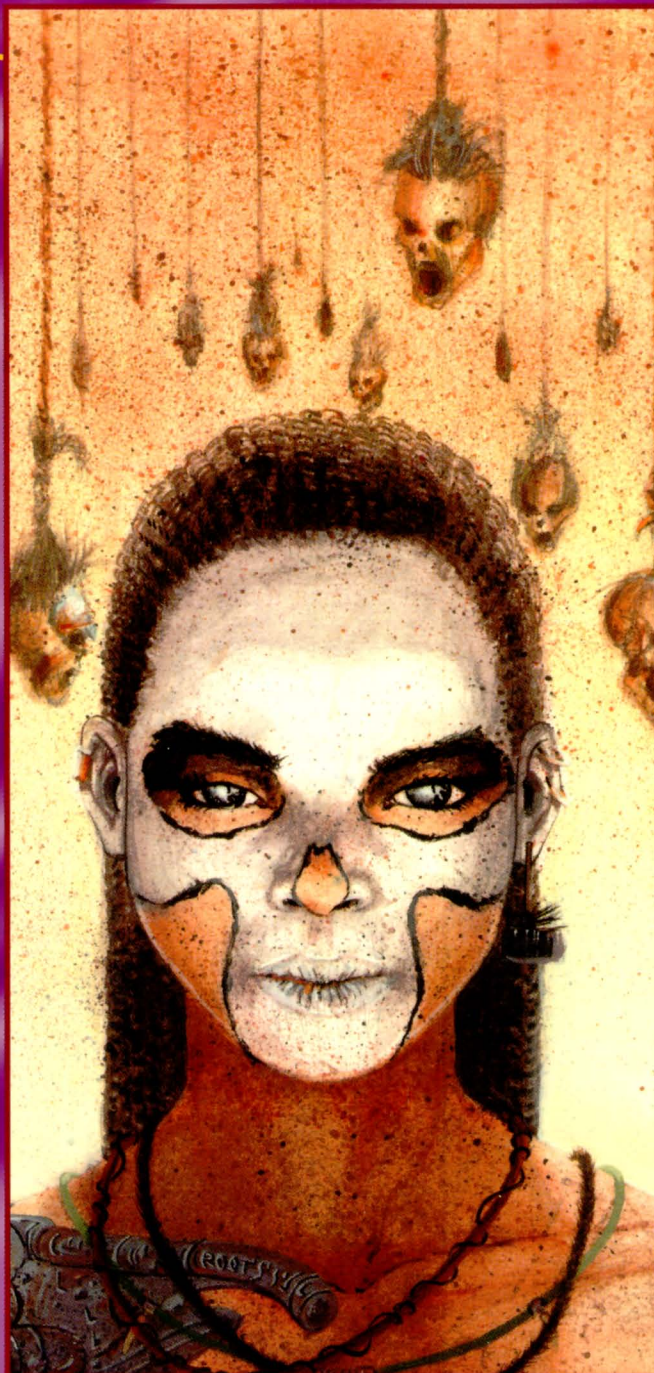


NECROLOGY^{N2}

AND NOW I LAY ME DOWN...



by Justin Schmid

An Alternate Reality Adventure for

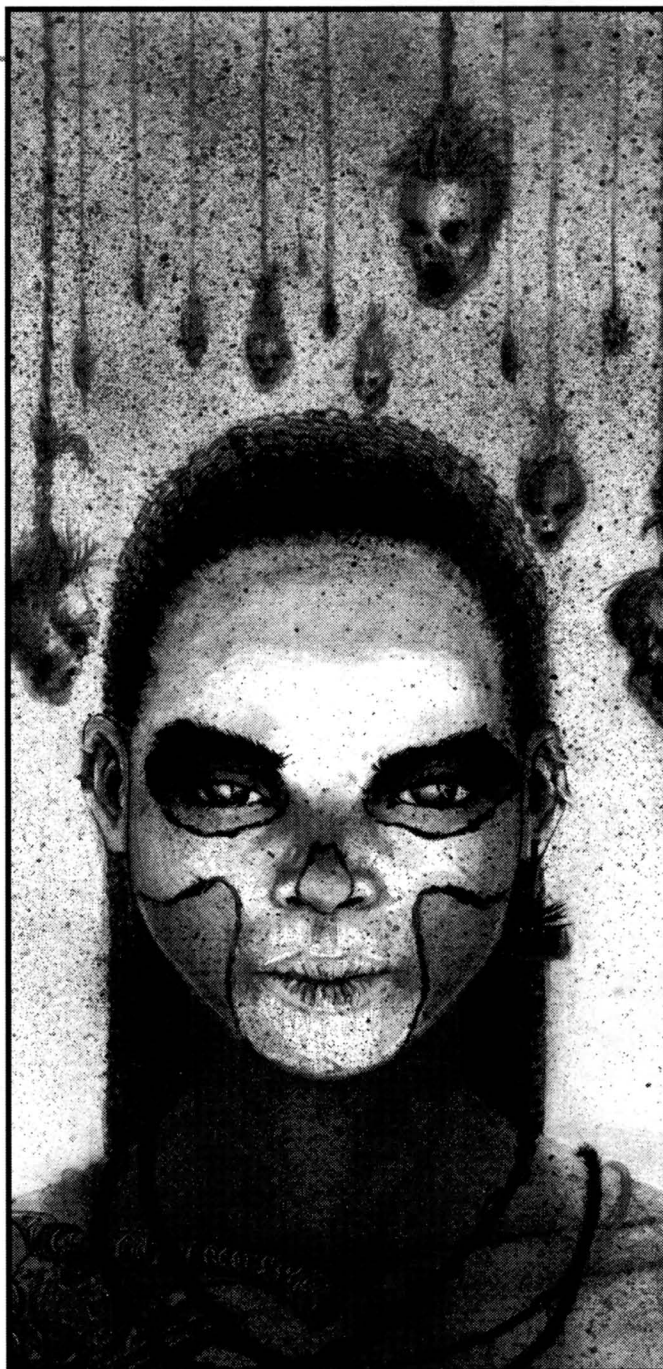
CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



NECROLOGY

AND NOW I LAY ME DOWN...



by Justin Schmid

An Alternate Reality Adventure for

CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



Written by:
Justin Schmid

Developer:
Stéphane Brochu

Editor for R. Talsorian Games, Inc.:
Derek Quintanar

Copy Editing:
Jean Carrières Jimmy Mah

Art Director:
Pierre Ouellette

Layout:
Benoit Miller

Cover Art:
Alex Racine

Interior Art:
Ben Boucher

Computer-generated Art:
Jeff Fortier Benoit Miller

All artwork © respective artists.

NOW I LAY ME DOWN... is Copyright © 1993 Justin Schmid. All Rights Reserved.

NOW I LAY ME DOWN... is a Trademark of Ianus Publications, Inc. and is published under license from R. Talsorian Games, Inc. CyberPunk is a Trademark of R. Talsorian Games, Inc.

No part of this book can be reproduced without permission from the publisher, except for review purposes.

Any similarities to characters, situations, institutions, corporations, etc. (without satiric intent) is strictly coincidental.

Printed in Canada.

Published by:
Ianus Publications, Inc.
2360 Avenue De LaSalle, Studio #211
Montréal, Qc
Canada
H1V 2L1

Stock # ICP 104

Creative Team: DreamPod 9



Canadian Cataloguing in Publication Data

Schmid, Justin, 1973-

Now I lay me down--

ISBN 2-9801683-8-6

1. Fantasy games. 2. Role playing. I. Title.

GV1469.6.S34 1993 793.93 C93-096266-4

Legal deposit: February 1993
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 2-9801683-8-6

CONTENTS

FOREWORD

PLAYER'S INTRODUCTION	4
PLAYER'S BACKGROUND	4
GAME MASTER'S NOTES	4
GAME MASTER'S BACKGROUND	5
HOOKS	5

SEQUENCE OF EVENTS

TUESDAY, THE 3RD	6
WEDNESDAY, THE 4TH	6
THURSDAY, THE 5TH	6
FRIDAY, THE 6TH	6
SATURDAY, THE 7TH	6
MONDAY, THE 9TH	6
TUESDAY, THE 10TH	6
WEDNESDAY, THE 11TH	6
THURSDAY, THE 12TH	6
FRIDAY, THE 13TH	6
SATURDAY, THE 14TH	6
SUNDAY, THE 15TH	6
MONDAY, THE 16TH	6
FRIDAY, THE 20TH	6

THE GRAVEYARD SHIFT

MAINFRAME	9
SARA'S HOME	9
OUM'PHOR	
THE FIRST FLOOR	9
THE SECOND FLOOR	10

THE VICTIMS

VICTIM #1: THE TELL-TALE HEART	
LINDA TURING	11
NEWS STORIES	11
THE DEATH SCENE	12
EVIDENCE	12
BACKGROUND	12
VICTIM #2: CHEST PAINS	
GERALD BISMARCK	13
NEWS STORIES	13
THE DEATH SCENE	13
EVIDENCE	13
BACKGROUND	14
VICTIM #3: DISHONORED	
RUTGER HUNG	14
NEWS STORIES	14
THE DEATH SCENE	14
EVIDENCE	14
BACKGROUND	15
VICTIM #3.5: THE AZTEC STRIKES AGAIN	
DENISE MARX	15
NEWS STORIES	15
THE DEATH SCENE	16
EVIDENCE	16

BACKGROUND	16
------------------	----

VICTIM #4: HACK N' SLASH

ALEXANDER BOOTH	16
NEWS STORIES	16
THE DEATH SCENE	16
EVIDENCE	17
BACKGROUND	17

VICTIM #5: LOSING HIS HEAD

MARK HOPPER	17
NEWS STORIES	17
THE DEATH SCENE	18
EVIDENCE	18
BACKGROUND	18

THE LAST RITUAL VICTIM

MAJOR NPCS	19
------------------	----

INFORMANTS

COPS	20
MEDIA	20
SOLOS	20
FIXERS	20
GANGS	20
NOMADS	20
NETRUNNERS	20
TECHIES	21
MEDTECHS	21
CORPORATES	21
WAXFIRE	21
KLSH TV	21
UNIVERSITY STUDENTS	21

PERSONAL ATTACKS

HIT #1 (FRIDAY THE 13TH)	22
HIT #2 (SATURDAY THE 14TH)	23
HIT #3 (SUNDAY THE 15TH)	23
HIT #3 (OPTIONAL)	23
HIT #4 (MONDAY THE 16TH)	23
SUBSEQUENT HITS (TUESDAY+)	23

VOODOO

VOODOO GLOSSARY	24
TALISMANS	24
HEALING BATHS	24
SUMMONING THE LOA	24
INVOKING THE LOA	25
VOODOO MAGIC	25
VOODOO DOLLS	25
ZOMBIES	25

ADAM

LOCATION	26
MAINFRAME	27
CONCLUSION	28

FOREWORD

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

PLAYER'S INTRODUCTION

It's a day like any other day, the sky a dull grey, the rain constant and strong, nothing like miserable West Coast weather. The wind can be felt even in the heart of the city. Scanning the headlines, you come across "2nd Ritual Slaying", so you call up the story.

SECOND RITUAL SLAYING

The victim of the second ritualistic slaying in Night City was found yesterday. Gerald Bismark, a resident of the New Harbor Mallplex, was discovered by police today slain in a ritual murder.

Approximately a half dozen individuals broke into his conapt after he had gotten out of jail on bail. He was accused of gross negligence in connection with Orbis Pharmaceuticals, a drug company that was selling highly addictive pleasure drugs a month back.

The intruders decorated the apartment in a Greek style and then grappled with Bismark, then slashed him from throat to stomach, killing him. Neighbors did not hear the struggle but it is estimated the attack took place near 7PM, Friday the 6th, a very busy time in that living area.

The first victim was Linda Turing, a resident of the Arts District of Night City, found on the 3rd of October. Discovered by associates, she was the victim of an Aztec ritual involving the removal of the heart. In that case, the apartment was filled with Aztec paraphernalia.

It is believed that these two murders are linked since an inscription found on both murder scenes read "Graveyard Shift". The police believe this to be a gang name and are asking for any information about the gang. However, street sources indicate that there are no gangs in Night City by that name. The motives for both murders have yet to be determined.

*

*

*

PLAYER'S BACKGROUND

(This is a summary of the events up till this adventure for players who did not play the first adventure)

A month ago, a great plot was revealed by the media services. Apparently a small group of dedicated people managed to uncover and stop it before it managed to cause too much damage. From what you were able to find out, it involved a new chain that had started up, Flatline 2020, Orbis Pharmaceuticals and some people at KLSH TV.

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

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

This entire plot was being perpetrated by a group of four, in an association called NSI (Necrology Studies Institute). They had major shares in each of the companies and were using them to make a great deal of money and gain power. However, a small independent group, with the help of an anonymous graffiti artists called Waxfire, managed to stop them and now the perpetrators have all died, either killed or having committed suicide.

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

GAME MASTER'S NOTES

The adventure could be incorporated into any existing campaign, or played as a single adventure. Both the players and player characters should be well experienced. The adventure takes place in Night City, therefore the Night City Sourcebook is recommended but the adventure's location could be changed to almost any setting as it is the characters within the adventure which matter most.

If run in the proper sequence of the trilogy, this adventure takes place one month after Necrology ends. For the purposes of time keeping, the adventure starts on Monday the 9th of October. It is assumed that Adam's plot was revealed and that it failed in the previous adventure. Adam's servants all mysteriously disappeared, unless the characters did something

else to them. By this time though, they would have found some means of committing suicide. Adam is still in hiding at this point.

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

GAME MASTER'S BACKGROUND

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

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

However, being a cunning AI and being designed with the principal restriction that it may not kill, it could not conduct its research alone and certainly no human would willingly die for its inquiries. So, it designed the Flatline Tank, which effectively had a 95% success rate in "flatlining" a victim (killing a subject, and then bringing them back to life after a few minutes). The team at NSI loved the idea, and tried it out. It worked just as Adam claimed, except that, unknown to them, instead of actually flatlining the subject, it put them through a virtual reality simulation of the event based on its research. Then, while unconscious, it would either take over the person using its modified Liche program or implant subliminal messages.

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

Under Adam's power, Flatline 2020 was created, a chain which provided the thrill of Near Death Experiences without the risk of actually dying. It started slowly, but eventually caught on as a new craze. With access to so many minds, Adam spread his reach over thousands of people all over Night City. He had also taken over the other businesses the NSI was in control of. All these elements were to be exploited to further his research into Near Death Experiences (NDEs) and death.

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

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

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

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

Her plan is to kill various people ritualistically to see if the rituals alter in any way the death of a person, if it alters the vital signs before the victim dies. But, in addition to that she has chosen as her victims those involved in Adam's plot. Principal among them are people who could further disclose information and then those instrumental in the destruction of the plan, namely the characters. Even if the characters did not participate in the previous adventure, they have been mistaken for those who did and she has decided a horrible fate for them and their companion, Waxfire. However, Waxfire has wisely kept his identity concealed (assuming the characters did not discover his whereabouts) so is safe.

HOOKS

The way that this adventure is set up, it is very easy to get players into it. Even if they decide not to investigate, Mademoiselle Brigitte has their deaths planned so like it or not they will have to deal with her. It is however recommended that they at least have a clue as to who and what they are up against so checking out the murders will provide useful leads.

Police characters may get assigned to the murder cases if they are high enough ranked and in the Homicide division. But, just the same, the media is very interested in the ritual slayings, so Media characters will undoubtedly be asked to investigate. Other characters may check into them out of plain curiosity and smart ones will look into it because they might realize they will be targets eventually.

Those characters who choose not to pay attention to the murders should be given a minor adventure, a routine job to fill in the time before they are hunted and then switch back to the module as the Graveyard Shift tracks them down one by one.



SEQUENCE OF EVENTS

The adventure is set to be played freeform much like the first one, yet again there will be a number of set events such as the murders which will take place. However, some breakthroughs will also occur with the media, helping to solve the crimes.

These events are not set in stone. For example the characters might figure out the pattern early on and stop Alexander's murder then track down the Graveyard Shift and kill them all within the first few days of the adventure. Or they might ignore the murders and carry on their merry way until Friday the 13th, when they are attacked.

TUESDAY, THE 3RD

Linda Turing is murdered in her apartment around 9PM by the Graveyard Shift.

WEDNESDAY, THE 4TH

Linda's body is discovered by friends around noon and the police are called in to investigate. The first news story about the murder appears in the evening edition.

THURSDAY, THE 5TH

The second news story about Linda Turing's murder appears in the afternoon edition. Some new aspects of the murder are revealed to the public but no leads have appeared.

FRIDAY, THE 6TH

Gerald Bismark is released on bail from the Night City Courthouse around 6PM, arrives at his apartment near 7PM and is attacked there by the Graveyard Shift and killed by Hemlock poisoning.

SATURDAY, THE 7TH

Nothing new. The Graveyard Shift begin tracking its next victim, Rutger Hung.

MONDAY, THE 9TH

Gerald's body discovered by police in the morning. Gerald's news story appears in the afternoon paper. Adventure begins.

TUESDAY, THE 10TH

Early that morning, the Graveyard Shift breaks into the Crisis Medical Center and kills Rutger Hung along with several other security guards, nurses and patients. That morning edition carries news of his death.

Denise Marx is also found dead in her apartment, by a gang of copy-cat murderers. That news story is carried in the afternoon edition.

WEDNESDAY, THE 11TH

Alexander Booth is watched steadily by the Graveyard Shift, making sure they know his habits and prepare for intrusion into his apartment. That

night, they go ahead with it and hack him to pieces there. Two Maxes are also eliminated along the way in.

The evening edition reports the second Denise Marx story, explaining why police believe her murder not to be connected to the others.

THURSDAY, THE 12TH

Alexander's body is discovered by friends in the afternoon. The evening edition carries news of his death. The police discover the common link between each of the murders, that they were connected to the Necrology scam and put out a warning to all people involved in it to come in for their protection. However, Mark Hopper is off work and ignores all news reports.

Denise Marx's murderers are also discovered.

FRIDAY, THE 13TH

The first attempt on one of the characters happens in the evening. The police release a picture taken by Alexander's cybervideo of his murderers but the faces match none on file. Mark Hopper is killed in the evening, around midnight when he returns home.

SATURDAY, THE 14TH

Mark Hopper is discovered in his apartment, along with his bodyguard, dead. It is revealed in that morning's paper. The Graveyard Shift assaults another character in the second attack.

SUNDAY, THE 15TH

Someone comes forward to the press, identifying the person in the dead man's video shown in yesterday's paper. A positive identification is made, except that the person identified has been dead for more than a month. The police are baffled. They begin looking for Waxfire, and through police contacts, they manage to get a 5,000eb reward posted for information leading to Waxfire's whereabouts.

The Graveyard Shift makes the third attack.

MONDAY, THE 16TH

The fourth attack takes place. The subsequent attacks will take place at intervals of 4d10 hours.

FRIDAY, THE 20TH

By this time, if the characters haven't, the police will have determined to some degree who the Graveyard Shift are and begin hunting them. Mademoiselle Brigitte will upload herself and Baron Samedi into Adam's Sanctuary mainframe and then kill their bodies, leaving the zombies to fend for themselves.

THE GRAVEYARD SHIFT

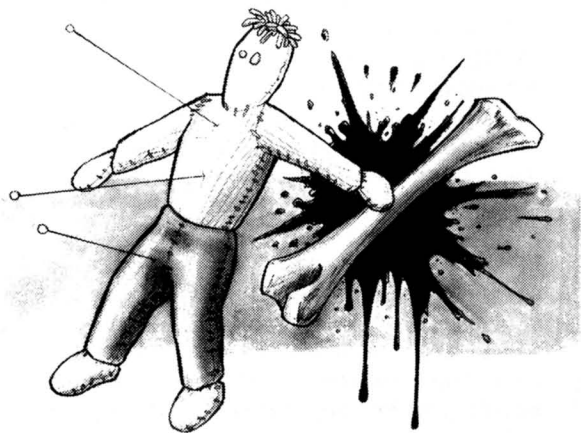
The Graveyard Shift is the street name for a relatively new gang in Night City. They are really only known by their reputation, rumors being the best source of information on them. While the Bozos may hold the title for most terrifying gang, the Shift wins in the horror category. They are known for their horrible murders, which just started a couple weeks ago in the City.

No one knows who is a member of the Graveyard Shift nor who leads them or for what purpose. The deaths seem to be occurring randomly and the cops are baffled. None of the murders involve guns, which is very unusual for the Cyberpunk age. Also there have been no witnesses, or at least none that lived.

In fact, the Graveyard Shift is the result of Adam, a rogue AI from the first adventure in the Necrology trilogy. During a spree of using a Liche II program, he took over the mind of a successful doctor but the result was a twisted mix of both him and her. Now Sara, the doctor, has her own agenda and the Shift is her tool to achieving her goals.

Sara, now calling herself the Mademoiselle Brigitte, has set up a data fortress as her store of information and is continuously connected, as her mind and that of the data fortress are one and the same. Through it, she has managed to convert a new lover, Niel Goe, to her way of thinking through both love and direct mind control. He leads a small group of zombies, who used to be pack members, under the name of Baron Samedi.

Needless to say, Mademoiselle Brigitte is quite insane but her plans have a method to their madness. She is conducting an experiment in death, much like her Adam-side did previously, by killing people in a ritualistic manner and determining if it changes anything in the actual death. Also, she has chosen her victims using the Adam side, to cover up Adam's tracks by eliminating people who might have been aware of Adam's existence or at least of the plot.



MADemoiselle BRIGETTE

Alias: Mademoiselle Brigitte
Role: Med Tech

Real Name: Sara Bruin
Specialty: Surgeon

GAME STATS

INT: 10	REF: 5	TECH: 8	COOL: 10
ATTR: 8	LUCK: 7	MA: 6	BODY: 4
EMP: 2	SAVE: 4	BTM: -1	DM: -1

DESCRIPTION

Sex: Female Age: 31
Ethnic Origin: Haitian
Hair Color: Black Hair Style: Neat, short
Height: 5'5 Weight: 120lbs Eye Color(s): Brown
Dress & Style: Tribal dress, gown and robes
Distinguishing Features: Ritual scars, and a constant link into the Net.

PSYCHOLOGICAL

Motivation: Knowledge ExMode: Quiet, reserved
InMode: Scheming, violent
Quirks: Research oriented, scientific mind, no creativity, only true emotion is toward Niel Goe.

SKILLS

Name	Level	Name	Level
Med Tech	+9	Awareness	+7
Basic Tech	+4	Diagnose	+4
Education	+4	Pharmaceuticals	+8
Chemistry	+5	Melee	+6
Wardrobe & Style	+3	Intimidate	+4
Expert: Death Rituals	+4	Expert: Voodoo	+5

BACKGROUND

Sara is yet another of Adam's creations. Originally a surgeon with Medical Technologies, her mind was taken over by Adam after a trip to Flatline 2020 (See Necrology for more on this company). Adam loaded her mind with knowledge of death rituals but lost track of her in the confusion preceding his downfall. Alone, her personality resurrected, but now twisted with his knowledge and motives, Mademoiselle Brigitte was born.

Her focus is on the rituals surrounding death and plans on killing a person using every known ritual, as well as creating zombies. Through

the millions of databases that Adam copied data from, a recipe for creating zombies was discovered and she has decided to use them as her servants, to conceal her own actions.

She does love Niel Goe, or at least her Sara side of her does. The Adam side sees the usefulness of Niel, especially in the new "Baron Samedi" role that he has taken on. She will use him as much as she needs, but she would need an INT check at -4 to send him out to die.

These days, Sara's mind has become even more twisted as the Adam part wins over. She now refuses to talk to anyone, instead staying hooked into the Net 24 hours a day, only communicating with Samedi through interfacing with one another.

CYBERWEAR

Biomonitor; Cyberoptic: Micro-optics, Thermograph, Image Enhancement; Neuralware Processor: Interface Plugs, Cybermodem Link.

But now the stakes are high and his dedication to Sara is limitless. He transports zombies for her, commits horrific murders along with his group, but he is no longer Niel Goe. Niel died a month ago when Mademoiselle Brigitte entered his mind through the Net, twisted it and eventually did the same to the other members.

His love of Sara has not died though, which was the strongest part of Niel and in that sense he is not entirely dead. However, in general it is the overbearing Baron Samedi, wearing his skull mask and tight fitting clothing, leading death ceremonies and ritual slayings.

CYBERWEAR

Biomonitor; Neuralware Processor: Interface plugs, Cybermodem link; Cyberoptic: Micro-optics, thermograph, image enhancement.

EQUIPMENT

Mastoid Cammo, MonoMachete (acts as Katana), MonoKnife, Kevlar jacket, cloth pants, medscanner, Electronic lockpicker. He also carries an Uzi Miniauto 9 hidden under the folds of his jacket.

BARON SAMEDI



Alias: Baron Samedi

Role: Nomad

Real Name: Niel Goe

Specialty: Pack Leader

GAME STATS

INT: 8	REF: 9	TECH: 4	COOL: 8
ATTR: 8	LUCK: 6	MA: 8	BODY: 10
EMP: 4	SAVE: 10	BTM: -4	DM: +2

DESCRIPTION

Sex: Male Age: 24
 Ethnic Origin: Anglo-American
 Hair Color: Light brown Hair Style: Wild & all over
 Height: 6'4 Weight: 210lbs Eye Color(s): Blue
 Dress & Style: White, tight-fitting outfit.
 Distinguishing Features: Has voodoo symbols on the cuffs and colors of his clothing, and wears several amulets related to death deities. His face is painted to resemble a skull. He also wears a top hat.

PSYCHOLOGICAL

Motivation: Love ExMode: Forceful, overbearing
 InMode: Loyal
 Quirks: Cruel streak in him, like Sara.

SKILLS

Name	Level	Name	Level
Family	+6	Awareness	+5
Endurance	+4	Melee	+6
Rifle	+6	Drive	+5
Basic Tech	+2	Brawling	+6
Teaching	+7	Leadership	+4
Stealth	+5	Strength Feat	+6

BACKGROUND

Baron Samedi is the new name that Niel goes by. He used to be a plain and simple Nomad leader, leading a small pack of a half dozen kids.

TYPICAL ZOMBIE



Role: Nomad

Specialty: None

GAME STATS

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

SKILLS

Name	Level	Name	Level
Family	+4	Awareness	+4
Brawling	+4	Melee	+4
Stealth	+6	Endurance	+2
Drive	+2	Athletics	+4
Intimidate	+4	Rifle	+2
Motorcycle	+2		

BACKGROUND

Led by Baron Samedi, there are 12 zombies. However, unlike most zombies, they were only buried for a very short time, in more of a ritualistic manner, so they only suffered minimal brain damage. They are intelligent enough, but believe that Baron Samedi and Sara hold their souls, so will do anything for them, including these ghastly rituals.

They wear ragged clothing, always black in color and typically tight-fitting. Their faces are covered in dirt, which helps conceals them in the darkness, but there are traces of the yellowish "zombie dust". They also developed some bad habits, such as obsessions with death and shuffling their feet as they lack energy.

They each have a motorcycle, but have become pretty poor riders. Now, they tend to ride in vans more often. There are two vans and one truck. They obey the orders of Baron Samedi or Mademoiselle Brigitte,

as both are their masters in a sense. Normally, they get their orders through Mastoid Commos that they all wear. They also are constantly taking doses of Black Lace, which makes them utterly resistant to pain and has also dulled their mind. Any taken alive will not talk, preferring to be killed rather than revealing any information.

They all used to be from the Dust Devils pack, based out of Phoenix, Arizona. When they rode, Niel led them and they travelled throughout the desert surrounding the area. They apparently died from the plague, at least that is what their death certificate says.

CYBERWEAR

Biomonitor; Rippers on both hands (75%) OR Slice N' Dice (25%). Three have Cyberoptics with MicroVideo options in them to record the death rituals.

EQUIPMENT

Mastoid Commos, machete, MonoKnife, Kevlar vest, cloth jacket & pants. They also have a Militech Ronin Light Assault Rifle each, but generally do not carry the rifles with them, keeping them in the vans just in case of an emergency.

MAINFRAME

While this mainframe is an AI in and of itself, it is basically a copy of Brigitte and the two are the same since she spends 90% of her time jacked in, on life support since she barely eats or sleeps anything. The Net for her is configured full of voodoo gods and goddesses and creatures from voodoo mythology.

MADMOISELLE BRIGETTE (AI)



CPU: 3
INT: 9 + 10 Interface
AI? Yes
PERSONALITY: Scientifically minded, hostile.
REACTION: Observes, then acts.
ICON: Appears as a female decaying corpse in a bridal dress.

SKILLS

Name	Level	Name	Level
Anthropology	+8	Library Search	+7
Electronics	+7	Programming	+4
Botany	+8	MedTech	+4
Pharmaceuticals	+8	Chemistry	+6

FILES

1. Killer IV
2. Sword
3. Bloodhound
4. Zombie
5. Database: Death & sacrificial rituals.

6. Database: Voodoo rituals and beliefs.
7. Black Ops: List of victims in order sought out, rituals associated with their death, along with character's names and execution methods planned.
8. TV Camera: Connected to all the cameras in the Oum'phor.
9. Alarm: Connected to all the alarm systems in the Oum'phor.
10. Gates & Doors: Connected to all the doors in the Oum'phor.
11. Long Distance Link: Link to Adam. Note that any attempt to use this Link except Sara will result in automatic termination of the link.
12. Terminal: Connected to terminal in the Oum'phor.

SARA'S HOME

Before moving, Sara used to have an apartment in The Central (B4 #4). This home was abandoned two weeks ago after being the previous center of operations. It is now ransacked and covered in voodoo symbols. There is a voodoo doll of Sara, punctured all over with pins (it is a fake to throw people off the trail). There is nothing else of interest as all personal papers or files and effects are also missing.

OUM'PHOR

The Graveyard Shift's home is listed as belonging to Sara Bruin. Located on the edge of Heywood, in a large old house, it is the temple of Brigitte and Samedi and the base of operations of the Nightmare Project.

All inside rooms have all the windows boarded up and the light bulbs removed, so that even during the day, there is no light. There are also IR cameras in each of the rooms with a 45° arc ranging 10m out. Passing in front of the camera has a 50% chance of Brigitte seeing them in a particular area, 80% if she has been previously alerted to their presence. If any alarm is set off, it will tip off Brigitte instantly and the zombies will be on full ready status. Attempts to cut off the power to the house will fail as there is a generator in room 7 on the second floor.

THE FIRST FLOOR

1. **The Gate & Fence:** A 3m high electrified chainlink fence surrounds the property. It also has motion sensors built in, detecting any weight over 10kg on the fence. The main gate is electronic, controlled by Brigitte, with two sturdy wrought iron gates. The fence will take 10 SPs before being brought down by a vehicle and the gates will take 30. The fence requires a Stun check at -4 for anyone touching it without adequate protection (i.e. rubber gloves). There is a box and camera at the gate for deliveries but normally they don't accept any. In an emergency, they send a zombie out.
2. **The Grounds:** The grounds are fenced in by shrubs which also surround the house. There are four trees in the yard, the rest being clean cut grass. During the day, the zombies tend to it, as Brigitte enjoys the appearance of a clean lawn. Motion sensors are activated when it is not being worked on. Stealth checks against 25 are required to move across it without being detected by these sensors.
3. **The Truck:** This semi-truck is locked up entirely with difficulty level 20 locks and level 15 alarms. Inside there is very little but it is obvious that motorcycles are its normal cargo, possibly people as well. If a mission requiring the truck is currently underway, it will be absent. It is light grey in color with no distinguishing markings.

4. **The Garage:** When full, there are 13 motorcycles and 2 vans in here, all grey-colored, without distinguishing markings. There is also equipment to work on all of these and plenty of spare parts and fuel. Camera in NE corner.
5. **Entrance:** The front door is locked (level 15) and a level 30 alarm. Inside there is a lot of junk. There is a door to the West. Camera in NE corner.
6. **Parlor:** This room is filled with all sorts of antique furniture, dating back to the late 19th century. There is a lot of room to hide in here, which should arouse suspicions. There is a door in the East wall and the West wall. A large door in the North wall has been boarded up and is barely visible. Camera in SW corner.
7. **Study:** This room has a desk and all sorts of papers (nothing of interest, the receipts of some long dead trucking company). There is a lot of dust all around. There is a door in the North wall and the East wall. Camera in SW corner.
8. **Library:** This room is obviously a library with a large assortment of books. However, voodoo symbols have been sprayed over their spines (mostly literature and history texts), and open on the table in the middle of the room is a book depicting a voodoo human sacrifice. There is a door in the South wall and the East wall. Camera in NE corner.
9. **Living Room:** Or, the Kill Zone. This living room is furnished, like the other rooms in late 19th century furniture but like all the rest, it is fake. If Brigitte has been alerted to the characters' intrusion, there will be six zombies in here waiting in hiding. It takes an Awareness check against 25 to detect any of them and they are all wearing Kool cloaks, which eliminate detection by thermographs. Two are armed with Slice'n'Dices and will attack from behind and the other four have machetes and will attack as soon as characters get in the middle of the room. There is a door in the West wall and the North wall. Camera in SE corner.
10. **Stairway:** This corridor is empty of anything, except a stairway leading up to the second floor. There is a door in the South, West and East wall. Camera on the mid-landing of the stairs, watching the entire stairway, and one in the SW corner.
11. **Kitchen:** This room has a fully functional kitchen, complete with some very tasty food, most of it is Haitian in origin. Much of the kitchen is automated. The only door in is in the East wall. Camera in NW corner.

THE SECOND FLOOR

1. **Corridor:** The corridor is empty. There are two doors along the South wall and in the West wall. Camera in the SE corner. There is a hatchway in the ceiling (Awareness vs 30 to notice), in which 3 zombies wait. They will drop down after characters pass by (Awareness vs 25 to hear) and attack from behind with slice'n' dice weapons.
- 2 & 3. **Barracks:** There are six beds in this room, and gear for six people. There is a door in the North wall. Camera in SE corner.
4. **Bedroom:** This luxurious bedroom is very nicely set up. The bed is a double bed. There is a small voodoo temple set up and a terminal. If characters have broken in, this terminal will have been deactivated. There is a closet in the North wall, a door in the South wall and in the East wall. Camera in SE corner.
5. **Bathroom:** This is a very nice looking bathroom with a huge spa-tub and luxurious in appearance. There are all sorts of herbs in the medicine cabinet, however nothing illegal or toxic. One zombie will be waiting in here with a machete and attack characters from behind if they first investigate the closet or attacking as they enter the bathroom. There is a door in the North wall. There is no camera in this room.

6. **Closet:** A standard closet with women's and men's clothing, mainly men's suits and women's robes and gowns. Nothing too modern in it. In the back of it (Awareness 25 to notice) there is a secret door.
7. **Security & Ritual Room:** This room is set up as a voodoo temple, complete with an altar and apothecary of herbs and roots. Brigitte will be found in here, hooked in by about a dozen cables to a mainframe. She is always interfaced, and completely covered from toe-to-top in a plastic covering. She is hooked into a life support system. When the characters enter the room, sensors will turn on a fan on the ceiling, spraying zombie dust all over the room (Brigitte also has a manual switch for the fan). Any characters not completely protected will be struck by it. Two more zombies will enter from the East door, attacking with machetes. Camera in the NW corner.
8. **Peristyle:** This is a partly enclosed area, a temple of sorts, the floor covered with packed earth. There is a low stone wall overlooking the North side of the estate about 2 meters high. There are benches in here for a dozen people and a wooden model ship hanging from one of the cross beams on the ceiling. There are other baskets, dolls and trays hanging all over.

In the center of the room there is a square, wooden post going from the floor to the ceiling (called the Poteau-mitan). There are sacrifices laying about it and symbols drawn into the ground around the post. Hung on the side of the post there is a whip.

There is also an altar (called the Pe), about 1.6m high, covered in rattles, bells, talismans, books and drums. There are also thirteen jars (supposedly holding the souls of the zombies and the Baron).

The Baron Samedi, armed with a MonoMachete (same stats as a MonoKatana), is hiding behind the temple. He will attack when he has surprise and attack to the death. There is also a cybernetic snake slithering about the room and will strike people (Awareness vs 30 to notice) with Biotoxin II as its venom (2 doses). It has a base 15 chance of hitting and will take 10 points of damage before being destroyed. Camera in the SE corner.
9. **Bathroom:** This is a standard bathroom, with nothing special about. There is no camera in here.



Boucher '93

THE VICTIMS

Mademoiselle Brigitte's plan is to kill off everyone who might have known about Adam's plan as carried out in Necrology. When that scheme failed, it became necessary to eliminate those people but only the security guards were eliminated and those who survived remember little. Assuming the characters played in the last adventure, they are part of this hit list as are most major characters from the previous adventure.

At the same time however, she wishes to learn as much as possible about the effects of rituals and different ways of dying. So to gain this data she is having her henchmen, the Graveyard Shift, kill people in the prescribed manners and record the effects for her to study.

There is a killing at random intervals to ensure that no one is able to predict when the next slaying will occur and by the third or fourth murder, there will be a number of copy-cats throwing the police off the trail. Lastly, by using zombies to do the actual murders, and since none of the nomads had criminal records, there is no chance of identifying them; once dead a person's identity files are trashed, including fingerprints.

Note that if any of the characters listed herein were killed in the previous adventure, simply change the names and identities to suit someone else that would have been related to the Adam's grand plan from that module.

The Death Scene and Evidence information is only available to Cop characters or through Cop contacts. Cop characters in the Night City Police Homicide division have a 25% chance of being assigned to the case, +10% per Authority level above 6 and -10% per Authority level below 4. This will allow the character to learn everything listed under Death Scene and Evidence for each victim.

Otherwise, Cop characters will require a successful Authority check to find out information related to the case, with increasing difficulty as the information is more crucial. For example, that the words "Graveyard Shift" were discovered is not a major clue, but that the assailants knew where Rutger's office was, would be.

Non-Cop characters may have contacts in the police force who will make the Authority checks for the character. However, assign a base -2 penalty due to the second-hand nature of the information and, if a check is failed by 1 or 2, some will be available, but slightly altered as miscommunications have occurred. A Police Contact has a base rating of +4 for these purposes and one in the District Attorney's office would have a rating of +7. A contact in the Mayor's office would have a rating of +9. However, pushing it too much could destroy it.

If characters have no contacts with the police force directly, they may be able to get at the information through street contacts. In this case, make Streetwise checks, their difficulty depending on what is desired. It will take approximately 1d10 hours to get anything. Start with Difficult (20) for basic pieces of info, up to Nearly Impossible (30) for major pieces. Also, don't forget the money, costing 2d10eb times the difficulty of the info desired.

Background information can be obtained by characters through Streetwise checks against 20, plus 1d10eb x 20. Also, at least 3 hours of footwork is required for each check.

VICTIM #1: THE TELL-TALE HEART

LINDA TURING

The first victim to fall prey to the Graveyard Shift was Linda Turing. She used to be the Public Relations Director at Flatline 2020, a chain of stores that allowed you to experience death through "Flatline Tanks". These tanks would kill you and then bring you back to life a few minutes later, with a very minimal chance of death. It was a popular fad, linked with KLSH TV which promoted it heavily. However, it seems to have been a scam and in fact it was only a virtual reality simulation of dying.

Linda lost her job after that was revealed and Flatline 2020 went under, unable to stand up against the negative publicity. She has done a few odd jobs, but managed to maintain her comfortable apartment in the arts area of the city. However, this all ended five days ago.

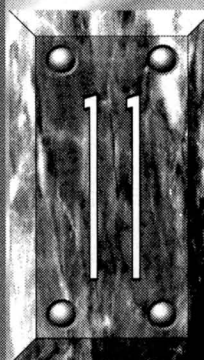
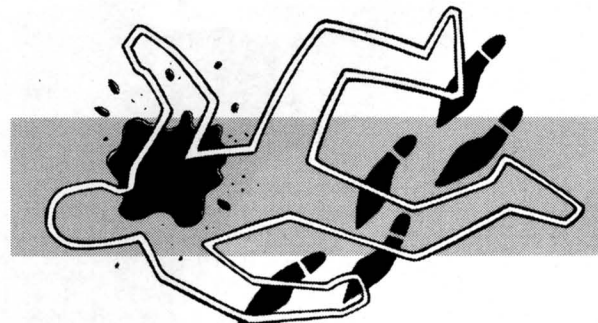
The Graveyard Shift entered her apartment after having Sara disable the power to the alarm and camera systems. Then, they knocked Linda unconscious upon entering and proceeded with the ritual, an Aztec sacrifice. After gaining the data they left, all within 2 hours.

NEWS STORIES

NIGHT CITY PRESS
Wednesday the 4th, 2020

Evening Edition

This afternoon, Linda Turing of WestHill Gardens was discovered by friends in her apartment, the victim of a ritualistic murder. The police are still investigating this bizarre death but appear to have no definite leads.



The assailants entered the building discreetly on the 3rd floor, and awaited her arrival, striking from within the apartment. They then ritually murdered her. The police have not revealed the ritual used, nor whether they believe any known gangs were involved

Linda Turing was a Public Relations director currently unemployed. Her reputation for honesty was tarnished when her last employers, Flatline 2020 were revealed as con-artists.

*

*

*

NIGHT CITY PRESS

Thursday the 5th, 2020

Afternoon Edition

New details of the Linda Turing murder have been revealed by police sources. The gang involved in the murder calls itself the Graveyard Shift. This gang is believed to have between 6 and 24 members, highly mobile and skilled. There is no knowledge of any such gang in the Night City area.

The ritual involved was an Aztec one, involving the heart being removed from the still living body of the sacrifice. The details of the ritual were carried out and Aztec ceremonial artifacts scattered about the apartment. They left their gang name scrawled in the victim's blood on the wall.

Theft was not the motive for the crime, though all personal papers and files were removed from the scene. Other evidence has been substantial but inconclusive.

*

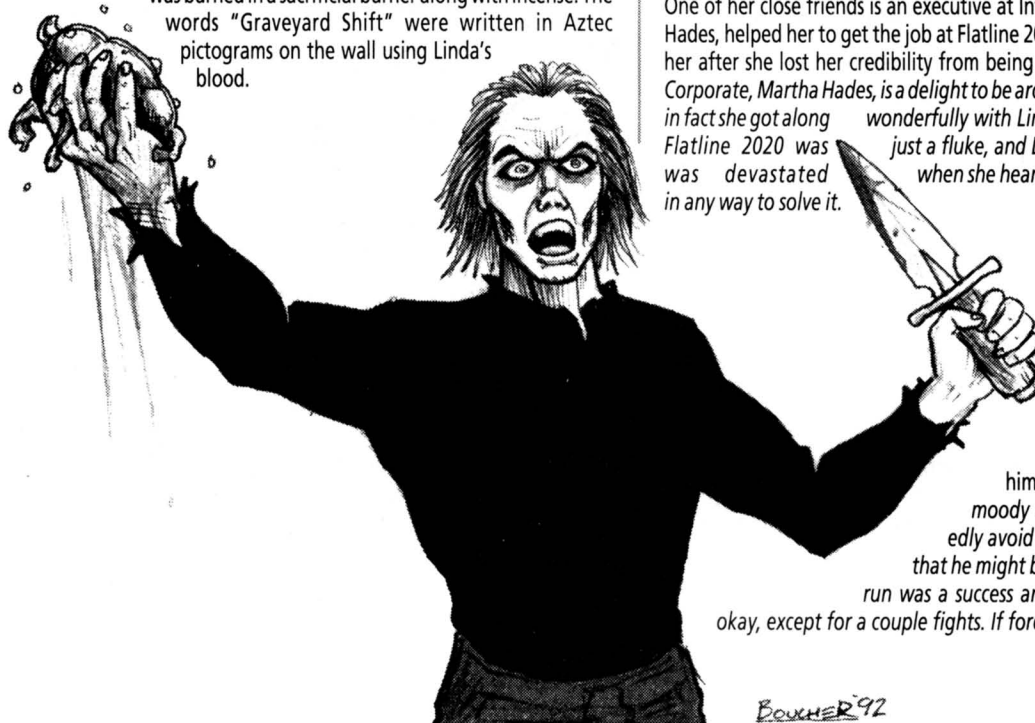
*

*

THE DEATH SCENE

The front door was picked open not forced in any way, probably by an electronic lock-picker. Security cameras nearby were disabled by an outside source. Nothing of great value was stolen though the place was ransacked. All papers and diskettes were stolen. At least a half dozen people moved about the apartment. There are scuff marks on the floor.

Aztec symbols and paraphernalia were found scattered about the home. Linda was found on a small Aztec, pyramidal altar, her heart cut out while she was still living. She died of trauma and massive blood loss. The heart was burned in a sacrificial burner along with incense. The words "Graveyard Shift" were written in Aztec pictograms on the wall using Linda's blood.



EVIDENCE

The paraphernalia can be traced to Pyramid People, a small store (B1 #15) in the area. However, the owner cannot recall who purchased such things, just that they are related to the ancient Aztec sacrifices. The Aztec symbols relate to sacrifices to the gods.

Fingerprints of at least a half dozen individuals were found but none match existing files of registered citizens. The alarms and cameras were turned off during the crime, indicating possible Net intrusion as well. Linda was knocked unconscious by a blow to the back of the head when she entered the apartment.

BACKGROUND

Linda Turing's last known jobs were contract work in advertising for small companies and before that she was the Public Relations Manager for Flatline 2020. She was of a small build and had a very cool head, able to deal with almost any emergency calmly and coolly.

Of Russian descent, she had long straight blonde hair and blue eyes, very attractive. She was approximately 26 years old at the time of her death. She was the friendly type, very helpful, very kind to people, but deathly afraid of rats, which are fairly common in Night City.

She specialized in public relations but her credibility was shot after the Flatline 2020 incident. She refused ever to reveal what she knew about the whole affair. Close friends claim that she had been threatened at some point in regards with Flatline 2020 but are unsure as to what that incident was about. In the end, she decided it was best to keep her mouth shut.

She typically carried a Militech Arms Avenger and it was found unholstered, but no shots were fired from it. Her laptop computer, which she normally carried with her, was missing, as were all documents in the apartment.

Four years ago, she dated a two-bit street samurai who was trying to make it big. He was into all sorts of grey ops and he wasn't that good. The work shot his nerves, so she couldn't take it and left him after a big fight. *Chad Frederick is in fact a Solo (Combat Sense +2) who gets easily scared (Cool of 4). He does a lot of guard work for drug deals, so is very scared of cops. He wishes the relationship had worked but hasn't seen her for 4 years.*

One of her close friends is an executive at Infocomp. This friend, Martha Hades, helped her to get the job at Flatline 2020. Apparently Linda hated her after she lost her credibility from being fired there. *A Resources +6 Corporate, Martha Hades, is a delight to be around, charming and friendly, in fact she got along wonderfully with Linda. The job she found with Flatline 2020 was just a fluke, and Linda never blamed her. She was devastated when she heard of the death, and will help in any way to solve it.*

Her current boyfriend is a nomad with the Burner pack, a subleader, who deals a lot with transporting corporate stuff. Rumor has it that his last run went bad and her death was a warning to him. *A Family +7 Nomad, Lite is moody and rash. He will undoubtedly avoid any official contact, fearing that he might be blamed. But in fact his last run was a success and they were getting along okay, except for a couple fights. If forced, he will co-operate.*

VICTIM #2: CHEST PAINS

GERALD BISMARK

The second victim of the Shift is Gerald Bismark. He is found locked in his apartment, ritually murdered. He used to be the manager at Orbis Pharmaceutical, a company that produced several pleasure drugs which led to serious addictions across the city. The company was shut down by the police and formal charges laid against him.

He was out on bail at the time of his death. In court he claimed to have been a pawn in the whole affair but refused to reveal the extent of his knowledge until the court agreed to leniency with his case. The court granted this two days after he died. When the bailiffs went to find why he missed his court hearing, they found his dead body already decaying.

Gerald was a very weak link and Sara knew this. He was to be the first victim but he was in jail at the time and she knew it would be impossible. As soon as he was released, he came home to find the zombies awaiting him. While a number held him down, the others force-fed him hemlock. He died a few minutes later.

NEWS STORIES

NIGHT CITY PRESS

Monday the 9th, 2020

Afternoon Edition

This morning, Gerald Bismark, of the New Harbor Mallplex, was discovered by police in his apartment. He had missed an early morning court appearance, and when bailiffs arrived and forced in the door, they found his body lying amidst Christian icons.

He was discovered, slashed from the throat down to the stomach in a ritualistic Santeria sacrifice. The Santeria is a cult which combines voodoo superstition with Christian saints. The characteristic saints staring forward were found scattered about the apartment. Such ritual murders have not been reported in over 20 years. The words "Graveyard Shift" were written in blood on the walls.

The Graveyard Shift group has still not been identified, nor has there been any positive identification of anyone related to the crimes. The two deaths have no apparent link, other than that they were both ritual and the signature, in blood, on the wall.

Gerald had spent the past month in jail, awaiting his trial in relation to the Orbis Pharmaceuticals scam. He was the manager at the factory which produced the addictive drugs. Apparently, he had plea bargained to reveal the central plotters above him in return for his freedom.

THE DEATH SCENE

His apartment door, in Mallplex Living Area Beta room 127 (B6 #2), was not forcibly opened but instead opened by a skilled lockpicker. The victim was assaulted as he entered by approximately 12 individuals. They had a brief struggle then proceeded with the ritual on a nearby table. There are indication that the murderers ingested some of the victim's blood in a ritual cup.

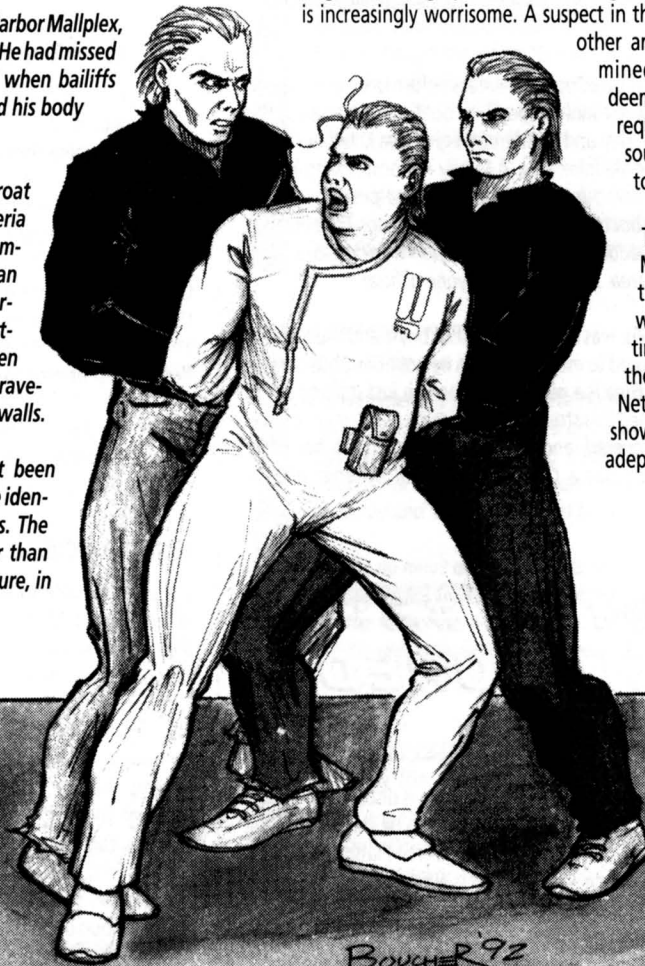
Once more, there are a large number of scuff marks from the assailants. Some sound of a struggle was heard by the neighbors between 10 and 12 PM, but was dismissed at the time. Theft is definitely not the motive as no valuables were taken other than Bismark's personal documents.

One guard who was on patrol was also found inside the victim's apartment, apparently dragged there after having his head cut open by a machete blow from behind. It is assumed he might have seen the group and was killed because he was a witness.

EVIDENCE

Once again, the fingerprints found belong to no one registered, which is increasingly worrisome. A suspect in the theft of the bowl and other artifacts was never determined and that crime was deemed bizarre as it must have required a great deal of resources to obtain and then to be left behind.

The apartment is in the Mallplex, yet once again, the cameras and alarms went dead right about the time of the attack. This time, there is definite evidence of Net intrusion and the skill shown demonstrates a very adept netrunner.



BACKGROUND

Gerald Bismark, as mentioned before, was in jail up until two days ago. Prior to that he was the manager at the Orbis Pharmaceuticals plant. He oversaw the development of a version of a pleasure drug that caused addiction and other hazardous effects.

He has a long record of having been fired from jobs due to recklessness and his rebellious nature has gotten him into many fights with his employers. However, in this case, it seems that he was going along with the boss and for this he was charged with Public Endangerment. He offered to reveal everything he knew in return for no sentence.

He was a simple Techie, a bit above average intelligence, not very handsome, average sized and with nothing really remarkable about him except his drug addictions. He was of German descent, 42 at the time of his death, had greying blonde hair, light blue eyes and was overweight.

His friends knew him to lie when it served his purpose and was not always a kind man. However, he always needed people around him, so would work long hours, just to avoid being alone at home. He was carrying no weapons at the time of his death because he was just released from jail.

Two years ago, he landed his job at Orbis Pharmaceutical. Within a few weeks he was rolling in the money. But he blew it all recently, and he may have gotten into debt with some nasty gambling establishment. *The money Gerald made was taken by selling some of the drugs illegally and was in fact blown to support his own habit once the operation was shut down, as he was used to large doses of his drugs. Even though he had made sure that they were not physiologically addictive, he had become psychologically addicted to them.*

An old friend of Gerald's showed up a few weeks before Orbis went under, and offered to set up a drug running operation but Gerald refused so this friend got real pissed off. Him and his friends might have killed Gerald, as they are often seen in the Mallplex area. *A Family +6 Boostergang leader, Kurt Trist, is a businessman pure and simple and was pissed off when Gerald turned him down but besides boycotting Orbis drugs, little else was done. His gang, the Muchados, consists of 12 members who do a lot of drug dealing in the Mallplex area. He will avoid anyone official.*

His current lover, Gina Hills, was off with her other boyfriend the night he was killed. She was supposed to meet him when he got home, but she was "occupied" at the time. *Gina is a nice enough person just starting out as an actress, she doesn't need this stress. She has been a nervous wreck ever since the body was discovered, and has been "hiding" with her other boyfriend ever since. She has a Cool of 4 and will hyperventilate if confronted.*

VICTIM #3: DISHONORED

RUTGER HUNG

The day after the adventure begins the third victim is discovered. Rutger Hung is found, his chest cut open. Again, it seems to be the work of the Graveyard Shift. He used to work the Flatline Tanks of Flatline 2020, and was the principle doctor who determined that it was legitimate. Of course it wasn't and he was being paid off a great deal.

He too lost his job when it was revealed to be a scam. He since found work at the Crisis Medical center (B4 #14) doing resuscitations. He was doing the

graveyard shift on a rather quiet night, when the Graveyard Shift broke in, killing all others in their path and then proceeded to kill Rutger. They left the same way they entered.

NEWS STORIES**NIGHT CITY PRESS**

Tuesday the 11th, 2020

Morning Edition

At one this morning, approximately a dozen armed intruders broke into the Crisis Medical Center, killing one security guard, four nurses and five patients along the way into Doctor Rutger Hung's office. They then decapitated him in a forced seppuku and decorated the office in Japanese art.

The usual "Graveyard Shift" name was left behind, this time in Japanese. This brings the total of deaths to three, all attributed to this mysterious group who have managed to elude all security, cameras and witnesses. Also, apparently their fingerprints, though identical in each of the murders, cannot be traced to anyone registered in the United States.

Rutger Hung was known for his recent dishonor, having been the main medical expert in the field of resuscitations. He sponsored Flatline 2020's operations personally. His involvement in the fraud has not been determined as of yet, but the connection to Flatline 2020 for both him and Linda Turing does seem to indicate something to do with that whole affair.

*

*

*

THE DEATH SCENE

The back entrance of the building, opened forcibly by a number of very strong people, was the entry point of the assailants. They proceeded straight to where they appear to have known Rutger would be working. Along the way, they killed one security guard, four nurses and five patients, all with machetes or Slice N' Dice garrotes, always as if taken by surprise. None of these people were able to fight back in any way.

Once in the doctor's office, the group grappled briefly with the doctor then forced him to commit seppuku by decapitating him with a Katana. The room was then decorated in traditional Japanese paintings and flowers appropriate to a funeral.

The group then left the way that they entered. There are scuff marks indicating at least a dozen people, perhaps more. Noises were heard by others, but those who checked it out died, so no witnesses could be found.

EVIDENCE

The Japanese affectations are all traceable back to a few small businesses in the Nichiban Mall (C3 #7). However, the buyer is remembered as he was a gaijin (foreigner), a caucasian dressed all in white, who spoke fluent Japanese. The artifacts are all related to funerals.

The fingerprints again belong to no one who is registered. The alarms and cameras in the building again went down mysteriously and the phone systems also went dead, cut from outside. A Net intruder is possible although their system was designed more to protect the files of its patients than the camera and alarm systems.

In Japanese, the words "Graveyard Shift" can be found, written in the victim's blood using the sword next to the corpse. The Katana is identified as a hand-made replica of the ones used by samurais. It was stolen from a store in the Nichiban Mall a few days earlier.

His apartment, at the Bay Bridge Residential Hotel (B4 #7), was ransacked and also filled with Japanese funeral items. All personal documents were taken but no cameras caught the intruders.

BACKGROUND

Rutger Hung was a well-skilled surgeon who specialized in resuscitations. However, after his disgrace from Flatline 2020, he had to accept a menial job at the Crisis Medical Center. He worked there for a couple of weeks but was deathly bored with it. He was known as a nice man but very deceptive and untrustworthy.

He was Japanese with black hair, brown eyes and moderately handsome. At 48 years of age, he had little to look forward to as no other hospital would consider hiring him. He never revealed his true role in the Flatline 2020 scheme but it was assumed by the press that he simply lied about the tanks actually causing death instead of just running a virtual simulation.

Characters checking into his background will find the following information. A successful Difficult Streetwise check is required for each piece and for each check, 4 hours of searching is required. Determine randomly which piece of info about his background is learned. The first part is what is gained by the characters through rumors, and the rest is what will be further learned by actually meeting the person.

He was an exchange student when he first arrived in the United States, and his foster parent, Wu Cheng, was a strict man who worked hard to attain all that he did. Rutger (his "american" name) respected him highly. A Resources +7 Corporate, Wu Cheng is with the Arasaka corporation and will talk only to official investigators and will help then in any way possible. He had not been in contact with Rutger since he started working for Flatline 2020 though.

It was a specific prosecutor who went after Rutger, and she was the one who caused his loss in credibility to the medical world. He hated her a great deal. Maybe she got even with him before he could with her? A Resources +5 Government Official, Mina Franks is a hard-working government official (yes, there are still a couple) who was simply doing her job. Rutger hated her guts but she saw him as a dangerous person and sought to shut him down before he caused any real damage.

His current lover was another doctor, but one who was working at Medical Technologies (B4 #16). She got him his job at the Crisis Center, and in many ways he was humiliated by it but he still loved her very much. A +9 MedTechie, Sara is of course the main player behind this whole scheme but to everyone else, she had a brief affair with Rutger (she wanted to make sure she knew where he was). She will apparently have quit her job a week prior and her home at The Central (B4 #4) will be found abandoned, and covered in voodoo symbols.



VICTIM #3.5: THE AZTEC STRIKES AGAIN

DENISE MARX

Nearly six hours after Rutger Hung is discovered, Denise Marx is found ritually murdered in her apartment, apparently the work of the Graveyard Shift. However in this case, Denise has no relation to the actual slayings and is in fact a copy-cat murder perpetrated by a group of Personalities who want to imitate the murders.

In this case, three Personalities members all dressed in Aztec shaman costumes broke into her apartment forcibly and killed her in the ritualistic way. They chose her due to her blonde hair, and similar appearance to Linda.

NEWS STORIES

NIGHT CITY PRESS

Tuesday the 10th, 2020

Afternoon Edition

This morning the fourth victim of the Graveyard Shift was discovered. A resident of WestHill Gardens, Denise Marx was found the victim of an Aztec sacrificial ritual by this paper. This death was startlingly similar to the Linda Turing murder, called in by loyal readers who apparently discovered the victim but were afraid of their names being connected to the serial murders.

The police have not yet released any information connected to the murder, though the words "Graveyard Shift" were scrawled across the wall in what is assumed to be the victim's blood. The reporters on the scene describe the apartment to have been filled with Aztec artifacts and ransacked terribly.

Denise Marx worked at Orbital Air at the time of her death, as a secretary. She has no apparent connections to Flatline 2020, nor Orbis Pharmaceuticals, but further investigations are underway.

* * *

NIGHT CITY PRESS

Wednesday the 11th, 2020

Evening Edition

In a statement by police this afternoon, it was revealed that Denise Marx was not the fourth victim of the Graveyard Shift but killed by copy-cat murderers trying to duplicate Linda Turing's death. A group of three Personalities gang members have been positively identified and are being sought by the police.

There is no news on the progress of the Night City Police Force on the Graveyard Shift murders. Sources close to the Forces indicate that the detectives are baffled by the lack of substantial evidence, and the skill with which the murders were perpetrated.

* * *

NIGHT CITY PRESS

Thursday the 12th, 2020

Evening Edition

Today, the three murderers of Denise Marx were apprehended by the Night City Police Force. Harold Twiggs, Marvin Bane and Ronald Ether were taken peacefully by a few dozen officers. They have pleaded guilty to 1st Degree Homicide. Their execution is scheduled for tomorrow morning.

The three have revealed that they do not know who the Graveyard Shift members really are. They wanted the fame of the Shift, but thought since the Shift was not captured, that they would not be either. However, they are happy to have gained a bit of fame and their gang brothers are rallying around the jail tonight.

*

*

*

THE DEATH SCENE

The back entrance of the apartment (B1 #18) was obviously broken open using a crowbar or something of the like. Inside, the room is decorated in the same Aztec funeral artifacts found in Linda's case and on an altar lies Denise. Her heart has been cut out and burned in a ceremonial manner but poorly cut and obviously she struggled with them a great deal before being knocked unconscious.

A great deal of noise was heard by neighbors, and it was a complaint filed that led to the discovery the body, just a couple hours after the incident occurred. Neighbors also got a look at the perpetrators, decked out in Aztec ceremonial dress. There are no scuff marks on the floor, as found in earlier cases.

EVIDENCE

The Aztec artifacts again were sold by the same small business, but this time the purchase was fairly recent and the clerk remembers the appearances of the three men who bought the artifacts. They were specifically looking for Aztec funeral ceremony gear.

The fingerprints have been positively identified as belonging to those same three people, who have also been seen by an outside camera which was operating at the time. The three are Harold Twiggs, Marvin Bane and Ronald Ether, three members of the Personalities posegang, a gang that copies people.

The words "The Graveyard Shift" were found on the crime scene. Normally, there is no "The". Also, the cutting was definitely done by someone not adept at the ceremony, as it is an extremely sloppy job, unlike all the past ones.

BACKGROUND

Denise Marx, a former secretary at Orbital Air was not very well known on the streets. She had only a few friends, and kept very busy with her work, only relaxing at a few minor bars. Her family lives outside of the city. Her social life was almost non-existent.

She was in her 23rd year, Anglo-American, with blonde hair and blue eyes. She apparently carried only a taser for defence, and had no contacts in any of Night City's underground. She was a decent person, but with nothing extraordinary in her past.

VICTIM #4: HACK N' SLASH

ALEXANDER BOOTH

Three days after the adventure begins, Alexander Booth is discovered to be the real fourth victim of the Graveyard Shift. The entire campus is in an outrage because two Maxes (University Security) were also found hacked apart inside. Fear is gripping the city, as top-notch security has failed them.

Alexander Booth was an animator for KLSH TV, known for a program entitled Animated Apocalypse, which was a psychedelic half hour of split second images, with subliminal messages slipped in. He only realized their presence after the big scam was revealed with Orbis Pharmaceuticals and Flatline 2020. Nonetheless, KLSH got a lot of bad publicity, and since his show was being sponsored by those two companies, it was dropped.

He has since discovered a lot more of what was going on behind the scenes. And he has been talking quite a bit to his friends. So, the Graveyard Shift appeared on the scene. Again entering in the same manner, but this time they had to take care of two Maxes before getting into Alex's apartment. There, they hacked him apart using machetes and then left.

NEWS STORIES

NIGHT CITY PRESS

Thursday the 12th, 2020

Evening Edition

A grisly scene was discovered by University students this morning. Alexander Booth, of Night City University, was discovered in the front room of his campus apartment by friends, cut up ritualistically. The words "Graveyard Shift" were carved into the floor next to his body. The ritual was apparently voodoo inspired.

In this murder, the assailants also killed two Maxes, University Security men. From the evidence, the two men never knew what hit them nor did Booth. His apartment was ransacked and much of the furniture was hacked apart as well. All personal paperwork, files and drawings were taken from the apartment.

Alexander Booth is best known for his work on the Animated Apocalypse series that appeared on KLSH TV a month back. It was sponsored by Orbis Pharmaceuticals as well as Flatline 2020, which has aroused a great deal of suspicion in the police ranks. Anyone connected with these companies has been asked to contact the police force.

*

*

*

NIGHT CITY PRESS

Friday the 13th, 2020

Afternoon Edition

In a startling breakthrough, police released a photograph taken by Alexander Booth's cyberoptic microvideo camera. The photograph shows the faces of one of his murders, seconds before the camera was destroyed by a strike from behind. However the film remained intact and this sole photo was enhanced by Police experts.

Searches through Identity databases throughout the country have turned up no clear matches, which has police convinced that the murderers might be corporate-grown human replicants or Blanks. Blanks however are extremely rare and almost never this well organized.

*

*

*

THE DEATH SCENE

An alley street entrance seems to have been their way in. However, there they must have encountered a couple of Maxes on a routine patrol. The Maxes were taken by surprise, as both had their heads severed by what appears to have been a Slice N' Dice.

The group of at least a half dozen individuals then got into an elevator, apparently controlled by an outside Netrunner who had disabled the building's alarm and camera systems. Once on the fourth floor, they picked the lock and awaited their prey, starting around midnight.

Around two in the morning, Alexander, quite inebriate from a night of pleasure, entered his apartment alone. There he was attacked by a number of people bearing knives who cut him up with symbols in a voodoo ritual. It was only a brief struggle. However, besides all of the victim's documents and artwork being taken, there was nothing left behind. There were no other witnesses. He was found by a friend who was dropping by in the morning, and the police called when a pool of blood was found leaking under the door.

EVIDENCE

The evidence this time is very strong, there are voodoo symbols drawn on the victim and all over the apartment, as well as a small altar dedicated to the Baron Samedi, the voodoo lord of the cemetery

The knives were very sharp, stainless steel, and could have been purchased anywhere. However, it does seem that the people who wielded them were very powerful, as the blows caused a great deal of damage. There were no fingerprints left behind that could be identified to belonging to anyone registered.

The words "Graveyard Shift" were carved into the victim's drawing board, obviously with the blood-stained knives. However the first big break occurred as Alexander's video optic happened to catch a glimpse of one of the possible murderers, wearing ragged black, tight-fitting clothing and a very pale face, very large build, carrying what appears to be a machete. This could very well be one of the murderers but the face is hard to see, so no positive identification is possible. Unfortunately, the optic was knocked out of order as a blow landed on the side of his head.

BACKGROUND

Alex Booth was a very talented young animator with a great deal of potential. Unfortunately, he was also very spoiled and moody, making him a nightmare to work with. His classmates were impressed with his work but could only take so much of him. So he drifted among a number of people, none really close.

He was 19 at the time of his death, Anglo-American with red hair and green eyes. Slightly overweight for his height (5'6), he was of average appearance and most skilled at video animation. He was carrying his BudgetArms C-13 at the time of his death but never got off a single shot.

Alex was discovered by what appears to have been a couple of professional investigators who were looking for talent in the animation field at the university. When they learned of Alex, they went to him immediately and offered him a great deal of money to do the animation for them. They were with KLSH. Those investigators were the professional Necrology Studies Institute snoopers who did all the surveillance for Adam in the previous adventure. They have since died or disappeared. However, further information will show that they would pick up the animation and add things, such as subliminal messages.



A past girlfriend was with him right before he was killed. He had walked her home and was just returning to his own apartment. They seem to be friends now, but who knows? *A student, Tristen Martlet is quite flaky and is not a serious person at all. She is upset that Alex was killed, but she sees it as "karmic" after Alex did such horrible animation. So, she will not show much grief but in fact has nothing to do with the death and will help in any way possible.*

His most recent girlfriend was a nightmare as all of her friends hated him and harassed him at every turn. Perhaps they finally had someone do him in? *In fact, he just left his most recent girlfriend, May-Belle Cherry, because he could not put up with it and she was heartbroken. The friends are nervous, as they are suspected by most university students and will quickly say anything to lose suspicion. Of course they are not connected either.*

VICTIM #5: LOSING HIS HEAD

MARK HOPPER

Six days after the adventure begins, the fifth victim of the Graveyard Shift is discovered, identified as Mark Hopper. Mark still worked at KLSH TV as a talk show host. His body is found, decapitated, with his head inside a stone shrine. Celtic symbols and artifacts litter the area.

Mark Hopper was the host for a show called Subject Summit, typically finding people with strange claims and tearing them to pieces. But he also deals a lot with the members of current trends, as the station he is on is centered around trends and fads. While in the public's eye, he never was in any way associated with Orbis nor Flatline 2020. He was actually a direct advisor to Rebecca Townsend, one of the principal plotters. In fact, they were lovers and this was a severe risk to the plot, as he knew far too much.

He never did speak though about what he knew and never will, for the Graveyard Shift visited him at his home. His security guard was easily cut down by a sickle attack. The next second, Mark was beheaded.

NEWS STORIES

NIGHT CITY PRESS
Saturday the 14th, 2020

Morning Edition

Last night, the fifth Graveyard Shift murder was committed in the Plaza West Tower. Mark Hopper, known to many as the Hop-Man, host of Subject Summit on KLSH TV, was found with his personal bodyguard, the victims of yet another ritual slaying. This time, in a Celtic ritual, Hopper's head was removed and buried under a pile of stones.

A rune was left behind, which has been interpreted as the Magician, which means intelligence, cunning and forethought. This may indicate a reason behind these murders, though that much the police had determined days earlier. Nevertheless, it was certainly a message left by the murderers.

A team of five security guards and their watch dog were also discovered, their heads removed and only one was able to even draw his weapon. The building's security was turned off by an outside 'Runner. Livewire, of Short Circuit, commented that he knew of no one involved with any team called the Graveyard Shift, who are now being considered a top-ranking black ops hit team rather than a simple gang.

NIGHT CITY PRESS
Sunday the 15th, 2020

Evening Edition

Another breakthrough has occurred in the Graveyard Shift murders. The photograph in yesterday's paper of one of Alexander Booth's murderers has been identified by a reader from Phoenix, Arizona as Thomas Ring. Thomas was a nomad with the Dust Devils pack, a small pack led by Niel Goe. However, all of the members except Niel Goe died a month ago. Niel Goe disappeared and has not been seen since that time, apparently taken with a job outside of the country.

The identification was confirmed by family photographs but fingerprints and other usual methods of identification are impossible since all such records are destroyed after a person's death. Police are baffled as to the reality of the situation, since the dead can certainly not arise. However, the original scam was by the Necrology Studies Institute and they may have discovered a way to bring the dead back to life in some manner, as speculation runs rampant on the street.

Police have offered 5000eb for any information leading to the identification of Waxfire, a major informant in the Flatline 2020 scandal. Police believe that he may be target, and possibly might be involved in the murders. Waxfire is the alias used by a graffiti artist who revealed much of the scandal through paintings all over the city.

*

*

*

THE DEATH SCENE

In the first room of Mark's apartment (B2 #23) lies his personal security guard. While he sustained over half a dozen blows from a straight-edged sword, the first blow to the top of the spine was instantly fatal. His head was then removed and then buried under a pile of stones near the body. A wooden "tombstone" reads "Graveyard Shift".

The next room contains all sorts of Celtic paraphernalia as well as Mark's headless body on the floor, his hands crossed over his chest, holding a large sword. The only blow apparent was the one that severed his head and it appears that the sword he holds was the one used. It is a large one that only a very strong individual could wield.

The victim's head is found in the northern corner of the room, buried inside a stone shrine. Again, there is a placard reading "Graveyard Shift", but this time, there is a single runestone. Its meaning is "Intelligence, forethought, slyness. Also known as the Magician."

The attack occurred at midnight and there was a new moon out. No noises were heard by neighbors. The same characteristic scuff marks were found all over the apartment.

EVIDENCE

The evidence this time was in the form of corpses. A team of five watch dogs were found, hacked their throats slit open by Slice N' dog was struck by a sword at close side. Only one guard was able to draw tol, but it was not fired.

quite substantial, at least in the security guards and their to pieces using swords or Dice garrotes. The range from the his pis-

The security guards in the main security room were also killed in the same manner, then all of the alarm and camera systems of that floor were turned off. This job shows a great deal of skill on the part of the attackers. But, once again, all fingerprints left cannot be correlated with anyone on files.

One witness has come forward, and apparently through his peephole saw a group of at least a dozen people dressed in weird yellow and brown clothing shuffle by around midnight. They were carrying swords, but he could not make them out well and hid for fear that they might come after him. This is the first witness that has survived.

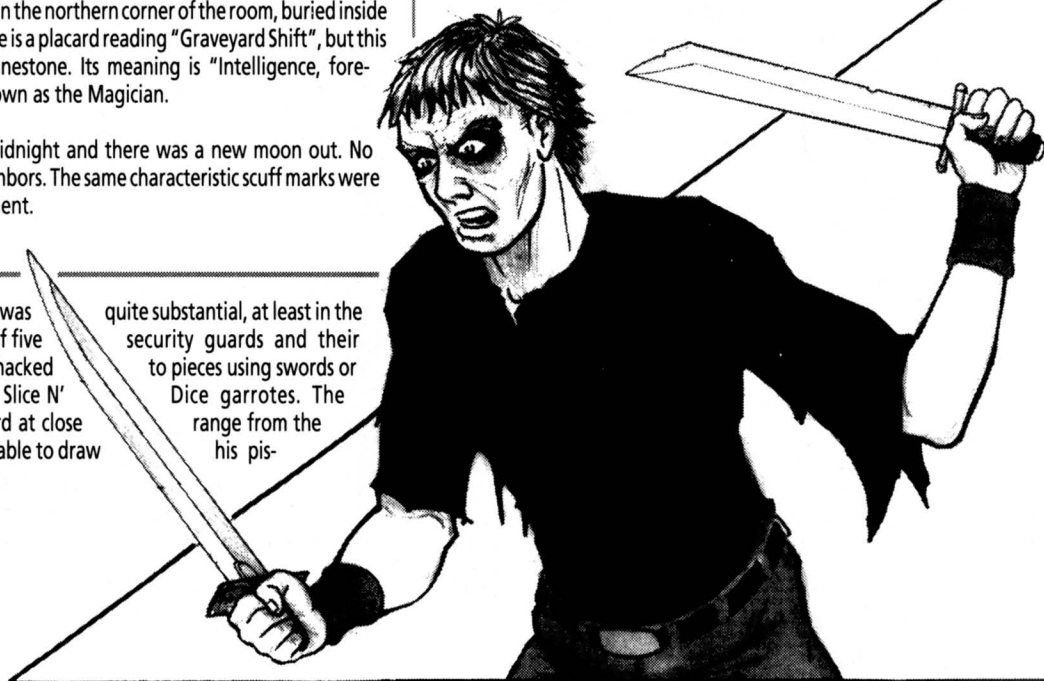
BACKGROUND

Mark Hopper could be incredibly obnoxious and condescending but at times could also be very sincere and friendly. A two-sided person, no one ever knew from which direction he was coming from. Those whom he was close to knew him as quite insecure, which was the reason for his behavior. However, above all else, he was a good host.

He was 25 when he died, had blonde hair and brown eyes. He was of average size but very intelligent and quite witty. He was a bit paranoid, which is why he constantly had a well-armed bodyguard by his side. Unfortunately, that bodyguard did him little good. He did not carry any weapons himself.

Mark was involved with Rebecca Townsend, the woman who ran KLSH TV, and was indicted for having run negative subliminals on the station. She died mysteriously later but his connection with her was never brought out in public. Mark indeed did have a love affair with Rebecca during which he learned a lot about the operation. He was the "insider" for Rebecca and would make sure that she was up to date on everything. However, he was not an idiot and made sure to keep this connection secret, especially when the scam was revealed.

A member of the Fangs of Justice was made fun of by Mark and he had been after him ever since. Mark hated this guy too, but feared him more, which is why he always had a bodyguard by his side. A Family +2 Booster, Billy Miller is an insecure loser in the gang, who could never get the other members to help him, instead resorting to death threats and fear tactics. He could never have done a murder on such a scale. But, nevertheless, he is a coward and runs from anyone who thinks he has anything to do with it.



THE LAST RITUAL VICTIM

Once the first five have fallen, the Graveyard Shift will begin searching for the rest of its targets. The next target is Waxfire, but unless some circumstances have changed from the first adventure, his identity will still be a secret. Waxfire was a lone graffiti artist from the Necrology adventure who warned the city of the plot that was being formed. Through anonymous graffiti paintings, he explained symbolically who was behind it and what it was.

However, because he fears contact with people to such a tremendous degree, he never would make contact with anyone, and only one person knew his identity. Otherwise, he is a complete hermit in the city, almost always staying inside, going out only in the early morning when the city is just barely waking up.

The Graveyard Shift will not be able to find him, though if through some strange circumstances he should be contacted by the characters or have his identity revealed, they will track down his apartment and try to burn him as a witch on a huge pyre and spread Inquisition paraphernalia about the room. However, it is unlikely that this will happen without player character intervention.

MAJOR NPCs

WAXFIRE



Streetname: Waxfire Real Name: James Osborne
Role: Netrunner Specialty: Virtual Graffiti Art

GAME STATS

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

DESCRIPTION

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

PSYCHOLOGICAL

Motivation: Love of art ExMode: Shy
InMode: Sensitive
Quirks: Agoraphobic, demophobic, xenophobic, pyromaniac, paranoid, pathophobic.

SKILLS

Name	Level	Name	Level
Interface	+6	Awareness	+8
Composition	+4	Education	+6
Persuasion	+2	Streetwise	+4
Photo & Film	+4	Paint	+9
Evade	+8	Stealth	+3
Motorcycle	+2		

BACKGROUND

Waxfire is not a unique sort in Night City, nor in the Cyberpunk age. Like many, the world scares him but what scares him most are the people in the world who carry guns and will kill without hesitation. As such, he avoids everyone, only having one friend, the woman who sells him paint, Mona Lisa Cagliari.

Waxfire is quite a troubled person, being agoraphobic (frightened of open places) sometimes to the point where he will not leave his apartment for days on end. He is also paranoid, believing everyone to be out to shoot him or that he'll be shot accidentally when he goes out. His phobias include demophobia (fear of crowds), which leads him to only go out late at night; Xenophobia, which makes him afraid of strangers; and at times he is Pathophobic (afraid of disease), which causes him to sterilize everything he owns, and wear a mask when he goes out.

He is prone to fits of depression, sometimes to the point of suicide which he has attempted several times without much success (using string to hang himself, overdosing on soft drinks and jumping off his bed just haven't worked). In the presence of other people, he has trouble speaking, stuttering badly. He is also obsessed with fire, hence his name as well as his art.

Waxfire will probably never be encountered in person by the characters, as he is not exactly a personable type. If they do happen to track him down, he will surrender and is notably unarmed, but will seek to escape as soon as possible. Also note that he HATES phones.

CYBERWEAR

Biomonitor (paranoid of disease); nasal filters (ditto); motion detector; Cyberoptics x 2: Lowlite, digital camera, image enhancement; Neuralware Processor: Cybermodem Link, Interface Plugs.

EQUIPMENT

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

CYBERMODEM

Normal deck; keyboard; Videoboard; printer; Chipreader.

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



INFORMANTS

Besides the information from the papers, the death scene, evidence and background of those involved, there are many other contacts who might know something about the murders or at least are worth contacting for information. The characters may ignore these sources or attempt to contact as many as they know. Nevertheless, this information is at the very best second hand, so will not be as accurate as the police reports which are difficult to get at. Much of this is speculation on the parts of the various groups of people, more like theories to give the characters, not facts.

Read through this section completely before play starts so that you are completely comfortable with who knows what and who believes what. This will allow for more natural play when the characters visit various groups and set up what a specific contact of the characters' will believe before the adventure begins.

COPS

The police's main theory on the murders at first is a highly skilled gang who are committing these murders to prove themselves or for some twisted leader. However, as more murders are committed they begin to believe it is a black ops team for some corporation.

Once they realize the connection to the Flatline 2020 scam, they begin believing that some high level corporation might have been involved in it and is covering its tracks. Also, they believe that the Graveyard Shift to be actually either bio-engineered killers or clones. Some police believe it is a lone killer who is a highly skilled netrunner and assassin, who enjoys killing and is smart enough to make it seem like a number of murderers.

MEDIA

The media is ripe with all sorts of theories, ranging from the mundane to the absurd. Some believe it to be a group of deranged boosters who have made it big time, other believe it to be a black ops corporate hit team, while still others believe a more supernatural explanation might fit.

Theories of spirits committing the murders begin with evidence showing that they covered their tracks so well and then they shift to the undead rising from the grave as servants to some unknown overlord.

The connection between the murders to the Flatline 2020 scam does arouse a lot of suspicion. Obviously someone or something is covering its tracks, but who? Some believe that the members of NSI awakened some powerful creature from the dead and it was behind the whole affair and is now behind these murders.

SOLOS

The Solo community is shocked by the murders but highly impressed with the skill with which they were carried out. Everyone agrees that it is a black ops team, high quality if they were able to cover their tracks so well, but others argue that anyone with half a brain could accomplish what the Graveyard Shift has. All of the murders have taken place in low-security buildings, requiring no great skill.

However, no one has any idea as to who makes up Graveyard Shift and are baffled by the lack of firearm use in each of the slayings. This suggests to them that these are not simple murders, but the ritual was very important and that possibly the assassins are not your typical Night City variety.

FIXERS

The street dealers and crime lords are interested in the murders but since none of them has affected any of their own people, they are not very concerned. However, there is a lot of information going around about the victims and who the Graveyard Shift is. No one has heard of them, which is disconcerting for the major crime lords as they pride themselves on knowing all the major talents in the city.

GANGS

The gangs of Night City are not so much concerned as they are fascinated with the murders. All of them are following the stories closely and gang fighting has slowed to some degree, taking the form of more stylish hits on one another. Many are beginning to use more particular ways of killing people and embellishing them to match the style and flair of the Graveyard Shift, which has by far outdone them. But others are more intent on finding them themselves and collecting the reward money. However, none of them has heard of the Graveyard Shift before though some may claim to.

As time passes, and the identity of one of the Shift members is revealed to be that of a corpse, interest will flare but become much more concealed as the gangs begin suspecting something supernatural is afoot and begin watching out more.

NOMADS

The nomadic packs in the City are largely ignoring the murders, having more personal things to worry about. They have not heard of the Graveyard Shift, nor do they care. Some little group is cutting up a few select people, happens all the time, so big deal.

However, some of the ones who range a bit further East have heard of the Dust Devils and remember them as a wild little pack, led by a red-haired wild leader. But they also remember the entire pack dying from plague a month back and the leader taking off on some job overseas. The more superstitious packs will start leaving Night City when they learn that a dead member of the Dust Devils is now a member of the Graveyard Shift.

NETRUNNERS

The Netrunner community is particularly interested in the Net aspects of the recent murders. While the general public is not very aware of it, it seems that every one of the murders involved the building's alarms and cameras being disabled by the Net. So the 'runners are busy trying to figure out who could be doing it. Doesn't take much skill but not to be noticed does take some skill. However, they cannot pin down anyone in the City who they know of who could have done it. But, all agree that it could easily be a corporate 'Runner or an out-of-towner.

TECHIES

There is not much interest in the murders from the Techies. They consider the murders a very simple enterprise which almost anyone could do given a very small amount of equipment. There is nothing more than idle curiosity as to who is behind the murders.

Some speculate that KLSH TV might be behind it, as they might want to conceal their dealings with the Flatline 2020 scandal. However, why they would murder one of their best hosts is unexplained.

MEDTECHS

The Medical community is at first only somewhat interested in the deaths, but when Rutger Hung is murdered at the Crisis building, all become very interested. The MedTechs are lucky in that they are often contacted to perform autopsies and talk a lot these days between one another to compare notes.

They cannot see any connection in the method of murder between all of the deaths, except that it involved some custom of death practised at some time. Beyond that, they do not know. Many believe it is a corporation covering its tracks with a special black ops team.

The psychology majors are more interested in the psychological element involved. Obviously there is some message inherent in the murders. However, whether they are "cleaning house" or just playing out their fantasies is hard to determine. There is certainly an intelligence behind it all but the motives are hard to determine.

CORPORATES

The corporate world is rife with rumors floating around. By the second murder, everyone in the corporate world is sure this is a black ops teams, run by some unknown corporation. Each is suspicious of the other and many are looking into who might have been connected to the Necrology scandal with the covert spies. Security is also beefed up tremendously on each of the corporation's territories.

WAXFIRE

If any of the characters manage to contact Waxfire, having located him in the last adventure, he will be VERY hesitant to even talk but will only say that "He's back", and keep repeating that. Then, he will move to a second apartment (C6 #10) he arranged to rent a month back, just in case. He will avoid all further contact with anyone, knowing fully well that his life is in danger.

KLSH TV

The last of the Necrology participants that is actually still around. This station was involved in the prior scam but most involved will state that they were unaware of any such thing until the public knew. They claim to having been duped, as NSI was giving them a great deal of money and bribing them to put on particular shows.

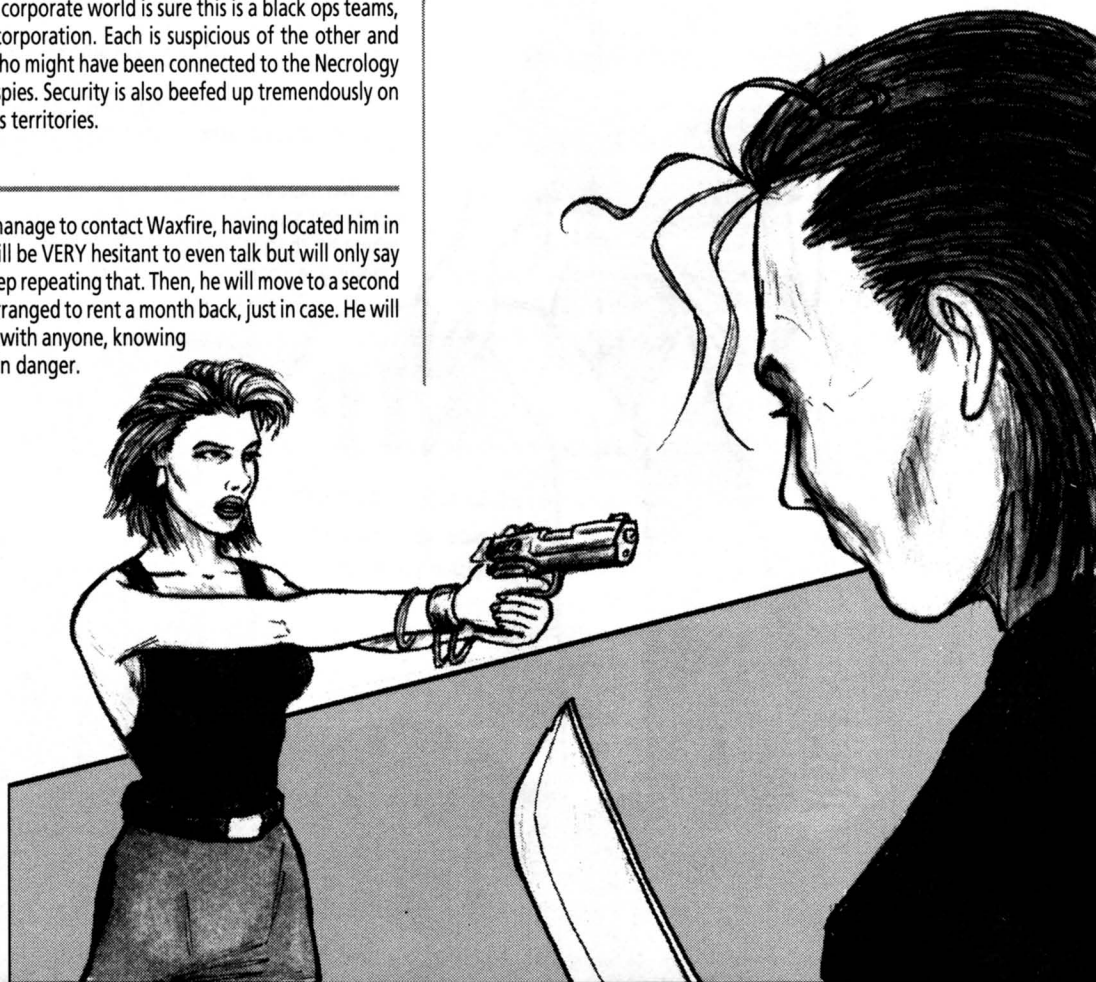
They were aware of the connection between Mark Hopper and one of the NSI members, but since she disappeared, he has kept his mouth shut about what happened with the whole scam. They do not know of anyone else other than Mark and Alexander at the station who were involved with the NSI scam to any degree.

UNIVERSITY STUDENTS

If the characters ask around at the university, especially Alexander Booth's friends, they will learn that he told them that he was offered a large amount of money to do Animated Apocalypse. He had suspected something strange was going on but the money was good, so didn't think twice about it.

After the big scandal broke, apparently he was threatened by unknown parties not to tell anything that he knew about the whole affair. He did however state that his employers were obsessed with images of death in his work and paid him extra to put into any death symbols. He never did mention who he dealt with specifically.

The university students believe that his employers finally carried through with their threats against him, while others believe that Alex may have been involved with the supernatural, which he could not control and in the end destroyed him.



PERSONAL ATTACKS

It is assumed that the player characters will be able to piece together what is happening and might even be able to stop one of the murders, following the Graveyard Shift back to their lair, the Oum'phor. But, if the characters are slow in their investigation or ignore the murders, the Graveyard Shift will turn its attention towards the characters.

This attention shift will occur around Tuesday the 11th when surveillance of the characters will start. The zombies will then start tracking the characters down. Assuming the characters are keeping low key, there is only a 20% (+10% per day that passes) chance of the Shift discovering their location (checked twice a day). If they are actively hiding out then it is reduced by 5%/per day. If the characters are working with any organization on the murders, the base chance is 20%, up to 40% depending on how much media attention they get.

Once the Shift finds them, characters must make Shadowing checks against 20 to detect their being followed. An Awareness check against 25 is required for characters without Shadowing skill. This check can be made once every time the characters go out into public. Until the Shift makes its attack, they will simply turn back if the characters appear to have seen them but

will double back a few hours later to trail them once again.

The following attacks will occur only if the opportunity presents itself and it is assumed that the characters will probably have already solved the case, so they need not happen. If however they do happen, be forewarned that the player characters stand little chance of survival when attacked.

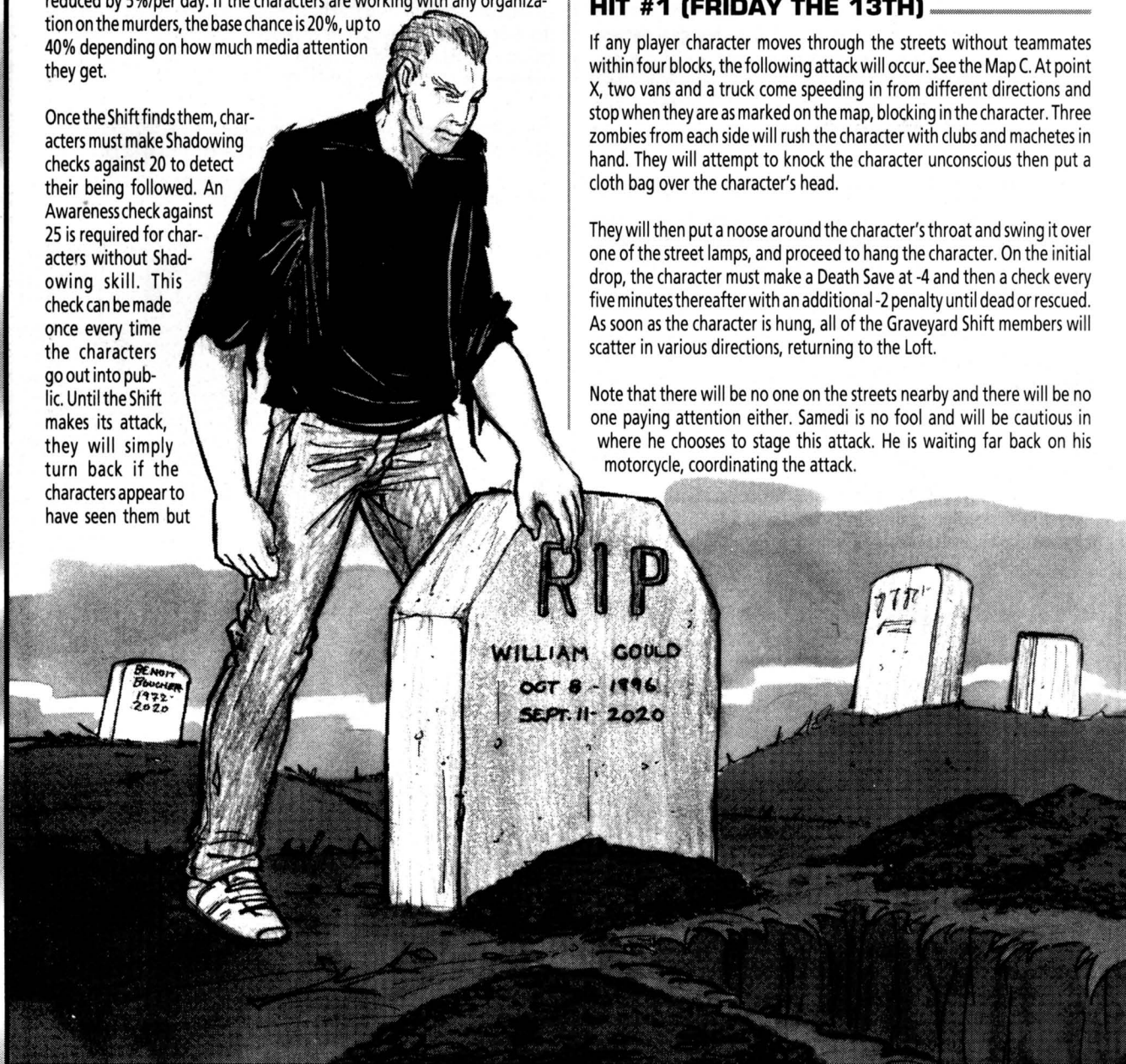
The attacks on the player characters take the form of Capital Punishments from around the world, starting with the most basic and working up to more advanced ones.

HIT #1 (FRIDAY THE 13TH)

If any player character moves through the streets without teammates within four blocks, the following attack will occur. See the Map C. At point X, two vans and a truck come speeding in from different directions and stop when they are as marked on the map, blocking in the character. Three zombies from each side will rush the character with clubs and machetes in hand. They will attempt to knock the character unconscious then put a cloth bag over the character's head.

They will then put a noose around the character's throat and swing it over one of the street lamps, and proceed to hang the character. On the initial drop, the character must make a Death Save at -4 and then a check every five minutes thereafter with an additional -2 penalty until dead or rescued. As soon as the character is hung, all of the Graveyard Shift members will scatter in various directions, returning to the Loft.

Note that there will be no one on the streets nearby and there will be no one paying attention either. Samedi is no fool and will be cautious in where he chooses to stage this attack. He is waiting far back on his motorcycle, coordinating the attack.



HIT #2 (SATURDAY THE 14TH)

One of the character's homes will be broken into while the character is away, making sure that there is no additional surveillance. One of the larger sofa-chairs inside is modified into a make-shift electric chair. Anyone who sits down has a half dozen metal straps whip out, tying down the character instantly, requiring a BOD (or Strength Feat) check against 16 to free oneself (others can help, but suffer the same shock as the victim). One check per turn. The straps then are charged with electricity, requiring a Death Save at -2, lowered by -2 per additional phase spent in the chair. If there is no bare skin, but light clothing, the saves are made at +6. If the character is in fact wearing rubber all over, no Death Saves need be made at all. The electricity continues for 2 turns.

**HIT #3 (SUNDAY THE 15TH)**

If a character gets into an elevator in his own building or in any small room commonly used by the character, it locks and all openings are found to have been sealed. Then, a hissing sound is heard from all ventilation shafts as nerve toxin is released into the air.

The character must make a Death Save at -4, lowered by -2 per additional turn spent in the room. If the character has a gas mask (or any air filtration system), he will be unaffected. Covering the character's mouth will give a +2 to the checks. If the character makes an Awareness check against 15, he can hold his breath before the gas reaches him and can then hold his breath for (BOD x 15 seconds). After that, he is fully affected. The gas seeps in for 3 turns (30 seconds), and stays potent in the air until the room is ventilated.

HIT #3 (OPTIONAL)

If none of the characters dares to return home and stays in the streets, then the following encounter will take place. While in the streets, preferably while alone, unaware and lightly armored, three zombies will grab a character from behind and stab him with a needle filled with Neurotoxin in the arm. On the next phase they will drop the character and keep on walking into the crowd as if nothing happened, each in different directions, regrouping five blocks later.

The Neurotoxin causes 8d6 points of damage to the character instantly. However, if the character has more than 18 points of armor on the arm, the needle breaks and the character is unaffected.

HIT #4 (MONDAY THE 16TH)

The last attack will no doubt involve more than a single character. Depending on the circumstances, either the characters will be chasing or will be chased by a Shift van with three zombies inside. In either case, the chase will be directed toward a dead end alley. An Awareness check against 20 is required to notice the way the van is trying to direct them and a Driving check against 20 to actually avoid making a crucial turn. If the characters don't notice the method to the madness of the chase, they end up driving into a dead end back alleyway, only about 50 feet long.

If the van was being chased, when the characters arrive, the zombies will have disappeared (into nearby buildings). A truck will pull up blocking exit from the alley, and the side panel on the back will drop, revealing six zombies dressed in soldier uniforms (with no relation to any particular nation), all aiming rifles at the characters. Samedi will step out, bearing a sword. He will call out "Aim" and then lower the sword calling out "Fire". This gives the characters one full Turn of actions.

The zombies are carrying Militech Ronin's and will fire on full auto, spraying into the back alley. After one spray, they will lower their guns and the truck will pull out, giving one last phase to fire upon them but this time, they are behind Partial Cover. The truck will then head back to the Loft.

SUBSEQUENT HITS (TUESDAY+)

After the fourth official hit, the zombies will be sent out at random intervals (4d10 hours) after a particular character and if it is possible to get close to the character, will walk right up to him with an Armalite 44 and then open fire, aiming at the head. These are meant to represent the standard method of execution in the year 2020. The executioner zombie will try to slip away after firing a few rounds, but are essentially on suicide missions, as they will probably be killed or captured by bystanders.

VOODOO

Voodoo is essentially a religion based on magic and sorcery but in this adventure focuses on that of the Haitians and their magic. While there is truth to their magic, a large part of it is based on belief in the power of the voodoo magician and self-actualization due to such strong beliefs.

Sara has developed, from her countless databases on death rituals, her own Oum'phor, or voodoo temple, and its own beliefs. She now calls herself Mademoiselle Brigitte, after the queen of the dead. Niel is known as Baron Samedi, lord of the cemeteries. Brigitte and Samedi are both loa (gods), which have mounted (possess) Sara and Niel's bodies. They are both related to death principally. Their beliefs are centered around some voodoo beliefs, mixed with the modern version of 2020.

The loa of their Oum'phor are all related to death, coming from religions around the world. The magic that they manipulate is largely based around belief, causing these things to occur through subconscious effort or through the Net, which Brigitte commands perfectly.

There are many mystical aspects to the voodoo powers and are explained below for the Game Master. While the players could dig up the background information on these rituals, the actual fact behind them is for the GM's eyes only. The GM is encouraged to keep the mystery of what the voodoo is really capable of as much as possible. Explanations should not be given, keeping the players constantly on the edge.

VOODOO GLOSSARY

Baka: A talisman.

Houn'gan: A priest.

Loa: The gods.

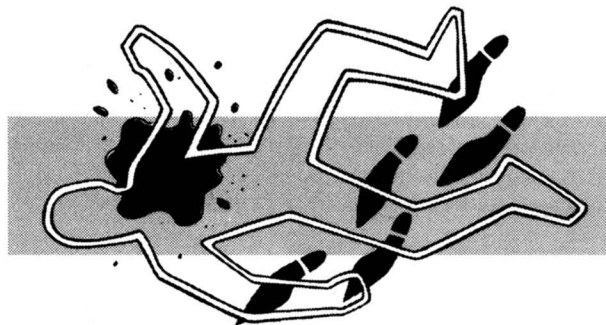
Mam'bo: A priestess.

Oum'phor: A temple.

Pe: An altar.

TALISMANS

Talismans, called Baka, are meant to protect the wearer's spirit from danger, like a guardian angel. They usually are related to a particular loa and the character is expected to serve that loa faithfully while wearing the talisman.



The protection is only psychological and becomes a +1 to the character's Luck points when worn but only if there is a strong belief in it. A character with a strong belief in voodoo may get up to +2 to Luck when wearing one specially made for them. They would normally cost from 10eb up to 500 depending on the quality and work put into it and the techniques for making them is jealously guarded.

HEALING BATHS

Healing baths are very common to voodoo beliefs, as pilgrimages are made to specific lakes and to the ocean in rituals which are supposed to heal and protect one's spirit from harm. It is like talismans but considered much more powerful. Typically large numbers of people go at the same time, in a group ceremony running from dawn to dusk.

Bathing in a specific body of water that is considered sacred will confer a +1 to the character's Luck for the coming year or heals 1 point faster for the next day, but only if strong voodoo beliefs are present. Such baths are mainly present in Haiti, with possibly one in Night City's more traditional voodoo culture.

SUMMONING THE LOA

The loa are the gods of the voodoo culture, but unlike most religions one can be consulted directly by summoning it and either invoking it or allowing it to "mount" (possess) you. This generally involves a ritual, after which the loa can perform various services for one, such as protection, giving special powers, curing, counselling, punishment, give warning or to preside over a ritual. However, the loa are not always summoned but can "mount" without a person's knowing at times of danger. In some cases, the person never knows what happened while "mounted".

A ritual to summon a specific loa will almost always be successful. The belief in the ritual is most important, since that is what decides whether the loa enters the body. Rituals of curiosity without real faith will never be successful.

Once a loa has mounted a character, the loa will be the dominant personality with the original persona buried deep within, now unconscious. The loa will do what it came to do and then leave, bringing the character back to consciousness. There is no way to push a loa out once it is in.

In cases of danger, a loa will come to the character in a hallucination, showing a warning of the danger to come in a symbolic form. In both cases, it is the subconscious taking control of the mind and speaking to the conscious mind through this medium. In this manner too, the character is capable of things he might normally not be such as skills he never learned. But, the character must have observed someone using the particular skill prior to that.

Loa are in fact much more of a "sleeping" or dormant personality that is called up. But due to the strong belief needed to call one up, they will appear to the people that called them up as the loa in which they believe. Like everything else, this is very much of a self-actualization thing.

INVOKING THE LOA

Instead of being mounted, sometimes people want the loa to do something for them, so they perform rituals in which they ask the loa. The particular loa contacted depends on what must be done. Mademoiselle Brigitte and the Baron Samedi are most often contacted for acts of vengeance against enemies as they are involved in the darker side of voodoo.

After a ritual is completed, the loa might perform the given task depending on how much the character believes in voodoo and how strong the character's mind is. Roll 2d10 against the character's INT+EMP. If the roll is less than the total, the task is performed to some degree, but if there is a victim, that victim must be a believer as well and make the same check. If both do, then whatever was desired happens.

For example, a character who is a strong believer in voodoo magic wants an enemy who is also a strong believer to fall ill. He contacts a specific loa, enacts the ceremony. The checks are made for both the character and the victim, and if both are successful, the victim will fall ill soon. This is a product of strong belief and the illness could be termed psychosomatic.

VOODOO MAGIC

Voodoo magic involves complex ceremonies and rituals as well as specific chants and artifacts. There are all sorts of spells, most of which are very mundane, involving bringing wealth to the recipient or love spells, and so on. True believers think that anything can be accomplished by voodoo magic.

The rituals performed will have varying success depending on the degree of the recipient's belief in the magic working. The success of the spells will generally rely on the subconscious of people changing events to seem like the magic worked.

VOODOO DOLLS

The most commonly known aspect of voodoo are the infamous voodoo dolls. They are the same as other voodoo magic except that this ritual of vengeance requires a doll representation of the victim along with parts of the victim, such as hair and blood. Then, using silver pins the character gives the victim pain by inserting them in various locations on the doll.

Like all other voodoo magic, belief on the part of the character performing the ritual and the victim are necessary for true success of the ritual. If both believe in voodoo dolls, the dolls will work and cause 1d6 damage to victim in the location the pin was placed on the doll. If the heart is struck, the victim must make an instant Death Save at -6. If the victim does not believe in it, they will be unaffected.

ZOMBIES

One of the most infamous topics of horror movies and related to Haiti as of late, zombies are a scary part of voodoo magic. Death is something considered sacred to most, so when one faces being brought back from the dead, to serve a master in evil deeds, it becomes a horror that transcends the grave. Generally, Baron Samedi is the loa associated with zombies.

When a houn'gan or mam'bo wants to seize the soul of a person, it makes them into a zombie to do their bidding for them. First they kill the person through magic and then reclaim the body a day or two after the burial. The victim will be of very low intelligence and characteristically walk shuffling its feet, but will do whatever the houn'gan wants it to do, as they say, "entering the nightmares of people".

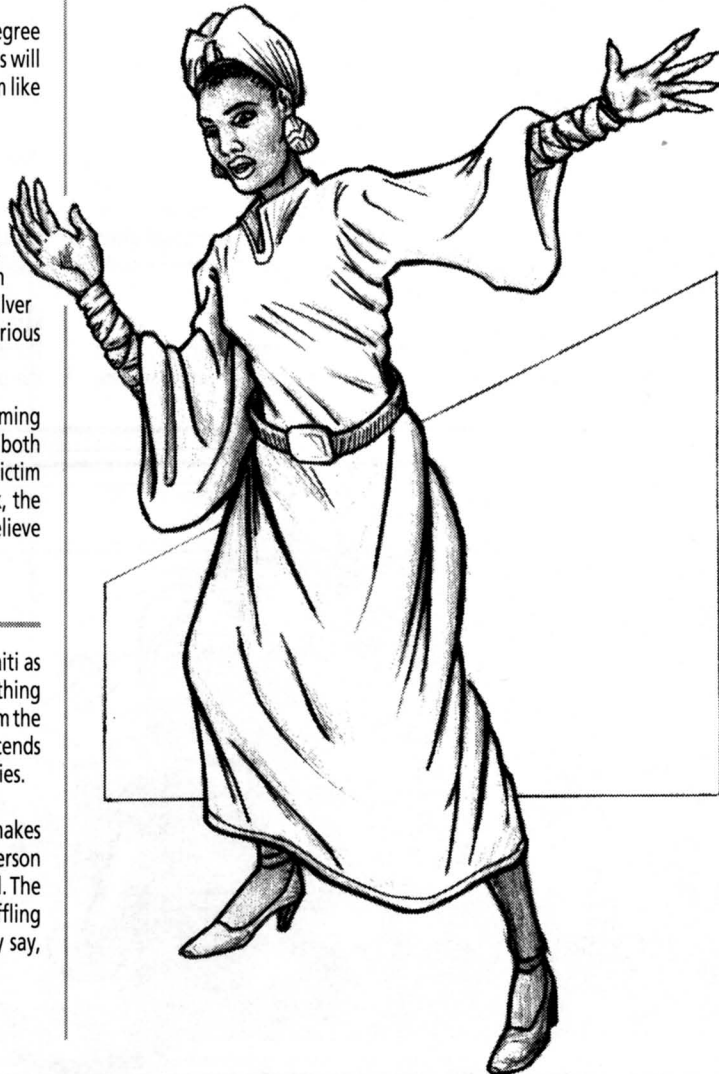
Actually, the making of zombies is a closely guarded secret of only the highest ranking houn'gan or mam'bo. It involves blowing zombie dust into the face of the victim. The dust is very potent and if taken internally, kills the victim, requiring a Death Save at -6. If failed, the character dies, if successful, the character must make another in 4 hours but otherwise suffer the effects below.

When taken externally, such as through the skin of the face, the victim will be entirely paralyzed 10 minutes later. The victim will be able to see, hear and feel, but cannot react and all vital signs are extremely low, simulating real death. It requires a MedTech check against 20 to detect any life signs at all using high tech equipment, against 30 for low tech equipment.

Note that anti-plague Nanotech will not work and that cyber-liver will only work if the dust is ingested. Toxin binders, on the other hand, work fully.

This paralysis lasts for 48 hours after which the victim can move again normally and will be fine. However, for every 6 hours without oxygen, such as in the case of a character buried 1 or more meters beneath the ground, he loses 1 point of Intelligence and Reflexes. One point of Empathy is lost from the experience, plus an additional 1 per 12 hours spent in a death place, such as a coffin or the like. A maximum of 48 hours can be spent underground before death truly occurs.

The victim may very well believe himself to be the slave to the master who digs him up, whether it is due to belief in voodoo or for simply saving him from dying in a premature burial. Nevertheless, the victim is not necessarily the houn'gan's slave, only if he believes himself to be.



ADAM

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

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

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

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

The other NSI members acted as Adam's proxy's, since Adam very much dislikes dealing with non-controlled people. They carried out his scheme

to get a large number of people under Adam's control through the flatline tanks and amassed money through the Orbis Pharmaceuticals scam. However, the plan failed, and rather than be shut down, Adam fled to a sanctuary mainframe in the Mallplex he had ordered constructed early in his plan. His ultimate goal was to have these slaves commit the murders, while he records the data and is able to later analyze it, comparing different kinds of death and everything he can possibly learn about human mortality.

Adam has not been quiet the last month, rather he has been very busy with one of the people he took over during the Necrology Operation. It is none other than Joseph Harper, director of Genetic Research, Division Omega at Biotechnica. That division (created at Joseph's suggestion) is specifically interested in genetic mutations which involve cells regenerating. Adam calls this Project Immortality with Joseph as his main pawn in the project.

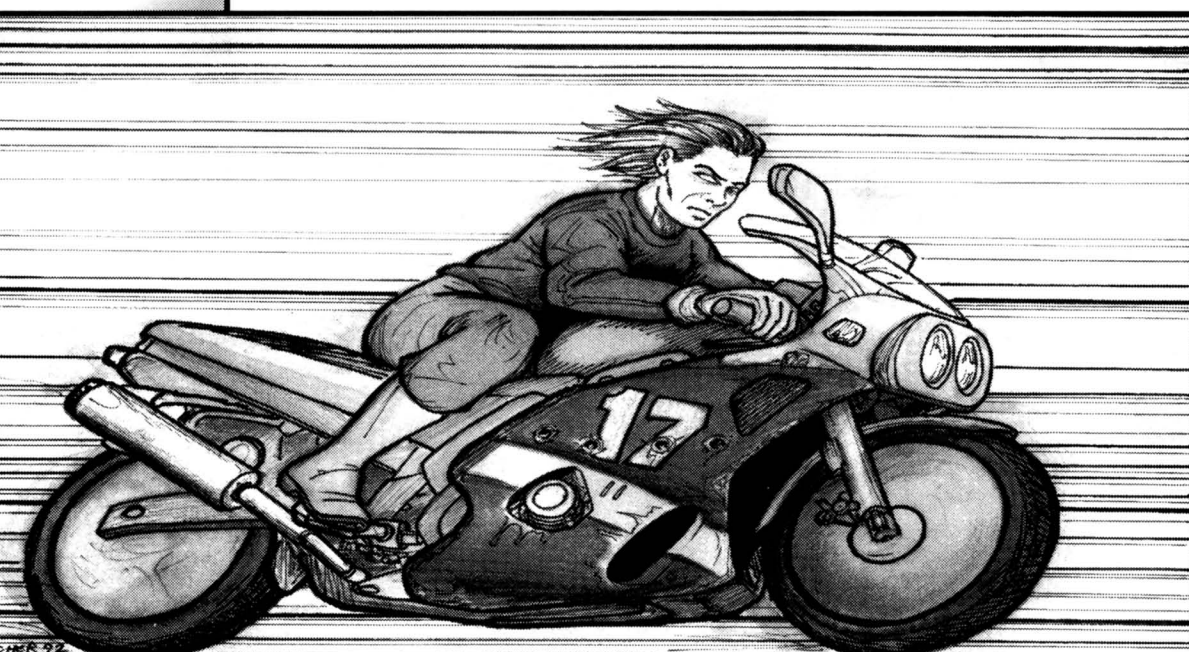
The player characters have no chance of being aware of this operation, as no one else in Night City is. Joseph Harper is keeping very low-key, and his division is not doing anything out of the ordinary for Biotechnica. Also, it is considered a top security project, so no one would know of the project on the streets.

Adam's other main controlled character is Sara, who is the main nemesis in this adventure. However, she has broken off from him almost completely, doing her own research. Her ego and the scientific Adam side are both fighting over whether to rejoin the master Adam or not. The current resolve is to gain all the data and then see what happens.

Sara is fully aware of Adam's existence, but her ego conceals the fact well. She will claim to be the mastermind behind the Necrology plot as well as this one. On the one hand, her inflated ego makes her believe herself to be omnipotent, and on the other hand, she is part Adam, so in a way, she did devise the last plot.

LOCATION

Adam is now located in a mainframe which he has set up in a small store in the New Harbor Mallplex (B6 #2), Store Q, Level 2 of the Main Shopping Concourse. This store looks closed and as if under renovations. It is guarded by Knight Security. They are located on the second level of the Mallplex Main Shopping Concourse, in store T. This company was never connected to the Flatline 2020 scam. There are 6 Knight guards inside Adam's location at any one time, and another dozen on call in the Mall to watch anyone suspicious.



MAINFRAME

ADAM



CPU: 5

INT: 15 + 10 Interface

AI? Yes

Memory: 20

Cost: 110,000+ eb

DATA WALL STR: 7

CODE GATE STR: 6

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

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

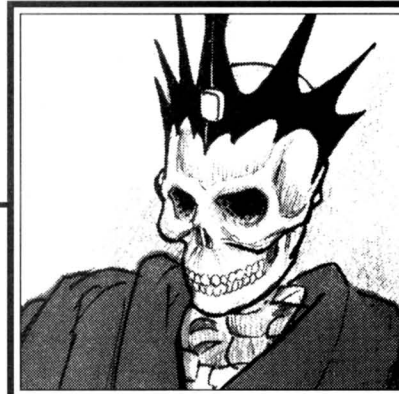
ICON: Appears as either a warm, yellow ball of light or as a dark, scythe-wielding Grim Reaper.

SKILLS

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

FILES

1. Killer IV
2. Glue
3. Bloodhound
4. Liche II
5. Database: Necrology files on what was discovered beyond death.
6. Black Ops: Immortality plans & files.
7. Database: Major people related to Adam: Joseph Wilkes (deceased), Janice Twai (deceased), Rebecca Townsend (deceased), Peter Smithson (deceased), Sara Bruin (active), Joseph Harper (active).
8. Database: Necrology files on what was discovered beyond death.
9. Virtual: Interactive simulation of Near Death Experience. Superrealistic.
10. Black Ops: Plans for take over of Night City, including plans about replacing Awaken, the subliminals and take-overs of people's minds.
11. TV Camera: Watches over the room he is in, tapped into Mallplex cameras.
12. Alarm: Connected to store's alarm systems.
13. Gates & Doors: Connected to store's doors.
14. Long Distance Link: Link to Sara.
15. Terminal: In Store.



LICHE II

Class: Anti-Personnel

Strength: 2

MU: 5

An altered version of Liche, which requires 2 minutes of contact with the victim's mind through some interface. Also, the degree to which the victim is affected depends on their EMP. The player rolls 1d10 and adds it to his/her EMP level. Subtract 12 from the character's total, and find the result on the Liche Effects table below:

RESULT EFFECT

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



CONCLUSION

A definite end to this adventure will be easy to determine. Either the characters are all killed or forced to leave the city (the Baron and his zombies will pursue the characters within the country, but not outside of the US for obvious reasons, no ID papers) or they will defeat Brigitte and the Baron Samedi. The zombies will regain their memories (thinking that they have their souls back) and if any are alive, will leave and wander off to continue their lives elsewhere.

Adam will not be pleased with the characters if they do succeed, and will start seeing them as possible threats to Project Immortality, the focus of the third and final part of the Necrology trilogy. However, the city police will be indebted to the characters and they might gain influential contacts in the police force, depending on how legal their methods were. Other contacts may be gained as well. Eternal gratitude (as far as that goes in the CyberPunk world...) is certain if they managed to prevent the death of any of the proposed victims.

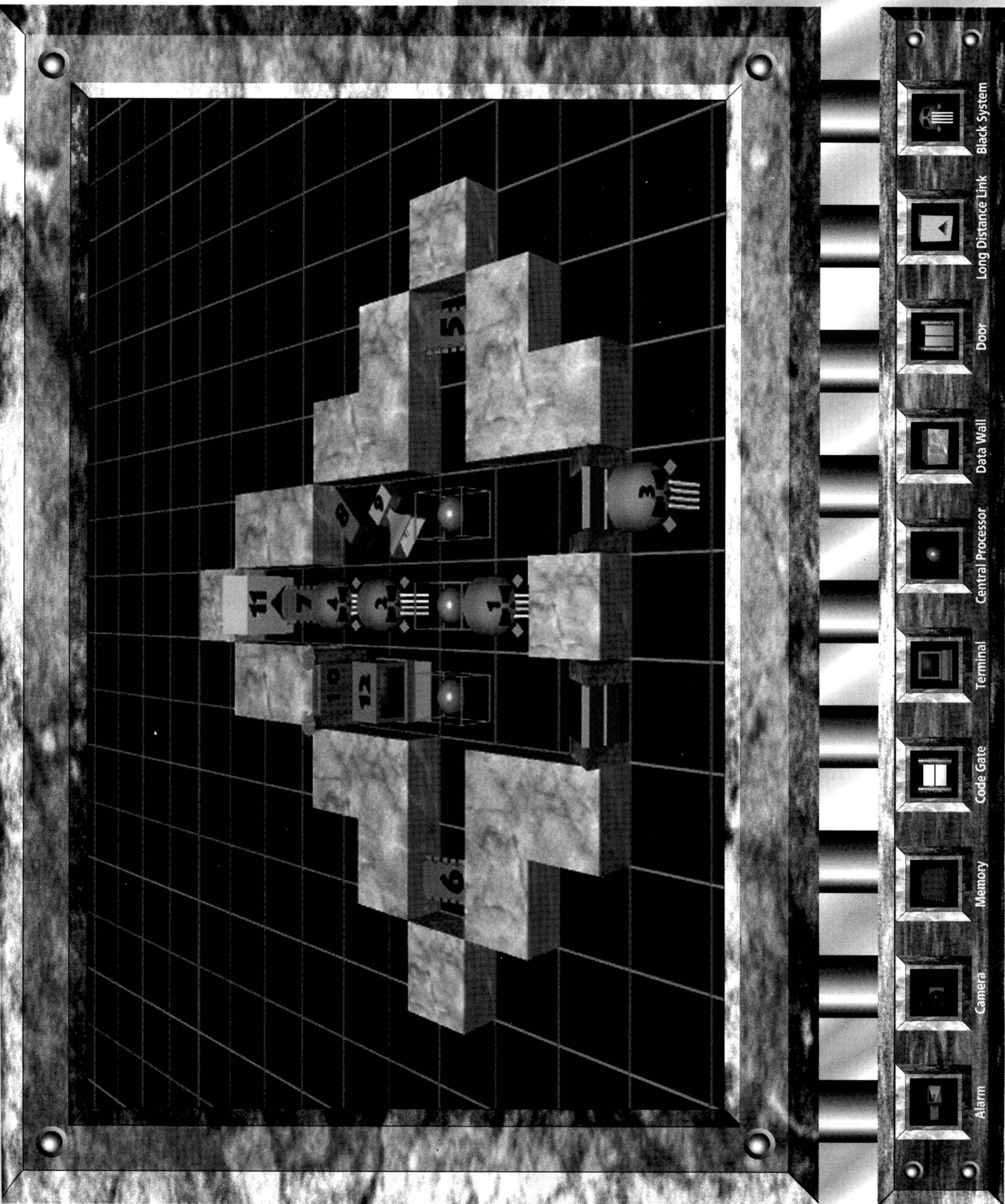
As mentioned earlier, if the characters all fail, the plot will be discovered by the police by the following Friday. This will mean the death of Brigitte, Samedi and the zombies as dozen of police SWAT teams close in on the estate.

One possibility is that the characters are all hit by the zombie dust in Brigitte's room. If this happens, they will all be buried by Samedi and surviving zombies in the front yard, about 2 meters down in soft dirt. They will be dug up after 36 hours, reducing character's Intelligence and Reflexes by 6, and Empathy by 3. If a character's INT goes down to 2 or below, they will believe themselves to be the slaves of Samedi and Brigitte, otherwise, they may act according to their current INT. In this case, they are probably killed along with the other zombies when the police attacks.

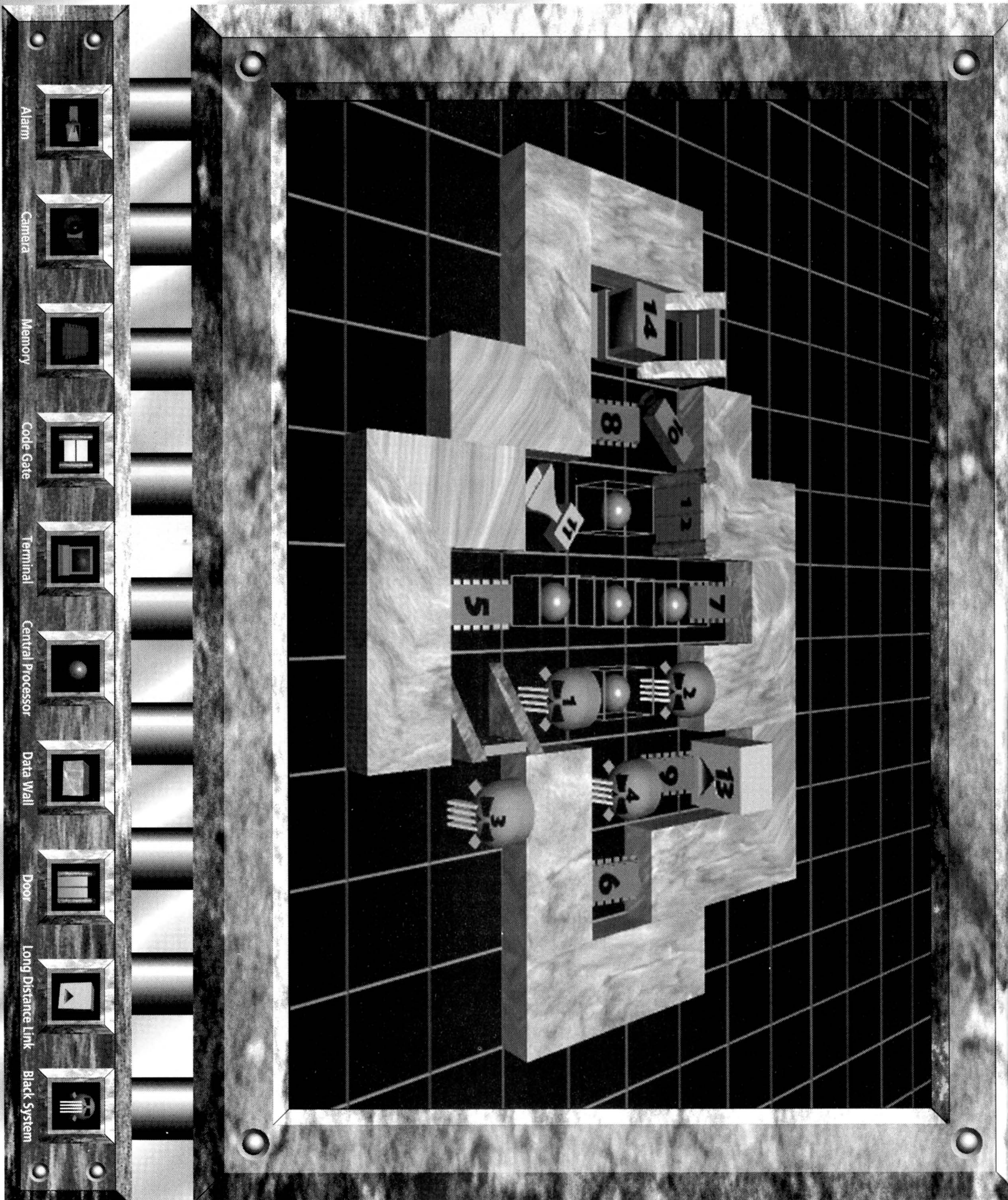
Assuming the characters survive this terrible adventure, they will suffer from terrible nightmares for the following 1d6 weeks, containing images of the Baron Samedi, Brigitte and the zombies reaching for the character, as well as some hauntingly real hallucinations of them. This is due to the extremely stressful psychological nature of the adventure.



MADemoiselle BRIGETTE



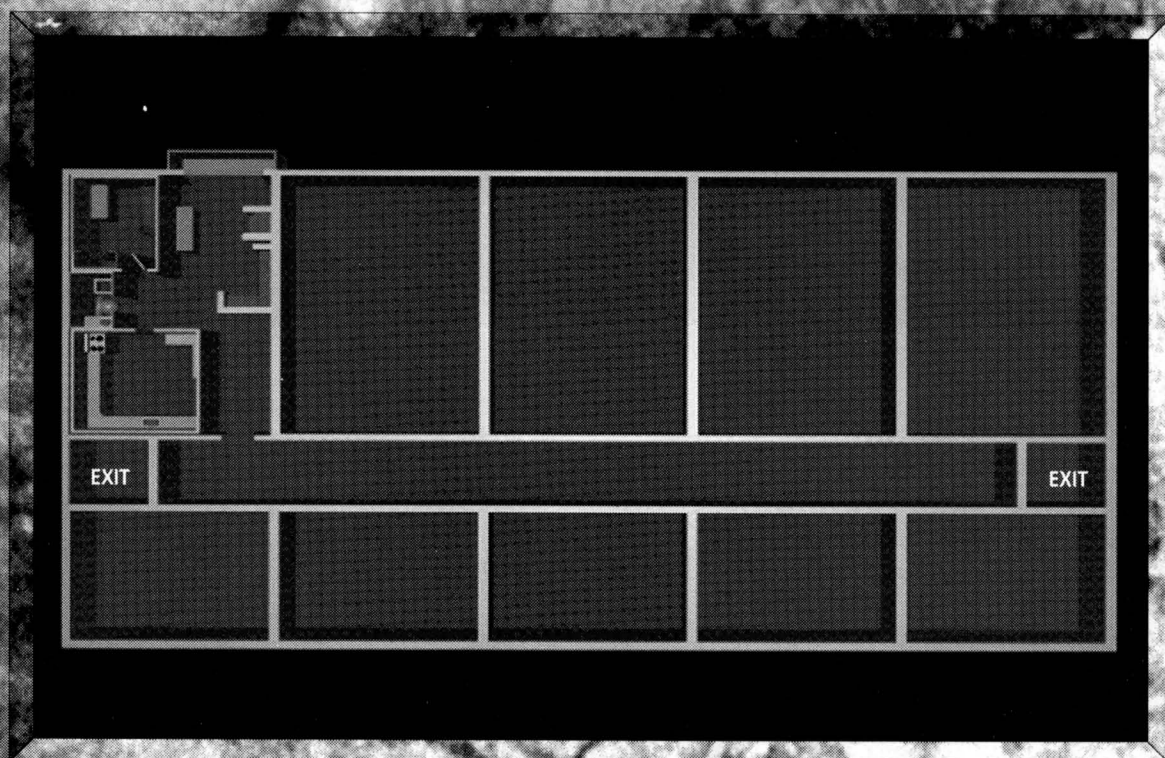
ADAM'S DATAFORTRESS



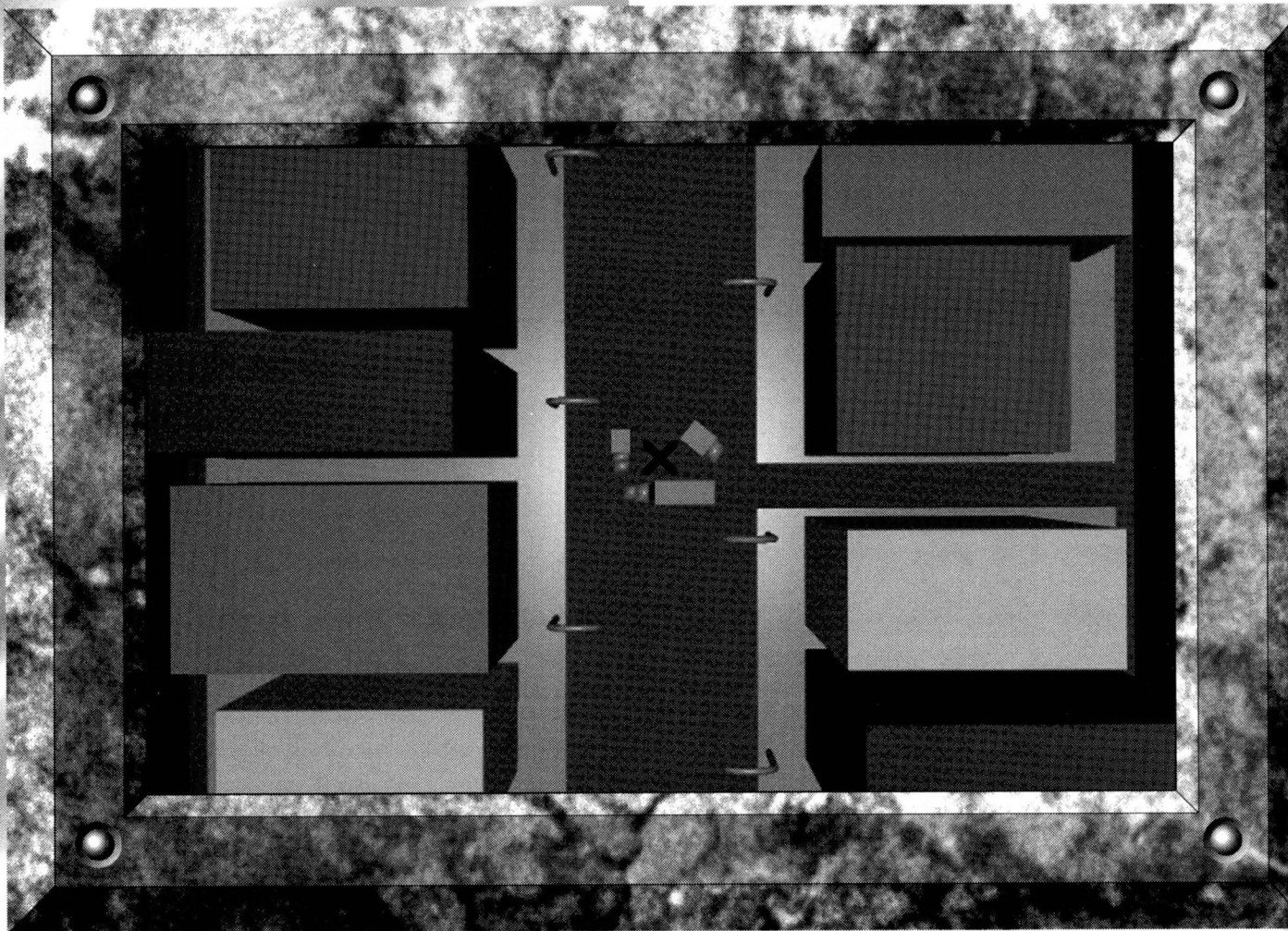
MAP A



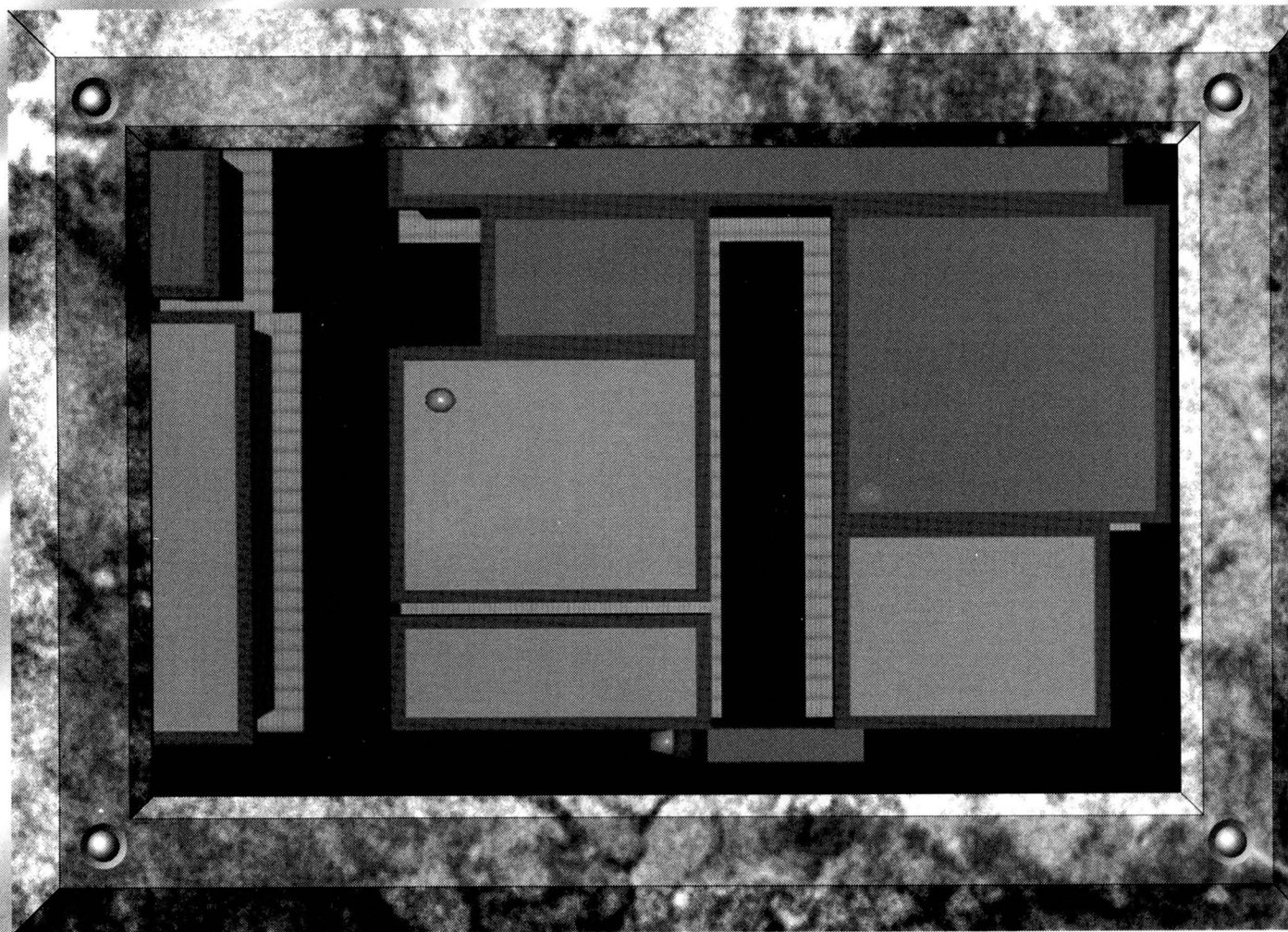
MAP B



MAP C



MAP D



NECROLOGY

AND NOW I LAY ME DOWN...

Now I Lay Me Down To Sleep

Something is stalking the streets of Night City

Pray The Lord My Soul To Keep

While (some of) the city sleeps

If I Die Before I Wake

And is killing it's citizens without rhyme or reason

Pray The Lord My Soul To Take

Except for some strange rituals performed at each scene.

The police is baffled. Although some clues are left behind as of the identity of the killers, no one has yet been arrested. The reason is simple: the clues point at no one alive. Are you scared of the Boogeyman?

Now I Lay Me Down... is set in the Alternative Reality Universe for CyberPunk 2.0.2.0. For 3-6 experienced players. Although it is the second part of the Necrology Trilogy, it can be played alone.

IANUS PUBLICATIONS, INC.
2360 Ave. de LaSalle, #211
Montréal, Qc., Canada
H1V 2L1



A CYBERPUNK ® 2.0.2.0
Alternate Reality Adventure

NOW I LAY ME DOWN... is a trademark of Ianus Publications, Inc.
CYBERPUNK and the CyberPunk logo are registered trademarks of R. Talsorian Games, Inc., used under license.

ICP #104
ISBN 2-9801683-8-6