaths were a result of its testing. If some up-and-coming execs were to find this weapon, and “acquire” it for the firm...

FIXERS

One of the group Fixers may have been the one that Paindragon came to for bodyguards for his concert. Their failure could reflect badly on the fixer and his organization. However, if he found a way to clear his reputation — say, by eliminating the killers, his rep may be saved.

OTHERS

An easy way to pull player characters into this scenario would be to have one of the victims be a friend of theirs, or a family member. This also works as a way to hook them in if they ignore the scenario completely — one of theirs is the next to die. Personal stakes and revenge are great motivators.



CYBER-PROOFING THE MYSTERY

Netrunning in a cyberpunk mystery is a similar problem for a GM as telepathy in a superhero game, or magical scrying in fantasy. A good enough 'Runner could, theoretically, solve the entire mystery in a few seconds on the Net and a few dice rolls, and thus ruin a night's game.

Right?

Wrong. Two things keep this from happening. For one, grabbing data from a node on the net is just that: grabbing a huge chunk of information. Knowing how to hack systems does not automatically give them the ability to understand what it all means.

Secondly, even if they are smart enough to understand the information now in their possession — and assuming that they have hot analysis programs — the players will not automatically be able to solve everything in one shot because of two simple factors: WHAT they are looking for and HOW they go about searching for it.

Think of it as a student looking through reams of books and other documents on a subject, trying to absorb it all and make some sort of logical conclusions for a paper. This usually does not work because the amount of information available is too widely general.

Same with Netrunning. Try telling a program: look at all of these people's files and figure out what they have in common. The results will often be as vague as that request. The victims can have MANY things in common with each other; hair/eye color, age, height, etc. The Netrunner has to give his search some sort of parameters (filter) to narrow it down.

Not only does this offer 'Runners a challenge, it can also lead them on wild goose chases, depending on what angle they choose to investigate. For instance, if the search is based on the locations where the victims died, it may reveal that all of the murders occurred within an 8 block radius of each other. That would lead them to study that area for clues. Alternately, searching for links to gangs may lead the characters off to risk their necks, enmeshing themselves in the Combat Zone and gang politics.

In the case of Crashpoint, proper search procedures and good roleplaying can easily lead player characters straight to Dr. Patch's Organ Labs — but it will not solve the entire mystery. Vampires would not be dumb enough to broadcast their existence through the Net, and there's no mention of them in the files. Also, characters — at least, beginners — would usually not have reason to suspect supernatural involvement right off the bat.

MUSIC

As in any game that needs atmosphere, music will add a greater dimension to this scenario. Some suggested pieces:

- At the Ogouns' compound: Hans Zimmer's *Backdraft* could add some haunting atmosphere here. Recordings of African drum rhythms would also work well.
- At the Organleggers' HQ: Pink Floyd's song *Money*, from *Dark Side of the Moon*. Perfectly cynical for such an organization.
- Encounters with vampires: *Chopper*, from Basil Poledouris' *Hunt for Red October* soundtrack.

JUST THE FAX...

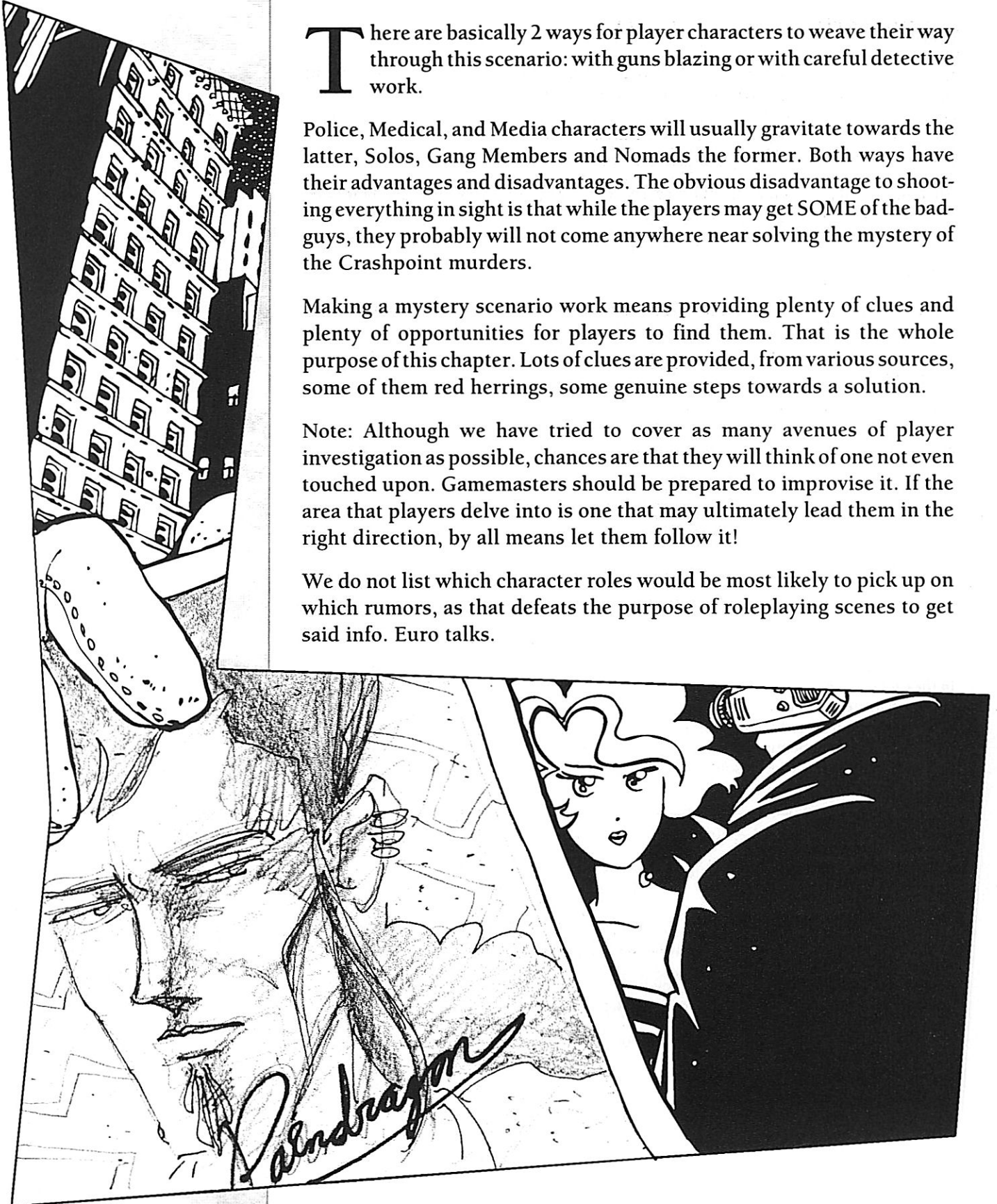
There are basically 2 ways for player characters to weave their way through this scenario: with guns blazing or with careful detective work.

Police, Medical, and Media characters will usually gravitate towards the latter, Solos, Gang Members and Nomads the former. Both ways have their advantages and disadvantages. The obvious disadvantage to shooting everything in sight is that while the players may get SOME of the bad-guys, they probably will not come anywhere near solving the mystery of the Crashpoint murders.

Making a mystery scenario work means providing plenty of clues and plenty of opportunities for players to find them. That is the whole purpose of this chapter. Lots of clues are provided, from various sources, some of them red herrings, some genuine steps towards a solution.

Note: Although we have tried to cover as many avenues of player investigation as possible, chances are that they will think of one not even touched upon. Gamemasters should be prepared to improvise it. If the area that players delve into is one that may ultimately lead them in the right direction, by all means let them follow it!

We do not list which character roles would be most likely to pick up on which rumors, as that defeats the purpose of roleplaying scenes to get said info. Euro talks.



INFORMATION ON THE STREET

Rumors spread like fungus on the streets of Night City. Players who have the right Contacts (or make good Streetwise Rolls) may hear some of the following:

ARTHUR PAINDRAGON

- Rumor on the street is that Arthur was up to his optics in debt with the local branch of the Yakuza. His concert in the Nancy Spungen Park was a way to make some eurobucks to pay them back quickly.

- *This rumor is true.*

- Talking to any Rockerboys who knew Arthur will also reveal that he rarely performed concerts, preferring the safety of a well-armored recording studio to open spaces and stages. There are rumors that he had ticked off the Yaks one time too many by missing payments.

This concert was a means to pay them back quickly.

- *This rumor is half-true; Arthur never performed concerts because his Agent always blew contract negotiations. It does, however, corroborate the fact that he was in debt to the Yaks.*

- There is also a rumor has been going around entertainment circles that Arthur just spent a few months recently in a hush-hush medical clinic, recovering from a drug overdose. He had finally cleaned up his act and his concert was intended to prove to his fans that he was back on track.

- *Another half-truth. Arthur was at Crisis Medical for a legal kidney transplant; his own were ruined by too much Flame usage.*

JENGIS KWAN (DEATH: 3 MONTHS AGO)

- Jengis was rumored to be the leader of a Small-fry gang called the Mongol Horde.

- *This is true.*

- Jengis and the Horde were planning to take over Tygers Claw Territory in Japantown when he burned. Rumor has it that the Horde were hiding a massive stash of weaponry, courtesy of some Chinese backers.

- *Half-truth. Arasaka were manipulating the Horde, hoping to weaken Claw hold on Japantown and get some of their own puppet gangs involved.*

- Jengis Kwan was the half-brother of some big-wig at Petrochem. He was rubbed out so that his brother's enemies could not use him as leverage in a blackmail scheme.

- *This rumor is false.*

JUST THE FAX...

RAD 'RUNNER (DEATH: ABOUT 7 MONTHS AGO)

- Rad had programmed a mega-boss virus program, one that could invade the Net and cause more damage than the Michaelangelo Virus scare of 1992. Corporate Netters brainburned him to keep him from messing things up.
- *This rumor is false.*
- Rad was killed by a new bit of Black Ice — one that could incinerate the meat at the end of a datajack.
- *False. Intriguing, but false.*
- Rad 'Runner was a pretty new Console Cowboy. He had just started to 'jack in 4 months before he died.
- *This rumor is false. Rad had been around for about 2 years. He had worked on a private mainframe for Dr. Patch's hidden lab, then put up the pretense of being a newbie to keep folks off his trail.*

KRISTA GALE (ABOUT A YEAR AGO)

- Krista was a talented dancer, but a strange person. She had made a lot of money in her career, but chose to live in a Nomad Pack rather than the arcologies she could afford.
- *This is true.*
- Krista almost died from a respiratory illness last year. Her recovery, though, was nothing short of miraculous and she returned to dance better than ever.
- *True; she'd had a lung transplant.*
- Krista was killed by a jealous rival.
- *False.*

"MAGGIE"

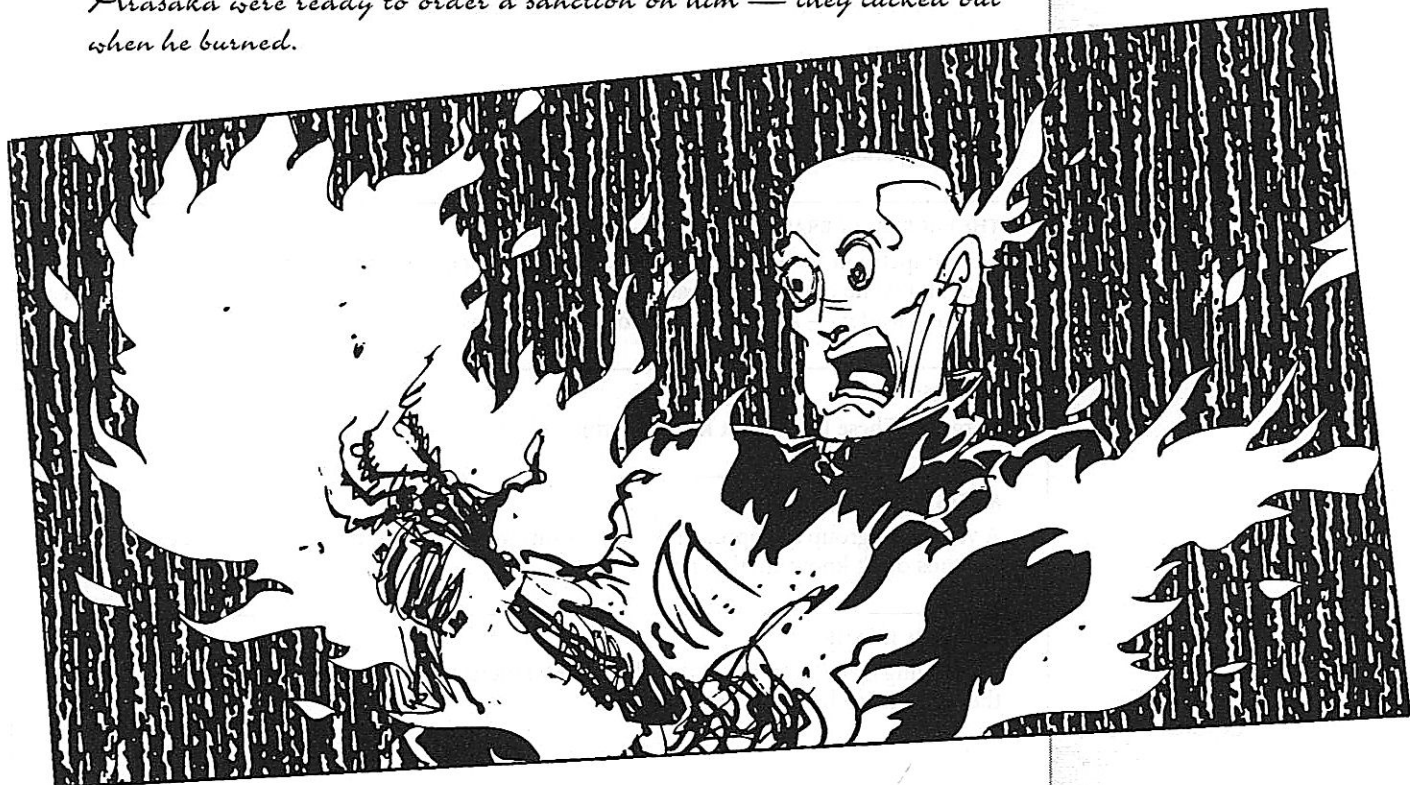
- Maggie was a bag lady in the Combat Zone. Everyone on the street remembers her as a tough old bird. Gang members generally left her alone out of respect.
- *True.*
- Some say that she had been a powerful figure at Arasaka until a few years ago, when a project she had worked on came to disaster. She was ruined financially and ended up living on the street.
- *False. Maggie was a member of a Nomad Pack, and acted as a spy on the streets for them.*
- Maggie was killed by the Bozos, as another one of their sick pranks.
- *False.*

ALEPH GRAEDINGER (2 MONTHS AGO)

- Aleph was a fairly important designer for Militech. Rumor has it that a rival Corp tried to extract him and failed.
- *False. Aleph did work for Militech, but was not anywhere near useful enough to be worth extraction.*
- Aleph was in charge of a new project to synthesize a drug for military use.
- *This is true. He was working on experiments with Flame.*

LIEUTENANT TYGER BAKERFIELD (9 MONTHS AGO)

- Lt. Bakerfield was a good cop who made a lot of enemies. One of them finally took care of him.
- *False. Bakerfield was only well-known in a small part of town. His only enemies were jaywalkers whom he fined.*
- Bakerfield was on the Yak payroll and wanted too much more. They rubbed him out for his insolence.
- *False.*
- He'd gotten wind of some illegal Arasaka Op in the east end. He was eliminated to keep their mission a secret.
- *Half-true. Tyger was following up on a lead to a major Flame factory; Arasaka were ready to order a sanction on him — they lucked out when he burned.*



JUST THE FAX...

THE GANGS

Getting ANY information from streetgangs is a dangerous idea. Walking into gang turf might work out, leading to some sort of information on where to find the Ogouns — or it could lead to lost teeth and limbs.

Some gangs will be helpful, either because of their nature, or they see in the players a way to get rid of some of the competition. Others will be more wary of helping out; with all the rumors of Maman LeBeau's supposed ability to make people burn at a distance, they will not want to be the next victims. Some gangs will have nothing of use — and others... well, let's just hope that the players are strong believers in reincarnation.

The gangs listed here, with the exception of the Mongol Horde, are taken from R. Talsorian's Night City sourcebook. Gamemasters without access to this publication can just substitute gangs from their own campaigns.

THE BLACK QUEENS:

These folks don't want any trouble. They aren't bigtime players and don't want to risk angering anyone major. If they know anything about the Ogouns, they don't plan to tell.

THE WILD THINGS:

Good luck getting anything out of 'dorphers more than a coma.

THE BRAINIACS:

This gang will be very helpful. They've heard that the Ogouns have taken over a portion of the Voodoo Boys turf; the Boys don't like it, but they are scared of LeBeau. Their information is not without a price. They will want any information the players find out concerning LeBeau's "powers". It intrigues them.

If the players have found information on Flame (see Chapter 4, *Factory Aflame*), then the Braniacs will be very interested in any information the players can share.

THE SLAUGHTERHOUSE:

Is that insurance premium paid up?

THE BACK ALLEY BRAWLERS:

No competition for the Ogouns, but they'll still help to track them down. The City has enough Psycho cult/gangs already as it is. They don't know anything more than the name of the gang leader — and that came from the vid-sims.

THE DJS:

Forget it. These twits don't know anything of use.

MAELSTROM:

A very risky group to approach. If players survive the encounter, they'll find out that these psychos don't know anything of use.

MONGOL HORDE:

Still reeling from the death of their leader. Members won't say anything; no one wants to be the next one to hit the Crashpoint.

THE SILVER SLASH:

They've heard rumors of the Ogoun putting the squeeze on the Bozos as well as the Voodoo Boys. They'd help out, but know that they're outgunned.

THE PHILHARMONIC VAMPIRES:

Very evasive as far as answering any questions. All that matters to them is that the Ogouns are "yet another humorless gang of ruffians in the city".

THE JULLIARD:

Don't know anything — or are just too scared to talk.

SACRED BLADES:

Consider the Ogoun as worthy competition. Many members know of the legends of voodoo, and pay respect to the traditions. Some embarrassed members might even admit to the fact that some former Blades defected to the Ogouns cause.

THE BOZOS:

Trying to get help from them is beyond suicidal. Just the mention of the name *Ogoun* may be enough to set them off.

THE VOODOO BOYS:

The Ogouns have definitely taken over some of their turf (and some of the Bozos). The Voodoo Boys will offer a decent reward to anyone who can ice Maman LeBeau; so far, no Boys have made it close enough to her without becoming mulch, or worse (from their viewpoint): joining her. The Voodoo Boys are a fairly tough gang, yet it is pretty obvious that they are scared soy-less by their new "neighbors". Maybe it has something to do with meeting the "real thing".

If players feel that they have enough information to confront the gang, go on to *Chapter 3: Gang Banging*.

JUST THE FAX...

NEWS FROM THE NET

Netrunners should be able to find out a lot more information on all of the victims of the Crashpoint murders through police databases, as well as others.

INFOCOMP

The best source of information on the murder victims would be InfoComp corporate Data Fortresses. While the Corporation does not have a large branch in Night City, they do have a small presence here. See the sourcebook for game stats.

If players try to hack their way into the InfoComp Data Fortress, they will be flooded with information on all the known victims. (NOTE: Of course, it WOULD be easier to just pay the corporation for this information, but what self-respecting console cowboy would do that?)

ARTHUR PAINDRAGON

SIN:	1774539-1	Real Name:	Arthur Perington
Born:	March 27, 1990	Died:	June 12, 2020
Place of Birth:	Glasgow, Scotland	Height:	5' 11"
Weight:	145 lbs	Hair:	(Actual) brown (most recent) green
Eyes:	Green		

• AFFILIATIONS

The Table Ground, a thrasher rock band. Former IRA involvement.

• MEDICAL HISTORY:

(2000) Surgery for shrapnel wounds. (2014) Legal voxbox implant. (2019) Kidney transplant at Crisis Medical. (2019) Checked in to Jim Morrison Dependency Clinic.

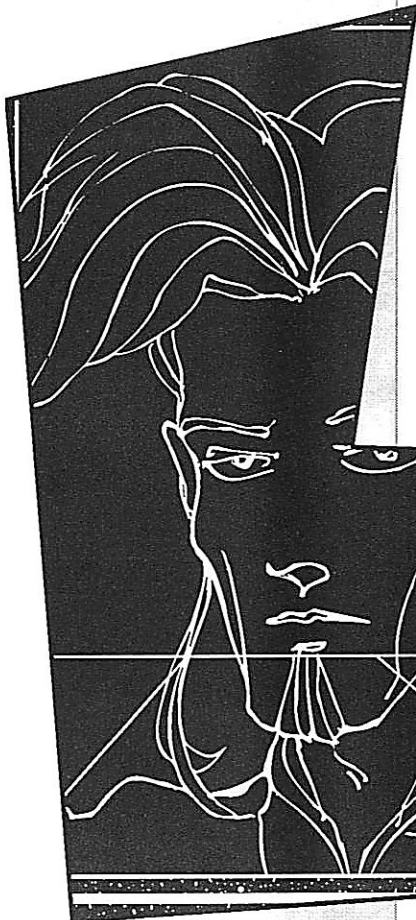
• CRIMINAL RECORD

Two arrests for unlawful public protest.

JENGIS KWAN:

No records.

No SIN recorded.



IDENTIFICATION
PERINGTON, ARTHUR
BORN: MARCH 27, 1990
DIED: JUNE 12, 2020
PLACE OF BIRTH: GLASGOW, SCOTLAND
HEIGHT: 5' 11"
WEIGHT: 145 LBS
EYES: GREEN
HAIR: (ACTUAL) BROWN (MOST RECENT) GREEN

RAD RUNNER

SIN: 1635428-8 (Invalid after 2018; no records on file past then)

Real Name:	Hector Montoban	Born:	May 11, 2002
Died:	October 17, 2019	Place of Birth:	Night City, USA
Height:	5' 4"	Weight:	112 lbs
Hair:	Silver	Eyes:	White Cataracts

• AFFILIATIONS

(pre-2018) Keller Institute for the Blind. EMB Computer Users Club. (Post- 2018) Unknown.

Medical History: Legally blind (2015) Experimental optics surgery; transplants rejected. (2016) Appendix removed.

• CRIMINAL RECORD

None known.

KRISTA GALE

SIN:	1798422-8	Real Name:	Jessika Carlini
Born:	December 2, 1999	Died:	March 7, 2019
Place of Birth:	L.A. Basin, USA	Height:	5' 7"
Weight:	101 lbs	Hair:	Black
Eyes:	Blue		

• AFFILIATIONS

Julliard's School of the Arts. Unnamed Nomad pack.

• MEDICAL HISTORY

(2015) Metal legbone replacement. (2018) Lung transplant (suffered from a collapsed lung). (2019) Full bodysculpt.

• CRIMINAL RECORD

14 unpaid parking tickets.

LT. TYGER BAKERFIELD

SIN:	3541129-5	Real Name:	Jason Bakerfield
Born:	July 4, 1995	Died:	September 30, 2019
Place of Birth:	Detroit MI, USA	Height:	6' 1"
Weight:	185 lbs	Hair:	Blue-black
Eyes:	Black		

• AFFILIATIONS

Night City Metro Police.

• MEDICAL HISTORY

(2012) Surgery for bullet wounds. (2014) Broken leg. (2015) Diagnosed with colitis.

• CRIMINAL RECORD

None.

JUST THE FAX...

HOSPITALS

Two medical Data Fortresses in Night City will offer more information to the players: one at Crisis Medical (B4 #14 in the Med Centre Zone, Night City Sourcebook), and one at Sekure Medical, a private (and quasi-legal) medical practice. See the sourcebook for game stats.

The Sekure Medical Fortress Map can be used as a basic template for other private clinics in the city, should players decide to wander.

In public hospital records, players will find much of the information listed for InfoNet above, except for Criminal Histories and Affiliations. In the private patient records, they will find information on three other victims of the murders who were not publicly announced:

VEKTOR

Real Name: John Taggart Born: Unknown
Died: December 11, 2019 Height: 6' 4"
Weight: 247 lbs Hair: Bald
Eyes: Chromed

• PERSONAL INFORMATION

[Password Protected] Breaking in will reveal his affiliations to an Arasaka Solo squadron. His medical history reads like a book: many cyberwear implants, innumerable wounds, patch-ups and surgeries. His most recent operation was a fang implant.

"MAGGIE"

Real name: Unknown Born: Unknown
Died: July 2, 2019 Height: 5' 2"
Weight: 88 lbs Hair: Brown
Eyes: Blue

• PERSONAL INFORMATION

Unknown. Rumors of a criminal record.

Medical history: (2019) Emergency lung transplant. Lung punctured by bullet wound.

Sekure files mention that she was brought in by 2 Corporates, who paid for her operation. NOTE: While the events mentioned are true, this is still a red herring to pull players off the trail.

ALEPH GRAEDINGER

SIN: 6447311-6 Born: August 6, 1990
Died: May 4, 2020 Place of Birth: Kyoto, Japan
height: 5' 9" Weight: 137 lbs
Hair: White Eyes: Amber

• PERSONAL INFORMATION

Militech executive, Field Research Branch.

• MEDICAL HISTORY

(2018) Skinwatch, biomonitor implants. (2019) Skin grafts for burns.

Also in the Sekure databases is Lt. Tyger Bakerfield. He came to them for a colon transplant; colitis threatened to remove him from active duty.

If players decide to follow the possible medical angle, run *Chapter 4: Dissecting the Puzzle*.

FRIENDS AND FAMILY

If players think of it, they may be able to find some of the following information from those who were close to the victims.

THE TABLE GROUND

This was Arthur Paindragon's band. The 3 surviving members will be found holed up in a Combat Zone bar, trying to figure out what to do with their careers.

They don't want to talk about what happened to Arthur, but if they are pressured to speak, they will admit that Arthur was deep in debt with the Yakuza. He had been borrowing eurobucks from them to help pay to maintain his Flame addiction. He was so badly hooked on the drugs that his insides were being eaten away. In fact, if he hadn't gone to a dryout clinic, he'd have been dead within a few months anyways.

Players will notice that the band members seem more bitter than sad; Arthur was the real star of the band and this concert would have helped to reboot their careers. Without him, they're all washed up.

THE MONGOL HORDE

What information Jengis Kwan's gang could give is listed under *The Gangs*, above (see p. 14).

RAD 'RUNNER

There is no existing evidence of anyone close to this Netrunner. The players' best chance to find out anything about him would be to surf the Net and see if any of the Netheads knew him.

A lot of what they will be told is nonsense. The stories other Netfolk have heard of Rad 'Runner, more often than not, were myths he concocted himself. Stories that make him out to have been a computer Shaman, a Net Exorcist.

If they try bribing one of the travelers, though, they may get some concrete information. One of the things that they may hear is that Rad was physically blind in the meat world. Another was that he'd just finished a contract for some secret Mr. Moneybags. Both of these are true.

KRISTA GAYLE

For the most part, Krista's Nomad family have little really to tell about her, other than that she's greatly missed.

Other dancers will be able to talk about her grace and beauty, but again, nothing will be found of use to the case.

"MAGGIE"

Outside of the rumors that players might be able to hear on the streets, it will be almost impossible to find out anything else about the dead bag lady. Her Nomad Pack is one of the most mobile and none came forward to claim her remains, making it impossible to figure out who she belonged with.

JUST THE FAX...

ALEPH GRAEDINGER

Players may try speaking to executives at Militech, or the personnel manager, about Aleph.

They will be told that all information pertaining to Militech employees is confidential; of course, a large enough bribe may change the answerer's mind. If not, players can always hack into Militech's Data Fortress. Bribing has less of a chance of being lethal, though.

They will be told, off the record, that Aleph was working on a new biochemical project — hush-hush, supersecret stuff. Not even rumors about the experiment got out.

Hacking in through the Net should reveal that he was working in a lab, trying to synthesize a more stable form of Flame for military use.

LIEUTENANT BAKERFIELD

The Lieutenant worked at MetroCop precinct 14. Getting information from the police on another shield, though, is almost impossible. Bribery will not work because half of the police are *already* on some corporation's payroll to be quiet!

If any of the player characters are Cops, they can try to convince their fellow Officers to help out. Make an Authority check versus 15. If the player succeeds, a friend of Bakerfield will speak to them in private.

They will be told about Tyger's gut trouble, and how he'd been up for a physical evaluation, to decide if he could remain in the field.

If the player Cop is convincing enough about the importance of their mission, they will be able to have access to the file on Tyger's last case. He was looking for a warehouse, deep in the Combat Zone, where rumors led to an illegal drug factory producing Flame. The file lists the alleged location.

If players decide to investigate the drug operation, run *Factory Aflame* as the next encounter.

VEKTOR

His strike team was unknown, and all information on it is sealed in Arasaka's Fortress, with tons of Black IC. Trying to find out more about this particular victim is a dead end.

GRAEDINGER,
ALEPH

TABBARI,
JOHN

BAKERFIELD,
TYGER

GANG BANGING

Xiao Mak looked upon her devoted soldiers, swaying in a trance before her feet. Her Ogouns, brave Warriors of the Flame, ready to die for her with but a word. They believed — knew — that she could raise them again if they fell.

She held up a fetish in the air in one hand, a silver pin in the other. The fetish was a figurine of straw in the form of a man. Pinned to the chest was a photo of a teenager, the next intended victim of her voodoo powers.

She concentrated upon the straw within her hands, focused her mind, and began to chant:

“Ogoun, Loa of Fire, I call on you! Give me a taste of your power, blessed by Damballah, sweetened by Erzuli! Join with me, make me one with your flame!”

A spark flashed from the tip of the needle and it began to glow. She plunged it into the fetish, the needle now glowing like a small star. Foul black smoke streamed from the straw, which grew to a flame. It flowed over the fetish, consuming it whole in seconds.

“Ogoun gives his blessing, and another enemy falls!”

Her soldiers cheered, chanting her name. Not Jian, her spirit name: Maman LeBeau. With each death, each victim to ‘Crashpoint’, her hold over them grew, their loyalty a charm of power from Erzuli herself.

She smiled. “Ogoun is good,” she mumbled, while shaking the ashes from her hands. No one heard; it was drowned out by the drumbeats.

Maman LeBeau is a fake. She *does* have power, however; she’s gifted with pyrokinesis, but only powerful enough to ignite small objects. In her deluded mind, she actually believes that she has been given the power by the loas of voodoo myth; in reality, she was born with an unusual talent, unleashed by pain. With the death of her parents at the hands of Arasaka mercenaries, she has been plotting revenge: to raise a fanatical army to storm the corporation and destroy it, one branch at a time.

A foolish plan, but not to one who is touched by the Gods.

Her “warriors” number but 30 so far, brought in with promises of magical rewards and other supernatural falsehoods. She has taken credit for all of the “Crashpoint” deaths of the past year, and her abilities have convinced them that she possesses *real* power, convinced them enough that they will do anything for her, confident in her abilities to shield them from all harm.

GANG BANGING

One thing that will become very clear to players, especially those with any knowledge or interest in the occult, is that LeBeau's talks of the voodoo loas and spirits is total bull. It is a mishmash of faiths, false information and outright delusions. Only a doped up gang-banger could believe in this without hesitation; only a madwoman could believe in herself enough to think that this was true.

Careless players, though, will not live long enough to use this information. The Ogouns are a sham, but they are still dangerous.

HOOKING THE PLAYERS IN

If the player characters have been searching for the Ogouns, but have found no leads (either by getting wrong information from the gangs or not asking any), you can use the following encounter to get them on the right track:

LOCATION

Any street the players are walking on in the Night City University District.

ACTION

You are walking through the city, looking for clues to the hangout of the Ogouns. The trail is nitrous oxide cold.

"Are you looking for the wisdom of Legba, my brothers? Perhaps I can help you!" The voice is rich and powerful. You look to the source, and see a man and a woman in front of you on the street. They are dark skinned, Babylon dark. Probably from Africa, or the West Indies, judging by the accent of the man's voice. They look similar enough to be brother and sister.

The woman speaks. "The loa have spoken to Maman about a band of the faithless who seek the Way. We have already found it, and want to share with others. I can see the strength of Damballah in you is strong. Come, join us."

You can tell that the man isn't armed, but he is large; probably a brawler. The woman, while more petite, moves with a praying mantis' grace. These are not people to mess around with.

The two are Lisa (the man) and Maui (the woman), two of Maman LeBeau's sublieutenants. Maman has heard from the street that the players have been looking for her. Believing that the loa are protecting her gang from harm, she ordered them to "recruit" the people searching for them.

The *Sourcebook* section has game stats for both Lisa and Maui.

Maui hopes that the players will try to fight; she has not had a chance to test out her cyber "gifts" for weeks. Lisa, on the other hand, is more concerned that she could get hurt; to help prevent this, he brought along 5 gang members as backup. The latter are hiding behind a building in the alleyway, waiting to see if they are needed.

REACTION

If the players decide to threaten the twins physically, they will have no qualms about beating the runners unconscious and dragging them back to the Ogoun compound.

If the players start shooting at them, they will dodge behind their backup. The gang members will try to corner the players with gunfire. If they succeed and the players surrender, they will be brought back to the compound as prisoners. If the players refuse to surrender, Lisa will have no choice but to order them killed. Maman can always bring them back — or so he thinks.

If Maui gets killed by the players, Lisa will go into a berserker rage and try to rip the players apart with his bare hands.

CONTINGENCY

If the players kill all the gang members they face, then they will be no closer to finding the Ogouns than before. The GM should try his best to keep Maui or Lisa — or both — alive. They are important to show that not all of the gang are insane, nor necessarily fanatics either. The twins are there more because of familial devotion than any other reason.

THE LOA'S LAIR

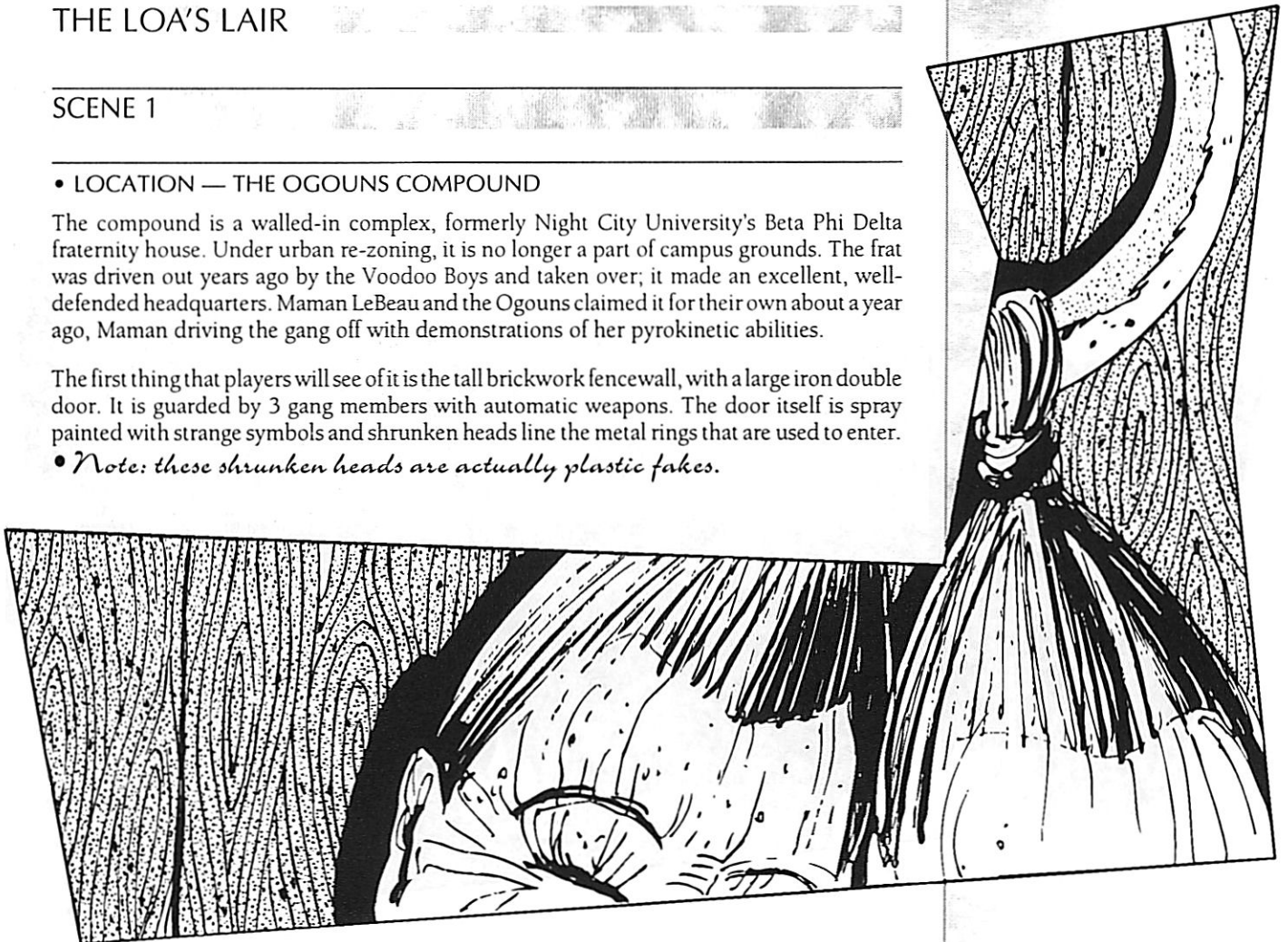
SCENE 1

• LOCATION — THE OGOUNS COMPOUND

The compound is a walled-in complex, formerly Night City University's Beta Phi Delta fraternity house. Under urban re-zoning, it is no longer a part of campus grounds. The frat was driven out years ago by the Voodoo Boys and taken over; it made an excellent, well-defended headquarters. Maman LeBeau and the Ogouns claimed it for their own about a year ago, Maman driving the gang off with demonstrations of her pyrokinetic abilities.

The first thing that players will see of it is the tall brickwork fencewall, with a large iron double door. It is guarded by 3 gang members with automatic weapons. The door itself is spray painted with strange symbols and shrunken heads line the metal rings that are used to enter.

• *Note: these shrunken heads are actually plastic fakes.*



GANG BANGING

- MAP KEY (SEE MAP SECTION, P. 89)

- THE INNER COMPOUND

- 1- The walls. They are about 15' high, made of solid cinder block. They have an SP of 10 and can take about 10 points of damage before they break, leaving a nice gaping hole.
- 2- The doors. They have an SP of 20. Voodoo symbols and fake shrunk heads adorn them. 3 members of the Ogouns are guarding them. Use the generic Ogoun stats from the *Sourcebook* section.
- 3- The Inner Courtyard: A large, sprawling driveway leads up to the one building. It is flanked by lawns that may have once been maintained well; now, they are full of crabgrass and weeds, strewn with garbage and discarded clothing.

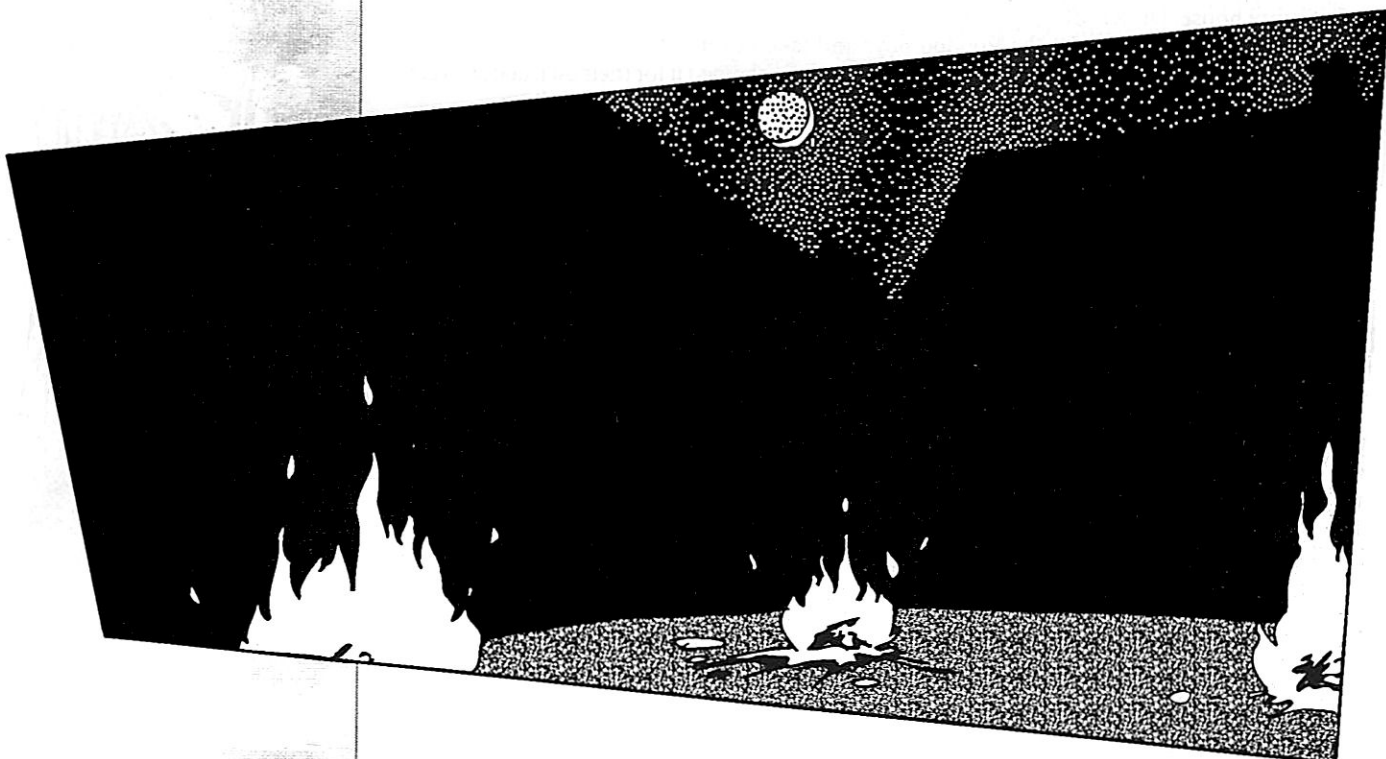
The rest of the Ogoun gang will be found here. There are also bonfires of varying sizes, or the leftover charcoal if players enter during the day.

- 4- The platform. Maman LeBeau sits here to watch her people celebrate or to perform one of her "miracles". It is a wooden stage (SP 10) with a red cloth covering. On top are a sofa, possibly taken from inside the building, and a brazier.

When LeBeau is here, the platform is surrounded by the 4 zumbies as guards. Shango usually stands at one side of the platform to cover Maman if there is any trouble.

- 5- The house. In its day, this two-story house was one of the finest buildings off the University campus. It now shows the signs of neglect.

It is made of light grey brick, with large pane windows facing the front on the first floor and a series of smaller ones on the second. Some of them are broken. There is an arch above the doorway, with the faded remnants of the fraternity's Greek letters. All of the front is covered now with more of the same strange graffiti as the front gates.



• THE HOUSE — 1ST FLOOR

- 1- The Entrance hall. A long corridor leads to a staircase to the upper floor. The hall is lined with paintings and holograms of well-known fraternity alumni. They are now all covered with spray-painted symbols and gashes. There are some empty spaces where paintings have been pulled down.

There are two doors in the hall immediately near the entrance. The left one is for the dining room, the right for the recreation room. There is another door to the rec room around the far right side of the hallway corridor. Both rec room doors are chained up. (Chains are SP 8.)

- 2- The dining room. This was once an elegant room, with baroque-styled wooden carvings and statuettes on the walls and antique wooden tables for esteemed members to dine.

Now, the carvings are broken up, the statues gone; they were used for firewood. The tables still remain, but parts of them have been sawed off for more kindling.

The room is mainly used now as an area to plan out gang strategy. There are maps of all the gang territories in Night City, as well as a layout of the local branch of Arasaka. Players in the know will realize that it is a very inaccurate map.

- 3- The Rec Room. This was originally a place for Frat members to relax, watch the latest vids, listen to music and talk. It is now used as a weapons locker.

The Ogoums have a disturbingly large cache of weapons here. Heavy SMGs, a few rocket launchers, even some high-powered explosive devices.

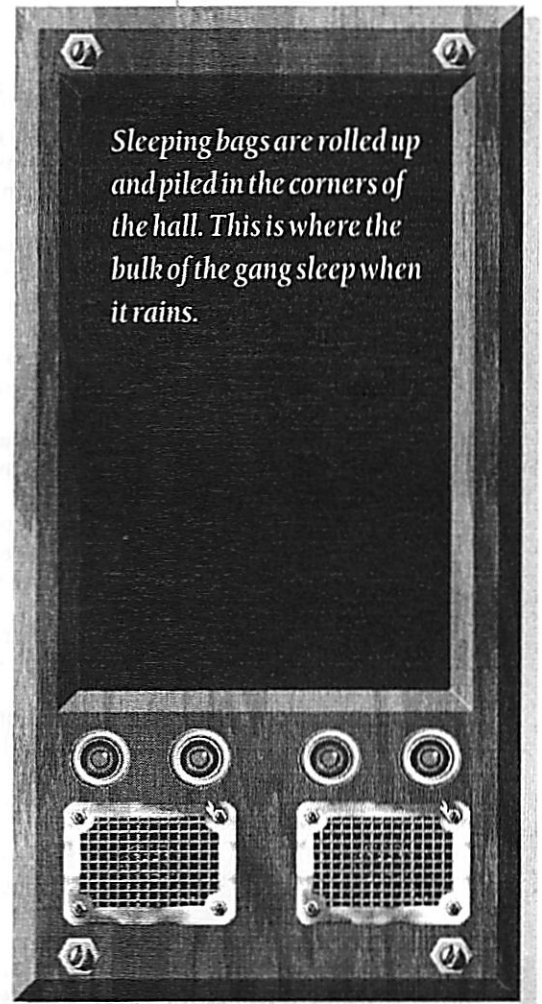
- 4- The Kitchen. This is also in major disarray. There is a gas stove that does not look like it has been cleaned in a long time; in fact, the entire kitchen is a mess. The smell of rotted food fills the air.

The fridges are mostly filled with beer and some hot dogs, nothing else. The cupboard is being used as a temporary shed to store the chickens often used by LeBeau in her rituals. Players with weak stomachs will be sick from the smells.

If players search around, they will find a hatch concealed in the floor, with a ladder underneath. This is the way to the building basement.

- 5- Cook's Quarters. This used to be someone's living quarters. It has been stripped of anything of value and is currently empty.
- 6- Huitaca's Study. This used to be the fraternity library. Some of the books are still intact.

Huitaca uses this room as a place to run the Net without distractions as well as to get away from the craziness that she has gotten herself into by joining the Ogoums. Her cyberdeck is here, as is a portable vid-screen and a sound system.



Sleeping bags are rolled up and piled in the corners of the hall. This is where the bulk of the gang sleep when it rains.

GANG BANGING

• THE HOUSE — 2ND FLOOR

The dorms. This floor has 16 rooms, used as living quarters for the frat. The 4 corner rooms are larger — one each for the President and Vice-president to live in greater comfort, the other 2 providing sanitary facilities.

Some of the gang members sleep in the lobby here during rainy weather, if there is not enough room downstairs. Most of the rooms themselves are empty, except for the separate quarters that Maman LeBeau and her Lieutenants have claimed for themselves.

- 1- Huitaca's room. A poster of Kerry Eurodine is on the wall above a metal cot. There are very few ornaments or decorations in the room, except for a photo of Huitaca and her old gang on the dresser.

Hidden under some floorboards is a credstick worth about 10,000 EB. Huitaca has been planning to run away from the gang as soon as a good chance presents itself.

The closet has very few items of clothing in it. Everything is already packed for a quick getaway.

- 2- Shango's room. Same furniture. A set of crossed spears hang on the wall above the bed, a souvenir from Shango's days with the Sacred Blades. Lightning bolts are spray-painted on the walls.

Hidden under the cot is an Arasaka Minami 10 — Shango is a very careful man. There is also a mono-dagger hidden under the mattress near the pillow.

- 3- Maui and Lisa's room. Lisa insisted that one of the larger rooms be given to him and his sister. He feels more comfortable sleeping a few feet away from her, to be sure that she is safe. They also have separate quarters for the occasions that they want privacy with a lover. Lisa does not like this. Brotherly concern. Maui ignores it, of course.

Lisa's bed is very well maintained, the covers folded up neatly. Maui leaves her covers wherever they land when she wakes up.

A photo of an elderly African couple stands on the dresser — their parents. Lying next to it is a half-started letter, apparently to them; it looks faded and old. Lisa started to write to them, years ago, to tell them that he and his sister were doing okay in the States, but their deaths stopped him from continuing. He held onto it anyways, as a reminder of happier times.

- 4- Lisa's private room. The only furniture in here is a small cot. A thin layer of dust implies that it has not been used for awhile.

- 5- Maui's private room. Same furnishings as Lisa's room, except that a lamp with a red light bulb lies on the floor at the foot of the bed. Red silk sheets are stapled up in front of the bed as well.

- 6- Maman LeBeau's room. Two zuvombies stand guard outside here whenever Maman is sleeping. They have orders to attack anyone who comes too close to the door — so the rest of the gang give it a wide berth.

The room itself is the fraternity President's suite. The bed is an ornate four-poster, one of the few furnishings here that was not wrecked when the Ogouns took over. The furniture is genuine Louis XIV replicas.

The walls, in contrast with the elegant furnishings, are a chaos of scrawled sigils and symbols. One wall is covered with screamsheet clippings of Arasaka business, as well as photos with X's crossed through them in red (these are photos of the Crashpoint victims).

- 7- Public showers. These were used as a common bathing room for dorm members. The room is blue tile. There is a row of shower heads lining the far wall, as well as dividers if the frat members wanted a degree of privacy. There is enough room in here for 4 people to shower at once.

The showers are only used by Maman LeBeau and her lieutenants. Maman showers alone, unless she desires the company.

- 8- Bathrooms. A row of 5 stalls line the outer wall to this room. There are 5 sinks on the inner one and a small cupboard for paper towels, soap, etc.

• THE BASEMENT

The basement is one large room, originally used as a wine cellar. All of the bottles were used up already, leaving shards of broken glass and wood shavings all over the floor. The wine racks were used for the fires.

If the players attacked the gang, Maman LeBeau will have run down here to the hole in the northwest wall. This leads into the city sewer system. If she did not make it this far, they will find the hole boarded up.

• ACTION

You see a building, barely visible over the top of a concrete wall. The sounds of chanting and drums can be heard from within. It has a gate, guarded by 3 armed men.

From the shrunken heads hanging from the doors, you can infer that what goes on within these walls is probably a bit nasty. Either you've found a hang-out for the Voodoo Boys — which would mean that they're no threat to you — or, you've found the Ogouns. The mere fact that they're still an unknown means that you should keep on your toes...

The guards will challenge anyone who tries to enter. Use the stats for Generic Ogouns from the *Sourcebook* section. Each is armed with a BudgetArms Auto 3 heavy autopistol.

It will be obvious to the players that the only way to get into this building easily is by going through these gang members.



GANG BANGING

• REACTION

These men are fanatics to Maman LeBeau's cause, thanks to her detailed indoctrination and show of power. They fully believe in her power and her promises that she has made them invincible.

To that effect, they will not prove easy to intimidate, should that be the way that players try to enter the compound. Physical force and promises of pain will leave them nonplussed, but they will also shoot if the players push the issue. Note that any gunfire outside the compound will alert those inside to trouble. They will grab the nearest weapons and prepare to kill anything that comes into the compound.

Bribery will not work on these men either; they give everything they own to Maman LeBeau; she, in turn, cares for them. Odds are that the players have nothing that they need.

If the players fought and chased off Maui and Lisa in the previous encounter, then the guards will have their descriptions and orders to shoot on site.

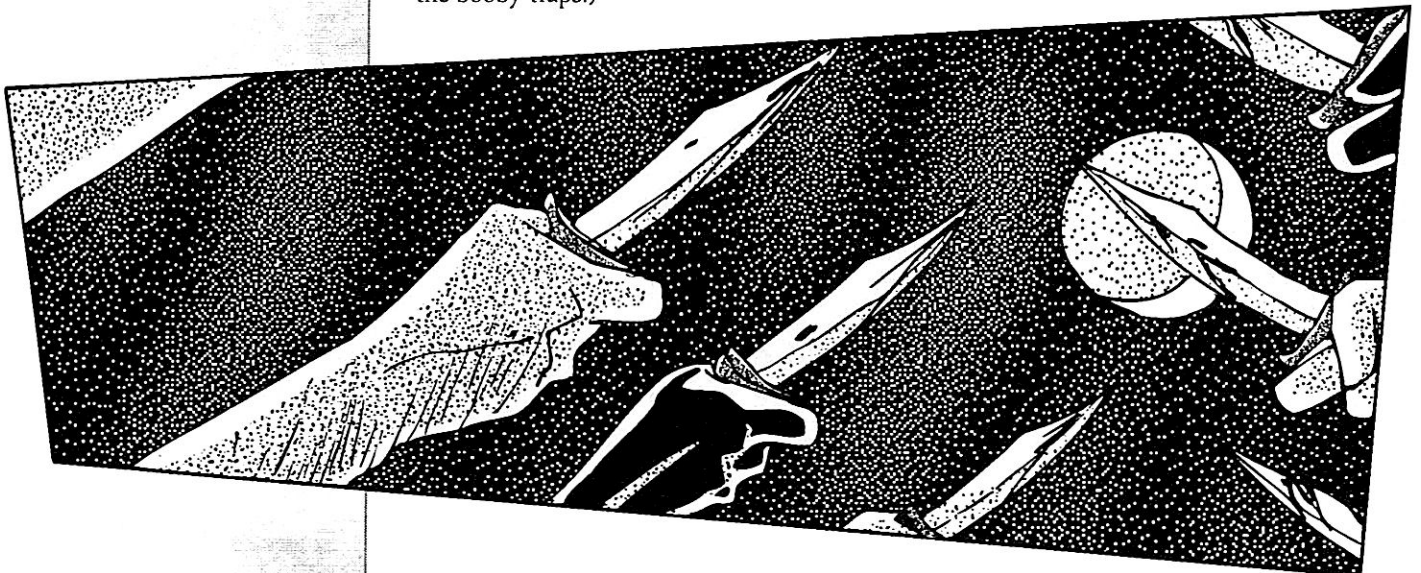
Players may try the subtle approach: they may claim to want to join the Gang. If this is the case, one of the guards will radio inside, so that a proper "rite of initiation" can be prepared.

The initiation consists of walking through a line-up of gang members, one to each side, 12 members long. Each has a knife, wrapped with charms and stained with old blood — in many cases, their own. As the players will walk through the line-up, everyone in turn will wave their knives over the characters while chanting. They believe that they banish the power of "bad loas" from influencing their new members. <<Script Font>>Note: while they're doing this, Maui and Lisa are running weapons scanners over the players from behind. Once the initiation is done, the twins will ask the players to hand over anything that is "tainted by bad influences" — their guns, knives, and other weaponry, of course.<<End Font>>

• CONTINGENCY

If players decide to find another way into the compound, such as climbing the walls, let them try. The top of the wall has been wired with pyrotechnic devices to help Maman LeBeau's shows of power. A careless player may end up setting off one of these devices, taking 2d6 of flame damage in the process — and alerting the gang members inside to their presence.

If they make it through, read to them the description of the inner compound; they'll see more of it from the aerial view. (Players can make an Awareness roll vs. a Difficulty of 5 to notice the booby-traps.)



SCENE 2

• ACTION

Except for the chrome and wires everywhere you turn, it feels like you've stepped back into a more primitive age.

Bonfires of varying sizes circle a boarded up building. Dancing — and, in some cases, coupling — around these fires are dozens of people of all stripes. They're all naked, except for the painted symbols on their skin.

Some of the revelers are still clothed, in gang colors. You recognize Voodoo Boys and Sacred Blades. They, too, dance around in wild abandon.

The sounds of singing and chanting meld with the constant noise of drumbeats. Looking around, you can see speakers attached to the corners of the compound, to amplify the sounds of the musicians in the center. They pound upon ancient tribal drums, not synths. They too seem entranced by the mood.

Far at the end of the compound, flush against the entrance to the building, is a raised dais. It's guarded by four almost robotic-looking men, chrome poking through the seams in their skin, eyes red like LEDs. On the dais is a woman, swaying to the beat of the drums. She appears to be an Oriental. Next to her is a tall, dark-skinned man. He looks around the compound warily, alert for any signs of trouble. He's polishing his arm while he looks — a cybersteel model with what appears to be a built-in cannon.

It's a primal orgy of movement and sound that you begin to feel in your own skin. It's almost tempting to join in...

The lady on the dais is Maman LeBeau, soaking in the devotion of her followers. The man standing near her is Shango, who makes sure that no reveler tries to attack her in a fit of passion — not that they would be likely to get past the cyborgs guarding the platform.

If the players passed through the initiation rites to enter the compound — and survived being bled — they will be brought forward to meet LeBeau and be welcomed into the gang. If they broke into the compound, they will have a fight on their hands.

• REACTION

Careful questioning may get them some clues towards her actual involvement in the Crashpoint murders. She firmly believes that they are of her own doing, but the fact that she knows little more than the names of her supposed "victims" makes that dubious.

Walking around and taking part in the festivities will allow players to discover more about the gang itself, and how it works. They had better have strong stomachs, though: among the activities that are happening around them are mutilation contests and chicken decapitations.

It will become obvious to players that the Ogouns and Maman LeBeau — while definitely being a dangerous, crazed group — are not in any way responsible for the murders that they are investigating. This entire line of investigation was a red herring.

If they shot their way in, it is a whole other matter how they will be received. They will run into a chaotic flurry of action, as 27 fanatics run to get guns from the weapons locker. Although disorganized, their sheer number makes them dangerous. It will take some extremely clever tactics and sheer dumb luck just to get out of this alive.

If they manage to make it near the dais, LeBeau will order the Zuvombies to attack the players. These 'borgs will not feel any pain and will fight until they are in tiny pieces on the ground. Meanwhile, Shango will be firing grenades into their midst.

GANG BANGING

• CONTINGENCY

If the players try to enter the compound early in the morning, when everyone is theoretically asleep, they will just see piles of nude figures asleep on the ground. Maman LeBeau has her own bedroom inside of the central building, where she is guarded by the Zuvembies. Shango himself usually sleeps just outside of the building.

Shango's a light sleeper and will probably wake up before the players get to the building itself. If so, he will sound the alarm and start to lob grenades at the player characters. Some of the cult gangers will get killed at the same time, but they are ultimately expendable; only Maman LeBeau is important.

The noise will be enough to wake up some of the sleepers outside. They will pick up weapons and join the fight as well. This will be a slow process, so players may have a chance to get out alive.

SCENE 3

• LOCATION — THE INNER COMPOUND

For a map of the Ogoun Compound, see p. 89.

ACTION

• *This encounter will happen if the players try to fit in with the gang for information.*

In the middle of the wild revel, a member of the gang walks over to the dais to speak to Maman LeBeau. You can't hear what was said, but it fills her eyes with fury. She scans her army, then points out a young lady sitting alone near a fire.

"There is a traitor in our midst! He tells me of the foul deceit of one of my own mounts. She pretended to follow the ways of our tribe, but lied! Bring her to me!"

The young Arabic lady is dragged, struggling, towards the dais. Her captors strip her of all her symbols and charms as they go.

There is sorrow in LeBeau's eyes as she faces the young woman. "Sweet Huitaca... why did you steal from us? You had all that you could ever want..."

The girl spits at Maman's feet. "You're crazy! I want to leave!"

LeBeau shakes her head, a cruel smile forming on her face. "Child, you know that there's only one way to leave the Ogouns — by meeting Baron Samedi. Purify her!"

Shango and another pour containers of something on the girl. The wind blows your way, and you recognize the smell, even though you haven't had much opportunity to be near it; it's gasoline.

Huitaca, the gang Netrunner, has had enough of the gang's insanity. She packed all of her stuff, and gathered some 10,000 EB to help her buy a ticket out of Night City, as far away from the gang as possible. Unfortunately, she got caught.

As a show of her power and authority, LeBeau has decided to kill her with Ogoun's fire. The gasoline helps the flame spread faster. The players have to decide whether they will intervene. If they do not stop LeBeau, then they will witness a truly gruesome display of her powers.

• REACTION

Lisa will not agree to this. He will come forward to beg Maman not to do this. His words will fall on deaf ears; he will start to push his way through the bloodthirsty mob towards the dais, to try to do something!

If the players try to fight their way to the dais, Lisa will try to help them. Any player with the Persuasion or Fast-Talk skill (who makes a darned good speech) can try to talk Maman out of killing the girl. The task is against a difficulty of 20. Success will mean that Maman lets Huitaca live — but she will be extra wary of anything they have in mind. If they fail, she will order Lisa and the players be locked up. This could set off a massive battle as the Ogouns try to capture the players. It can also be a messy battle if Maman pits the Zuvembies against a group of characters who have had their weaponry taken away.

If things work out, the characters will have 2 allies within the Ogouns. Huitaca knows the layout of the Frat House and the sewer exit as well (that is how she was planning to leave), and can show the players where it is, either to escape or to track Maman during hers.

• CONTINGENCY

If things get too hairy (the players try to kill LeBeau), then Shango will start lobbing grenades at the players through the gang, as described above. Meanwhile, Maman will head for the safety of the house, until she can see what happens.

This encounter is meant to drive home how thoroughly sadistic the leader of the Ogouns can be, and to further cement the fact that not all of the gang members are for this venture 100%. It gives them an opportunity to gain some valuable allies, who might be able to get them out alive.

If the player characters fail to defeat Lebeau and the Ogouns, they may be rescued by the cavalry, of sorts. The Night City University police hit the compound in force; although it is no longer a part of University grounds, having a dangerous cult/gang so close by has finally made them nervous enough to do something about it. Use this option only if there's absolutely no way for the characters to survive this encounter.

Should the players actually manage to hurt the gang and get past both the Zuvembies and Shango, Maman LeBeau will try her best to escape. Inside the building itself, there is a bolt hole leading into the sewers. If forced to take this route, she will take some time to pour a can of gasoline outside the weapons room, and ignite it, then run through her passage. The compound itself will burn, and she will hope that the players believed she died in the blaze.

If she does survive, she will restart the Ogouns elsewhere in the city. This time, she will gather a tougher gang.

If she saw the player characters faces, then she will use her new gang as a way to seek revenge as well. The players will have made an enemy of a psychotic, charismatic leader, with strange abilities — a potentially lethal combination.

If players manage to defeat the gang AND kill Maman LeBeau, they may believe that they have solved the Crashpoint murders. If they lost a friend, they may think that they have gained revenge.

Two nights later, another victim will be reported. The players were wrong.

Note that Lornier is conducting his own investigations, as secretly and covertly as possible. With a 9th death, he will start to speed up his investigations as well.

FACTORY AFLAME

Gooseman trudged towards the warehouse, one eye on the street, his comm scanner listening to the police band. Last thing he needed was to get busted. Bad for business.

The guard at the door stared at him. He'd been here every night for the past 3 months, it was always the same guard — but he still stared the same way: like someone would look at a corpse.

Gooseman snorted. He pulled in more money in a day than Mr. Stare probably did in a week. Besides, only idiots stand around to be shot at!

“Hello, choomba. Is the boss in?”

Mr. Stare just continued doing what he was best at. “Always,” was all that he decided to grunt. The metal door started to slide back to let Gooseman in. Monosyllabic guards and mastoid commos. Weird mix.

Inside, more thyroid cases waited, with scanners in hand. Same old drill. Check your egos — and your weapons — at the door. Goose handed over his Kendachi.

“Hope the new goods are ready, man. I got a dozen anxious folks on the street just waitin’ for a taste...”

A suit came over with a small case before the dealer could finish. Still not talking. Lots of sparkling personalities here. He opened it up to show that all the goods were intact.

Flame. Liquid fire for the nerves. Addictive, hot, and expensive. On the streets, guaranteed cash-soy.

The Goose handed over his cred card and the suit passed it through a payment machine. Business done.

“Guess you’ll never tell me what’s in this stuff?”

The suit smiled. “Try it yourself.”

Gooseman didn’t like the look on this Corp’s face; he started leaving, but strong hands held him in place.

“I meant it,” the Corp continued. “This is our newest formula. Completely untested. You’re here, you’ve paid for the product... might as well get your money’s worth.”

Goose struggled to get away, but it wasn’t happening. One of the guards pried his mouth open and poured the stinging liquid down his throat. He felt his body temperature going up and his skin tingled, as if he’d gotten a bad sunburn. Then, his cortex flared nova and he died.

The suit frowned. "Too strong. We'll have to try again, next small-fry player comes in."

Flame is a dangerously addictive new drug on the street, one that has touched the lives of many people, including at least 3 of the Crashpoint victims. The players' investigations may lead them to believe that this is the elusive connection between the murders they have been looking for.

The players will have information on the processing warehouse's location from Lieutenant Tyger Bakerfield's casefile, if they were lucky enough to discover it during their investigations.

SCENE 1

LOCATION — DRUG WAREHOUSE

This building is in the grungiest heart of the Combat Zone. It is well defended; there are two guards stationed at the front door, and two patrolling each side of the building. All keep in constant communication with mastoid commos. No one is covering the roof, though.

MAP KEY (SEE MAP SECTION, P. 90)

- 1- The entryway. A large aluminum gate is the way into the building. It is hinged to roll open to the left. It is only SP 2, so it will not be that difficult to blow open, if needed.
- 2- The business zone. When people come in, they conduct all their business here. A wire fence with two wire panels separates this area from the main workspace.

Two guards are stationed immediately inside the entrance. They scan everyone who comes in with metal detectors for hidden weapons. Whatever they find, they will ask to be given over, as well as any obvious armaments like guns.

Little else is found in this area; dealers come in, conduct their transactions, get their consignment of Flame, and leave.

- 3- Boss' Office. When this was actually a factory, this office was used by the main foreman to coordinate company operations. Now, it is being used by a Corporate Exec from Militech to coordinate the Flame operation.

The office is sparse, in terms of furniture. There is an old metal desk, with a Celphone and mini-computer on it. A calendar is tacked to the wall with many confusing scribbles on it. The desk drawer has a small digital transaction machine in it when not in use.

There is a shatterproof window in the office, looking out on the business area. It is SP 10.

- 4- The main work area. This is where all the Flame processing and production is carried out. It is a large area, with a maze of wooden crates all over the place.

Five feet overhead is a catwalk looking down on the entire workspace. One guard is assigned to watch everything from up here. The ladder to get up to the catwalk is in the northeast corner.

- 5- Mixing areas. A chemist works here to blend together the various chemicals that are part of Flame. The table is covered with condensers, filters and chemical beakers. A tray of storage tubes for the drugs is near the lower left corner.

The chemist who works on the drug is George Bell (INT 6, REF 4, TECH 7, COOL 3, ATTR 4, LUCK 2, MA 4 BODY 3). He has a small holdout pistol, but is in no way an expert with it. He will try to run if anyone breaks into the warehouse.

- 6- Chemical canisters. These three cans are filled with the mixed chemicals that George uses to make the drug.

They are heavily pressurized and will explode if they get too banged up. They are each SP 2. If they take too much damage, they will explode and scatter shrapnel. Treat like a grenade.

- 7- Chem "Lab". This used to be the furnace area of the warehouse. Now, it is used by another chemist to heat and mix the chemical bases that are part of Flame.

A table sits flush up to the back wall with various alkalines and bases for the chemist to mix into large chemical batches, then pipe them into canisters which are brought to George for final mixing. There are about a dozen empty canisters lying about.

Militech planned this as a 2 stage chemical process for one major reason: not having to pay higher salaries to one person for all the work. Both are cross-trained in the other's duties, though, in case something happens to one of them.

The Roof

Two large skylight windows look in on the entire operation. The planners did not worry too much about security compromises from here; only Trauma Team AV-4s will risk flying into the Combat Zone, and their sensors are not sophisticated enough to find much.

The windows are only SP 1, very easy to shatter. The catwalk below is 10' under them. The floor is down another 10 feet. Getting in through here would be very risky — especially if choomba misses grabbing onto something along the way.

ACTION

Players may try to talk their way into the warehouse, to see if this drug has anything to do with the Crashpoint murders. They may try to pass off as interested dealers.

If they present themselves at the gates, the guards will contact Ibsen, the Corporate inside, via commo. After a few moments, they will be brought in. They will go through the entire weapons check, removal, etc., before they are allowed in any further.

Ibsen will talk to them and listen to what they have to say. He will strike the players as a thoroughly unimpressive executive. He knows his job, he knows how to bargain when dealing, but that is pretty much it.

He will ask who the players are working for. What he does next all depends on their answer. If they imply that they are part of a much larger organization, or that they work for one of the serious players in the drug underground, he will try to negotiate a payment to keep them out of this territory. Militech could probably crush any opposition in the area, but that would cause too much publicity.

On the other hand, should he not recognize the players' "boss", or if they are not convincing enough, he will have his guards grab them, and then have them "test-market" one of the newer versions of Flame. Odds are that they will kill the players, keeping this factory secret.

Either way, Ibsen will be unwilling to reveal anything else about the production of Flame, nor will he be willing to show the players around the factory. The only way that they will be able to see anything more or avoid a drug overdose will be to fight their way.

REACTION

Trying to get in through force here is an almost suicidal task. With a second's sub-vocal warning, the 6 guards outside will converge on the business area, and the guard on the catwalk will cover the players from up top. Ibsen will make a break for the outside to get out of the way of any gunfire.

Unless the players have access to some mondo destructive cyberware, they may end up as lead containers pretty quickly.

While the fighting is going on in the entrance, the two chemists will be destroying as much evidence as possible. They will start to pour chemicals down the sewer drains in the floor, burn any actual notes and/or datachips, and trash all the equipment they can.

CONTINGENCY

If the players actually manage to survive a firefight with the guards, they will still find all of the important evidence in the factory damaged, if not completely destroyed. There is a chance, though, that some important piece of data was left intact. Have the players make a Notice roll versus a difficulty level of 25. Each attempt to find something will take an hour, because of the area that has to be searched. They will have four tries before Militech forces convene here to shut everything down.

If they succeed, they will find a datachip that was not banged up beyond use. It will have the formula for this version of Flame on it. See *Recipe Book* below.

SCENE 2

ACTION

The other approach that players can take is to simply storm the warehouse, guns blazing. They can try storming in through the roof — a very dangerous option unless they know how to fly. The least, immediately lethal method would be to bust through the front door.

The advantage to this approach is that the warehouse security forces will be taken off guard. It will take the outside guards about 3 combat turns to get to the front door, leaving only the two door guards, the two entrance guards and the guy on the catwalk to deal with — and players will still have their weapons in hand.

REACTION

The guards outside will rush to get into the building, taking time to get there. The inner guards will try their best to eliminate the intruders. However, targets that move and shoot at the same time always make things more difficult.

Ibsen will hide under his desk, hoping that the players do not notice him. The chemists will be trying to destroy everything in their mini labs, as mentioned in the encounter above.

FACTORY AFLAME

CONTINGENCY

Same as in the encounter above. Militech forces will convene on the warehouse as soon as possible and the datachip might be found by players.

RECIPE BOOK

The datachip will contain the formula for this version of Flame. It is too complex for the average person to understand; players with Chemistry as a skill can decipher it with a Skill Check versus a difficulty of 15.

Flame is a complex compound of a mixture of amphetamines, hallucinogenics and a steroid solution to heighten the user's perceptions and reactions. The formula will also be obvious as a work in progress, with several variations on the basic formula and notes on their effects. Many of them proved to be too lethal.

There is no mention of an incendiary component in the drug; this kills the theory that it may be responsible for Crashpointing.

INTERROGATING IBSEN

It is possible that Ibsen survives the players visit. It is also possible for them to catch him if he tries to escape. He has no knowledge whatsoever of the way out of this area; he has always been driven in by security forces.

If players decide to interrogate him, they will find out that this is just one of the various labs out in the City producing Flame. He will try to avoid mentioning his corporation's name, but with enough pressure, he will crack and admit working for Militech.

If players pursue this line of questioning, he will admit that he was a last minute replacement supervisor for this project. The original head man, Aleph Graedinger, was one of the Crashpoint victims.

Another loose thread tied up, but no solution here.

CONCLUSIONS

This encounter is meant to be an entire red herring, throwing the players off the trail of their investigations. It is intended to tie up some of the possible connections between Crashpoint victims, but will not lead the players any closer towards their goal.

They will have to backtrack on their investigations to figure out where they are headed next. Fortunately, there are enough tracks left to follow that they will not have lost the trail for good.

DISSECTING THE PUZZLE

By now, the players will suspect that the solution to this mystery lies hidden in the medical records of the victims. All of them had organ transplants in the past few years.

This section details what they may find out through both Netrunning and visits to the hospitals themselves.

INFORMATION FROM THE NET

LOCATION — THE NET

Each of the major medical facilities in Night City have their own Data Fortresses (Crisis Medical and City Medical Centre). The private clinics are on the Net as well, but are difficult to find.

Most Ripperdocs use Dataterms for all important work. They have their own personal Cyberdeck set-ups as well as at least one Runner on the payroll to maintain their personal records; however, they are not directly connected to the Net. For these, the players will definitely have to do some footwork.

ACTION

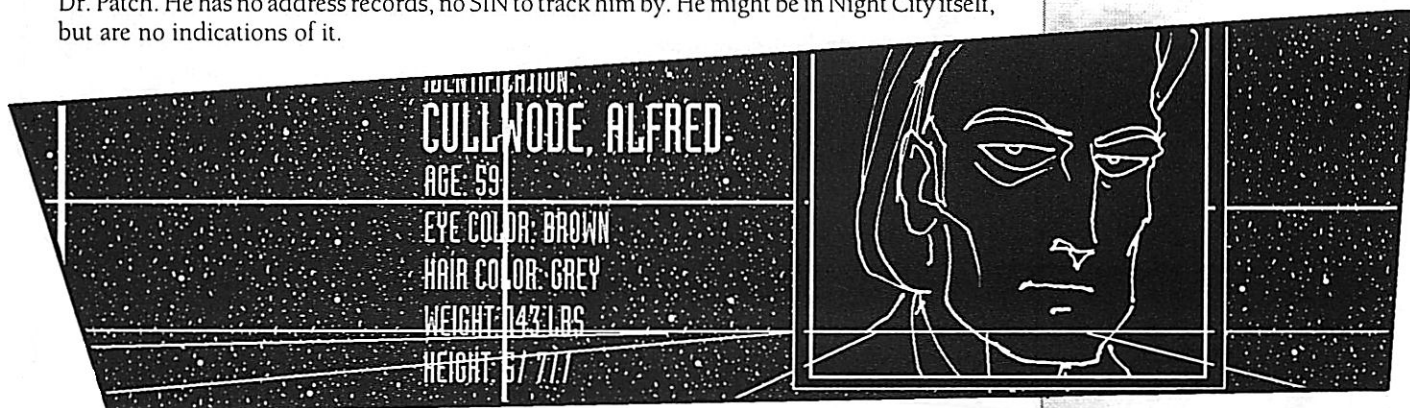
There are two possible ways for players to get through this encounter:

- They can have their own Netrunner jack into the Net and search through hospital Data Fortresses.
- They can visit the hospital, clinic, and Ripperdoc facilities, and try to get information directly.

REACTION

Players jacking into the Net will, after searching through the fortresses — and, hopefully, surviving the defenses — they will find that the organs that each of the victims had transplanted came from the same source.

It will be difficult to find, though; Runners will have to follow a trail of false names, dummy companies and phony donors across the WorldNet. It will ultimately lead to a man named Dr. Patch. He has no address records, no SIN to track him by. He might be in Night City itself, but are no indications of it.



DISSECTING THE PUZZLE

HITTING THE STREETS

If they visit the hospitals and clinics in person, they will find information more difficult to get, unless they are Cops. Police are the only ones allowed access to private patient files. Others will have to offer “enticements” (bribes).

If they do get access, they will find that records show all of the organs transplanted into the victims came from different donors and companies. This will lead them into some research on the Net, with basically the same results as above.

Private clinics will generally have the same reactions, only be more reluctant. Corporations do not like letting anyone see their personal files and no corp will allow unknown ‘Runners access to their data fortresses. Getting information here may need some force, brute or otherwise.

Ripperdocs, on the other hand, will be more than willing to help out for a price. They will try their best to make some money off the players, but negotiations involving their whereabouts and Police as bargaining chips will make them *very* eager to please.

If they go in person to Crisis Medical, they will also find out that one of their own AV-4 Ambulance Teams logged in as the attending medical officers at each of the (known) victims locations, and brought the ashes back there for study. Nothing was found from the ashes themselves, but the Ambulance Crew are on duty and are available to answer some questions.

LOCATION — CRISIS MEDICAL, AMBULANCE BAY

This is a special loading/unloading area for patients to be brought into the hospital.

ACTION

The players are directed to Scalpel and Gasser, the two-man crew for one of the AV-4 vehicles.

Scalpel is a tall, thin man with a shock of blonde hair and sharp features. Gasser is short, dark haired and nervous-looking.

REACTION

Scalpel and Gasser will answer any questions the players have concerning their arrival at the various death sites: the hospital was called by the police for a retrieval each time and they were sent because they are one of the fastest AV-4 teams working for Crisis Medical.

Gasser will comment: “Man. Freaky stuff. We had to pick up cans a’ ashes, not people. Not people anymore. Bodies we’re used to, right, Scalpel?” He will start giggling. Scalpel will glare at him, and will shut up. “Gasser’s a little too weirded out by this whole Crashpoint thing; it’s made him run off at the mouth a little too much — right, Gasser?” Gasser will just nod and stay quiet.

They will answer what questions they can, although they will be quite cautious in their responses. Gasser will not answer any questions that Scalpel warns him not to. They will not have any explanation for why they were at all the death sites, other than luck.

One thing that will be immediately apparent is that both men are quite nervous about something. They will answer questions with the least amount of information possible. Gasser will occasionally slip with some sort of cryptic remark about their “other job”, but Scalpel will cut him off and try to change the subject.

Finally, Scalpel's beeper will go off. They have a job to do and must leave.

It should be obvious to the players that these men are involved in something suspicious, although whether or not it has to do with their particular investigations is not clear yet; after all, suspicious things happen in Night City all the time.

If players manage to detain Scalpel and Gasser, they may try to interrogate the men further. Scalpel will refuse to tell anything more than he has; if the players hurt him in any way, he will threaten to press charges on them [Dr. Patch is owed many favors by the Big Boys for services rendered; he could get the players locked up.] Gasser, on the other hand, will break easily and rat on the whole operation.

They may try to follow the AV-4 to its destination. Asking at the dispatch desk, however, will reveal that they were not being sent out by the hospital at all; according to the dispatch clerk, Scalpel and Gasser tend to go off on their own fairly regularly. The hospital gives them some leeway in this regard because of their excellent record with Crisis Medical.

The dispatch clerk can try to find out where they are headed, although convincing him to search for the players will probably involve another bribe — this is confidential information. Logs will show that Scalpel and Gasser were headed towards the Upper East Side; they have not logged in the specific address.

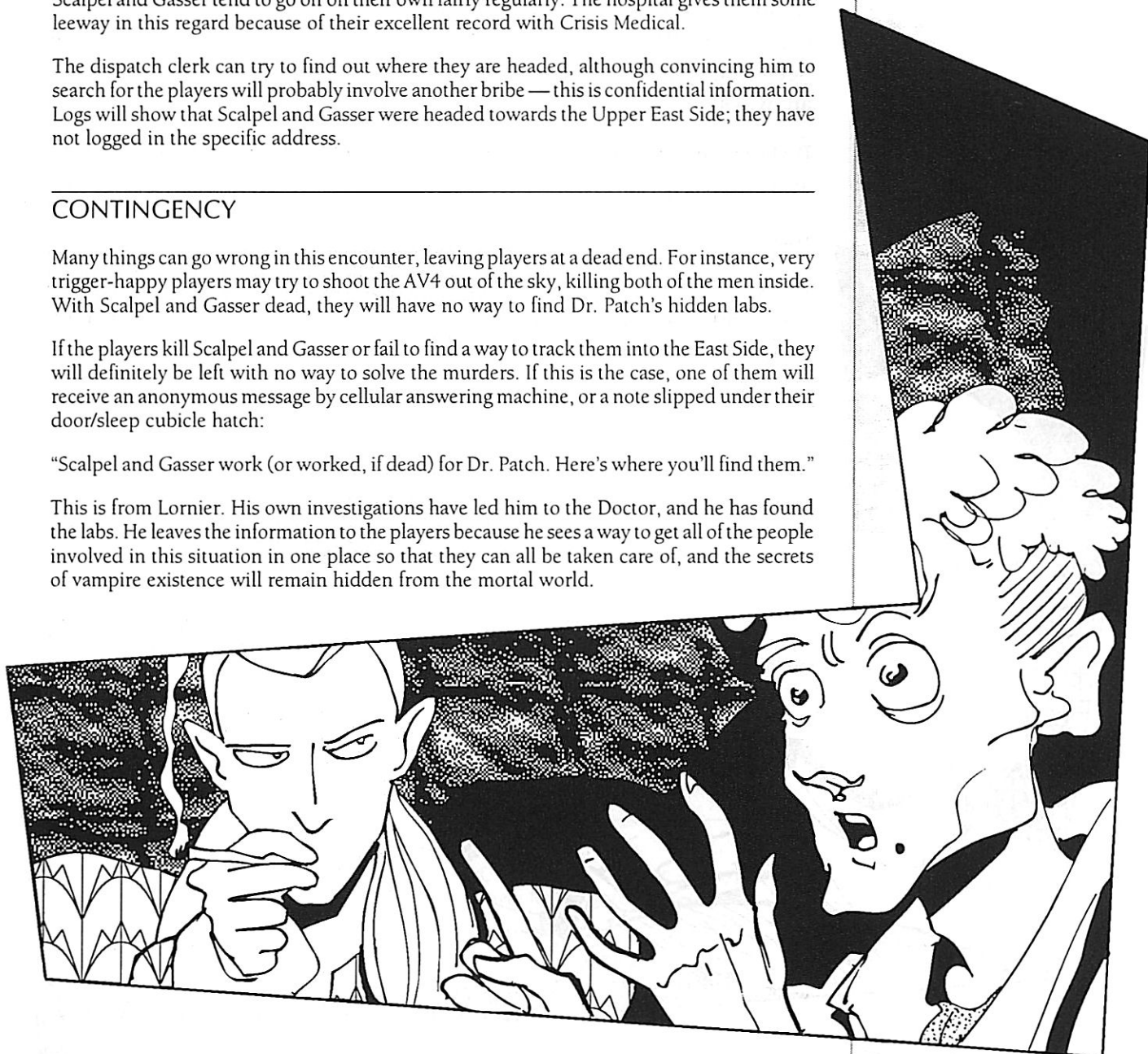
CONTINGENCY

Many things can go wrong in this encounter, leaving players at a dead end. For instance, very trigger-happy players may try to shoot the AV4 out of the sky, killing both of the men inside. With Scalpel and Gasser dead, they will have no way to find Dr. Patch's hidden labs.

If the players kill Scalpel and Gasser or fail to find a way to track them into the East Side, they will definitely be left with no way to solve the murders. If this is the case, one of them will receive an anonymous message by cellular answering machine, or a note slipped under their door/sleep cubicle hatch:

"Scalpel and Gasser work (or worked, if dead) for Dr. Patch. Here's where you'll find them."

This is from Lornier. His own investigations have led him to the Doctor, and he has found the labs. He leaves the information to the players because he sees a way to get all of the people involved in this situation in one place so that they can all be taken care of, and the secrets of vampire existence will remain hidden from the mortal world.



PATCHING UP THE SOLUTION

“Lights dim 30 %.”

Dr. Cullwode’s voice activated the circuitry in the operating room walls, dimming the light to a more acceptable level.

“Cue up Saint-Saens CD. Track selection 12. Play.”

The dramatic passion of Saens Danse Macabre reverberated through the air, filling the doctor with energy for the task at hand. His patient lay still on the table, unmoving. Not even breathing. No matter; that was irrelevant now.

He looked at his medical chart. Three broken ribs. One had punctured the kidney; pity. Laceration of the heart, but nothing serious enough to need reconstruction. Eyes damaged, but they were cyber-implants anyways; not important.

Picking up a perfect MonoScalpel in his right hand, he started to cut away all irrelevant tissues, his arm moving to the rhythms of the music.

Business as usual for Dr. Patch.

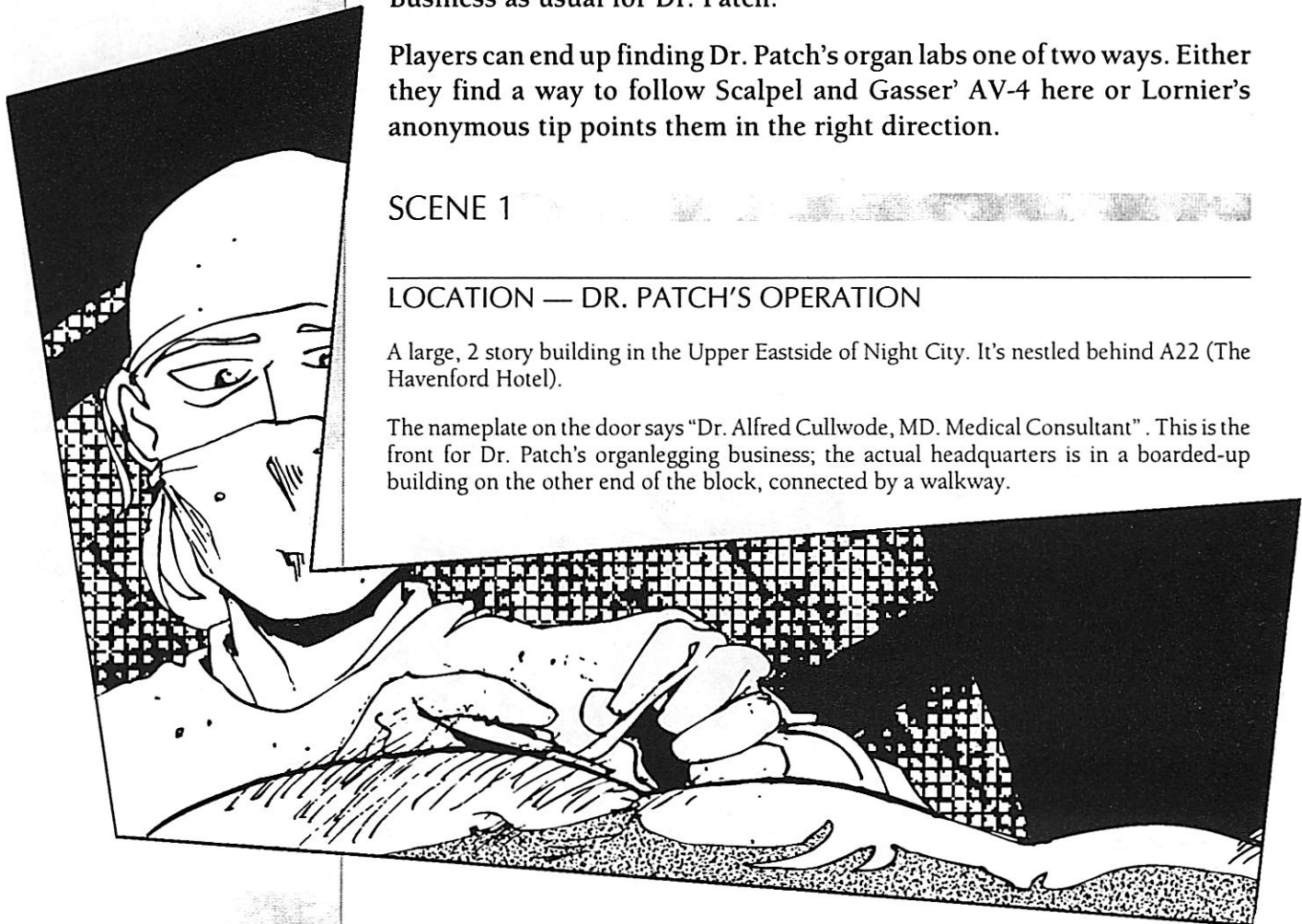
Players can end up finding Dr. Patch’s organ labs one of two ways. Either they find a way to follow Scalpel and Gasser’ AV-4 here or Lornier’s anonymous tip points them in the right direction.

SCENE 1

LOCATION — DR. PATCH’S OPERATION

A large, 2 story building in the Upper Eastside of Night City. It’s nestled behind A22 (The Havenford Hotel).

The nameplate on the door says “Dr. Alfred Cullwode, MD. Medical Consultant”. This is the front for Dr. Patch’s organlegging business; the actual headquarters is in a boarded-up building on the other end of the block, connected by a walkway.



MAP KEY (SEE MAP SECTION, P. 91)

• DR. CULLWODE'S OFFICES

The Doctor actually owns this building, through a paper trail of false names. It is an old style brownstone, with art-deco designs.

- 1- Reception. This office feels like something transplanted from the 1980s. The furniture is genuine wood, not synthetic materials. The floor is carpeted. Soft music plays from a P.A. system; Vivaldi.

If players come during the day, the receptionist — Melanie (INT 5, REF 4, TECH 4, COOL 4, ATTR 6, LUCK 4, MA 5, BODY 4, EMP 6, PSY 0) — will welcome them in. If they have to wait to meet the Doctor, she will ask them to sit and wait in the lobby; there is an extensive collection of popular scanmags on the tables to help kill time.

Note that, should the players decide to attack the receptionist, she will duck behind her desk (SP 15) and hit the silent alarm button hidden underneath. Guards from the Organ Labs will come in, dressed as Metro Cops, and arrest the players for "disturbing the peace". They will drop the players off at the local precinct and have them locked up. Cullwode has connections here to make an arrest stick — no matter the fact that it was a false one.

If this happens, players making an Awareness roll against a value of 10 will reveal that the men arresting them smell of some strong chemicals (formaldehyde; nothing in the labs goes unaffected).

Melanie will be gone if they break in during the night.

- 2- Cullwode's office. Elegantly decorated with old wooden desk, leather-bound chairs and a replica of Rembrandt's famous painting *Anatomy Lesson* on the wall. Vivaldi is piped into the room by a P.A. system. The doctor's diplomas are up on the east wall, next to a bookcase full of medical journals.

The doctor's oakwood desk has SP 15 for the purposes of any sort of cover.

Dr. Cullwode has a laptop computer on his desk when players come in; if they break in when he isn't there, it will be gone.

- 3- Exam room. An examination table is set up near the western wall of this room. A shelf is set up with the tools of a general practitioner (stethoscope, blood pressure gauge, etc.). This room is grey and smells of antiseptic.

There is a passageway between this building and the Organlegging compound concealed behind a cabinet of medical supplies. It is locked and coded via voice code (codeword: Saucy Jack).

- 4- Korolev Pharmaceuticals. This pharmacy is run by a Russian immigrant to Night City. Unknowingly, he is actually renting it out from Dr. Cullwode.

• THE ORGANLEGGING OPERATION

From the outside, this appears to be an abandoned, boarded up building — a typical sign of urban decay in the big city. This is actually the cover for Dr. Patch's operation.

The front door is solid steel (SP 20), boarded over (wood:SP10).

PATCHING UP THE SOLUTION

LEVEL 1

- 1- Bathroom: Basic toilet facilities. Guards shower elsewhere when they are off duty.
- 2- Storage. Guards keep their weaponry and armor in this room. It used to be some sort of office. Now, everything is just thrown wherever there is free space.
- 3- Guard quarters. There is just enough room in here for 8 cots. The guards sleep in shifts here; four of them are on duty at all times.

It is not very well kept; the room smells of sweat and grime.

- 4- Security office. Guards keep an eye on the entire building from here. A bank of security cameras for the entire building all tie into monitoring stations here.

There is also a big one-way mirror on the north wall to see who comes through the passage from Dr. Cullwode's office across the block. An intercom set up is used to confirm the day's password (for guards) or to ask visitors to follow various security procedures.

- 5- Morgue. This room is the main reason that this floor smells so bad. There is a bank of metal shelves to hold bodies brought in by Scalpel and Gasser until they can be cut up for parts. The room temperature is kept at 5 degrees Celsius at all times.

There are currently only 2 bodies in storage.

- 6- Entranceway. This room is the entrance from Dr. Cullwode's offices to the Plant. People who enter here are scanned for weapons by Security in #4 and asked a password to get in. People who fail this test get hit by knockout gas from hidden vents.

- 7- Elevator Shaft.





LEVEL 2

- 1- Sterilization lab. This high-tech lab is used to remove any defects and impurities from salvaged organs. There is a large jar of preservatives near the southern wall. This solution is mildly acidic and will cause pain to anyone who gets some on their skin (1 point every minute that the solution isn't washed off). There is a large laboratory sink next to it, for cleaning up.

A blood purifier sits nearby; this device is used to clean all traces of blood from organs, replacing them with a generic plasma solution.

- 2- Cryotanks. This immense freezer is where all salvaged organs are stored until they are transported to Dr. Patch's customers.

The walls are lined with freezer units. They are organized by specific organ types (eyes, hearts, livers, etc.) and the canisters stored within are of different sizes to allow the appropriate organs to be stored without damaging them.

Because of the value of the goods within this freezer, it has been reinforced, in case of any attack. The walls and steel freezer door are SP 20. They make an excellent choice for cover in a shoot-out, but they also make it more difficult for escape should the door be closed.

- 3- Pre-Op. This is a sterile environment for Dr. Patch to prepare for his surgeries. It holds a closet of surgical greens and a boiler to purify all of his surgical tools.
- 4- Operating Room. This is Dr. Patch's personal OR. It is stocked with the latest medical tech, including an up-to-date life support system (for those rare occasions when the Doctor performs an actual transplant operation).

Computers help the Doctor automate some of the procedures of his work. Lights are voice activated, as are the thermostats and stereo system. With a few words, the doctor can adjust the operating room atmosphere to suit his needs. His instrument tables are also automated to make them move towards him at will; he likes to perform his operations alone.

The operating table is in the center of the room, flanked by metallic tanks of anesthetics. They can be thrown as weapons, and can take SP 4 worth of damage before they explode.

- 5- Elevator Shaft. This elevator continues past the third Level straight to the roof unless the riders know the appropriate codes to stop it on that level. Dr. Patch, of course, is the only one of the entire operation with those codes (code: Sweeney Todd).

PATCHING UP THE SOLUTION

LEVEL 3

- 1- Lobby. Cullwode is, in his own twisted way, a perfectionist and a traditionalist. To this end, he has had the front lobby of this floor decorated as a larger version of the Waiting Room of his other building. Although no one else gets to see this area except his aides, it suits his aesthetic sensibilities.

It also serves as a final beachhead for his guards, trying to stop the players. Should the players break into this building, four of the guards will position themselves up here in ambush, hiding behind chairs (weak protection — SP 2) and the reception desk, which will be turned on its side.

- 2- Dr. Patch's Office. Unlike the elegance of Dr. Cullwode's other facility, this office has little in the way of decorations. A few anatomy charts are posted on the walls, nothing else.

A large file cabinet covers the right wall. It is filled with financial transaction records — Dr. Cullwode's preferences include old style hard-copy records — but with no names listed. Note that the cabinets will be empty if players attacked the HQ; the doctor, with the help of Scalpel and Gasser, will have stripped almost every scrap of information before heading to the roof for an escape.

The players will find a metal desk with a laptop computer working on it; the same laptop that they saw during their interview with Dr. Cullwode, if they questioned him earlier. In the far southwest corner is a private elevator shaft, code-locked. See the Daytime/Nighttime sections for more details.

THE ROOF

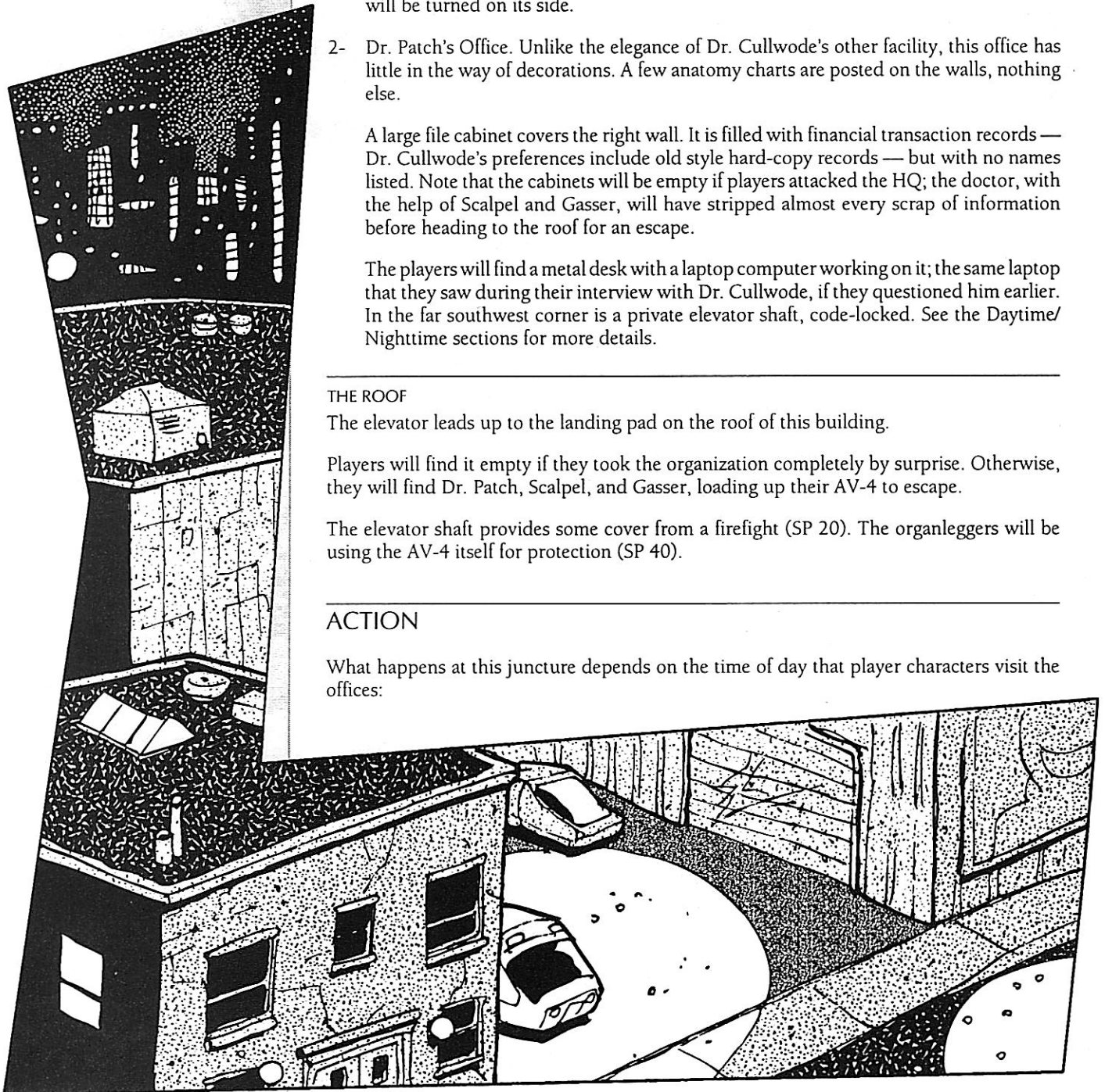
The elevator leads up to the landing pad on the roof of this building.

Players will find it empty if they took the organization completely by surprise. Otherwise, they will find Dr. Patch, Scalpel, and Gasser, loading up their AV-4 to escape.

The elevator shaft provides some cover from a firefight (SP 20). The organleggers will be using the AV-4 itself for protection (SP 40).

ACTION

What happens at this juncture depends on the time of day that player characters visit the offices:



• DAYTIME

If players enter, they will be greeted by a young secretary, Melanie, seated at an old style oakwood desk. She will ask them if they have an appointment. Since they do not, they will be asked to wait until the Doctor is available.

Of course, clever players may have called ahead and made an appointment first. They will still have to wait a few minutes for him, though.

When they finally get to meet him, they will find Dr. Cullwode to be a friendly enough man. He will be glad to answer any questions that they may have about him and his business:

- He is a surgeon. He worked at Crisis Medical until 3 years ago, when he retired.
 - He currently acts as a consultant to other surgeons, giving them advice on some of the more difficult surgical procedures. He also lectures on occasion at Night City University.
 - He still practices medicine here, on rare occasion. he is hired on by various (confidential) clients for special operations that they would not trust anyone else with.
 - He has no idea why the Ambulance Team from Crisis Medical would be in his area. He remembers the names the players give him from his days on the hospital staff, though. Scalpel and Gasser had an excellent record for bringing emergency patients in alive.
- *This answer depends on whether players came to his office because of the incident in *Dissecting the Puzzle*.*

Players who make Human Perception rolls will get the impression that Dr. Cullwode is hiding something. They will also be able to tell that his friendly demeanor is staged for their benefit. It is not genuine.

If there are no further questions, the Dr. will excuse himself, stating that he has a seminar to teach in an hour. He will offer for the players to come back at a later date if they have any further questions.

• NIGHTTIME

If the players followed the trails of the AV-4 pilots, they will find their way to this area. Scalpel and Gasser have landed the AV-4 on the roof of Dr. Cullwode/ Dr. Patch's hidden labs. Their claim of an emergency to attend to was an excuse to get over here to warn the Doctor that someone is on to him.

Dr. Patch will begin shutting down and moving his operation. If players do not stop them, the building on the Upper Eastside will soon be empty, the labs relocated to a secret place, and Dr. Patch and the two medical drivers will disappear from the scene. What they will not know, though, is that the move has more to do with Lornier than with their involvement.

If the players decided to sneak up on the operation without warning, they will find the doctor and his guards totally unprepared and nothing moved.

Whether the players made it here with or without a warning, they will still find the same building described in *Daytime* above, except that the doors are locked and no one is answering the doorbell. They will have to break in, which will set off alarms in the laboratories.

Dr. Patch has a group of Solos on the payroll to act as guards at the labs; they will be put on full alert while the doctor and his henchmen pack. They have orders to shoot anyone who comes into the building and to bring the bodies back to the doctor. He may be in a rush to leave, but it never hurts to stock up on extra body parts from a few corpses. Use the generic Solo Guards from the *Sourcebook* section.

PATCHING UP THE SOLUTION

SCENE 2

LOCATION — THE ORGAN LABS

Use the description from Map Key (see p. 91).

ACTION

There are only two ways into this building: they can break into Dr. Cullwode's office and possibly discover the hidden passageway, or they can try to force their way in through the barricaded doors.

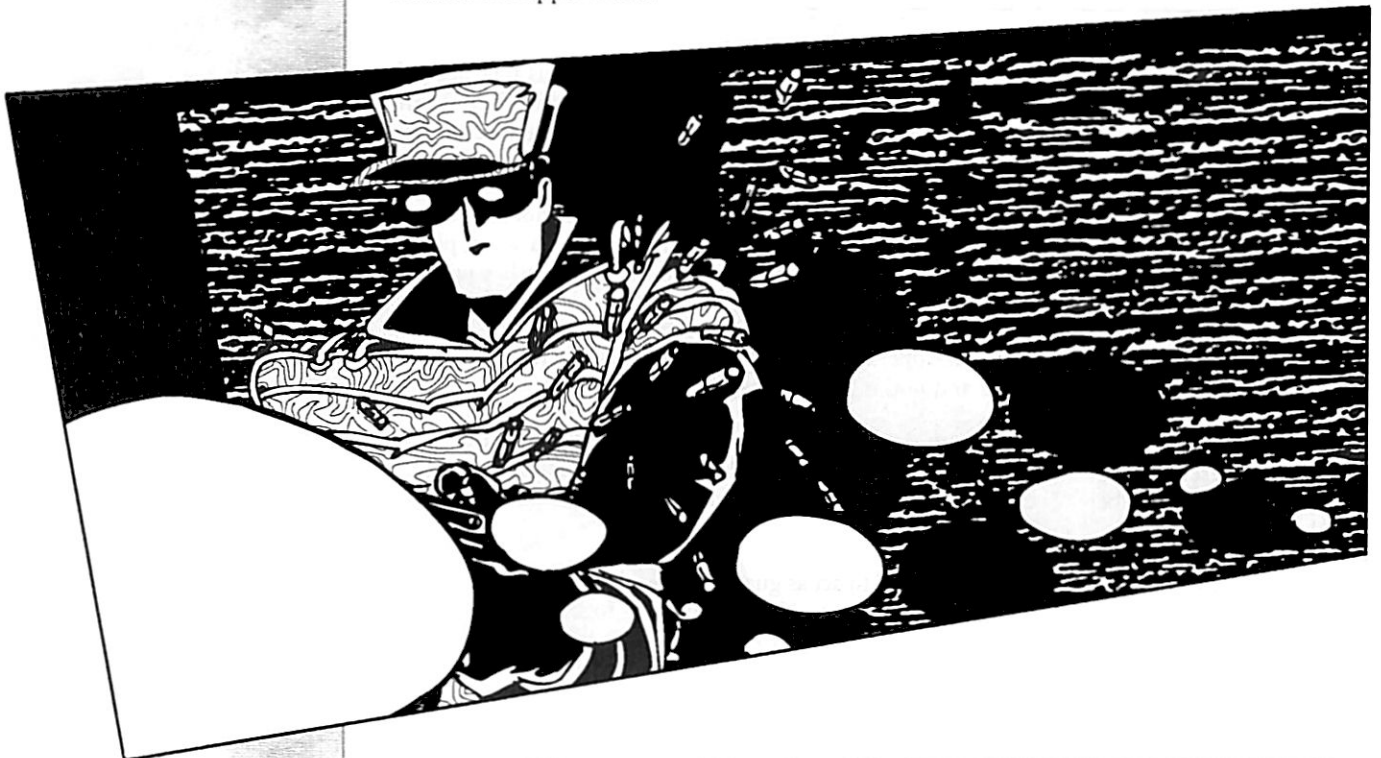
REACTION

If the players make their way through the passageway, they will find themselves in the entrance hall. The guards, knowing that no one is supposed to come in here without the Doctor, will immediately flood the room with knockout gas and alert Dr. Patch upstairs.

Unless the players have respirators or are able to hold their breath for a long period of time, they will either have to try breaking into the guard room or into the hallway. (Note: although the mirror in the entrance hall is one-way glass, heat signatures leak through; characters with infrared will be able to pick up the people on the other side.)

Breaking in through the front will catch the guards by surprise — unless it took several attempts to break in. If the players break through right away, one of the guards will sound the alarm and alert the others on the upper floors, while the other sprays the hallways with suppression fire. They will try their best to stop the players here.

If the players get past the guards, they will find their way towards the main elevator, leading towards the upper levels.



SCENE 3

LOCATION — THE FREEZERS

You open the solid metal doorway into a body shop. Rows of freezers line the walls. Each one has a label: "Eyes", "Livers", "Hearts" and so on.

Each freezer is filled with metal canisters, probably holding the organs that are described.

Suddenly, you hear a slam behind you. The freezer door has been locked on you!

ACTION

Two guards were watching this floor when the players broke in. If the players made it past the 1st floor, they will be hiding, hoping to spring a trap. If the players go looking in the freezer vault, they will lock the door. The temperature in here is well below zero and the vault is hermetically sealed; if the players do not break out quickly, they will either suffocate or freeze to death.

REACTION

One of the guards will take the elevator upstairs to level 3 to let Dr. Patch and the remaining security forces know the situation, while the other stays to make sure that the players are dead. If they do manage to break out, he will try to pick them off with gunfire.

CONTINGENCY

If the players skip the freezer entirely and manage to kill the security guards on this level, they will miss out on an important clue to the solution of the mystery. This will make things more difficult, but not much can be done about it.

SCENE 4

LOCATION — THE OPERATING ROOM

If players surprised the Doctor by breaking in, they will find a corpse on the table, vivisected. If not, it will be empty.

ACTION

The players have a chance of catching Dr. Patch at work. If they run in here, he will command the lights to shut down and send the robotic surgical tool tables at them, to act as a distraction while he tries to sneak out. If he succeeds, he will make it look like he took the elevator upstairs while he makes a mad dash for the stairwell.

PATCHING UP THE SOLUTION

SCENE 5

LOCATION — THE THIRD FLOOR LOBBY

Use the description from the Map Key (see p. 91).

ACTION

The remaining security guards will be here. The desk will be lying on its side to make a better protective beachhead. Two guards will be back here and two more (or three, if one of the men from the second floor made it here) will be positioned to the sides of the elevator.

Dr. Patch, along with Scalpel and Gasser, will be cleaning out all of the important files to take with them. They will try to get away in the AV-4. The private elevator in the office will be their way up.

REACTION

Quite simply: shoot until the players stop moving!

CONTINGENCY

None. At this point, it is very possible that the players may die. Let them. This *not* kindergarten!

SCENE 6

LOCATION — DR. PATCH'S OFFICE

Use the description in the Map Key (see p. 91).

ACTION

No one is in the office when the players arrive. They will see Doctor Cullwode's laptop computer on the desk, some loose papers on the floor. The elevator light will indicate that it was just used to leave.

The computer terminal will indicate that the information in it is in the process of being erased. They will have about two minutes to stop erasure procedures, or all the information in it will be lost. This machine is a normal computer terminal, NOT a cyberdeck, so they will need to use old-fashioned computer hacking skills to stop the process.

Meanwhile, they can hear the turbines of the AV-4 upstairs powering up.

REACTION

Netrunners will have the best chance to stop the system from erasing itself. Have them make a Systems Knowledge (or Computer Programming) roll versus a Difficulty of 21. If they succeed, they will still find some information saved on disk. See *Computer Information* below for what they find out.

Breaking into the elevator will require some techie wizardry to break the code or they may try guessing it themselves. The codewords to open this elevator are *Victor Frankenstein*.

SCENE 7

LOCATION — THE ROOF

Use the Map Key (see p. 91).

ACTION

The players will find the Doctor and the two ambulance drivers filling up the AV-4 with everything they can. They will shoot at the players if they see them approach. Scalpel will be powering up the vehicle. If Gasser and the Doctor can keep the players away long enough, they will dive in, close the door, then try to take off. Gasser will use the minigun in the bottom hatch to keep the players away during this time.

REACTION

If the players take the men down before they can leave, all of the evidence they need to solve the mystery will be at their disposal and they will have taken down a major Organlegger at the same time.

If they do not succeed in stopping the AV-4 from taking off, they will see it head off towards the Combat Zone — and explode in mid-air. Lornier and his Coven sabotaged the fuel lines while everyone was inside.

CONTINGENCY

This may seem like the end of the mystery, with half of the answers missing, but there are still chances to find out more about the Crashpoint murders. If players were able to stop the Doctor's office computer system from fully erasing, they will be able to find more of the information they need.

• COMPUTER INFORMATION

All of Dr. Cullwode's operation files are in this system. He deliberately kept it within his labs, unconnected to the Net, for the simple reason that 'Runners have always managed to find a way around the ICE others used to protect their data. Not connecting to the Net seemed to be the best form of security.

Have players make a separate Systems Operation roll (or similar skill) against a difficulty of 20 to discover each of the following:

PATCHING UP THE SOLUTION

ORGAN SHIPMENTS

A file exists of all of the doctor's organ shipments to the hospitals, Ripperdocs and clinics around Night City. It will also list which dummy company they were sent through.

Some of the listings in this file will match up to those that players may have discovered on the Net.

PATIENTS

Another file will be a log of patients that Dr. Patch operated on himself. One of them is Rad Runner, with an eye transplant. Payment is listed as "Free of Charge, for Services Rendered."

- *Rad Runner helped to program and encrypt the databases stored in this computer.*

PERSONAL FILES

These will require a roll versus a Difficulty of 25; they were more heavily encrypted than the other files and may be partially erased as well.

If the players are able to retrieve these files, they will discover that they are the doctor's personal research diaries. He kept a meticulous record of the physical descriptions of all the corpses brought in to him for organ salvage, as well as some general entries.

The following entries are of most note to the players:

- March 12th, 2018 (1:37am)

Three corpses brought in tonight by Scalpel and Gasser. Strange; according to them, the fight that brought these gang-bangers to me was less than four hours ago, yet the bodies register no residual heat. Whatever the mixmasters are putting in their synth-coke these days, it messes with body chemistry in unusual ways.

- March 13th, 2018 (4:45pm)

Preliminary salvage probes show that those 3 gang members are, despite death, excellent organ sources. It's almost as if they'd been drinking straight formaldehyde, preserved their innards by themselves.

Gang fashion has gotten more innovative the past few years. I wasn't aware that fang implants could now be made to appear so natural. I can't even find the seams with computer enhanced scans!

Whoever's the lucky soul to get these popped into their wetware will be getting a bargain at any price.

- (7pm)

Gang members dissected fully. All transplantable materials sterilized, all stored in cryotubes, ready for sale. Just in time for Crazy Gloo to pass on some heavy Eurobucks.

- *Crazy Gloo is a Ripperdoc well known in 'punk circles; he's the man who implanted vampires on Vektor.*

- March 17th (6:00am)

The boys dumped the empty skins in the usual place — the Night City dump.

There must be some extra toxic waste in the water, though; Scalpel swears that the bodies burst into flames as they fell into the murk. Gasser thinks they burnt well before that, but the powers of perception of an addict are questionable at best.

- February 22nd, 2020 (12:00am)

Hector is truly a computer Mozart. Thanks to him, my laptop security is now foolproof. Why I waited so long to get this done, I'll never know.

What was truly amazing was that, despite being blind and nowhere near a datajack, he still pulled off miracles. Imagine what he'd be capable of if he were *sighted*?

Tonight, I'm planning to pay him back for his services. I have some perfect eyes in the freezer. I've waited a few years to find the perfect recipient for them; I think that Hector is more than a worthy choice.

• *Hector is Rad Runner's real name.*

- August 12th (11:27pm)

I was supposed to meet a big time buyer this evening, a Mr. Lornier. He offered enough eurobucks for my stock to allow me to retire in luxury. Greed, as always, got the better of me and I agreed to meet with him, in a neutral place.

He wasn't there at the meeting place. I saw some beefstakes hanging around, though. They looked like Cops or worse — Company Men, with some real power.

I smell a hosejob here. Paranoia being the better part of discretion, I believe that it would be a good time to move my operation, clear the trail behind me. A pity; I'll miss this location. Mind you, I'd miss my neck more if we got killed!

GLOBAL CONTINGENCY

If the players don't succeed in halting Dr. Patch's computer from erasing the files, they have one other chance to gain the information. Have them make Notice rolls against a Difficulty of 15. The first person to make the roll will find a diskette that the doctor dropped in his rush to leave.

The diskette is a backup copy of the Doctor's files and will give the information mentioned above as well.

In the worst case scenario, players will not find their way to Dr. Patch. They will not find any of the information that they needed to solve the adventure. If this is the case, the scenario just ends here as an unsolved mystery. No one else will die of combustion and public interest will fade within a few days.

This encounter will leave the players with most of the solutions to the mystery of the Crashpoint deaths, except for one: why the organs burst into flames. This may very well become clear in the next encounter.

THE FINAL SOLUTION

The AV-4 exploded in the air, bright like a sun, causing the West End and Beloc survivors to flinch — except Lornier. Signs of weakness were not his to show.

He watched the group that ran out of the deceased Dr. Patch's building. Another loose end that would have to be tied up for everything to work.

"Five of them. Untrained. I could take all of them out in a few seconds." Baphomet tensed, ready to spring upon the unknowing edgerunners.

"No." Lornier stopped him. "Wait."

"They're a security risk! They'll compromise our clandestine operations!" Baphomet snarled, his features taking on a feral, beautiful madness.

Lornier smiled, ever so slightly. "We don't have to kill the meat yet. We don't even know if they understand what happened. It would be a shame to waste prey for nothing. No, there's another way to try first..."

If the player characters have found their way to Dr. Patch's Labs and now have all his information in hand, the following set of encounters will occur:

CAT AND MOUSE

Lornier will follow the players back to wherever they are planning to go. The rest of the combined Covens will wait, as per orders — but only at first. Baphomet will see this as the perfect opportunity to double-cross his new leader and take over. He will be following them back as well, with other Belocs following.

Lornier will be subtle in his pursuit; he will take a cab, if the players are heading off by road transport. If not, he will skulk after them through whatever pathways they follow, as quietly as possible. Players with Awareness/Notice may make a roll against a Difficulty of 20. If they succeed, they will realize that they are being tailed.

Beloc, on the other hand, will simply chase the players over rooftops and run through the alleys where the buildings are too high. If players make Awareness/Notice rolls against a Difficulty of 10, they will definitely realize that someone is following them.

LOCATION — PLAYER'S HANGOUT

Use whatever locale or hangout the player characters stop at.

ACTION

A man comes up to you. He's dressed up like a Corp, in a black suit. his dark hair cascades down to his shoulders and his blue eyes shine towards your group like tracers. He's smiling, but you feel no joy behind that look.

"Gentlemen (and ladies, if there are any), my name is Claude Lornier. Please, forgive me for disturbing you. I have some important business to transact with you and I felt the need to do so with great haste. May I sit?"

If players do not offer him a seat, he will shrug and pull over a chair from another table, or whatever seating is near. If there is none, he will simply stand.

Lornier will explain that he is a representative for certain *business interests* that have a great interest in the entire Crashpoint affair. Mostly, an interest in avoiding the results of an investigation becoming public knowledge. "The answers would be too much for the public to take," he explains.

He is prepared to offer the edgerunners 250,000 EB to keep quiet about anything they learned and to hand over any information they may have found. It is their choice whether to accept or not, but he will strongly suggest that the danger of their knowledge makes it necessary for the good of all parties involved.

This will probably sound like a threat to the players, but anyone with Social skill will realize that it is phrased in such a way that they cannot quite be sure.

REACTION

Whether the players decide to accept or refuse the offer is fine with Lornier.

If they accept, he will hand them a credstick for the agreed amount. If they tried bargaining for a higher bribe amount, he will acquiesce quite easily. After all, he has no real need for credits anymore and could easily get any amount needed in a short period of time.

If the players refuse his offer, he will tell them that he is disappointed and just walk away. They will never see him again — in *this* lifetime.

CONTINGENCY

If players decide to attack Lornier, he will try to get away as quickly as possible. He will try Charming (using his ability) them into letting him go, or create an Illusion that he is running away, then leave after they chase it off.

If they managed to wound him, he will retaliate — but not to kill. That is not his way. He will merely try to incapacitate them so that he can escape.

The main purpose of this encounter is a ruse; Lornier knows that Baphomet will ignore his orders and attack anyways. At least this way, Lornier will not lose face with his coven or other vampires for being too overt in his dealings with mortals.

THE FINAL SOLUTION

THE DEVIL'S FURY

LOCATION — PLAYER'S HANGOUT

Use whatever locale or hangout the player characters stop at.

ACTION

You head out, content for now with the credits just earned (or, if they refused: 'watch the street carefully, ready for the repercussions of your refusal).

From out of nowhere, a blur of angry motion slams into you. You see a monster of a man, looking like Hell arrived on Earth. Running in behind him are two others, their eyes glowing red, fangs gleaming in their mouths as they come towards you.

"Sanction, code Red!" the Devil among you screams out. Then, you don't see what hits you...'

Baphomet will wait for the player characters to hit the street before he attacks. Unlike Lornier, he will have little use for subtlety. He will try to attack the characters out of full public view, though; a relic of his past Black Ops experience.

REACTION

Lornier will not help Baphomet and his men, nor will he allow any of the other coven members to join in either.

Baphomet has finally gone completely over the edge. He will fight until either the players are dead, or he is. His two coven aides, on the other hand, will flee if they take too much damage, or if their leader is killed.

If the players win and Baphomet is destroyed, Lornier will thank them, then warn them again to stay silent. Then, he will leave.

If they try to attack him, this time he will fight back. He will do everything he can to kill them, including calling in more of his brethren.

If the characters are killed, they can be brought back as new vampires of the West End Coven.

CONTINGENCY

No matter how this encounter comes out, Lornier will be left on top.

If the players killed Baphomet, they will have destroyed one of Lornier's sole remaining obstacles in taking control of both vampire covens. He expected that Baphomet would try to take control himself and manipulated events accordingly.

The characters will now also be under close scrutiny by Lornier's brood for the rest of their lives, to make sure that they do not reveal any of what they know.

If the players are killed by Baphomet, Lornier will have him destroyed for co-opting their secrecy, then bring the new vampire players into his coven. In death and undeath, the secrets of the lost vampires will be preserved.

If Lornier himself is killed as well as Baphomet, there may be some problems. A large group of uncontrolled vampires will now be loose in the City, unless another comes to control them.

CONCLUSIONS

HOW THE ADVENTURE SHOULD END

Ideally, the solution to the Crashpoint murders should now be in the players hands: the revelation that all of the victims had had organ transplants from vampires and had then burnt when they came in contact with sunlight.

They will be presented with a major dilemma, though: whether or not to reveal this to the public. Regardless of any bribe — or threat — from Lornier and his Coven, the revelation of the existence of vampires in the world could have a major impact on anything.

There's another possibility, by the end of this adventure:

The players may have found all the clues, fought Lornier and his coven, but have no idea at all that they have faced actual vampires. As far as they know, they fought off a poser-gang pretending to be vampires and everything else is just a part of a complex organlegging scam.

If this is the case, most of the *Repercussions* section will not matter. If the players give no indication of vampire activity, they will not be visited by Sun Knights and the actual mystery of why people spontaneously combusted will remain so.

This option can also be a deliberate choice on the GM's part. If he wants to run Crashpoint as a non-vamps related cyberpunk adventure, then this approach can be used.

REPERCUSSIONS

MISSING THE CLUES

In a worst case scenario, the players just do not figure out the solution to the Crashpoint murders.

If this is the case, there will be a handful of similar deaths reported over the year, then no more. The entire situation will fade into urban legends, an unexplainable mystery.

THE VAMPIRES

If Lornier has survived to lead his brethren, he will now be in control of the largest vampire Coven in Night City. He will let nothing come in the way of his continued power — including the player characters. He will keep a close eye on their activities from now on, to make sure that they do not ruin things for him. He will not have them killed unless it proves absolutely necessary. After all, they are really small fry in the grand scheme of things.

If Baphomet survives to lead the coven, it will be a whole different matter. He will attack the players at any opportunity, regardless of preserving the secrets, until either he kills them or they kill him. The players will not be able to rest easy for a long time.

CONCLUSIONS

REVELATIONS

If the players try to notify the authorities of what they have found (police, news media, etc.), they will soon be visited by a group of "Men in Black" — actually, Sun Knights. They will not reveal who they are, though. They will represent themselves as a special branch of BioTechnica Intelligence.

The players will be questioned on everything that they know. The Knights will warn them not to speak to anyone else about this information, on penalty of life imprisonment (actually, they would kill the players to keep them quiet). That will be the last that they hear about the case and the news will never reach the public.

- *Note: If the gamemaster prefers, the Sun Knights may ask the players to join their organization, if they did well against the vampires. In this case, they will have an opportunity to learn much more about vampires in the Cyberpunk world.*

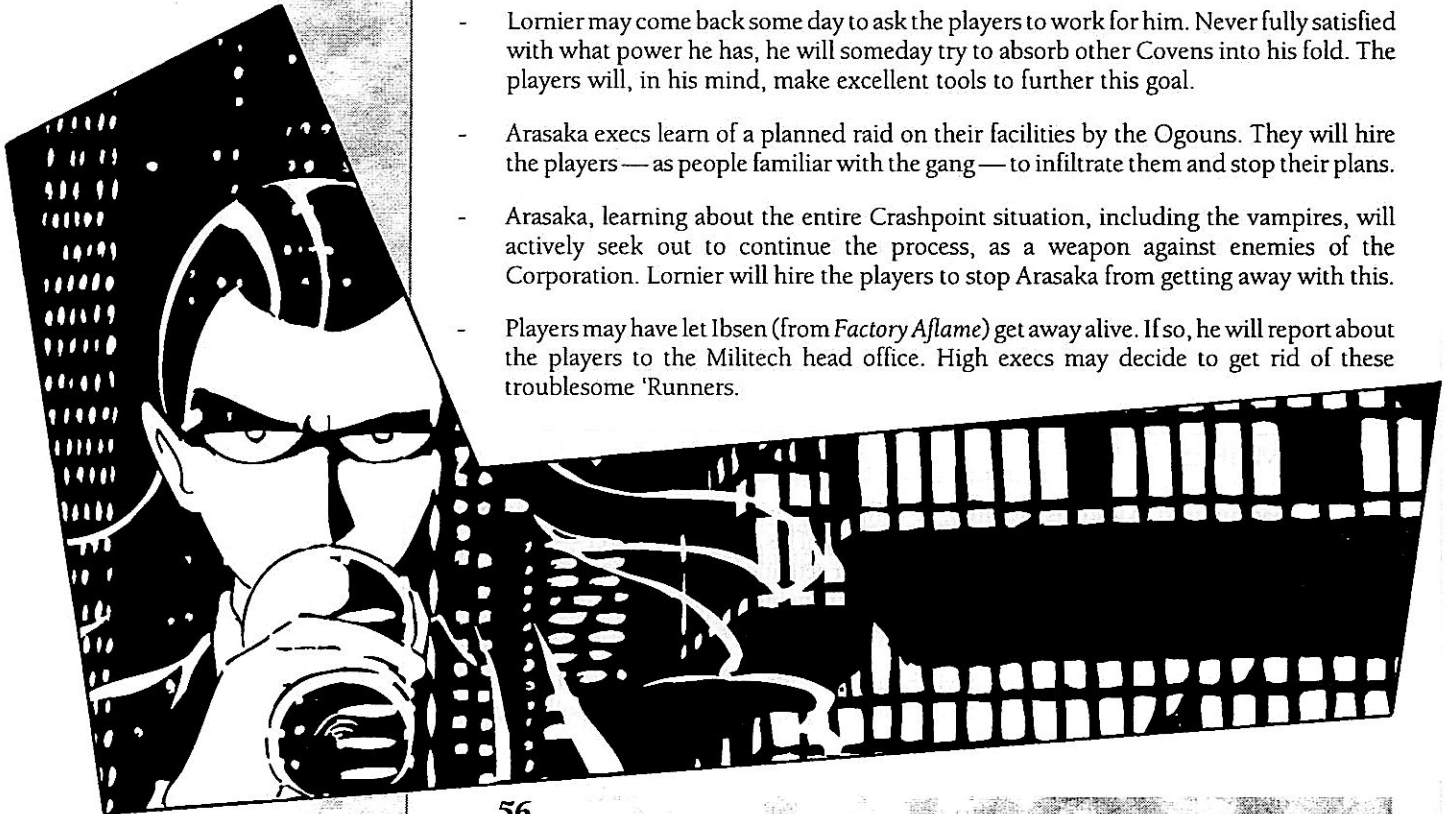
THE OGOUNS

Should any of the Ogoons survive meeting the player characters, they will eventually reform. Maman LeBeau, should she have survived as well, will continue to build up her forces, but more quietly this time. Players will not hear anything about her or the gang again until she mounts an attack on Arasaka.

FOLLOW-UP ADVENTURES

There are many threads that the gamemaster can pick up from Crashpoint to create new adventures for their players. Among them:

- Lornier may come back some day to ask the players to work for him. Never fully satisfied with what power he has, he will someday try to absorb other Covens into his fold. The players will, in his mind, make excellent tools to further this goal.
- Arasaka execs learn of a planned raid on their facilities by the Ogoons. They will hire the players — as people familiar with the gang — to infiltrate them and stop their plans.
- Arasaka, learning about the entire Crashpoint situation, including the vampires, will actively seek out to continue the process, as a weapon against enemies of the Corporation. Lornier will hire the players to stop Arasaka from getting away with this.
- Players may have let Ibsen (from *Factory Aflame*) get away alive. If so, he will report about the players to the Militech head office. High execs may decide to get rid of these troublesome 'Runners.



SOURCEBOOK

NETMAPS

CRISIS MEDICAL

• GAME STATS

Name: Cross (AI) # of CPU: 4
INT: 12 +10 Interface Data Wall STR: 8
Code Gate STR: 5 Personality: Stable and business-like

• REACTION TO 'RUNNERS

Observes and Reports

• ICON

Geometrical Medical Cross in white

• SKILLS

Name:	Level	Name:	Level
Accounting	+5	Chemistry	+5
Cryotank Ops	+5	Diagnose Illness	+6
Education & Gen. Know	+5	Library Search	+4
Pharmaceuticals	+5	Botany	+4
Mathematics	+4	Zoology	+4

• FILES

1- Database (Employee Records), Business (Pay Records) -1 MU
2- Business Records (Expenses) Business (Organ Deliveries) -1 MU
3- Database (Patient Records — Public) -1 MU
4- Interoffice Memos (Database) -1 MU
5- Database (Medical Journals) -1 MU
6- Interoffice Petty Cash Requests -1 MU
7- Interoffice Staff schedules -1 MU
8- Database (Known Medical Conditions) -1 MU
9- Database (Known Drug Reactions and Side-Effects) -1 MU
10- Database (Human Anatomy) -1 MU
11- Database (Known Bio-Warfare Agents) — Locked. "Laura Secord" -1 MU
12- Database (Private Patients Records) — aliased "Requisitions" -1 MU
13- Database (Morgue Records) -1 MU
14- Virtual Conference Area (Fractal)
15- Database (Birth Records) -1 MU
16- Business (General Accounting) -1 MU

• REMOTES

17- Elevators
18- Security Cameras
19- Terminals (Secretarial)
20- Terminals (Administration)

• DEFENSES

21- Watchdog
22- Bloodhound
23- Krash
24- DecKrash

SOURCEBOOK

SEKURE MEDICAL

• GAME STATS

Name: Sekure Medical # of CPU: 2
INT: 6 + 10 Interface Data Wall STR: 7
Code Gate STR: 4

• ICON

A large Steel Safe with a caduceus logo

• SKILLS

Name:	Level	Name:	Level
Accounting	+4	Diagnose Illness	+5
Cryptank Ops	+5	Education & Gen. Know	+4
Pharmaceuticals	+5		

• FILES

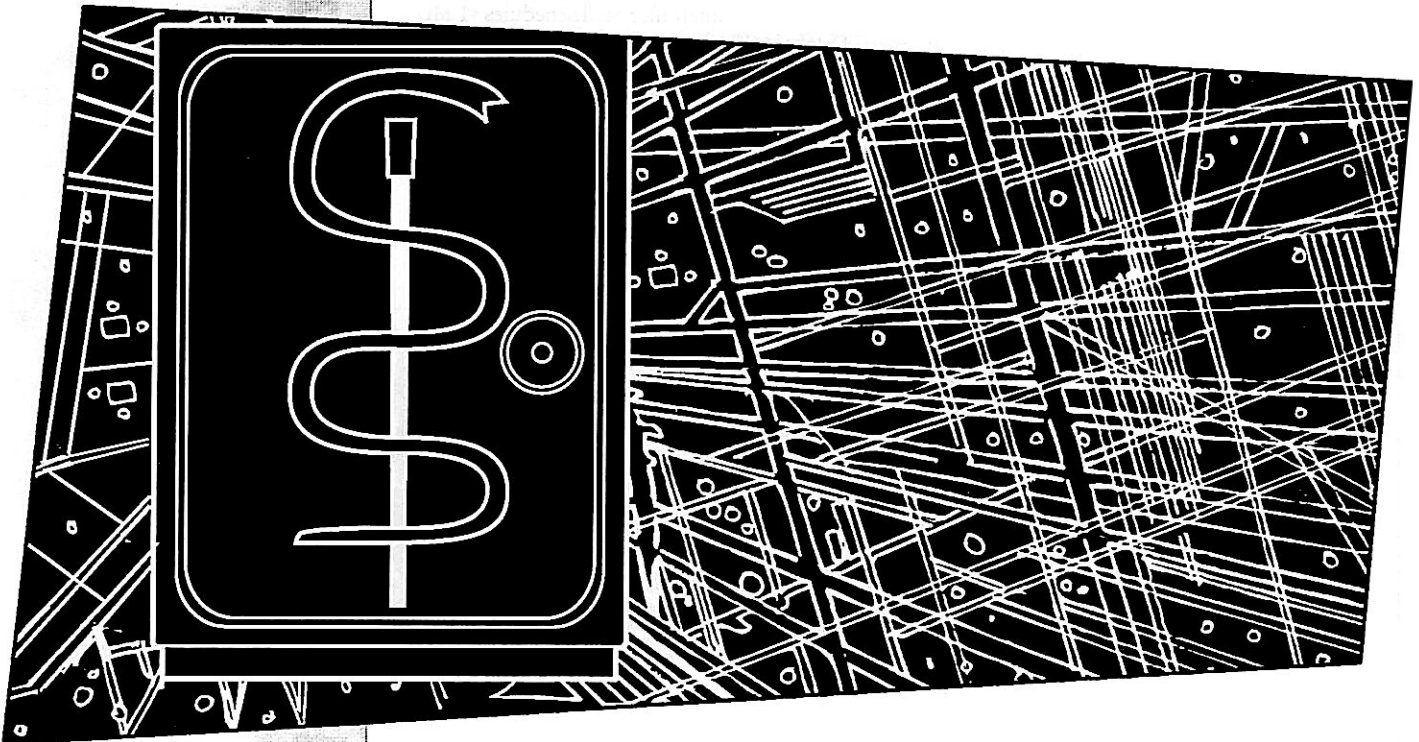
1- Database (Patient Records) — aliased: "Meals" -1 MU
2- Database (Organ Shipments) — locked. "Igor" -1 MU
3- Interoffice Memos -1 MU
4- Business Records (Payroll) -1 MU
5- Database (Employee Records), Business (Pay Records)
6-8 Virtual Office (Fractals) -2 MU

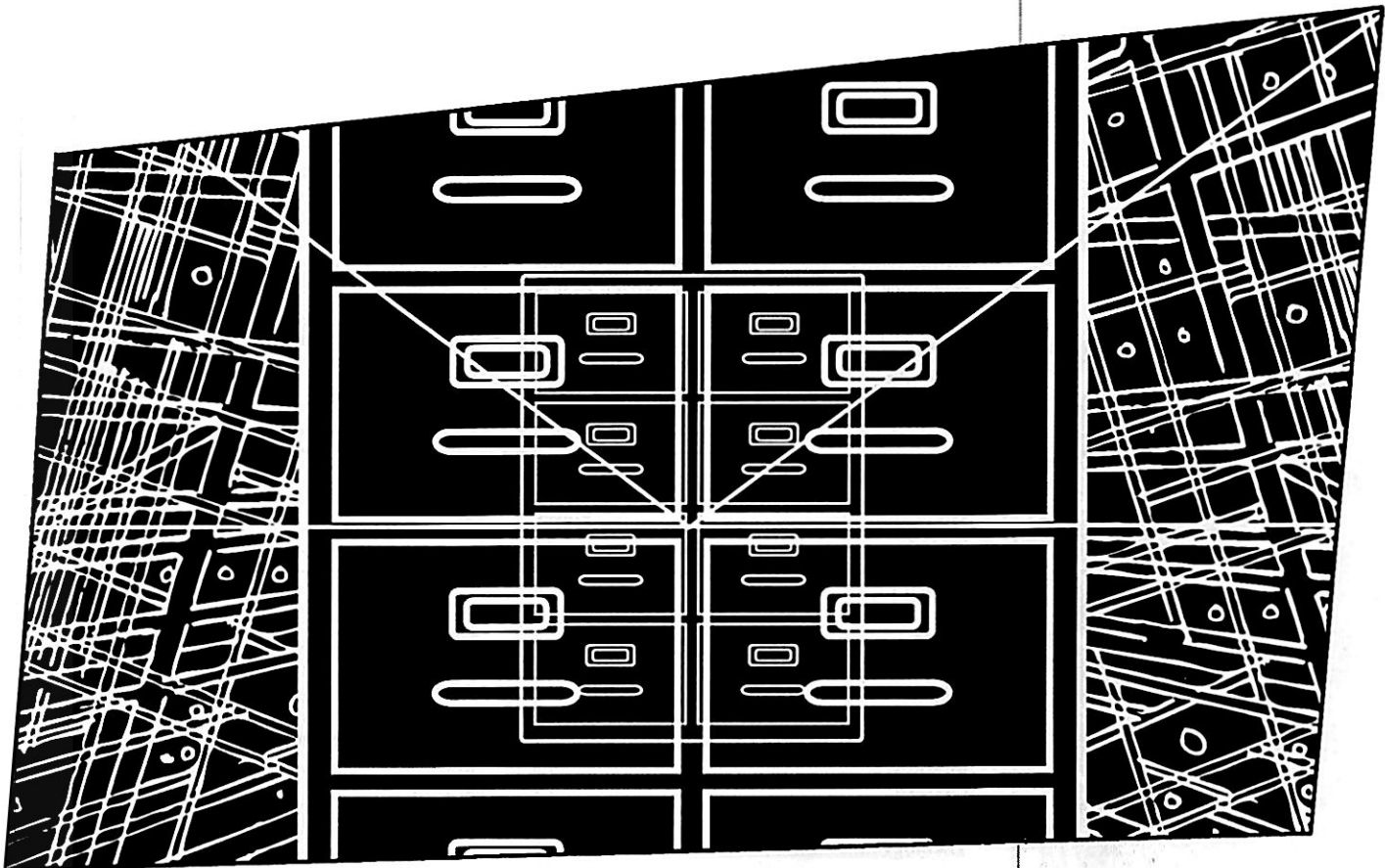
• REMOTES

9- Terminal (Administrative)

• DEFENSES

10- Hellbolt
11- Hellhound
13- Poison Flatline





INFOTECH

Name: Infotech Miniframe # of CPU: 3
 INT: 9 + 10 Interface Data Wall STR: 7
 Code Gate STR: 5

• ICON

A Solid Steel Library

• FILES

1- Files (Night City Crime Files) -1 MU
 2-3- Database (Citizen Records A-F) -2 MU
 4- Grey Ops (Investigations) — locked "McGee"
 5-8- Utilities (Databaser, Re-Rez, Filelocker) -4 MU
 9-10- Databases (Citizen Records G-N) -2 MU
 11-12- Databases (Citizen Records O-Z) -2 MU

• DEFENSES

13- Pitbull
 14- Watchdog
 15- Hellbolt
 16- Stun

• REMOTES

17- Terminal (NetOp)
 18- LDL to New York Branch

THE OGOUNS

MAMAN LEBEAU

Streetname: Maman Lebeau
 Role: Cultist
 INT 8 REF 7
 ATTR 9 LUCK 5
 EMP 4 PSY 5

Real Name: Jian Xiao Mak
 Specialty: Leader
 TECH 4 COOL 9
 MA 7 BODY 5

• DESCRIPTION

Sex: Female Age: 31
 Ethnic Origin: Vietnamese/ Haitian Hair Color: Red
 Hair Style: Long, woven braids Eye Color: Milk-white, no pupils
 Weight: 113 lbs Height: 5' 3"
 Dress and Style: Victorian-style bustier and long crimped skirt, large loop earrings and brown headband.
 Distinguishing Features: Always seems to be staring, although she has no pupils. Speaks with religious fervor.

• PSYCHOLOGY

Motivation: Power ExMode: Driven
 InMode: Calculating

• SKILLS

Name: Level	Name: Level
CHARISMATIC LEADERSHIP +5	Brawling +1
Education & Gen. Know. +5	Handgun +2
Hide/Evade +3	Interrogation +2
Know Lang. (Creole) +3	Know Lang. (Vietnamese) +4
Motorcycle +1	Notice +5
Oratory +5	Perform +3
Persuasion +7	Teaching +5
Theology +5	

• PSYCHIC POWERS

Pyrokinesis +4

• CYBERWEAR

Tactile Boost, Contraceptive Implant, CyberOptics w/Image Enhancement, Times Square, UV; Voice Synth

• EQUIPMENT

Anything that her gang can supply. Whatever they bring in when they join is shared with LeBeau. She does have her own Mini Cell Phone, Pocket TV, First Aid Kit, Inflatable Bed, Samurai Motorcycle, a Kendachi Monoknife and a Budget arms C-13 autopistol.

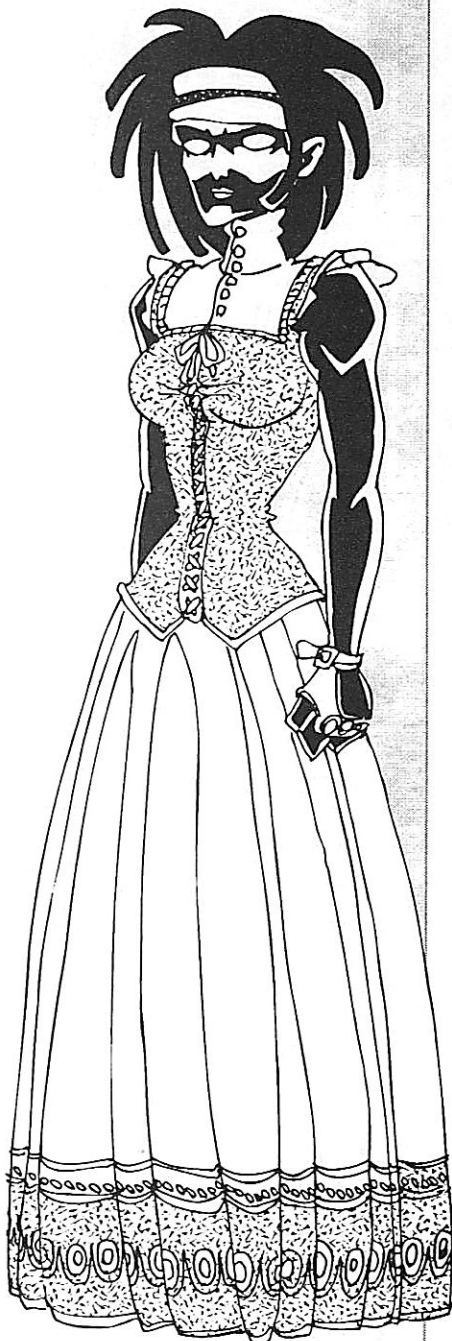
• BACKGROUND

Jian was born in Haiti, the daughter of expatriate Vietnamese parents, retired from Militech. She was raised with tales of the loa of voodoo myth, tales of magic and zombie powder.

She moved to the States when she was old enough to choose her own course in life. She wanted to study in an American University to become a corporate like her parents. She had great difficulty in her studies, due to constant fevers that ruined her concentration.

One day, news came to her that her parents had been killed. According to her friends in Haiti, it had been a failed extraction attempt by Arasaka Solos, hoping to gather valuable Militech secrets from her family. Her parents, not wanting to go back to a life that they hated, tried to flee. They did not make it. She stared at the fax, eyes burning through the words like a flame. Anger filled her, hatred for the Corporates who'd caused her parents deaths. Suddenly, the fax in her hands burnt to a cinder.

Jian believes that she is now a voodoo mambo, able to call on Ogun for his fire. When the Voodoo Boys laughed off her request to join them, she started her own gang, the Ogoons. She is building up a power base now, raiding other gangs for believers, with a plan to lead them to the destruction of Arasaka. What little of her is still rational ignores the folly of this plan.



SHANGO

Streetname: Shango
Role: Nomad
INT 7 REF 8
ATTR 5 LUCK 3
EMP 5 PSY (4)

Real Name: Tomas Simuendez
Specialty: Gang Tactician
TECH 6 COOL 8
MA 8 BODY 7

• DESCRIPTION

Sex: Male Age: 24
Ethnic Origin: Hispanic Hair Color: Grey with yellow streaks
Hair Style: Short and spiky Eye Color: Yellow
Weight: 165 lbs Height: 5' 8"
Dress & Style: Torn jeans, leather jacket with skull emblems on it, fingerless gloves.
Distinguishing Features: Lightning shaped ritual scars on face. Talks calmly until he gets into action — then, very loud.

• PSYCHOLOGY

Motivation: Respect ExMode: Mellow
InMode: Hyperactive

• SKILLS

Name:	Level	Name:	Level
FAMILY	+5	Athletics	+3
Awareness	+4	Brawling	+5
Dodge & Escape	+3	Drive	+3
Endurance	+6	Gamble	+3
Hide/Evade	+5	Know Language (Spanish)	+4
Leadership	+5	Melee	+6
Rifle	+4	Streetwise	+4
Wilderness Survival	+3		

• CYBERWEAR

Shift-tacts, Adrenal Booster, Big Knucks, Cyberarm w/Grenade Launcher

• EQUIPMENT

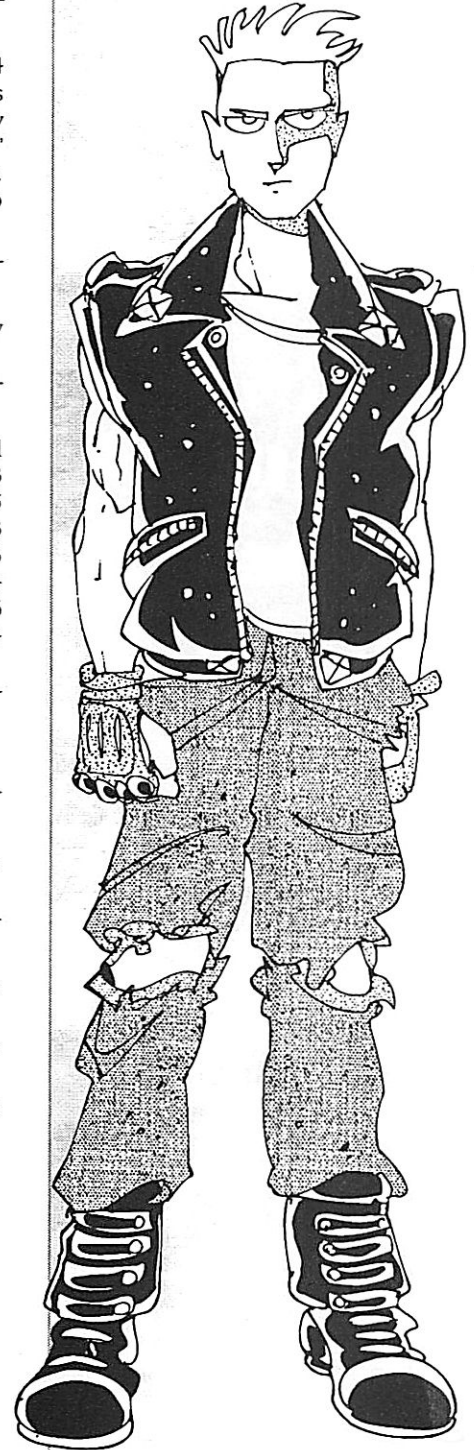
Arasaka Rapid Assault Shot 12, Video/Audio tape-player, Mastoid commo, Slap Patch w/Speedheal, Kendachi Cycle.

• BACKGROUND

Tomas was originally a member of the Sacred Blades. Their native philosophy suited his heritage. They also gave him the courage to fight for his beliefs.

Then, he met Maman LeBeau. She charmed him, seduced him, then managed to convert him to her cause. The drugs may have helped as well.

As LeBeau's Tactician, Shango (Loa of Thunder) tries to organize the Ogouns into a competent fighting force, while wading into the thick of things himself.



THE OGOUNS HUITACA

Streetname: Huitaca
 Role: Netrunner
 INT 7 REF 6
 ATTR 7 LUCK 4
 EMP 4 PSY (0)

Real Name: Lara Ghanesh
 Specialty: Information Gatherer/ Disinformation
 TECH 6 COOL 6
 MA 4 BODY 7

• DESCRIPTION

Sex: Female Age: 23
 Hair Color: Dirty Blond Hair Style: Tied back with a bandana
 Ethnic Origin: Lebanese Eye Color: Green
 Weight: 101 lbs Height: 5' 2"
 Dress and Style: Black bodystockings, shrunken head earrings, bone necklace.
 Distinguishing Features: Birdlike movements, shrill voice.

• PSYCHOLOGY

Motivation: Notoriety ExMode: Hyper
 InMode: Immature

• SKILLS

Name:	Level	Name:	Level
INTERFACE	+5	Awareness/Notice	+3
Basic Tech	+6	Composition	+6
Education & Gen. Know	+3	Electronics	+5
Fast-Talk	+3	Handgun	+1
Hide/Evade	+4	Library Search	+1
Programming	+5	Streetwise	+3
System knowledge	+7		

• CYBERDECK

Modified SGI "Elysia" (Speed 4, Memory 20, Datawalls +7) Programs: Worm, Raffles, Watchdog, See Ya, Replicator, Re-Rez, Genie.

• CYBERWEAR

Cybermodem link, 2 CyberOptics w/Times Square.

• EQUIPMENT

Nylon Carrybag, Inflatable Bed, Glowstick.

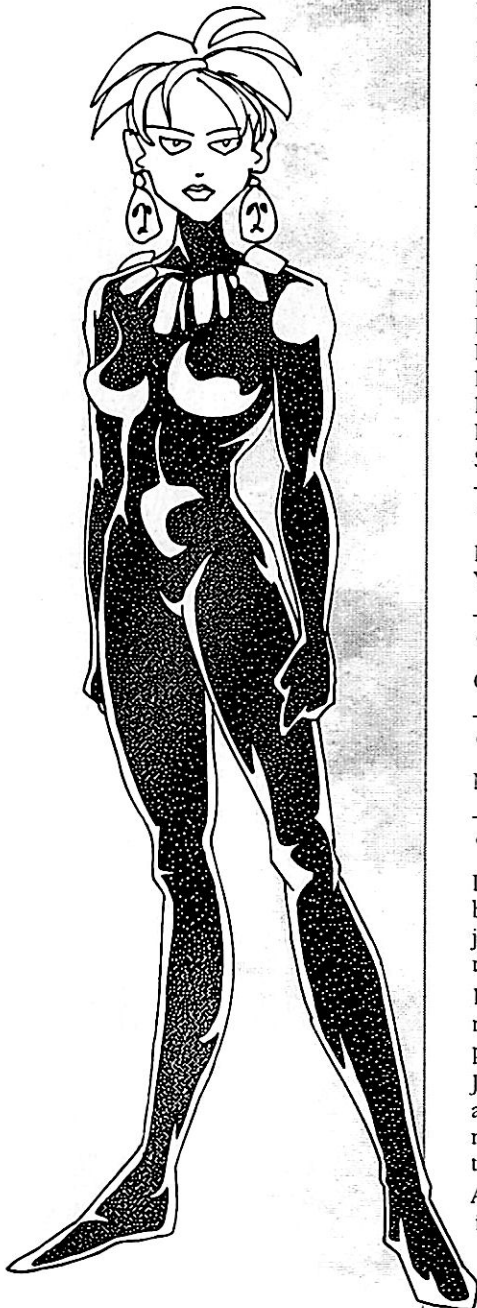
• BACKGROUND

Lara was a member of the Hacker Rats, a gang made up of orphans who were too old to be supported by the State anymore. They had found themselves a bolthole in the alleyways of Little Italy and were just struggling to survive. Lara managed to bring a few dollars in through some bank hacking and the rest ran errands for some of the less psycho local gangs.

It looked like they would starve on the streets or be forced back into the Orphanage, when Jian started recruiting people for the Ogons. The Hacker Rats saw a more dependable shelter and better protection, among the cult/gang, so they joined.

Jian immediately found a use for Lara's netrunning skills, enough to place her in an influential position among the Ogons. Jian named Huitaca after the owl loa of friendship. (Maman LeBeau mixed up her mythology a bit; Huitaca is an African Goddess.) Now, Lara acts to coordinate all of the information that the Ogons need as well as to scan and share all press coverage with LeBeau.

Although she likes the chance at a sort of family in the Ogons, Lara is starting to realize that the gang is a disaster waiting to happen. She is young, inexperienced and in way over her head. She wants nothing more than to get her fellow Hacker Rats out as soon as possible. Unfortunately, they like being Ogons.



MAUI

Streetname: Maui
Role: Nomad
Real Name: Gilah Mussalla
Specialty: Recruitment
INT 6 REF 7 TECH 4 COOL 7
ATTR 8 LUCK 6 MA 5 BODY 7
EMP 7 PSY (0)

• DESCRIPTION

Sex: Female Age: 26
Ethnic Origin: Ugandan Hair Color: Varies with her mood.
Hair Style: Long, shoulder length. Eye Color: Hazel
Weight: 105 lbs Height: 5' 6"
Dress and Style: Dark form-fitting jumpsuit with a yellow sun disk on the chest. Will wear other outfits as suits her moods.
Distinguishing Features: Likes to test her brother's temper, always tries to stay in her role as temptress.

• PSYCHOLOGY

Motivation: Pleasure ExMode: Hedonistic
InMode: Insecure

• SKILLS

Name:	Level	Name:	Level
FAMILY	+4	Athletics	+5
Awareness/Notice	+3	Brawling	+6
Dance	+1	Drive	+5
Endurance	+4	Martial Arts (Judo)	+1
Melee	+4	Personal Grooming	+3
Rifle	+3	Seduction	+3
Streetwise	+2	Wardrobe	+3
Wilderness Survival	+4		

• CYBERWEAR

Tech hair, Shift-tacts, light tattoo (tiger, on right shoulder), Contraceptive Implant, Cyber-Snake.

• BACKGROUND

In 2005, Gilah's parents sent her and her twin brother, Joc, to Night City, to get them away from the bloodshed in Uganda at the time. Their parents hoped to join their children soon; they died within two months, victims of an army raid.

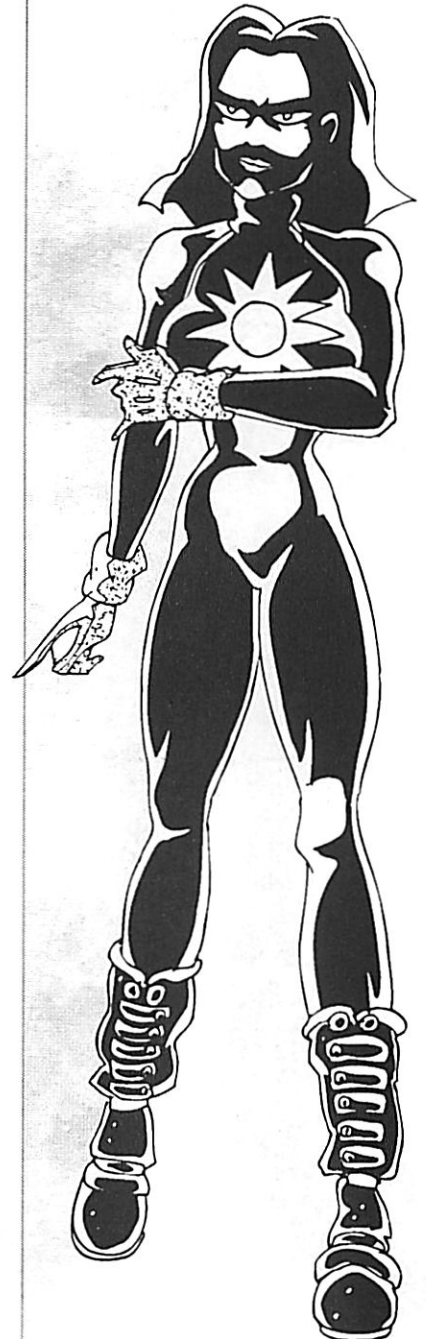
Gilah and Joc were sent to live with an aunt in the City. They discovered soon after they came over, though, that their aunt had no intention of taking care of them. Her plan was more like selling them to a biochemical lab as guinea pigs to make some extra cash for her SynthCoke habit.

The twins fled to the streets. They would have starved to death — or worse — if they had not found a generous Nomad Pack to take them in.

Within the care of the Pack they grew up to be strong and healthy, although not all of the scars of childhood were lost. The loss of their parents and the subsequent betrayal by their aunt left Gilah a very insecure person. She tried to hide it by playing the role of the daring seductress. It worked for her, although she often found herself in trouble that only Joc could help her out of.

Maman LeBeau came to the Pack about a year ago to try recruiting more followers into her gang. Gilah saw a chance to delve into a part of their roots and jumped at the chance; Joc had no choice but to follow.

Today, she acts as a recruiter for the gang, using her body as the *sales pitch* if necessary. Part of her conscience feels cheap for her actions, but she ignores it for the physical pleasure that she can easily get.



THE OGOUNS

LISA

Streetname: Lisa
 Role: Nomad
 INT 5 REF 6
 ATTR 6 LUCK 4
 EMP 6 PSY (0)

Real Name: Jok Mussalla
 Specialty: Ogoun Lieutenant
 TECH 3 COOL 7
 MA 7 BODY 9

• DESCRIPTION

Sex: Male Age: 26
 Ethnic Origin: Ugandan Hair Color: Purple
 Hair Style: Short cropped afro Eye Color: Hazel
 Weight: 186 lbs Height: 6' 3"
 Dress and Style: Black jumpsuit with white crescent moon design flowing around the torso.

Distinguishing Features: Quick to anger if his Streetname is ridiculed, booming laugh.

• PSYCHOLOGY

Motivation: To protect his sister ExMode: Bully
 InMode: Worrier

• SKILLS

Name: Level	Name: Level
FAMILY +4	Athletics +3
Awareness/Notice +6	Brawling +7
Drive +5	Endurance +4
Human Perception +2	Know Lang. (Bantu) +5
Martial Arts (Capoeira) +4	Melee +5
Rifle +3	Strength Feat +3
Wilderness Survival +4	

• CYBERWEAR

Neural Processor, Kerenzikov Boosterware, Enhanced Antibodies

• BACKGROUND

Joc was one of the toughest members of his Nomad Pack family and his sister's knight in shining armor whenever she got into trouble. He would follow her into the very maw of death if it would mean sheltering her from trouble.

That is why he ended up with the Ogouns; Gilah wanted to join the gang, enamored by the legends that it represented. Joc followed her to make sure that she did not get her fool head zapped off.

Maman LeBeau made them lieutenants in the gang, a situation that does not sit well with him — especially since LeBeau christened him Lisa, an African Moon Goddess whom LeBeau called a loa.

He spends half his time now keeping an eye on the lunatics under him, the other half making sure that his sister, now known as Maui, is all right.

He hopes that she will get bored of the Ogouns soon enough and decide to leave. He may not have the time to wait.



AVERAGE OGOUNS

Streetname: Various
 Role: Nomad
 Real Name: Various
 Specialty: Various
 INT 4 REF 5 TECH 4 COOL 6
 ATTR 6 LUCK 3 MA 6 BODY 5-7
 EMP 4 PSY 0

• DESCRIPTION

Sex: Either Age: Varies with each
 Ethnic Origin: Diverse Hair Color: Varies
 Hair Style: Varies Eye Color: Varies
 Weight: Varies Height: Varies
 Dress and Style: Leather jacket with a fetish design on the back.
 Distinguishing features: Intense fanaticism for Maman LeBeau.

• SKILLS

Name: Level	Name: Level
FAMILY +3	Athletics +3
Awareness/ Notice +2	Brawling +5
Drive +4	Endurance +3
Melee +4	Rifle +3
Streetwise +3	Submachinegun +3

• PSYCHOLOGY

Motivation: Religious fervor ExMode: Fanatics
 InMode: Zealous

• CYBERWEAR

Big Knucks (35%), Rippers (35%), Scratchers (30%)

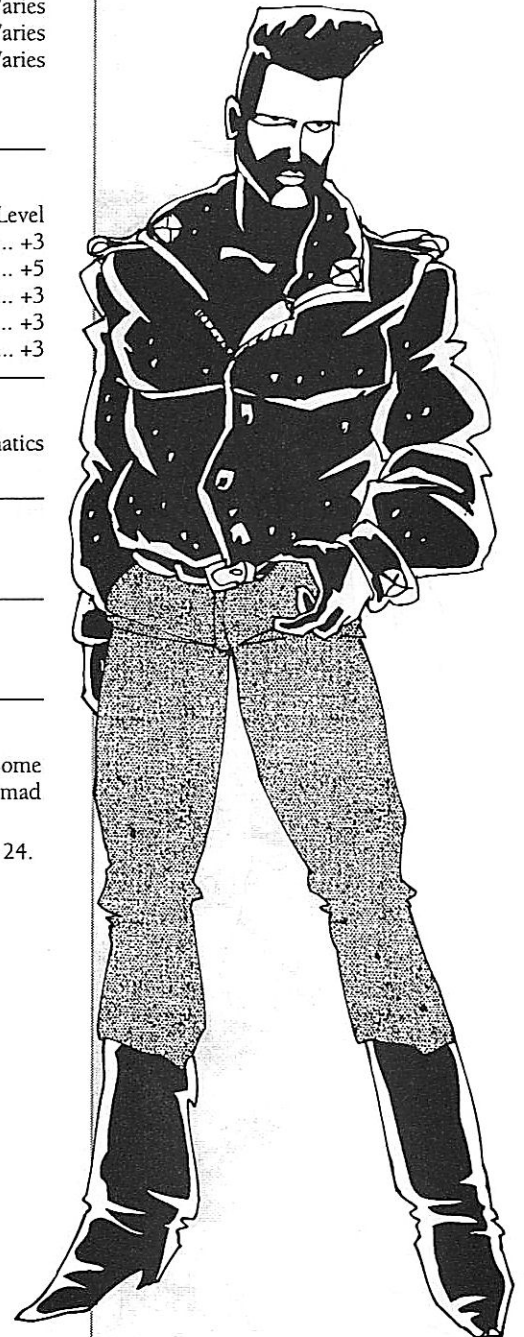
• EQUIPMENT

Bedrolls, clothes on their backs, Uzi Miniauto 9 when distributed from the weapons locker.

• BACKGROUND

These are the recruits that Maman LeBeau managed to bring into the gang from all over the city. Some come from other gangs — predominantly the Sacred Blades and the Voodoo Boys — some from Nomad Packs and Youth Gangs, and some from anywhere volunteers could be found.

They are all devoted to LeBeau and will follow her plans to the death. Altogether, they number 24.



ZUVEMBIES

Streetname: Zuvembies Real Name: N/A
 Role: Solos Specialty: Skirmishers
 INT 2 REF 7 TECH 0 COOL 9
 ATTR 0 LUCK 4 MA 7 BODY 10
 EMP 2 PSY 0

• DESCRIPTION

Sex: Male Age: Between 23-27
 Ethnic Origin: Various Hair Color: N/A (Bald)
 Eye Color: Red (No pupils) Weight: Varies
 Height: Varies
 Dress and Style: Naked, except for guns in their hands.
 Distinguishing Features: Do not speak, except in grunts. Move slowly and methodically.

• PSYCHOLOGY

Motivation: Follow Commands ExMode: Mindless
 InMode: Unknown

• SKILLS

Name: Level	Name: Level
COMBAT SENSE +5	Brawling +4
Handgun +4	Melee +5
Rifle +4	Submachinegun +5

• CYBERWEAR

Frame (Sigma), Cyberarm w/ Ripperhand, CyberOptics w/Anti-Dazzle, Pain Editor.

• EQUIPMENT

Arasaka Minami 10 SMG

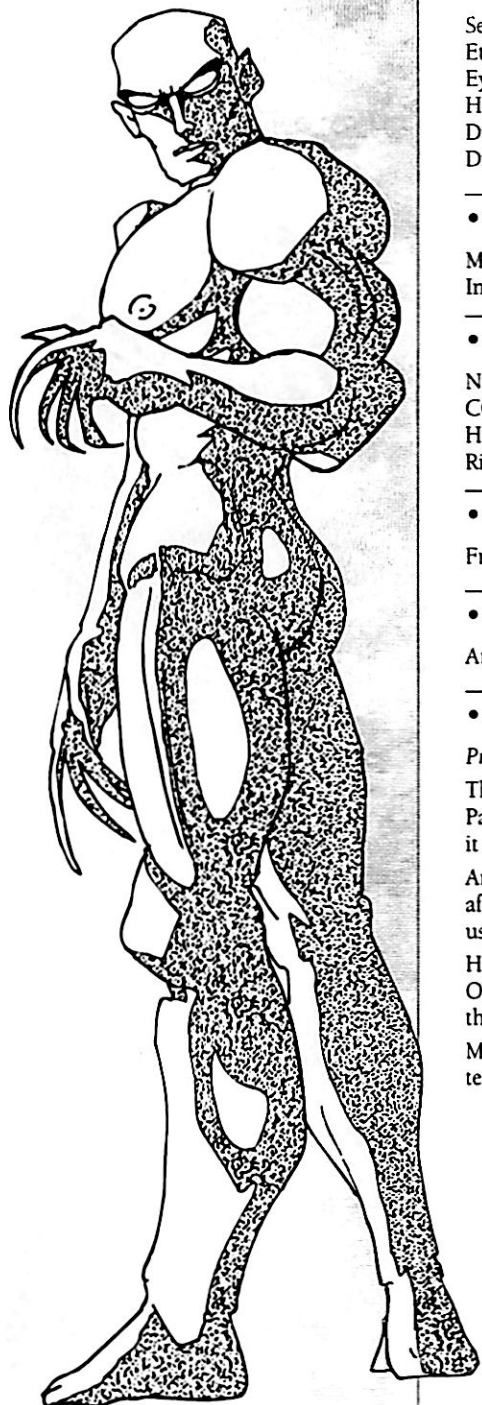
• BACKGROUND

Project: Tin Man was originally an experiment by Militech to develop a tireless soldier. The plan: take some beefy *volunteers* from the military, lobotomize them and graft exoskeletons and Pain Editors into their systems. The end result: a mindless fighting machine that keeps moving until it is destroyed, feeling no pain all the while.

An interesting idea, but not, ultimately, cost-effective for the corporation. The project was abandoned after four prototypes were made. They were put into storage until the higher-ups found a reason to use them.

Huitaca heard of this project in a Data Fortress and brought it to Maman LeBeau's attention. The Ogouns raided the warehouse they were stored in and claimed them for the gang. LeBeau renamed them after the zombies of Haitian myth; it is a name that suits them well.

Men who fight on until destroyed, feeling no pain, but willing to dish it out unquestioningly. A terrifying prospect.



THE ORGANLEGGERS

DR. PATCH

Streetname: Dr. Patch Real Name : Dr. Alfred Cullwode
 Role: MedTech Specialty: Organ Transplant/Salvage

INT 7	REF 6	TECH 8	COOL 7
ATTR 5	LUCK 3	MA 3	BODY 5
EMP 4	PSY (0)		

• DESCRIPTION

Sex: Male Age: 59
 Ethnic Origin: English (UK) Hair Color: Grey
 Hair Style: Medium Length and Straight Eye Color: Brown
 Weight: 143 lbs Height: 5' 7"
 Dress and Style: Grey Leisure Suit, white shirt, grey tie. Grey surgeon's smock at work.
 Distinguishing Features: Methodical speaker; stares — never blinks.

• PSYCHOLOGY

Motivation: Intellectual enlightenment. ExMode: Polite, traditionalist and perfectionist.
 InMode: Sadistic, methodical.

• SKILLS

Name: Level	Name: Level
MEDICAL TECH +7	Accounting +2
Awareness/Notice +4	Basic Tech +3
Cryotank Ops +5	Diagnose +5
Education & Gen. Know. +6	Expert (Human Anatomy) +4
Fencing +3	First Aid +2
Human Perception +4	Library Search +5
Pharmaceuticals +4	Stock Market +2
Zoology +3	

• CYBERWEAR

Biomonitor, Skinwatch, Tactile Boost, CyberEar w/Level Damper.

• EQUIPMENT

Fully equipped medical lab, laptop computer, laser scalpel, Kendachi custom MonoFoil.

• BACKGROUND

Dr. Cullwode, MD. was one of the finest surgeons that Crisis Medical ever hired. His knowledge of the human anatomy was flawless; he could patch up a wounded human being beyond nature's designs, almost like magic.

Dr. Cullwode had a dark secret, though: he stole bodies from the hospital morgue to practice new techniques on at night. If it was only a matter of deceased 'dorphers and street trash, everything would have been fine; they would never be missed. Unfortunately, some of the city's wealthiest sons and daughters found their way under his laser scalpel as well.

He was finally caught one night by a security guard, while trying to steal the corpse of a Petrochem exec's niece. Rather than bring him to trial and draw a cloud of bad publicity to the hospital, he was forced into an early retirement. No pension, of course, but no criminal record either.

He sat back, waited for his notoriety to die down, then started his own private practice. He began a series of lectures at Night City University; the Dean ignored his reputation in favor of his knowledge (not to mention, a 3000 eb "gift"). He also continued working on corpses that contacts brought him from off the street and discovered a way to profit off his "fun".



THE ORGANLEGGERS

SCALPEL

Streetname: Scalpel
 Role: Techie
 Real Name: Jack Zeth
 Specialty: AV-4 repair, Pilot

INT 6	REF 7	TECH 7	COOL 7
ATTR 4	LUCK 3	MA 6	BODY 7
EMP 4	PSY (1)		

• DESCRIPTION

Sex: Male
 Age: 27
 Ethnic Origin: Armenian
 Hair Color: Blond
 Hair Style: Long, tied in a pony tail
 Eye Color: Black (Contacts)
 Weight: 174 lbs
 Height: 6'
 Dress and Style: Wears Crisis Medical jacket over greasy overalls.
 Distinguishing Features: Speaks directly to the point. Has a heart tattoo on left hand.

• PSYCHOLOGY

Motivation: Kicks and cash
 ExMode: Aloof
 InMode: Mercenary

• SKILLS

Name: Level	Name: Level
JURY RIG +4	Aerotech +6
Awareness/Notice +3	Basic Tech +5
Education & Gen. Know +3	Electronics +3
First Aid +2	Gyrotech +5
Handgun +3	Know Lang. (Armenian) +2
Melee +5	Pilot (VTA) +4
Streetwise +4	Weapons Tech +5

• CYBERWEAR

Vehicle link, Mr. Studd, Slice N' Dice

• EQUIPMENT

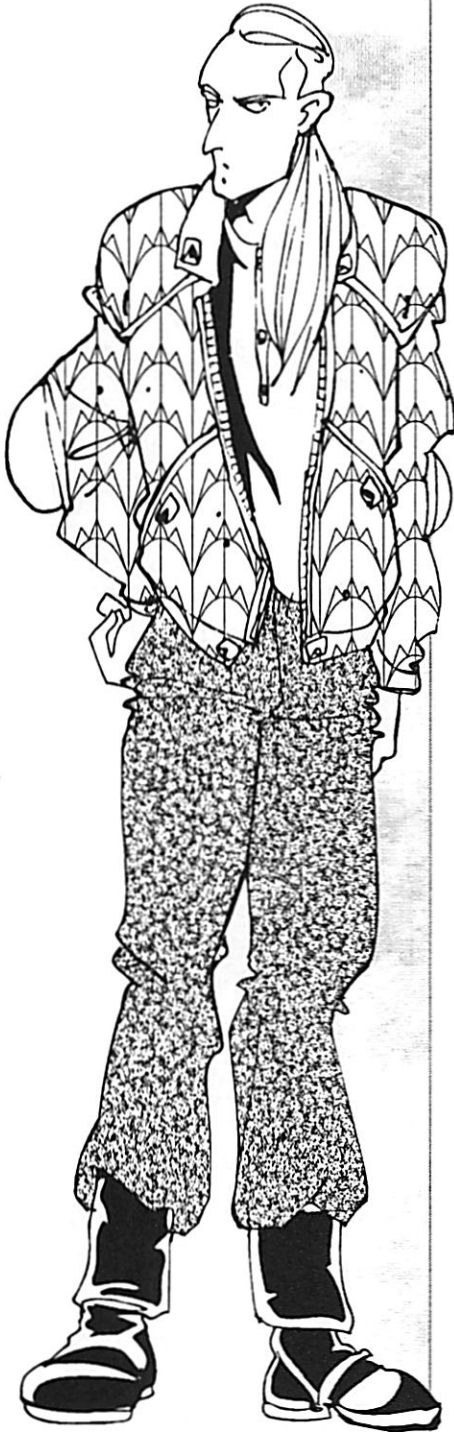
Tech Scanner, Cutting Torch, Tech Toolkit, Pocket Computer, Mini Cell Phone, First Aid Kit

• BACKGROUND

Scalpel started out as the AV technician at Crisis Medical, repairing all of the damage that the *shuttle cowboys*, as he called them, caused his machines. Then, one day, another driver was needed for an emergency; the regular pilot had been killed during a pick up in the Combat Zone.

Scalpel did such an excellent job of piloting the AV that he was promoted. He still fixes up all the mechanical problems, but he pulled a double paycheck as a regular pilot as well. Teamed up with Leon "Gasser" McGurk, he became a local legend.

Scalpel and Gasser became so well known in medical circles that a Dr. Cullwode offered them a sideline job as well: helping him to retrieve bodies for experimentation and resale. The money that he offered them was too tempting to refuse. Besides, they got a chance to help the city recycle.



GASSER

Streetname: Gasser
Role: Med Tech
INT 5 REF 4
ATTR 2 LUCK 1
EMP 3 PSY (0)

Real Name: Leon McGurk
Specialty: Emergency Field Surgeon
TECH 6 COOL 4
MA 4 BODY 4

• DRESCRIPTION

Sex: Male Age: 28
Ethnic Origin: Caucasian (Scottish) Hair Color: Flame red
Hair Style: Short, curly Eye Color: Unknown
Weight: 113 lbs Height: 5' 5"
Dress and Style: Grungy Lab coat over military togs.
Distinguishing Features: Nervous Giggle, only 1 eyebrow, always wringing hands.

• PSYCHOLOGY

Motivation: Get that next fix! ExMode: Nervous
InMode: Frazzled

• SKILLS

Name:	Level	Name:	Level
MEDICAL TECH	+3	Cryotech Ops	+3
Diagnose	+3	Education & Gen. Know	+4
First aid	+4	Handgun	+2
Hide/ Evade	+3	Human Perception	+2
Pharmaceuticals	+4	Zoology	+3

• CYBERWEAR

None.

• EQUIPMENT

First aid Kit, Surgical Kit, Medscanner, Budget Arms C-13

• BACKGROUND

Leon McGurk was a promising medical student, drafted as a medical orderly in a Corp army during the Petrochem/BioTechnica "dispute" of 2017. During a battle, he was hit by some flying shrapnel. Doctors were able to remove the shrapnel without killing him, but he suffered minor brain damage as a result.

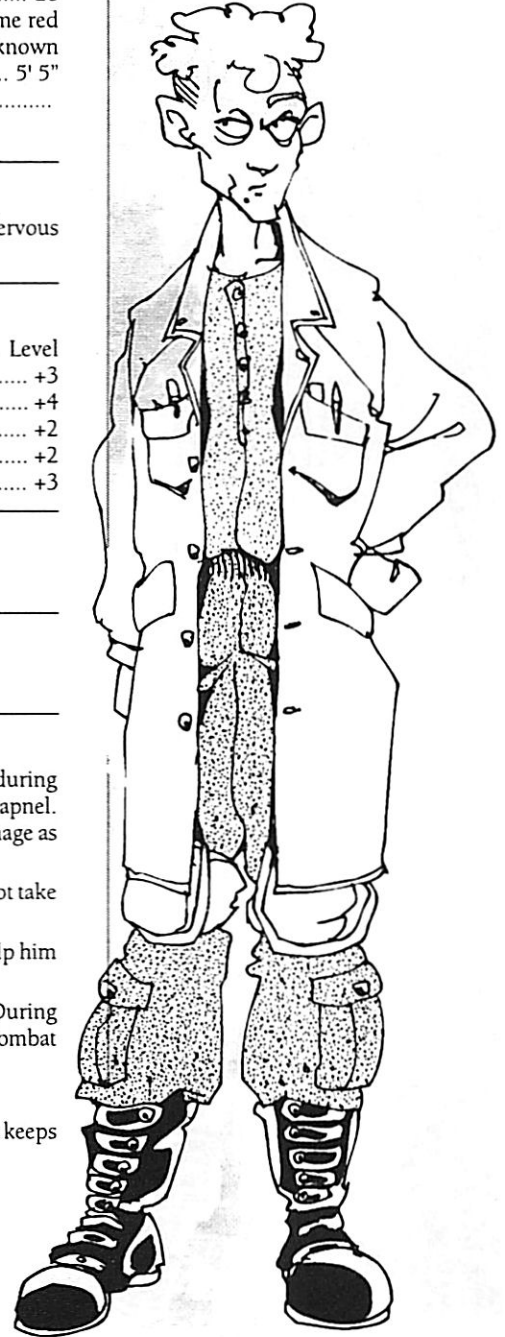
When he returned stateside, he was discharged from Petrochem with a nice pension. He could not take sitting around, though, and tried to continue his medical career.

He retained enough of his medical skills to be accepted as a volunteer on a Trauma Team. To help him remember more, he started to take Boost, an illegal intelligence enhancement drug.

This drug had some nasty side-effects; he began hallucinating whenever he needed another fix. During one of his bouts of hallucination, he shot his crew's pilot. It was covered up as a casualty in the Combat Zone, so he got away with it.

He was then teamed up with Jack "Scalpel" Zeth — and the rest is history.

He likes working for Dr. Patch simply because he is guaranteed a regular Boost fix, as long as he keeps bringing in the occasional body.



THE ORGANLEGGERS

ORGANLEGGER HQ SECU. GUARDS

Streetname: Various
 Role: Solo
 INT 5 REF 7
 ATTR 4 LUCK 3
 EMP 2 PSY 0
 Sex: Male
 Ethnic Origin: Varies
 Hair Style: Varies
 Weight: Varies
 Dress and Style: Anti-glare sunglasses, leather jackets with no markings, baseball caps.
 Distinguishing Features: Talks in military jargon.

• PSYCHOLOGY

Motivation: Financial Reward
 InMode: Remorseless
 ExMode: Gun-happy

• SKILLS

Name: Level	Name: Level
COMBAT SENSE +4	Athletics +3
Awareness/Notice +5	Brawling +5
Handgun +4	Melee +6
Rifle +5	Stealth +5
Submachinegun +5	Weapons Tech +4

• CYBERWEAR

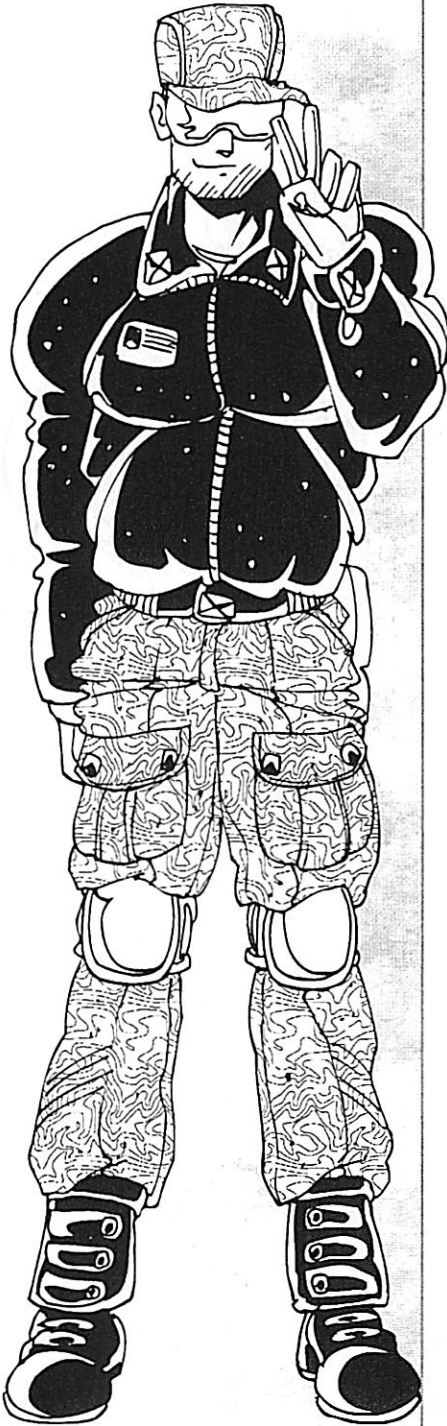
CyberOptics w/lowlite, Smartgun Link (30%), Slice n' Dice (35\$), Adrenal Booster

• EQUIPMENT

H&K MPK-9 (3 of them), Armalite 44 (3 of them), Fed. Arms Tech Assault II (2 of them), Mastoid Commo, Kendachi Monoknife.

• BACKGROUND

These men were hired by Dr. Cullwode to protect his organization. All 8 of them are veterans of the EBM/Panama War and are the survivors of the legendary Pentium Troop. Guarding an installation has them itching for more active duty; as a result, they are quick to draw weapons when they do not recognize someone, hoping for some fun shooting.



TYPICAL BELOC VAMPIRE

Streetname: Various Real Name: Various
 Role: Solo Specialty: None
 INT 3 REF 8 TECH 4 COOL 6
 ATTR 3 LUCK 3 MA 7 BODY (6) 6
 EMP 4 PSY 4

• DESCRIPTION

Sex: Male Age (Apparent) 21-40 (Real) 21+
 Age Level: 0 Hair Color: Varies
 Hair Style: Short cropped, military style. Eye Color: Varies
 Weight: Varies Height: Varies
 Dress and Style: Usually combat fatigues, city camouflage pattern.
 Distinguishing Features: Always act like gung-ho military types.

• PSYCHOLOGY

Motivation: Intimidation ExMode: Bully
 InMode: Psycho

• QUIRKS

Faster (+1 MA; 3 points); +1 to Charm Power (2 points); +1 Skill Point (2 points); FEAR: Garlic (-3 points); Holy Symbols (-3 points); Need orders to follow (-1 point).

• SKILLS

Whatever they had in life, plus:

Name: Level Name: Level
 Brawling +4 Streetwise +5
 (Or +1 to each skill if they already have them)

• PSYCHIC POWERS

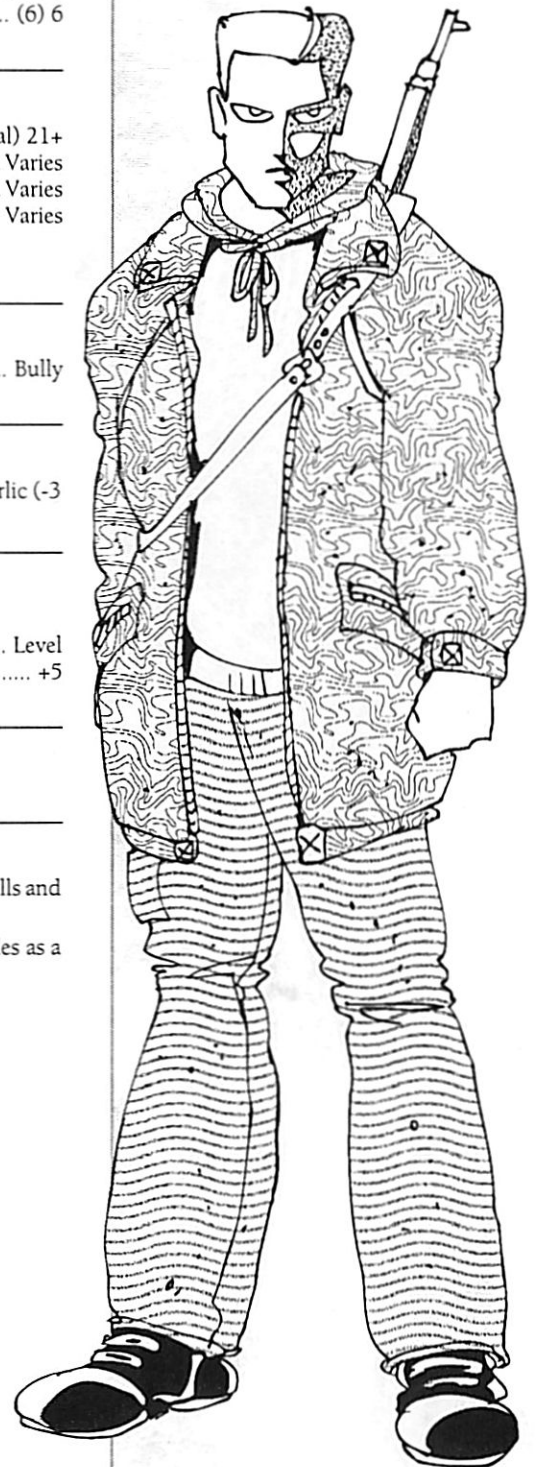
Charm +4

• BACKGROUND

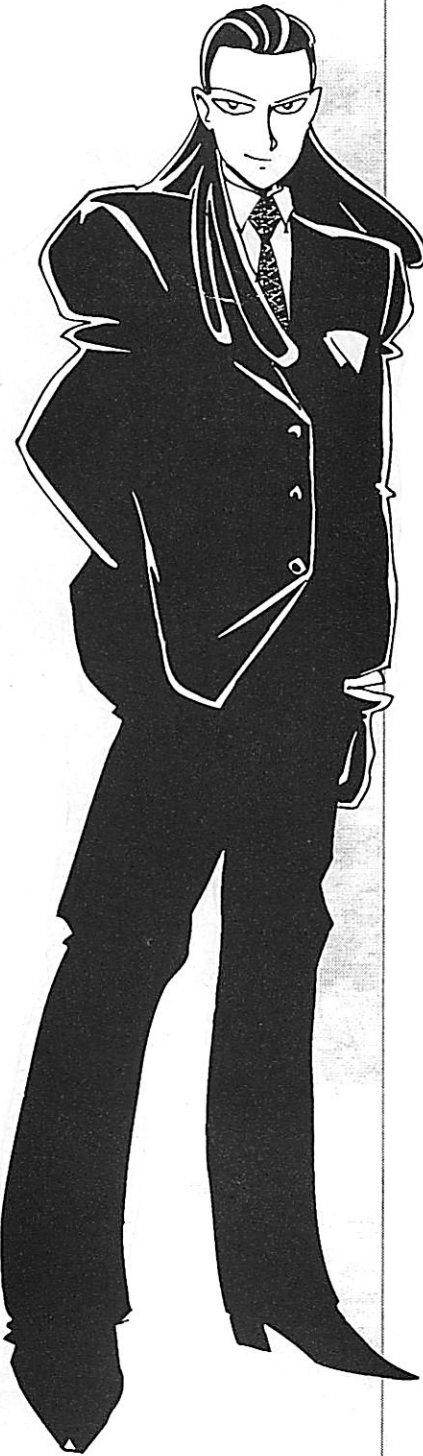
Beloc vampires are generally a fairly young breed. All of them were picked for their military skills and ferocity. While the West Enders are more into subtlety, Belocs like the strong, frontal attack.

They are one of the less mentally stable Covens in the city. Belocs are known in vampire circles as a psychotic, feral bunch.

They like it that way.



THE VAMPIRES LORNIER



Streetname: Lornier
Role: Fixer

Real Name: Claude Lornier
Specialty: Brokerage

INT 8 REF 8
ATTR 9 LUCK 6
EMP 6 PSY 7

TECH 5 COOL 8
MA 9 BODY (7) 8

• DESCRIPTION

Sex: Male
Age Lvl: II
Hair Color: Raven Black
Eye Color: Ice Blue
Height: 6' 1"

Age: (Apparent) 26 (Real) 86
Ethnic Origin: French
Hair Style: Long, flowing.
Weight: 164 lbs

Dress and Style: Black Power Suit, black leather gloves.

Distinguishing Features: Always speaks in an even tone, likes to make physical contact when he speaks.

• PSYCHOLOGY

Motivation: Make the Ultimate Deal
InMode: Opportunist

ExMode: Suave

• QUIRKS

Awakens Early +2; Faster REF(+1) +3; +1 to Cure Psychic Power +2; FEAR: Churches -1; DESTRUCTION: Oil/Holy Water -5; As obsessed with dealing as with blood -1.

• SKILLS

Name: Level
STREETDEAL +7
Dodge/Escape +3
Forgery +3
Handgun +3
Language (French) +4
Leadership +5
Motorcycle +2
Persuasion/Fast Talk +5
Social +2
Wardrobe/Style +3

Name: Level
Brawling +3
Education & Gen. Know +6
Gamble +3
Intimidate +5
Language (Japanese) +3
Melee +2
Personal Grooming +4
Seduction +3
Streetwise +4

• PSYCHIC POWERS

Charm +7
Healing +5

Cure +9
Illusion +6

• CYBERWEAR

None

• EQUIPMENT

Dai Lung Cybermag 15, Digital Recorder w/ Datachips, Pocket Computer, Mini Cell Phone, Apartment Cube, Chromed Ninja Motorcycle.

• BACKGROUND

If ever there was an ultimate power climber in the world, Lornier would be the one.

He started out his mortal career as a money launderer for a local gang. When it looked like the cops were about to shut them down, he walked out and joined the organization of Teflon Tommy. He studied all that he could under this legendary fixer, then went on again to join the East Side branch of the Yakuza.

By this time, he had made his way up to the rank of sub-lieutenant; a great honor for a non-Oriental in the organization. Still, he wanted more. He wanted to run the Yak himself. Unfortunately, the only way that he could do that would be to kill the current leader while avoiding death himself.

Then, an opportunity presented itself in the form of Saracen, the leader of the West Park vampire Coven. Saracen devastated Lornier's crew for worming into Coven territory. Seeing the power at the vampire's disposal, he volunteered to become one. Saracen considered him a brave fool, but failed to realize that Lornier still had plans.

Lornier served under Saracen for 20 years; he arranged an "accidental meeting" between Saracen's coven and the violent Beloc Streeters. He figured that one of the leaders would be killed, and he was not mistaken — only both coven leaders killed each other. Seizing the moment, Lornier took over as leader.

The loss of his brethren's bodies to the Organleggers served a purpose as well: a way to consolidate the two covens to a common cause. He "convinced" Baphomet, the temporary leader of the Belocs, to help unite their forces as one.

Now, he is trying to tie up the last few loose ends: track down the remaining parts of his brethren, eliminate the Organleggers who latched onto them and get rid of anyone who may be clued into their existence.



TYPICAL WEST END VAMPIRE

Streetname: Varies
 Role: Mostly Fixers, some Techies.
 Real Name: Varies
 Specialty: None

INT 6	REF 8	TECH 5	COOL 5
ATTR 6	LUCK 4	MA 5	BODY (5) 6
EMP 4	PSY 4		

• DESCRIPTION

Sex: Varies
 Age: .. (Apparent)Between 20-30 (Real) Varies
 Ethnic Origin: Various
 Age Level: I
 Hair Color: Varies
 Eye Color: Varies
 Weight: Varies
 Height: Varies
 Dress and Style: Business suits, usually the latest fashions.
 Distinguishing Features: Usually puts on a smug air.

• PSYCHOLOGY

Motivation: Cultured vampire life. ExMode: Stylish
 InMode: Snobbish

• QUIRKS

+2 ATTR (6 points); Awaken Early (2 points); FEAR: Churches (-1 Point); DESTRUCTION: Oil/Holy Water (-5 points)

• SKILLS

Whatever skills they had in life, plus
 Name: Level
 Persuasion/ Fast-Talk +3
 (Or +2 to these skills if they already have them.)
 Name: Level
 Wardrobe and Style +4

• PSYCHIC POWERS

Healing +2

• BACKGROUND

The West End Coven is one of the more stylish and upscale the city — if such terms could be used to describe vampires. Many of them were brought into the Coven for their intelligence and breeding. They are one of the most stable Covens in the city. Their main goal is to provide a more enlightened, cultured vampire society.



BAPHOMET

Streetname: Baphomet
 Role: Solo
 INT 4 REF 9
 ATTR 2 LUCK 10
 EMP 1 PSY 7

Real Name: Jefferson Caligul
 Specialty: Wetwork
 TECH 1 COOL 7
 MA 7 BODY (10) 11

• DESCRIPTION

Sex: Male Age (Apparent): 31 (Real): 43
 Ethnic Origin: Italian American Age Lvl: 1
 Hair Color: Blond Hair Style: Military buzzcut
 Eye Color: Grey Weight: 230 lbs
 Height: 6' 4"
 Dress and Style: Military field clothes, headband.
 Distinguishing Features: Always talks in military jargon, demonic-style facial tattoo.

• PSYCHOLOGY

Motivation: Win the war (whatever he considers one)
 ExMode: Calm InMode: .. Completely out of touch with reality

• QUIRKS

FEAR: Crosses/holy Symbols -3; Garlic -4- Obsessed with Military Procedure -1; Fast Runner (+2 MA)
 +6; +1 to Kinesis Psychic Power +2.

• SKILLS

Name: Level	Name: Level
COMBAT SENSE +6	Athletics +2
Awareness/Notice +4	Expert (Military History) +5
Language (Italian) +3	Martial Art (Choi Li Fut) +3
Melee +4	Pilot (Gyro) +3
Rifle +4	Stealth +4
Streetwise +4	Strength Feat +2
Submachinegun +4	Tactics +2
Weapons Tech +1	

• PSYCHIC POWERS

Kinesis +8

• CYBERWARE

Adrenal Booster, Grafted muscles, Big Knucks, Nasal Filters

• EQUIPMENT

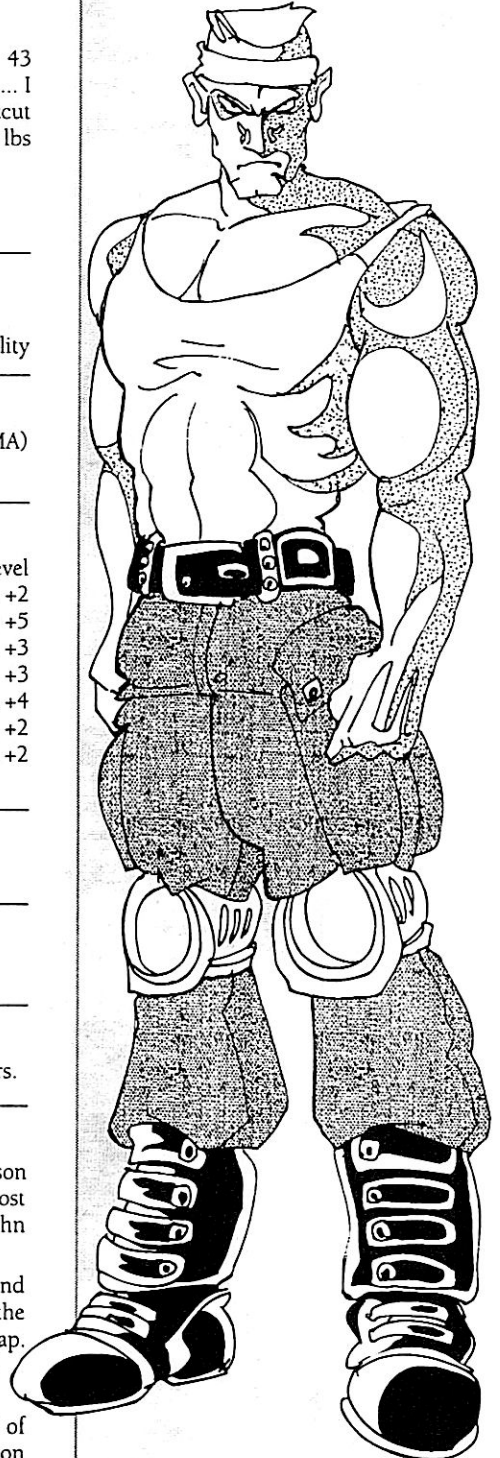
Baphomet believes himself invincible, above needing anything for battle other than what he wears.

• BACKGROUND

Baphomet. One of the secret names for the Devil in the Bible. An appropriate handle for Jefferson Caligul; the nastiest, most violent Marine ever to be hired for Arasaka's Covert Ops army. For most soldiers, wetwork was just a job; Baphomet reveled in the act of bloodletting. Even his friend John "Vektor" Taggart could not control him when battle frenzy struck.

This was a quality that Beloc found appealing. He felt that his Coven needed some feral new blood and Baphomet fit his needs perfectly. Over a decade ago, Beloc fed on the Solo and bestowed upon him the gift of eternal damnation. The power of being a vampire made his already tenuous hold on reality snap. To Baphomet, every situation, every action, is just part of a major battle. A simple nod is an act of war, as far as he is concerned. In his mind, there is no peacetime, no reconciliation and no mercy.

The war between Beloc's and the West Park Coven was just what Baphomet loved; he sent several of Saracen's flock to hell. The situation that brought the Covens into an alliance was a tactical decision to Baphomet necessary for the situation, but he intends for it to be temporary. At the first opportunity, he will stake Lornier and claim control without hesitation.



THE WEST END

BELOC COVEN HISTORY

This coven was founded 100 years ago by a Middle Eastern vampire named Saracen. At that time, Night City was not yet a dream, let alone a reality. It was still known of as Del Coronado. As Night City was built, the neighborhood that the Coven lived in was demolished and it was moved to another location. It moved several more times as the city grew, to finally settle in the area known as The West End.

Saracen's Coven was the first to settle in this area. Another, lead by a Lithuanian, Beloc, moved into the area in 2001. Beloc's style and philosophy greatly clashed with that of Saracen; their Covens clashed often as a result.

Saracen would rarely allow his brood to create new vampires and those that were chosen to join were decided on for the talents that they could bring. In Lornier's case, Saracen was impressed enough with the young man's spunk that he was accepted immediately.

This would prove to be his downfall. Lornier was a very ambitious man, even in unlife. Lornier set up Saracen and Beloc to kill each other; then, through the events of the Crashpoint murders, has managed to co-opt the surviving Belocs into the fold.

• RULES

Saracen had three basic rules for his Coven: 1) No creation of other vampires without his approval; 2) feed only as much as necessary; and 3) only Saracen could decide who could join the Coven. Any unworthy by his standards would be destroyed. To disobey these rules led to temporary starvation for a first offense and death for a second.

Under Lornier, the rules have changed, slightly. Feeding is not as limited as before, but those who fed had to vary their routes throughout coven territory, to avoid bringing too much suspicion to the home roost. He also allows disputes between Coven members to be decided by battles to the death. This eliminates problems before they can spread.

• NUMBERS

By combining two Covens into one, Lornier is now in charge of the largest in the City. A total of ten vampires are under him as Master.

LOCATION

The West End/Beloc Coven covers both the East and West sides of the city. Lornier maintained both Coven hideouts as bases of operation. Normally, this would be difficult to coordinate, but Lornier guarantees control by having one of the West Enders act as a sub-master in the East Side and a Beloc as his second in the West End. This guarantees a certain level of trust and cooperation that other Covens lack.

NEW ROLE: CULTIST

• SKILLS

Name:

CHARISMATIC LEADERSHIP

Intimidate

Oratory

Persuasion

Theology

Education & Gen. Know

Leadership

Perform

Teaching

In the 20th century, cultists were generally brainwashed, incoherent devotees to the faith of the moment, with no drive to improve. All they were concerned with was a way, anyway, to be closer to their god.

Today, though, it is different. Today, cultists are as close to their gods as they want to be; now, they just try to make money off them.

The Cultists of 2020 are part showmen, part preachers, part salesmen. They create religions based on anything from insect-worship to hatred of technology, then market it as the next Great Way of Life.

Just like Rockerboys, Cultists are able to sway groups of others to follow them in their "enlightened" paths. Their control is not as wide ranging as the Rockerboys, though it tends to be more focused; square their level and multiply by 10 instead of 20.

NEW DRUG: FLAME

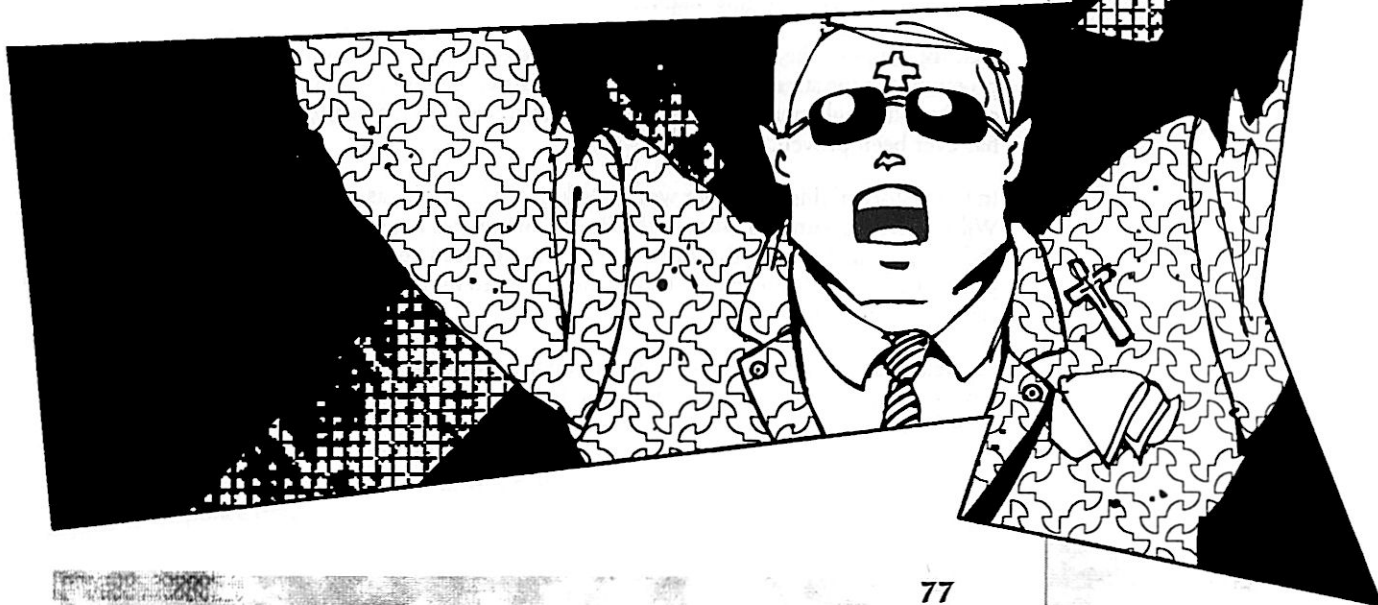
Type: REF/END Boost Strength: +2

Cost: 475 EB Difficulty: 19

Duration: 1d10+1 Minutes

Flame is one of the nastier new designer drugs released on the market this year. It is designed to heighten a user's reaction time and stamina, via a mix of amphetamines and diluted steroids. It is a very popular drug for sports stars needing an edge and performers who need the extra adrenaline.

It is also cut with some powerful hallucinogenics. Users will develop major temperature delusions and a feeling that wherever they are is overheated. Also, the combination of chemicals in Flame make it extremely addictive.



APPENDIX: ORGANLEGGING

Organlegging is a concept often mentioned in cyberpunk novels, films and games, yet it has rarely been described in enough detail to get a good idea of what it is about.

This miniature sourcebook should give prospective gamemasters a good enough idea of this situation to fully integrate into their campaigns, the phenomenon organlegging as something essential and interesting. Whether as enemies, allies or just as a sinister background element to the overall storyline, organleggers should definitely be there to stay.

A history of the profession will help to get an idea of how the practice came to be. One of the basic tenets of cyberpunk is a world that is all too familiar, with slight twists that could still happen. Organlegging's roots are not as fictional as some would believe.

Following that will be a small section of rules for incorporating live organ transplants into a campaign. An idea of how an organlegging operation would be put together is also provided, as well as the descriptions of some Organleggers that a gamemaster could use or tailor to suit their own campaigns.

It takes a rare, amoral, ruthless type of entrepreneur to become an Organlegger — but it is a brand of person that makes a cyberpunk game more interesting.

HISTORY

VICTORIAN ENGLAND

Black-market MedTechs are nicknamed "Ripperdocs" on the street. Part of that nickname comes from the "gentleness" of their surgery, but the origins of the name go further back, to the 19th Century, in Whitechapel.

Jack the Ripper. The world's first documented serial killer. He murdered and mutilated 5 prostitutes in the streets of the Whitechapel district of London, then vanished. He was never caught. Although many theories were proposed over the years as to the guilty culprit, none has ever been proven.

In the history of this particular world, Jack the Ripper was, as one theory proposed, Doctor William Gull, a surgeon close to the Royal Family and a member of the Free Masons, was indeed the man whom the press of the day referred to as "Saucy Jack". He murdered prostitutes in the Whitechapel district then stopped his activities when the chances of being caught became too severe.

The reasons for his murders were not so much a matter of some psychological disorder, nor any mysterious mystical or pseudo-religious ritual. His reasons for the murders were purely mercenary:

In the 1800s, medical science had progressed to the point where actual human organs were studied and dissected to learn how the human body worked. Traditionally, students would perform their examinations on the corpses of volunteers, men who had willed their bodies to science once they had died. Unfortunately, the number of men so charitable as to donate themselves after death was greatly exceeded by the demand. Also, only men donated their bodies for this purpose, not women; in the Victorian age, women were still not given some of the basic rights and liberties that they are today and had no legal rights to make decisions on how their bodies could be disposed of.

Doctor Gull and some associates came up with a plan to solve this dilemma, while making a profit on the side.

The streets of Whitechapel were widely known of as the seedier part of London, where loose women could sell their bodies for a few coins to feed themselves. In the eyes of British Law, they were the dregs of society, not permitted any of the rights of society, unknown to any but themselves.

In other words, people who would not be missed if they died.

With the aid of his associates, Doctor Gull murdered at least a dozen prostitutes via arsenic injections. The drugs would leave the corpses unmarked, their deaths untraceable, save by a trained chemist perhaps, one actually making an attempt to look. The bodies would then be sold to less reputable medical colleges for study. The sales were done through a series of false identities and fronts to protect his organization and himself.

Doctor Gull also murdered 5 other prostitutes in a very graphic, grisly way, to throw the police off of his trail. He created the identity of Jack the Ripper through letters to *The Strand*, a London newspaper. Because of these barbarous acts, the Police and Scotland Yard searched in vain for a madman. Doctor Gull was indeed a madman, but too clever to be caught.

He was also, by dint of his actions, the first documented Organlegger in history. Unofficially documented, of course.

EARLY 20TH CENTURY

Medical technology, although in many ways still barbaric in practice, progressed enormously throughout the years. The study of the organs of the dead led doctors forward in their knowledge of how to heal the bodies of the living.

The practice of medical study on volunteered cadavers is one that continued on and would well into the 21st century. Some surgeons, however, made a remarkable discovery: certain animals had organs and biological structures similar to that of human beings; similar enough to allow their study to advance medical science even further. Some even theorized that such organs could someday be safely used to replace damaged ones in the human body, via direct transplant.

In Chicago, New York and other big cities organized crime painted a bloody stripe on the pages of history. Enemies would assassinate each other in more violent ways. The Saint Valentine's Day Massacre, in which a dozen men were executed while discussing the future of their territories, is only a part of the carnage that occurred.

Sometimes it was necessary to not only eliminate an enemy, but to make sure that they could never be found. If they were, there was always the chance that some clue to their killers could be discovered on the bodies.

Mob tradition was "concrete shoes": fusing an enemy's limbs together with cement, then tossing them to drown in a river. While this could usually be effective, there was always the chance that police dragging the river could find the body.

APPENDIX: ORGANLEGGING

Some intelligent mobster came up with a better idea: every year, hospital morgues filled up with hundreds of John Does, corpses with no identification — often disfigured by death enough to make them unrecognizable — who could be requisitioned by a medical school for study. Instead of leaving all of their victims bodies around as warnings to rivals, why not kill some (particularly the most influential), making sure that they could not be recognized and selling them to the schools? No cop would think to look in a school for a mob victim!

The plan worked well, until some clever G-Men caught onto the plan and nabbed some big time mobsters through investigating the situation. Some murders would still go unsolved, though, and who knows if this method was not the reason that Union Boss Jimmy Hoffa's body was never found?

MIDDLE TO LATE 20TH CENTURY

In the 1970s, a medical breakthrough: the first animal-to-human organ transplant was successful. This paved the way for future organ transplants, operations that saved countless lives. Artificial organs, such as the Jarvik 7 series mechanical heart, proved to have limited success, but ultimately were not as good as the real thing.

Eventually, it became easier to transplant organs from human donors as well, which led to a new trend in social morals. In this modern age, people with government-sponsored medical care could, with a signature on the back of a card, offer their organs to science after death to help others. Also, some noble people still maintained the tradition of willing their remains for good use after their demise.

Despite this, the demand for organs still outstripped the supply. A limited supply was not problem enough, as the possibility of rejection or incompatibility between donor and patient could still pose fatal problems. Also, many who desperately needed organ transplants to live could find themselves on a waiting list, every moment of waiting and praying for a suitable donor to appear was taking the chance that they wouldn't survive to see an operation.

Also, some elements of the criminal underworld needed transplant operations as well, but could not come out in public to get them. Some mob leaders kept surgeons and clinics of their own on the payroll to take care of all their medical needs without attracting public attention. However, getting donated organs through legal channels always ran such a risk.

Man has always been inventive, even in the most unscrupulous ways; a way was discovered to get as many organs as any surgeon needed, at little expense, without drawing much attention to it.

By the late 20th century, economic conditions in the world led to a large population of the homeless and impoverished. People with little hope in life, lacking much in the way of identification, shunned and ignored by society. For the purposes of black market surgeons, most of them were useless; alcohol and drug abusers had long destroyed their bodies to the point of making them unusable. Healthier indigents did exist, however. These were abducted to use or sell their organs to those that needed them. Of course, the victims would not survive; being nobodies with no recorded past or proof of having ever existed, they could never be traced or avenged.

Rumors abounded of horrid practices along these lines being committed in South America. Stories circulated of babies "adopted" by benevolent care workers, buying them from impoverished mothers for \$100, only to have them killed for organs to sell on the Black Market. Other stories were of street children and adults, known only to other street people, disappearing in the night, never to be seen again. Many cities in South America had large ghettos of the poor, ignored and non-existent in the eyes of the public; a perfect farm for the black market Organlegger.

This was not only a practice carried out in Third World countries, though; by 1995, the homeless population of North America was almost equal to that of the affluent. Who knows how many of these people vanished to be used as organ farms?

2001 TO THE PRESENT

Medical science advanced at a turbo-charged rate over this 20 year period; not surprising, considering all of the corporate wars and brush skirmishes. Science always advances more rapidly during wartime, when better methods are needed to kill, as are better techniques to patch a soldier up, to get him back on the field sooner.

Cloning techniques advanced rapidly. The first human clone was grown in 2006 and the first successfully self aware and surviving one in 2017. A whole new way to survive death was now a reality.

Cybernetics had been around in one form or another since the early 1980s. By 2020, cybernetic limbs and organs were not only perfected, but commonplace as well. Anyone could have chrome parts if they had the euros for it. The social stigma of having artificial parts became virtually non-existent, although many still preferred to replace lost or damaged body parts with the real thing, either out of vanity or fear of losing their humanity.

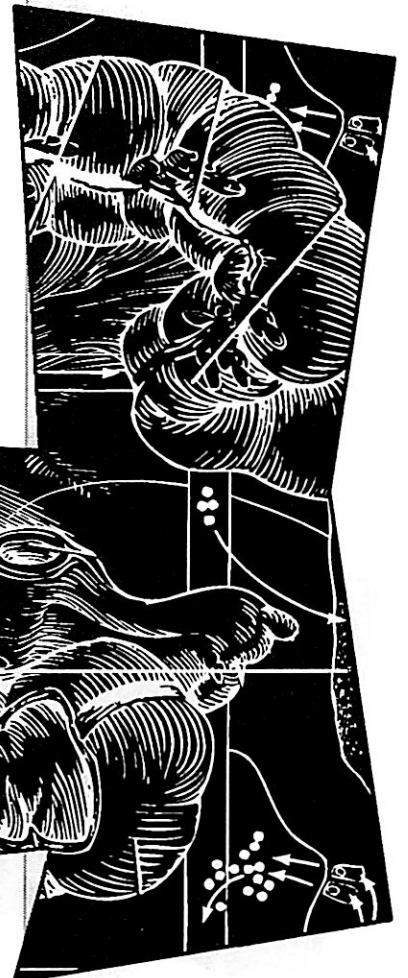
Clones were one possible source of new body part replacements; too many limitations kept this from ever happening. For one thing, the costs to have a clone of your own were more than most citizens earned in a year. For another, legal beagles were tying up the courts trying to decide if clones were true sentient beings or some such nonsense. Whether it was legal to use them as body shops was still up in the air and too risky.

The more things change, the more the old ways work better.

The have-nots, the dregs of humanity, now make up more than 60% of the world's population. Without SINs, they were completely untraceable. The Combat Zone made a perfect organ farm.

Better yet, some choombas would actually *sell* parts of their bodies for a few bucks, sometimes just enough to buy more drugs or to pay for a night in a tube.

A perfect world for an ancient practice. We've come a long way, baby... but it's still the same old, same old good business, easy pickings.



APPENDIX: ORGANLEGGING

PATCHWORK SYSTEM

The skill of salvaging and replacing live organs is one that taxes all of a Ripperdoc's talents, no two ways about it. Organ transplants are even more difficult than cybernetic implants, in many ways; with cyber, the doctor is only using technology to duplicate, maybe enhance a network of nerves and muscle, to make sure that the chrome imitates the real thing as much as possible.

With real organs, though, there are no imitations or halfway patches. A Ripperdoc has no choice but to connect all those nerve endings, skeletal structure and blood vessels properly or the patients could either find their bodies rejecting the transplant or worse, bleeding to death internally because of a bad "connection". Also, natural organs are far more fragile than metal parts. One mistake and new parts are needed.

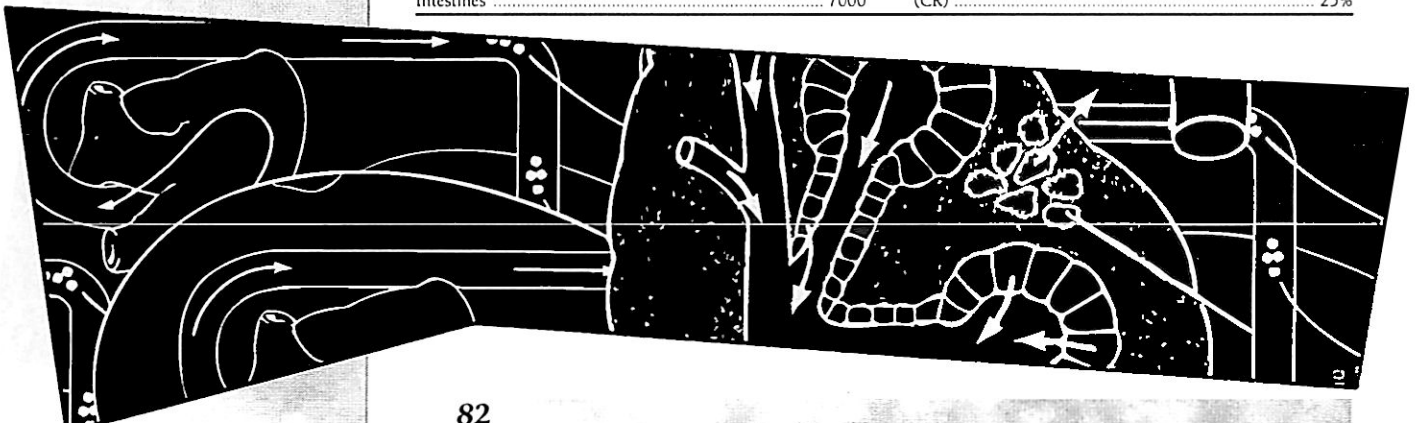
A transplant surgeon in the twentieth century was, by nature, an extremely trained specialist; even then, many operations didn't work out. In 2020, medical science has found better ways to perform the surgery, even to make some previously impossible transplants (like colons and stomachs) possible — extremely difficult, but possible.

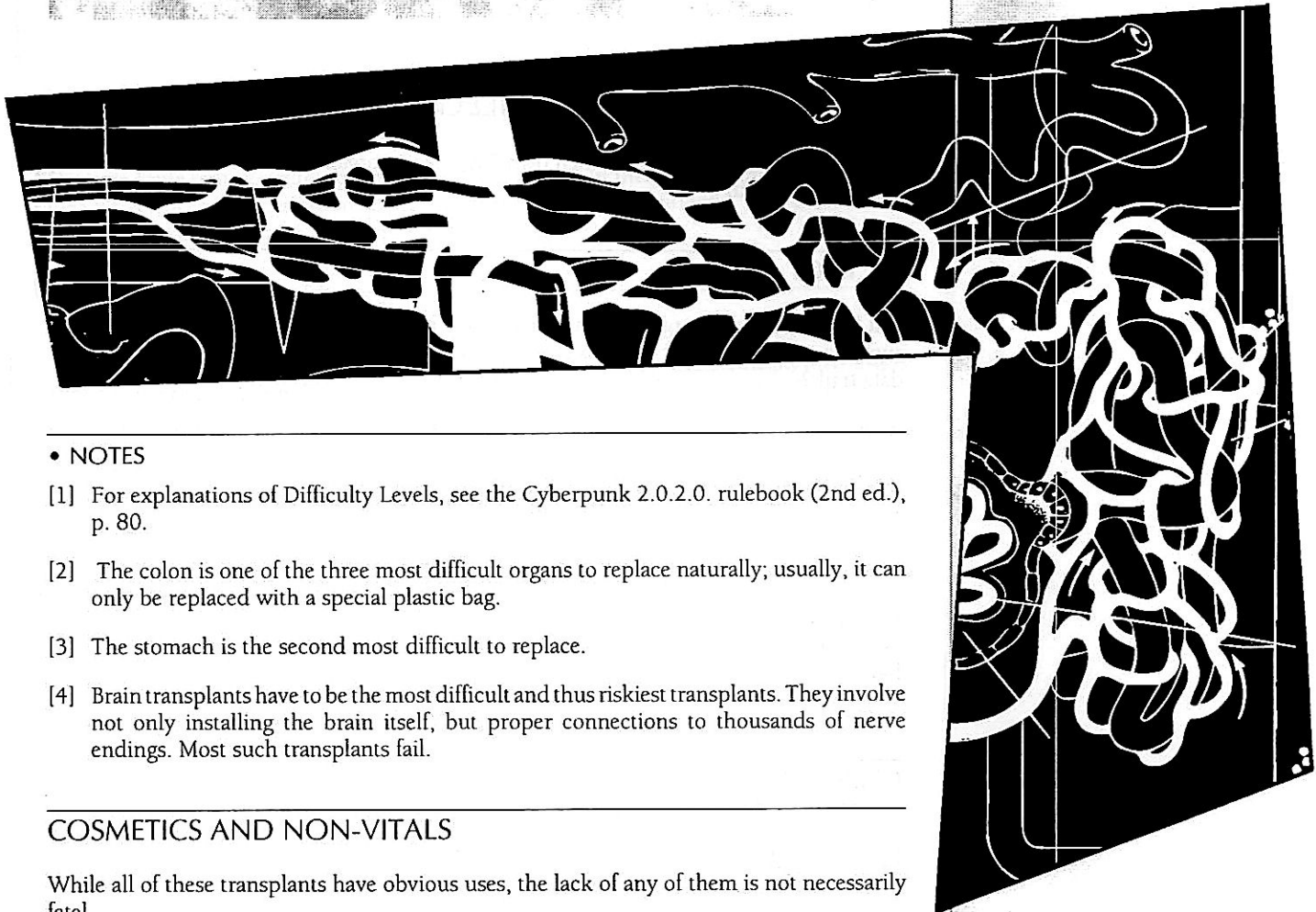
The complications involved means that there are only two levels of difficulty involved in transplant surgeries: major (MA) and critical (CR). There is no such thing as a transplant operation that can be done at your local Salvage Eddy's™ — unless Eddy is one of the top neurosurgeons in the world. This does not stop some smaller 'legger operations from performing the operations, though; it just means that 'Runners have a higher chance of never getting off the operating table. (Which, to an Organlegger, just means a free body to salvage.)

The following table lists all the possible organs to buy, their cost and the difficulty involved in transplanting them. There is also another code involved that will have to be checked: rejection percentage (REJECT %). Even if a 'Runner got the world's best surgeon, there is always the chance of having a part plugged in that the recipient's body does not like.

VITALS

ORGAN	COST	DIFF. [1]	REJECT %
Heart	3500	(MA)	55%
Liver	4000	(CR)	58%
Lung	3000	(CR)	45%
Kidney	4500	(CR)	50%
Colon	6000	(CR)	75% [2]
Stomach	8000	(CR)	75% [3]
Bladder	3000	(MA)	45%
Brain	20000	(CR)	90% [4]
Intestines	7000	(CR)	25%





• NOTES

- [1] For explanations of Difficulty Levels, see the Cyberpunk 2.0.2.0. rulebook (2nd ed.), p. 80.
- [2] The colon is one of the three most difficult organs to replace naturally; usually, it can only be replaced with a special plastic bag.
- [3] The stomach is the second most difficult to replace.
- [4] Brain transplants have to be the most difficult and thus riskiest transplants. They involve not only installing the brain itself, but proper connections to thousands of nerve endings. Most such transplants fail.

COSMETICS AND NON-VITALS

While all of these transplants have obvious uses, the lack of any of them is not necessarily fatal.

ORGAN	COST	DIFF. [1]	REJECT %
Eyes	1500/ eye	(MA)	30%
Skin Graft	varies [5]	(MA)	30%
Bone Marrow	2000	(MA)	25%
Bones	1000-10000 [6]	(MA)/(CR)	10%

• NOTES

- [5] Price depends on how much skin is being grafted on. A few hundred euros for small patches, up to 10,000 for a full skin job.
- [6] 1000 per bone replaced, up to 10,000 for a full skeletal replacement. Because of the effect on the rest of the body, full replacements have a Critical Difficulty (CR).

LIMBS

Note: All limb transplants have a Critical Difficulty level (CR), as well as a high rejection chance, because of the delicate nerve grafts required. Failed operations may destroy any chance of another limb, real or artificial, from being grafted.

ORGAN	COST	DIFF. [1]	REJECT %
Arm	5000 ea.	(CR)	75%
Leg	5000 ea.	(CR)	75%

APPENDIX: ORGANLEGGING

ANATOMY OF AN ORGANLEGGER

Gamemasters wanting to design their own Organlegger organizations should keep a variety of factors in mind:

SECRECY

Just how much is the organization doing to stay hidden from the law? Minimal measures, such as assumed names or complex chains of dummy companies, warehouse chains and false data trails?

Alternately, a clever Organlegger may decide not to hide. Legalized body banks are appearing regularly around Night City. There is a lot more bureaucracy to deal with, profits are cut by tariffs, but it beats a life of unhealthy paranoia.

SIZE

How large is the organization? Some 'leggers prefer to keep things small: a harvesting team of 2-3 agents, a second surgeon, maybe a small handful of Solos as protection. Others prefer having large networks of paid employees, cadres of bodyguards and a full contingent of surgeons, as many as their funds will allow.

CLEANLINESS

Depending on how much euro a 'legger is willing to spend on business, his operation may be a) the height of cleanliness (full sterilization of all instruments, careful preservation of all organs used, etc.); b) the dirtiest depths (rat nests are cleaner); or c) somewhere in-between.

Cleanliness of the operation may make a large difference in the success of all transplant operations. A very clean facility reduces rejection chances by up to 10% and give a MedTech up to +2 to his skill rolls; a very dirty, unsanitary one could add up to 20% to rejection chances and reduce a MedTechie's rolls by up to -4!

Unhealthy conditions may seem to be self-defeating in this business, but some 'leggers are just fly-by-nighters, out to make quick euro, then dropping out of sight.

ETHICS

Not as strange a concept to these operations as it may sound. Several different ethical decisions have to be made by all Organleggers who run a business:

Stability: Will he work the same area until someone catches on or will he take a customer's money and run?

Service: Will his organization offer transplant surgery or just act as an organ salesman? (Some 'leggers may just offer sales and leave the hard work to others.)

Tolerance: Will he perform a transplant of organs bought from another supplier?

Quality Control: Will the 'legger go through the effort to verify that his stock is safe to use? Make sure that organs are free of defects or, if they come from questionable donors, that they carry no traces of addictive drugs or disease?

SAMPLE ORGANLEGGERS

Here are some sample write-ups for gamemasters to use in their campaigns. Only a rough idea is given of each organization, as per the criteria previously mentioned. Each gamemaster will have to tailor them for his own campaign.

PEG-LEG PETE

Peg-Leg is an old veteran of the Corporate Wars, in itself a rarity. He was medically discharged after a battle that cost him his legs (shot off by a mortar). As his luck would have it, he was one of the rare few whose bodies rejected all transplants, mechanical or otherwise. The best thing that could be done for him was to give him wooden legs, his back pay and a boot home.

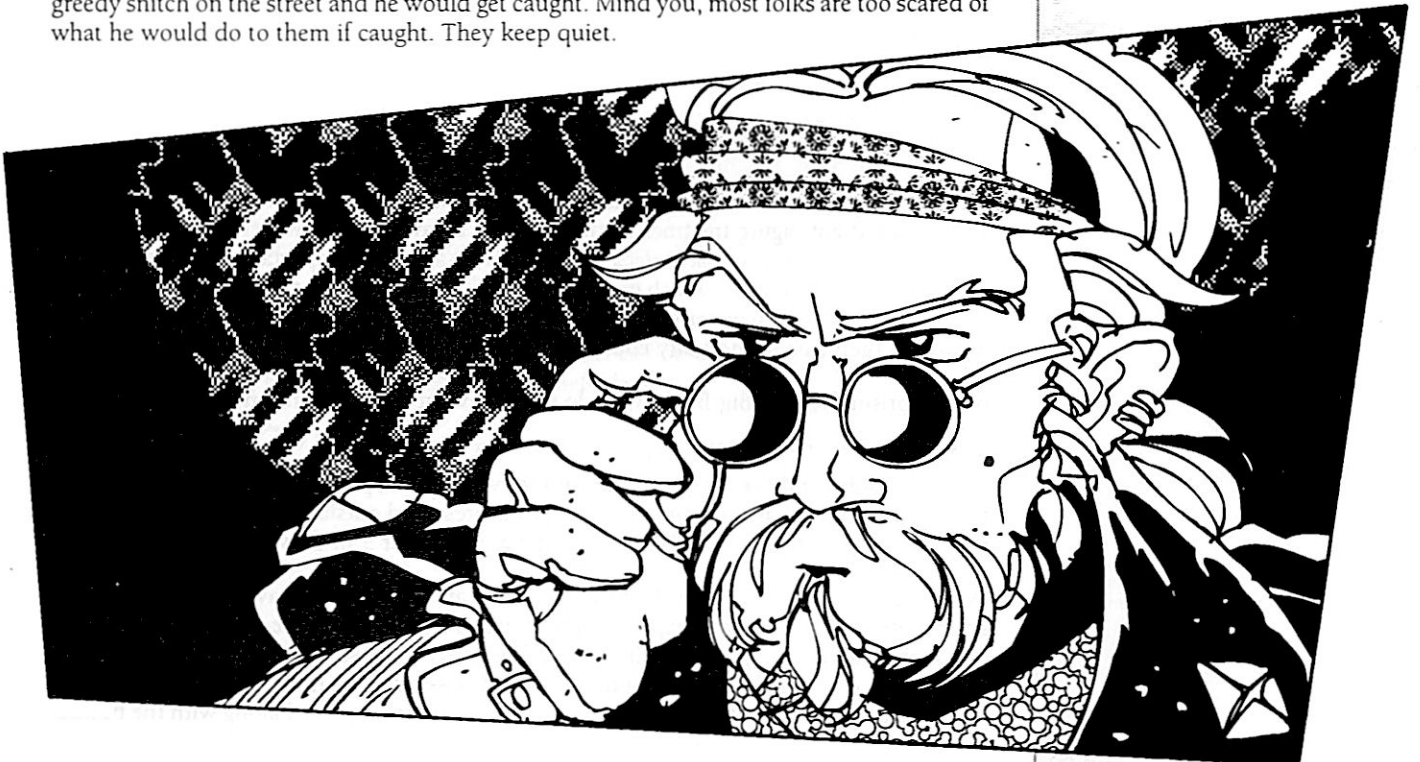
Pete tracked down Organleggers, to try again in Night City to find himself some legs that would work. He blew his entire pay on the attempt, with no success. When his last chance faded away, he snapped and killed the surgeon who had failed him.

This was one of the smallest such organizations in Night City, just a doctor and a few solos — and they backed down when they saw what this crazy man with no legs could do. Pete then got the idea to get into the business himself, to try to find himself functional legs and to make some money on the side to pay for them. The solos, preferring to stay alive, joined him.

Appearance: Peg-Leg Pete looks like a burly, hairy biker — very much the stereotype Hell's Angel. He is very cold and surly, seems like he could snap at any time. If he meets Edgerunners, he will either be hobbling around on his wooden legs or in a wheelchair.

SECRET

Pete is not a very subtle man. His organization is barely hidden. All it would take was one greedy snitch on the street and he would get caught. Mind you, most folks are too scared of what he would do to them if caught. They keep quiet.



APPENDIX: ORGANLEGGING

SIZE

Pete's organization is composed of himself, a Med student he coerced into helping and two solo guards.

CLEANLINESS

Not great. The one exception: legs. Pete will preserve any legs he gets meticulously — until they prove useless to him. Then, they go with everything else in a deep freezer. He does not go out of his way to keep things clean.

ETHICS

Stability: Single-minded, will not move.

Service: Will perform transplants — but only a masochist (or someone hiding from the law) would get surgery performed here.

Tolerance: Will not work with other people's supplies.

Quality Control: None. Caveat emptor.

• *Note: Pete is the perfect example of a bottom-of-the-barrel 'legger, the sort that gives an already nasty vocation a worse name.*

PHARAOH ROM-C'S

Sometimes, the difference between the haves and the have-nots is more than wealth. Sometimes, it is also a matter of sanity.

The rich, well fed in their arcologies and private, well-defended estates, have the time and funds to devote to esotericism. One movement that has recently become popular among them is Egyptology, the study of all of the mysteries of the mysterious Nile Empire. One particular facet seems to fascinate these wealthy static heads the most: the idea of burial by embalming, mummifying.

When you die, you die. That is an idea that, even in an era of cybernetics organ transplants and rumored anti-aging treatments, that can not be avoided. However, having the body protected in such a way that it decays slowly, with all of the important organs preserved separately, is a tempting idea with multiple possibilities. The cloning techniques of 2020 can lead to a copy of a human being — if that copy could someday be imbued with the brain of its donor, then true immortality could be achieved.

Not surprisingly, even Big-Bucks who do not believe in the mystic mumbo-jumbo like this idea.

Enter Pharaoh ROM-C's. The first true mummifying funeral parlor in Night City. For a large fee, wealthy patrons are embalmed, their organs preserved outside the body, then stored in perfect cryogenic tombs. Old Big-Bucks are signing up for it in droves.

What they do not know is that ROM-C is actually an Organlegger, having hit upon a great scam. Patron organs in bad shape are indeed preserved in cryo in the promised fashion — although whether the process will ever work is, obviously, something that may never be discovered. Any healthy organs found — a good possibility, as the rich can afford regular transplants — are actually stored away separately, with fakes placed along with the bodies.

ROM-C is not the standard Organlegger; he does not run a transplant shop. Instead, he acts as a re-seller, catering to hospitals, clinics or other 'leggers.

Appearance: Pharaoh ROM-C plays his gimmick to the hilt. He wears traditional imitation Egyptian garb (loincloth, head wrap, fake choker, etc.), as well as eye make-up. He is a rather short man, not very physically fit. Most Edgerunners could frag him in seconds.

SECRET

Pharaoh ROM-C's is a perfect front, offering a legitimate facade for an illegal operation. He has paid off officials in the city who could declare his operation unfit.

On the resale side, ROM-C operates through a series of middlemen, none of whom know him by name. He always meets them in a different location to keep any nosy cops from tracking him down.

SIZE

ROM-C's operation is not large, although it is not as small as Peg-Leg Pete's. His main headquarters is a medium sized building on the outskirts of a Corporate Zone. Of course, as his front, it too is styled in an Egyptian motif.

He keeps a dozen solos on staff for protection and has hired three MedTechs to perform the necessary surgeries. Although the only surgical work is to remove organs from corpses, ROM-C prefers to leave it to experts.

CLEANLINESS

ROM-C maintains a high level of cleanliness in his operation. Rich patrons would expect no less, after all. Besides, whatever money he spends to guarantee disease free transplant materials is more than made up for by his profits.

ETHICS

Stability: Will stay where he is until the law — or some angry 'Runners — catch on. Then, he will pull up shop and try to find another angle.

Service: Purely a retailer. Will not perform operations: they attract attention.

Tolerance: Does not operate, does not matter.

Quality Control: Quite high. Fortunately, many of his customers have taken great care of their bodies already, but he is still meticulous nonetheless.

- *Pharaoh ROM-C's is an example of a clever scam to cover up Organlegging operations. There are thousands of these.*

APPENDIX: ORGANLEGGING

BIBLIOGRAPHY

This is by no means an exhaustive list of resources for GMs to get more ideas on Organleggers. Most of the materials in the Cyberpunk 2.0.2.0. rulebook Bibliography have ideas — these are simply more specific additions.

BOOKS

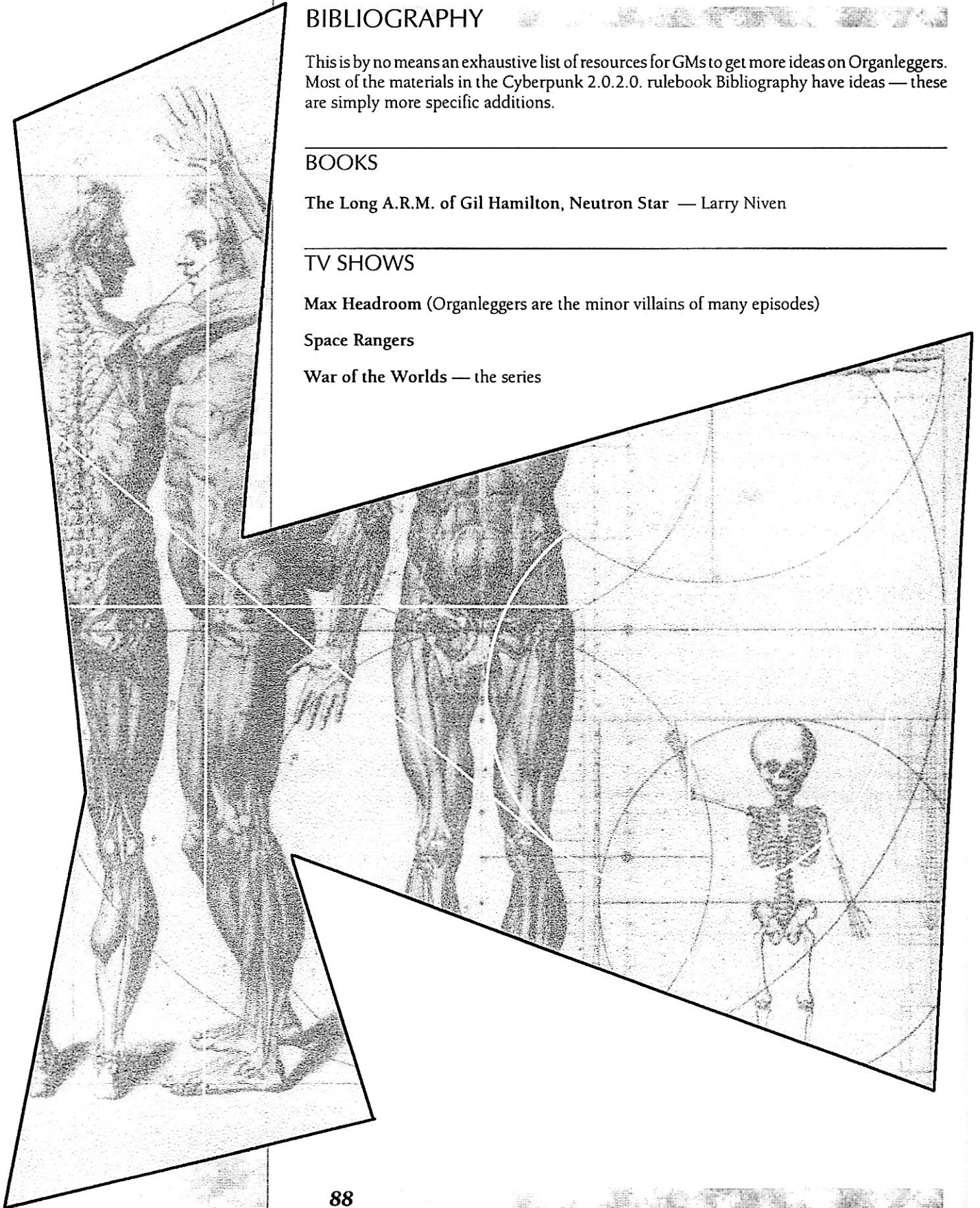
The Long A.R.M. of Gil Hamilton, *Neutron Star* — Larry Niven

TV SHOWS

Max Headroom (Organleggers are the minor villains of many episodes)

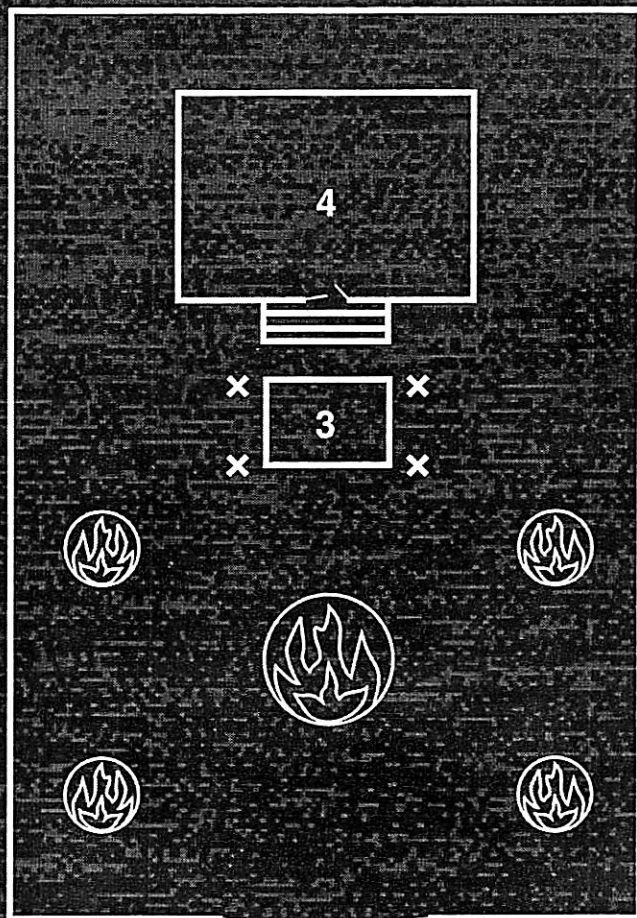
Space Rangers

War of the Worlds — the series



LOCATION GANG BANGING

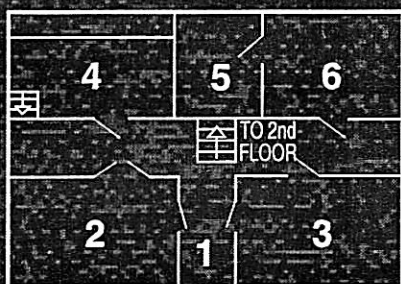
THE OGOUN COMPOUND



-  FIRE
-  GUARD
-  ZUVEMBIE
-  DOOR

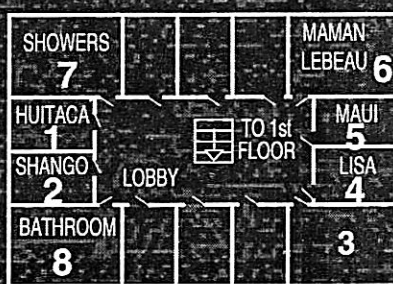
20 FEET

BUILDING 1st FLOOR



10 FEET

BUILDING 2nd FLOOR



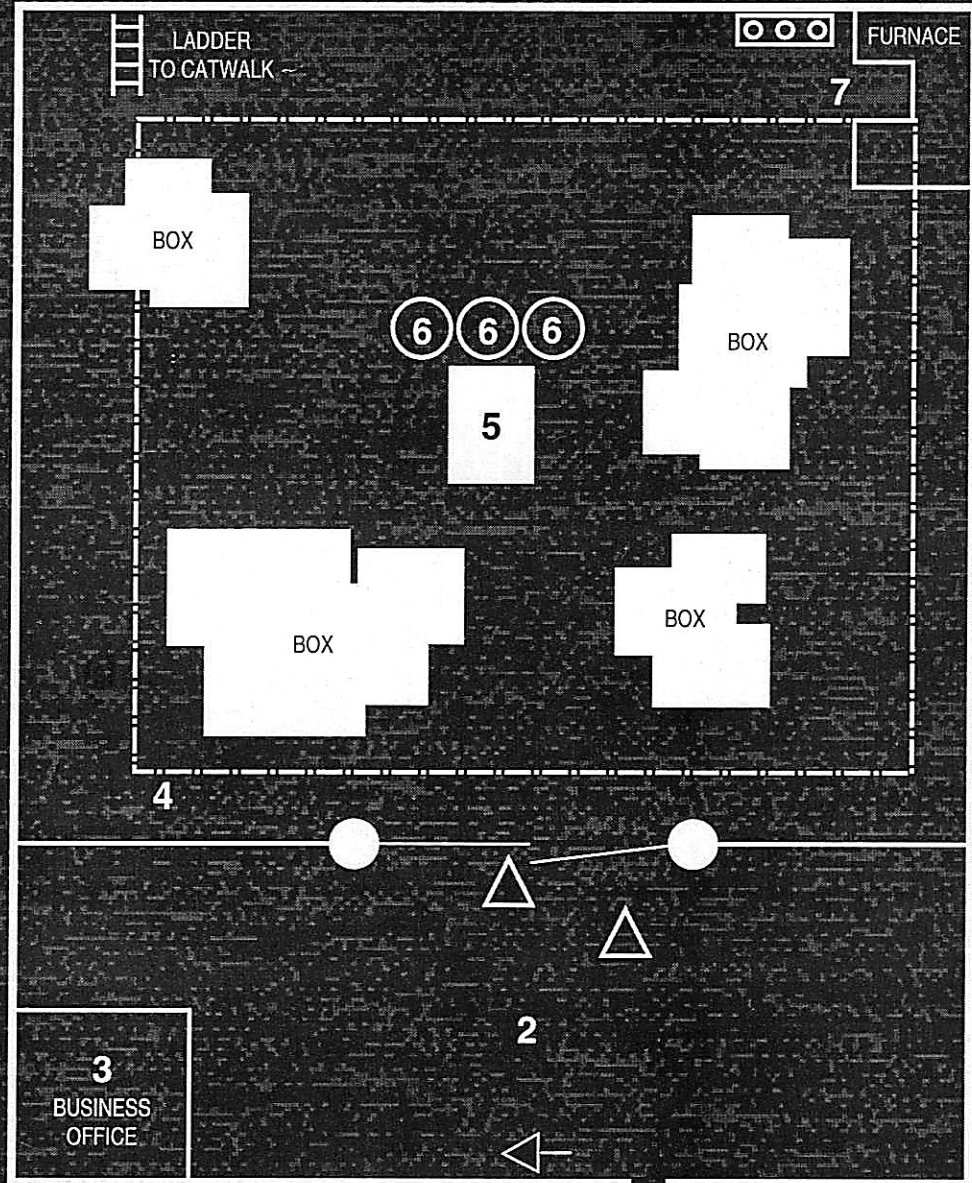
BASEMENT



LOCATION
FACTORY AFLAME

△ GUARD

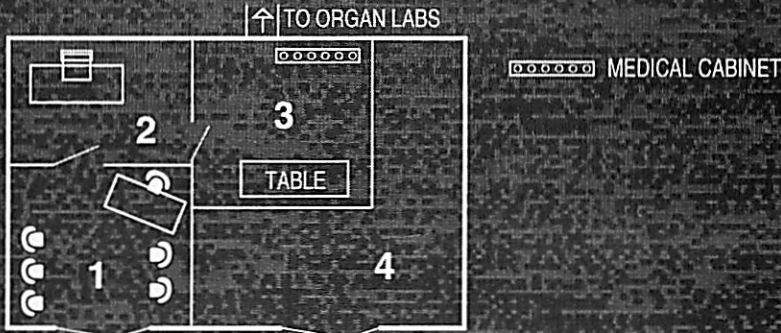
--- CATWALK ABOVE



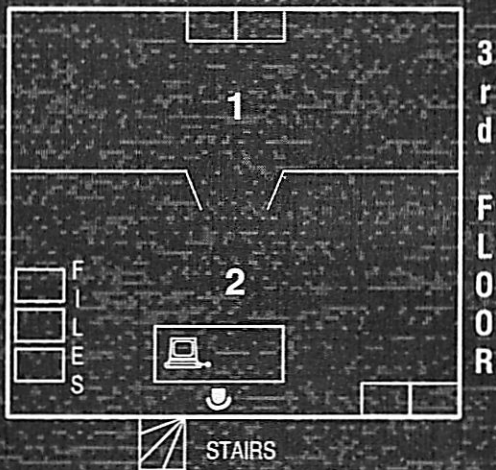
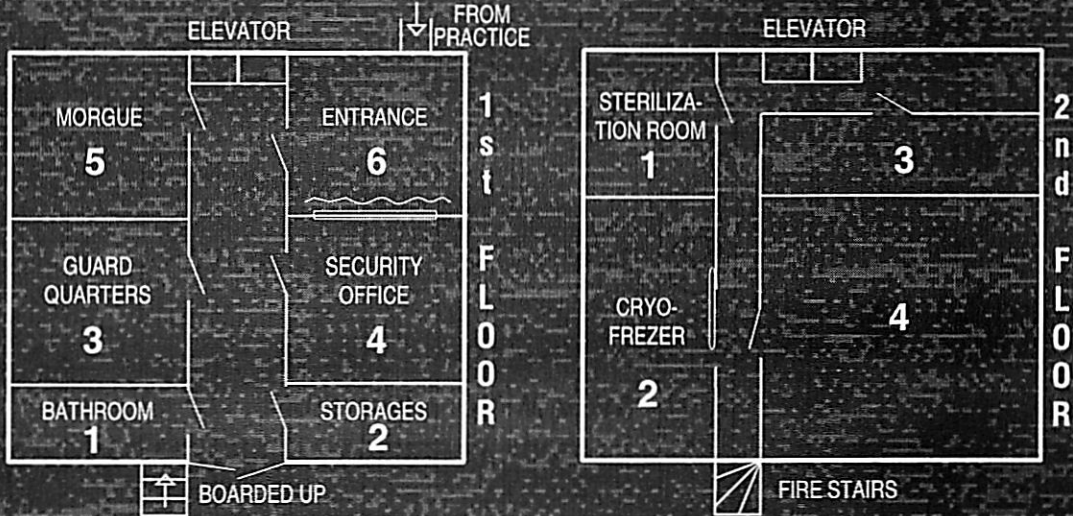
20 FEET

LOCATION
DR. PATCH ORGANIZATION

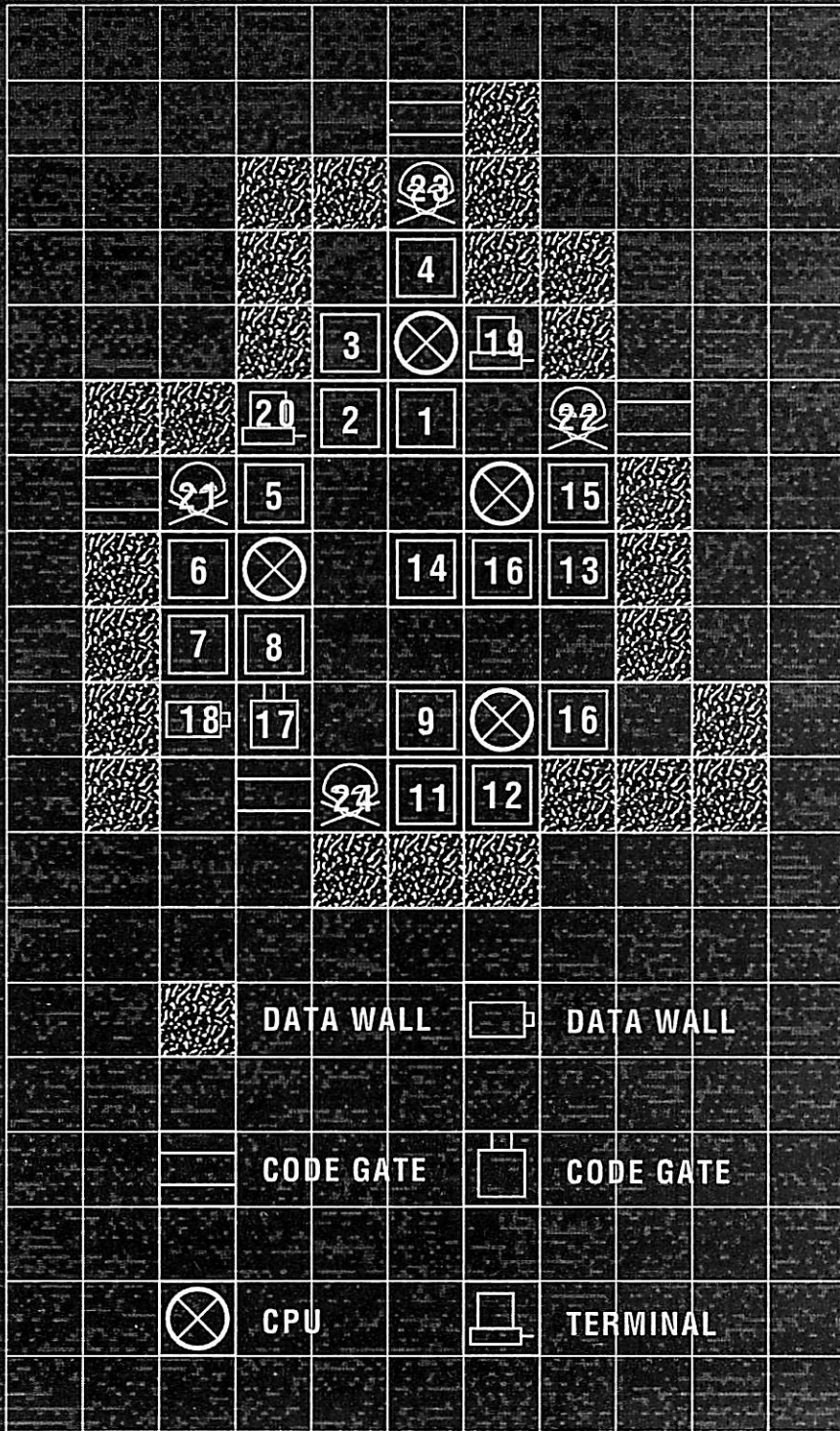
DR CULLWODE'S PRIVATE PRATICE



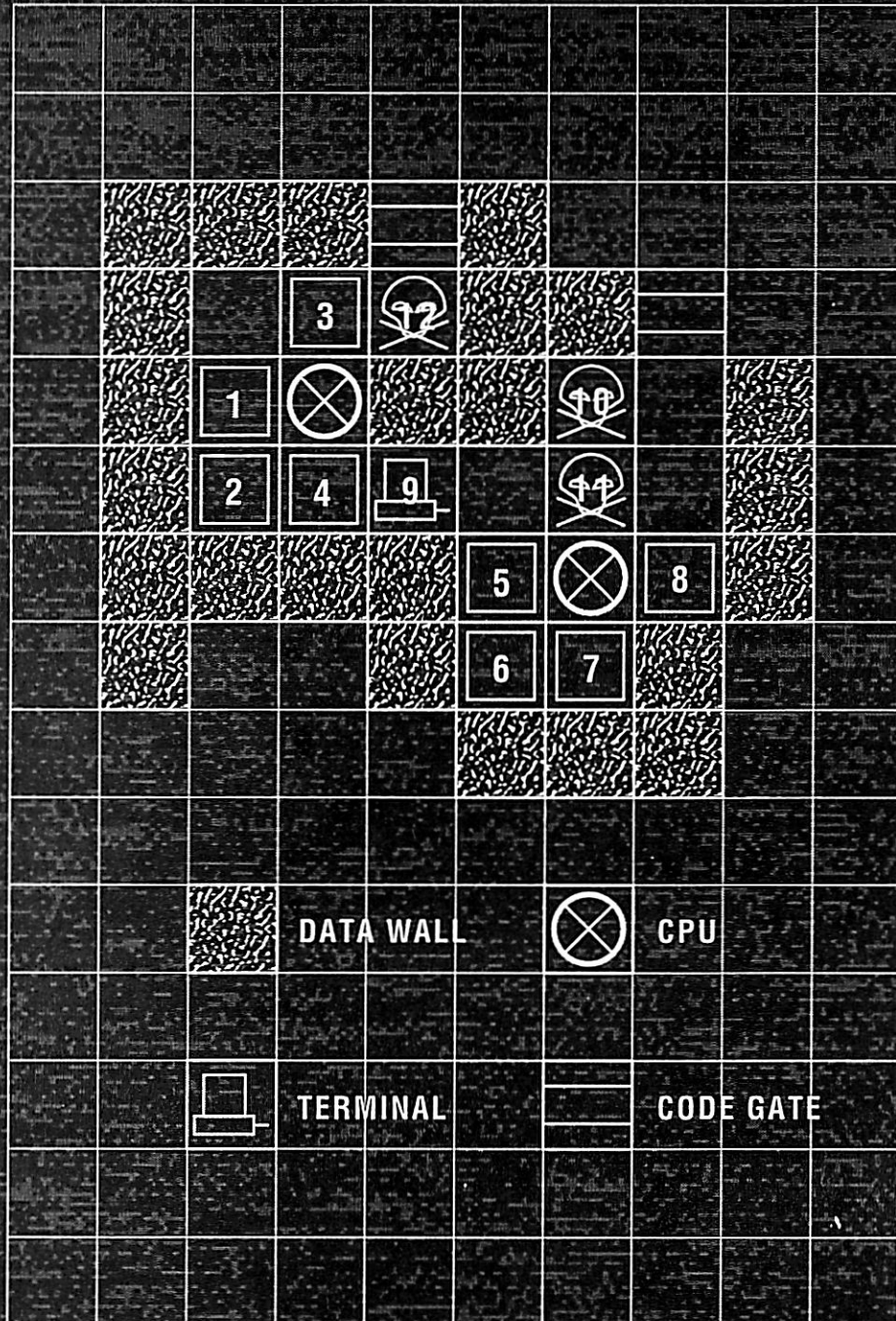
THE ORGAN LABS



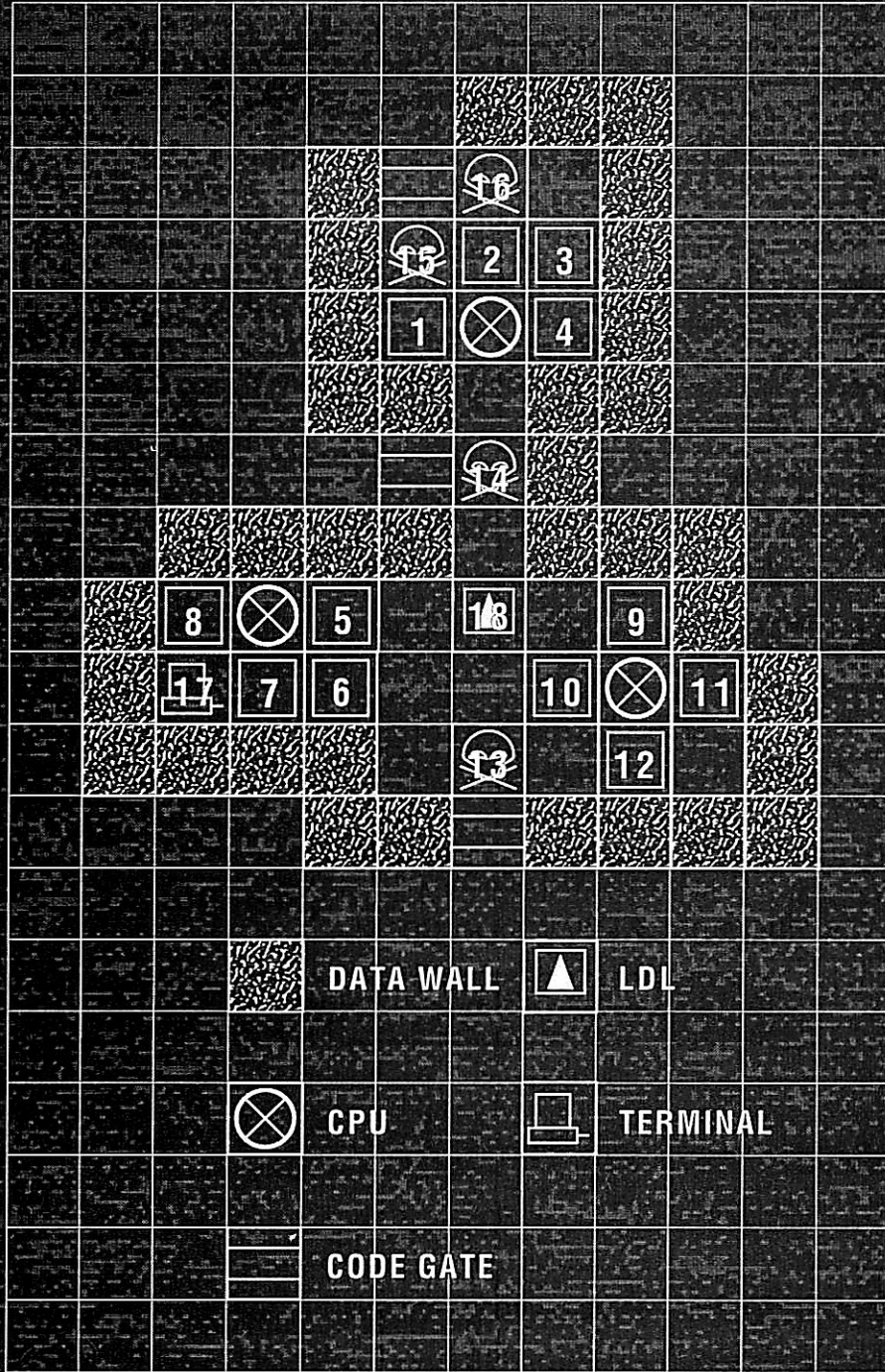
SYSTEM NAME
CRISIS MEDICAL



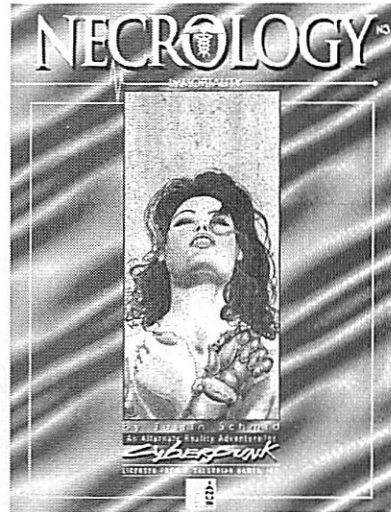
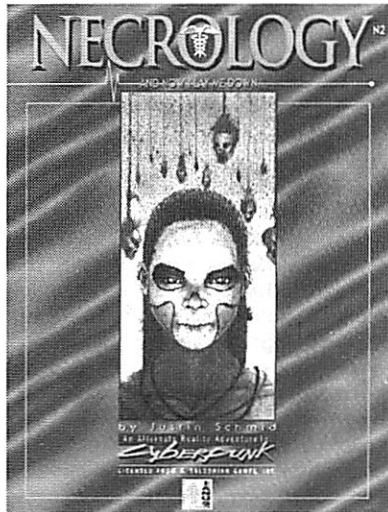
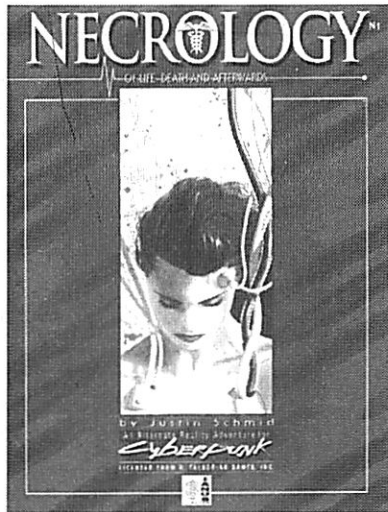
SYSTEM NAME
SEKURE MEDICAL



SYSTEM NAME
INFOTECH MINIFRAME



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) \$6.95US/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.

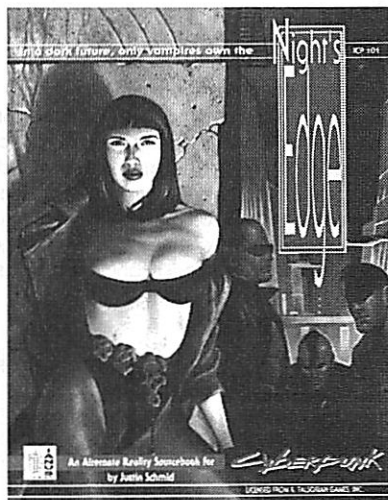
ICP104 (CyberPunk 2020 module) \$6.95US/Can

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) \$6.95US/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) \$14.95 US/Can.



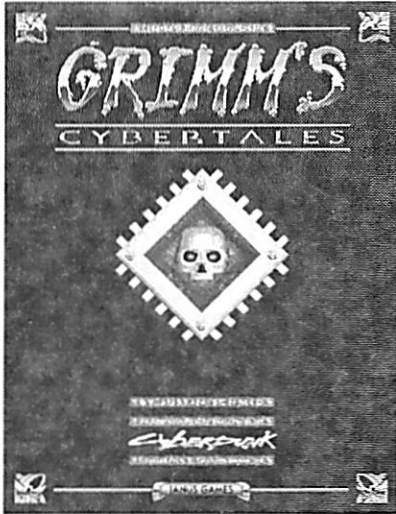
SURVIVAL OF THE FITTEST

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 Bussiére. 32 pgs, full color cover.

ICP103 (CyberPunk 2020 Module) \$6.95US/Can

CYBERPUNK HORROR ENCYCLOPEDIA

ALTERNATE REALITY UNIVERSE SOURCEBOOKS



GRIMM'S CYBERTALES

A sourcebook for use with Cyberpunk 2.0.2.0., licensed from R. Talsorian Games. Grimm's Cybertales complements Night's Edge and focuses on humanity's dark side as a strong source of horror role-playing. It sheds light on the dark and enigmatic cults of the Alternate Reality Universe. In Grimm's, nowhere is safe; stalkers, mass murders and terrorists provide a mundane source of horror on the streets, while unknown beings stalk the Net and still others ensure that even one's sleep is not safe anymore. Also includes a unified magic system that is based upon a mixture of belief, chemistry, slight-of-hand and a touch of psychic powers. 128 pgs.
For Mature Gamers.

ICP-110 \$14.95

ALSO AVAILABLE

DARK METROPOLIS

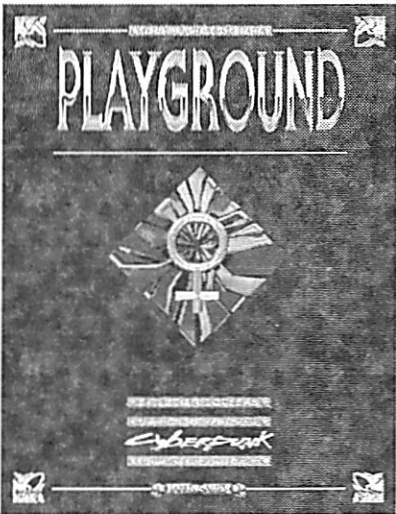
128 pages
ICP #116 \$14.95

SUB-ATTICA

128 pages
ICP #120 \$14.95

HOME FRONT

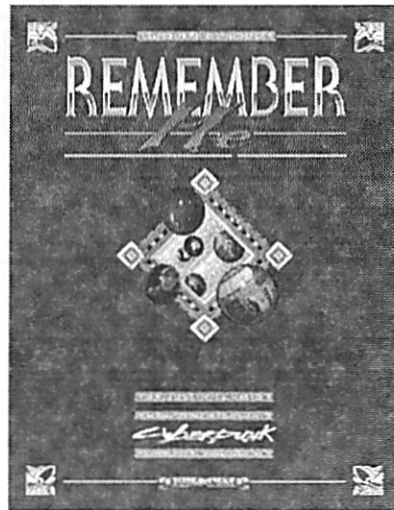
56 pages
ICP #119 \$9.95



PLAYGROUND

Welcome to the virtual reality amusement parks where you can seek the ultimate hedonistic experience! Or at least, that's the official line. What the corporation won't say is that Playground's creator has been assaulted in the Net and now wants revenge. Add a team of vampire solos chasing her and the players are in the midst of a dangerous hunt. 64 pgs.
For Mature Gamers.

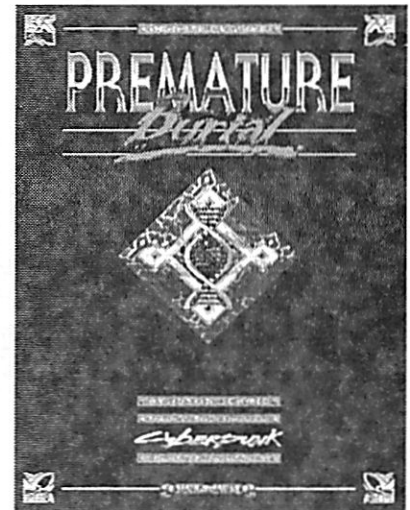
ICP-115 \$9.95



REMEMBER ME?

A an Alternate Reality Universe adventure for use with Cyberpunk 2.0.2.0. It highlights a series of memory-manipulation experiments being conducted by the CIA (which is not dead as everyone believed) under the guise of corporate psychological warfare research. In addition to the campaign-sized adventure, the book includes full rules for memory and its working, with character conversion templates. Also included is extensive background information on the CIA, its experiments and a complete CIA-controlled town (Johnsville). 88 Pages
For Mature Gamers.

ICP-118 \$9.95



PREMATURE BURIAL

A new adventure dealing with terrorists, secret societies and cloning, all brought together in a brilliant plot to overthrow a company's owner. The attempt fails and the plotters start winding up dead. The players must try to sort out the whole affair. But they had better hurry because they already know too much and both sides want them dead. 80 pgs.
For Mature Gamers.

ICP-117 \$9.95



IANUS GAMES

Live Young,

- A rockerboy, a console cowboy extraordinaire, a dancer and others.

Die Fast,

- Burnt to ashes in public. No warning. Spontaneous human combustion. A flash-fire burst, and they're gone.

And Leave a Pretty Corpse.

- They didn't have that option. Nothing is left.

A gang, the Ogouns, claims responsibility. Find them, stop the fire-deaths. Piece of cake.

- Or is it?

CRASHPOINT: Hit it, and you'll crash n' burn.

Crashpoint is an Alternate Reality Universe adventure for use with Cyberpunk 2.0.2.0. It focuses on unusual deaths, spontaneous combustion, neo-voodoo and organlegging.

RECOMMENDED FOR MATURE READERS

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Alternate Reality Adventure

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ICP # 112
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