

## A Tale of Four Worlds

A Cyberpunk 2020 Adventure by Jose Pablo Zagal

This adventure is to be used after the entire team has been captured. They are to be confused and unsure of their new situation, where they are, what has happened to them ,etc.

### Part 1 : Introduction

"Waking up and opening your eyes you are greeted by the sight of a bright blue sky. It's deep azure color seems more beautiful than anything you have ever seen before. Puffy white clouds float across the sky borne swiftly on the sweet breeze which blows lightly."

"You sit up and are shocked by the sight of the rest of your companions. They are all naked save for some scruffy looking furs which are wrapped around the more modest areas of their anatomies. Their hair is dirty and unkempt and they all have a few days of stubble growing on their faces."

"Looking around, you notice that you are all lying in the middle of a glade, arranged in a circular fashion with your feet pointing inwards. You also notice at this moment that none of you has any visible cyberwear"

#### Ref Notes:

After their capture on the airship and unbeknownst to the characters, the hijackers have sold the characters, along with all of their equipment to a corporation called Digital Dimensions. This corporation is illegally using the characters to beta-test some new Sim-Stim software they are developing in hopes of selling it to Dreampark. They are using the player characters as guinea pigs since the software is still in an experimental stage and the effects of failure within the game as well as a few bugs that still need to be ironed out are quite likely to be devastating the characters "real-life" bodies (as well as their minds).

If anybody dies within the game the following things take place. The character loses one full point of empathy (permanently) and must roll once on the cyberpsychosis table on page 20 of the Hardwired sourcebook. The character then rejoins the rest of the player characters within the game during the day after which his death occurred. All the effects of character death are cumulative (in other words a character can "die" several times) and they only take effect after the game has been finished or whenever the character is unplugged from the Sim-Stim.

The loss of empathy is due to the extreme shock and mental anguish the characters face as they feel themselves "die". It is also due to some faulty game code which unfortunately delivers a somewhat damaging shock of electricity to the characters body when the characters "dies". There is a chance (Ref's discretion) that this bug is ironed out sometime during the game. However the players have no way of knowing this.

#### The Game:

The game has tentatively been called "The Quest of Four Dimensions Game" and it consists of four interconnected virtual worlds. All these worlds have been based on different historical periods, some of course, have major differences with what really occurred. The object of the game is for the characters to gather four artifacts, one from each world. Using these artifacts together they must puzzle out the final enigma to win the game. Passage from one world to another can only be gained once the artifact has been obtained and then only at specific gateway points.

#### World 1: Pre-Historic

This is the world in which the characters begin the game. It is set in the pre-history of earth and the characters must obtain fire and use it to survive. Fire is the sacred artifact of this area.

#### World 2: Roman Empire

This world is set in the times of the roman empire. Here the characters must help the fledgling Christian groups obtain some sacred water and use the holy water to banish the evil spirits which have possessed as well as taken control of pagan Rome. The sacred water is the artifact of this area.

#### World 3: Nazi Victory

This world is set right after the end of World War 2, however there is a slight difference. The Nazis won. The character must obtain the help of certain underground resistance units and with their help poison the Fuhrer with a special gas. The gas is the artifact of this world.

#### World 4: Gothic Cyberpunk

This world has the same setting the characters are used to living in (Cyberpunk). However undead are a reality in this setting and the characters must obtain the earth from a certain vampire's coffin to succeed in this area. The earth is the artifact of this area.

## Part 2 : Survival of the Fittest (Pre-Historic World)

"Suddenly you hear a loud thunderclap coming from the center of the glade. There is a loud hiss and a huge pillar of flame rises from the center of the glade."

Awareness/Notice DIFF 10 to notice that the flames emit no heat.

A voice then speaks from the flames.

"Hi, you are now property of the Digital Dimensions Corporation as per article 24, sub-clause 23a of the Gyerson-Lyers Anti-terrorist law. We are using you to test our new prototype of an advanced Virtual-Simulation-Stimulation software. You will test run our new game which has been tentatively called the "Quest of Four Dimensions Game", we are hopeful that you will help us iron out any glitches that the software may present as well as successfully complete the quest. We advise you to do your utmost since our technicians have informed us that failure may have unwarranted physical as well as psychological effects on your bodies. If you cooperate as well as successfully complete the adventure game our company may consider setting you free."

If the characters ask about their being sold to a corporation for terrorist acts.

"Well, you were immediately convicted after your attempted hijacking of the Night City - Los Angeles Dirigible and then sold to us."

After that:

"I'm sorry, no more questions. I must be leaving you now. Good luck. You will receive no further help from us until you have completed the game."

"With those final words the flames die down to a simmer and then extinguish."

Ref Notes:

Any characters with knowledge of Law may roll (DIFF 12) to have heard about the Gyerson-Lyers Law. It is a law which was passed to cut down on terrorism. Under this law terrorist lose all their rights and can be sold (or rented) by the government to private entities as long as these can ensure humane care. (Though no one really checks up on this).

Human perception rolls of DIFF 25 can detect that the voice seems slightly nervous and that something doesn't seem quite right about the story of their conviction. However the warning is serious and it is obvious that there is no bluff involved.

## Objective

The objective of this world is for the characters to obtain fire and to use it to survive (i.e. cooking). There are two ways to obtain fire, the first is to obtain it from the Cave Clan and the second is to find a certain crystal shard from the mountain area. Once the fire is obtained the characters can journey to one of the gateway caves and proceed to the next world.

## Special Rules:

The following rules apply only to this world. They are not designed (though they might work...) for use in the outside (i.e. Cyberpunk) world.

### 1. Hunger

It is through hunger and its effects that the players should realize that they need the fire to cook a meal. In this world there is no other way to survive since raw meat brings disease and all the plants are inedible (though the characters don't know this).

At the end of every day the characters must make a hunger check (Endurance + Body) at a starting difficulty of 10 (easy) and getting harder until DIFF 30 is reached, at this time the difficulty ceases to increase. The difficulty increases by 4 every day. In this way the difficulty at the end of the second day would be 14.

A failed roll means that the character suffers the effects of hunger. He feels weak. From the moment a character fails a roll he receives a -3 penalty to all actions. These penalties are cumulative with successive failed rolls and the negative effect can only be canceled by eating a properly cooked meal. (or by dying and coming back next day "fresh", this is not advised though)

Characters may, of course, eat raw meat to stave off the effects of hunger. However, raw meat is not very satisfying and only helps to maintain the hunger difficulty number from one day to another. There is another side effect to eating raw meat. Characters must make a resist torture/drugs check at difficulty 20 to avoid contracting a disease (see below).

### 2. Knowledge:

Whenever characters try to do something with knowledge that should not be available to them the program automatically cuts in and paralyzes the character. Thus they are prevented from doing the desired action.

This includes giving instructions to others as well as the use of martial arts (for example) though brawling is allowed. This is to prevent the characters from, for example, using the chemistry skill to start a fire. Note that the use of this rule will probably not be enforced that much since the scenario doesn't really provide the means to do anything that creative.

### 3. Empathy

Since the characters see themselves without cybernetics (though their captive bodies remain the same) it is important to note that their empathy scores should go up one half of what they have lost due to cybernetic implants. This is because psychologically the characters will become more aware of themselves without depending on cybernetics. For example Joe "Razor"'s empathy is down to 6 from 8 because of cybernetic implants we would then have that for this area of the adventure his empathy would go up to 7. (Refs could use HC instead of straight empathy but I think it saves some paperwork this way)

### 4. Diseases:

In this realm diseases can play a vital role. Characters can catch diseases either by eating raw meat (see Hunger above) or by a failed Medical Tech or First Aid rolls on any wounds (these medical rolls should only be allowed for basic types of first aid such as bandaging. Remember that there is a limit on knowledge, so no open heart transplants!). When a character catches a disease, roll on the table below and have some fun.

	Disease	Effect
1-2	Stomach Trouble	Lose 1 point of BOD and REF
3-4	Severe Stomach trouble	Lose 2 points of BOD and REF
5-6	Migraines	Lose 1 point of INT and EMP
7-8	Infection	Lose 1 point of REF and MA
9-10	Parasite	Lose 2 points of COOL

With a successful Diagnose Illness roll (DIFF 16) these diseases can be identified and some sort of cure suggested. They should all pass within 1D4 days if cured or 1D6 days if not. Once the disease passes, the effects do as well.

### 5. Armor

There is no armor "per se" in this game world. However the heavy furs the characters are dressed in can be considered as slight protection (SP 4) and they cover only the torso. If a character wishes to fashion some sort of shield he can have the same protection on his shield arm and if wishing to parry (and doing so successfully) he can take the damage on the shield.

### Encounter Areas:

#### 1. Deer Trails

There are several of these trails through different areas of the map. As soon as the characters cross one read the following:

"Walking through the underbrush you notice a small trail that heads off to either side of you. It is barely noticeable and had you not been walking rather warily you probably wouldn't have noticed it."

Wilderness Survival DIFF 15 to recognize this as an animal trail.  
Zoology DIFF 17 to recognize some of the animal tracks as those of deer.

Every hour there is a 25% chance that a deer will come down the trail. The deer has a total skill of 17 to notice anything that might be stalking it or hiding. If the deer manages to detect anything it will immediately pause in its tracks and begin to sniff the air. If anybody attacks, it will immediately panic and attempt to flee. A deer can sustain only 10 points of damage before it is crippled and can no longer flee. (as in don't bother to roll hit location, though you can count a 1 as a head hit if you like)

#### 2. Sabre-Tooth Tiger

For every square traveled within this area there is a 30% chance that a sabre-toothed tiger will notice the characters and begin to stalk them (hoping for an easy meal).

Sabre-Tooth tiger  
REF 11 BOD 10 (BTM -4)  
Shadow/Track 7  
Claw 7  
Bite 7  
Bite Damage is 1D6+4 and claw damage is 2D6+4

The tiger is considered to have the same amount of SP as a human. However it is necessary to use the following hit-location chart.

#### Sabre-Tooth Tiger Hit Locations

- 1 Head
- 2 Front left leg
- 3 Front right leg
- 4-8 Body
- 9 Rear left leg
- 0 Rear right leg

More than 10 points of damage to the legs will render them useless. The sabre-toothed tiger will attempt to pounce on one of the characters, incapacitate him (failed stun check, death, etc) and then flee with the body. If the tiger receives more than 20 points of damage it will attempt to flee.

### 3. The Bear

If the characters succeed in making their Awareness/Notice Rolls (DIFF 17) they will hear a lot of noise (branches breaking and the like) ahead of them. The characters have one round to get clear of the area before a huge angry bear walks out of the bushes savagely trampling and swiping at anything (and anyone) in its path. As soon as the bear notices someone it shall attack that character for 3 rounds before tramping off into the woods again.

Bear Hit Locations  
(use saber-tooth tiger locations)

Bear  
REF 8 BODY 11 (BTM -5)

Claw 5 (claw damage is 2D6+3)  
Brawl 4 (for bear hugs doing 3D6 damage ,though they must be maintained for 1 round before the damage is taken) .

### 4. Mountain Area

"Suddenly the forest ahead of you opens up and you face a very impressive sight. Just ahead of you looms a huge cliff wall and behind it stands a huge mountain. The view from the top of the mountain would easily dominate the entire forest."

It is impossible to reach the mountain or get any higher than the "crystal" area (see below). This is one of the boundaries of the "game world".

Awareness/Notice Rolls DIFF 15 notice the following:

"Awe-struck by the size of the mountain you notice that despite its height there is no snow on its peak. In fact, looking carefully you notice that what you thought were clouds are actually puffs of smoke coming out of the top of mountain."

This is a red-herring. Not only can the characters not reach the mountain ,but the fact that it is a volcano plays no significant role in the adventure (unless they associate volcano/smoke with fire)

Awareness/Notice Rolls DIFF 20 notice:

"As your eyesight roams over the impressive rock formations that make up part of this mountain side you see something gleam in the sunlight. It seems to be pretty high up in some crevices and the climb up to that area does not look easy at all."

An Athletics roll of DIFF 25 is required to climb safely up to where the glint was seen. A successful Geology roll DIFF 15 (or Wilderness Survival DIFF 20) will give the climbing characters a +5 bonus to climb since they will be able to go up the more solid rock formation avoiding the dangerously loose ones, thus making the climb a lot easier. An Athletics roll DIFF 23 is required to come back down.

A failed roll will result in the character taking 2D10+3 points of damage, this damage can be halved with a successful Dodge/Escape roll of DIFF 18.

"You catch your breath as you pull yourself over the last ridge. Looking into the crevice you see the source of the glinting you saw at the bottom of the cliff. Just ahead of you is a jumbled pile of glassy crystalline fragments. Looking around you see that some of them are quite jagged."

There are three crystal pieces which are large enough to use as makeshift knives (Ref Note: You can allow the players to find more but these will shatter as soon as they are used). These will add 1D4 points of damage done by strike attacks and the skill melee should be used instead of brawling.

On a Library Search Roll DIFF 13 the characters find a rather roundish and smooth piece of crystal.

Smart characters should realize that when held up to the sunlight this piece of crystal acts as a rather coarse yet quite powerful magnifying glass, in fact it is strong enough to start a fire. Whoever notices this should be rewarded with 4 IP.

Note: Starting a fire still requires a successful Wilderness Survival roll of DIFF 15.

### 5. River

"Walking a bit further you begin to hear a loud roaring noise. Through the light undergrowth ahead you can see that you have reached a river. It looks a bit deep to wade across yet the current doesn't seem strong enough for you not to swim across."

A swimming roll DIFF 15 is required to get across safely. Each failed roll means that the character has been dragged a few meters downriver as well as swallowed some water. For each failed roll the character must make a Stun check, successive failures incur a +1 penalty on the check. If the character becomes stunned he is assumed to have drowned and his body is dragged downriver.

There are no fish for the characters to catch and eat in this river.

## 6. Cave Clan

The cave clan is a group of cavemen (and women) who live in a small cave complex as their clan name would imply. They are a hunting tribe which have gained the secret of fire. The fire is maintained and tended by the clan's elderly shaman. They are openly distrustful of any strangers, however this does not mean that they are unwilling to receive able members into the midst of their people.

The characters can only communicate with the clan through signs since they have no knowledge of the grunts and guttural sounds the clan use as communication. Human perception rolls however can be used to gain general ideas of what the cavemen might be trying to communicate. Difficulty numbers should be assigned according to whatever the cavemen are trying to express.

The cave clan is the second way through which the characters can obtain fire. They can manage this either through friendship or theft. If the characters use friendship they should be awarded with 4 extra IP.

### Friendship:

If the characters approach the clan in a friendly manner, perhaps offering gifts, the clan will seriously consider allowing them to join. However they must first pass a test of bravery and manliness. The clan will feed them and anoint them with sacred oils and paint before taking them to the testing ground. Only male characters can participate in the test. Cave clan members will assume that any women are "property" of one of the males.

The test basically consists of a fight against very difficult odds.

"After the sacred ceremony is over the clan leader escorts you down a well-worn forest trail into a large clearing. In the center of the clearing you see a circle of wooden stakes. They are very sharp and all of them point inwards at an angle. In the center of the circle of stakes is a wooden cage and inside it you see a savage sabre-toothed tiger. It looks famished as it prowls around the inside of its small cage. Its blood-shot eyes gleam as it lets its head back in a blood-curling roar. The leader shows you the way inside the circle of spears and then has some of his warriors seal the exit with more stakes. This would seem to be a fight to the death. The old tribal shaman then steps forward and starts to chant. He makes several gestures with his arms and then claps once."

Intelligence (or Human Perception) rolls of DIFF 12 are needed to understand that in order for you to be accepted into the clan you must kill the tiger, rip out its heart and then eat it. Only in this way will you become worthy of holding the spirit of the savage tiger.

"With this final gesture the cage is lifted from the ground with vines that hung from the treetops overhead and the vicious tiger stalks out. The clan roars its approval as you begin to circle it warily."

If the players succeed they will be taken to one of the gateway caves to receive their true name. (see 7 Gateway caves) They are now members of the Cave Clan.

### Theft:

If the characters have somehow not befriended the Cave clan they will have to resort to theft to obtain fire. They can either get away with flaming brands from the cooking fires by moving during the day or by stealing the shamans fire chalice (which is where he keeps hot coals the clan uses to light their fires).

The cave clan consists of 6 warriors, 4 women, 5 children and babies, a shaman, and the clan leader. The clan will always have at least one warrior on guard at all times.

If the characters attempt the raid by day there is a 50% chance that three of the warriors have left on a hunting trip.

### Warriors

INT 6                      REF 9                      BOD 9

Awareness/Notice 5      Stealth 5  
Brawling 5              Melee 6  
Dodge/Escapes 4

### Women

INT 7                      REF 8                      BOD 8

Awareness/Notice 6      Brawling 2  
Melee 3

### Shaman

INT 8                      REF 5                      BOD 5

Charismatic Leadership 5                      Hide/Evade 5  
Dodge/Escapes 4

Clan Leader

INT 6                    REF 10                    BOD 10

Combat Sense 5                    Brawling 5  
Melee 7                    Dodge/Escape 5

Refer to the map of the Cave Clan for further information such as the location of certain traps that the clan has placed as well as the location of the campfire.

If the characters escape and at least half of the warriors are still alive, they will pursue the characters.

#### 7. Gateway Caves

If the cave clan take the characters to the cave read the following:

"Now somewhat rested after the difficult fight the shaman leads you up a trail. You notice that you are approaching a small cave entrance that seemed hidden to your eyes by the thick undergrowth. As you reach the entrance and step in you see that the walls of the cave have been painted with pictures of warriors fighting different beasts. Some of the pictures seem quite old. As you finish taking in your surroundings you notice that the shaman has set up some wood in the center of the cave. He lowers a wooden chalice he seems to always carry with him to the pile of wood in the center of the cave and starts to blow softly into it. You notice that little wisps of smoke are starting to drift out of the wood. The cave quickly begins to fill up with a thick white smoke that obscures your vision. The smoke does not impair your breathing in any way but you begin to feel dizzy. The last thing you remember as you black out is your body falling softly to the ground"

If the characters find the cave by themselves:

"Striding through the forest you notice that there is a cave opening to the side of you, the cave mouth is covered with vines that obscure the inside of the cave."

If they move in:

"Pushing aside the vines and moving into the center of the cave you notice that in the center is a neatly laid out pile of firewood. Looking around the walls you notice that they all have intricate paintings on them depicting different hunting scenes along with people dancing around huge bonfires."

In order to pass on to the next world they need to light the fire.

"As soon as you light the wood in the center of the cave the place begins to fill up with a thick white smoke that obscures your vision yet doesn't choke you or impair your breathing in any way. You start to get dizzy and the last thing you remember as you black out is your body falling softly to the ground."

The characters have now passed on to the Roman Empire world.

Note: If the characters have the secret of fire but are just wandering around not knowing what to do you can have them stumble onto the cave entrance by chance. Once inside they should know what to do.