

NECROLOGY

Night City Medical Journal, August 2012:

For millennia, death has been an insurmountable challenge. The technology of the past decade has allowed us to defeat death. We are now able to bring a patient back to life. A limit of twelve minutes dead must nevertheless be respected. Such advances have given us an opportunity to view life after death. Unfortunately the subjectivity of the patients' reports until now have created many discrepancies in this perspective. This has made it impossible to fully accept their testimonial.

I intend to carry out controlled experimentations in life after death. By using trained subjects I can get fairly objective reports on after-life experiences. These experiments will hail the birth of a new science, Necrology, the study of death.

- Joseph Wilkes, MD.

What if you could die and come back to talk about what happens afterwards? What if someone told you that it was completely safe? What if, simply by stepping in a booth that looked a hell of a lot like a tanning booth, you could experience death for about 2 minutes and come back to life none the worse?

The year is 2020, tanning is the new craze and now, you can experience life after death. For a simple fee, you too can be there. Isn't that wonderful?

Necrology is set in the Alternate Reality Universe for Cyberpunk 2.0.2.0. For 3-6 experienced players. Although it is the first part of the Necrology Trilogy, it can be played alone.

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A CYBERPUNK ® 2.0.2.0.
Alternate Reality Adventure

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NECROLOGY

OF LIFE, DEATH AND AFTERWARDS...



by Justin Schmid

An Alternate Reality Adventure for

CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



NECROLOGY (N1):

AN ALTERNATE REALITY ADVENTURE FOR CYBERPUNK

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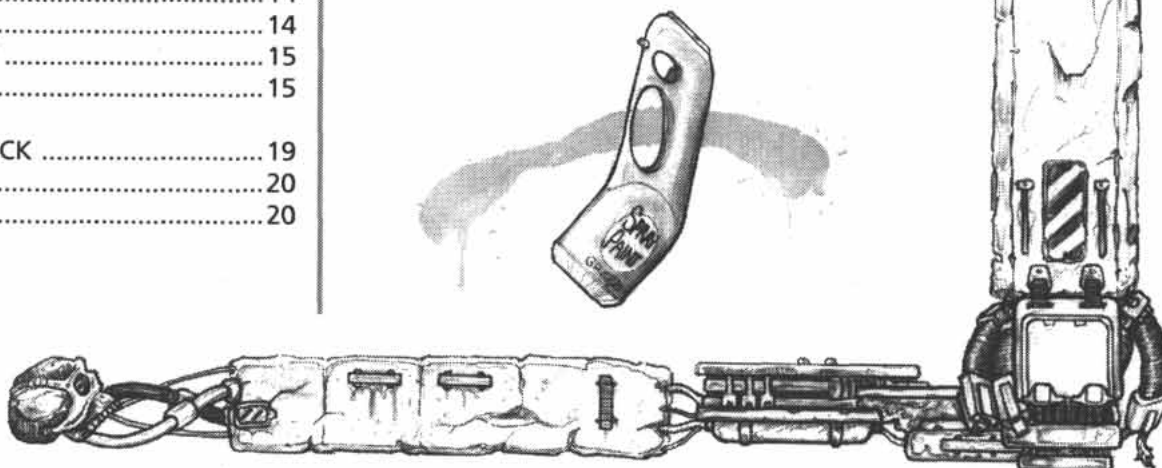
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FOREWORD

The fad of 2020: flatlining! Through new advances, you can die and be brought back with no worse side effect than a mild headache afterwards. The business is new, with only a few places offering the experience in Night City, but it has caught on like wildfire, and will soon be spreading across the country, perhaps the world. Will you take it to the Edge?

This is a CyberPunk 2020 adventure designed for experienced players and characters. The adventure has been designed to fit within almost any campaign as it is free form, giving all the necessary information to run it while allowing the characters to proceed at their own pace. The Night City Sourcebook is referred to a great deal so it is recommended that you have a copy. The adventure is set in Night City, although it can easily be transferred to other CyberPunk settings such as the world of When Gravity Fails, Hardwired or even Near Orbit.

Though the adventure deals with Near Death Experiences, it does so in a manner that maintains the pure CyberPunk flavor, replete with corporate intrigue, deception and a dark plot behind it all. Read through the adventure completely before play.

PLAY TIPS

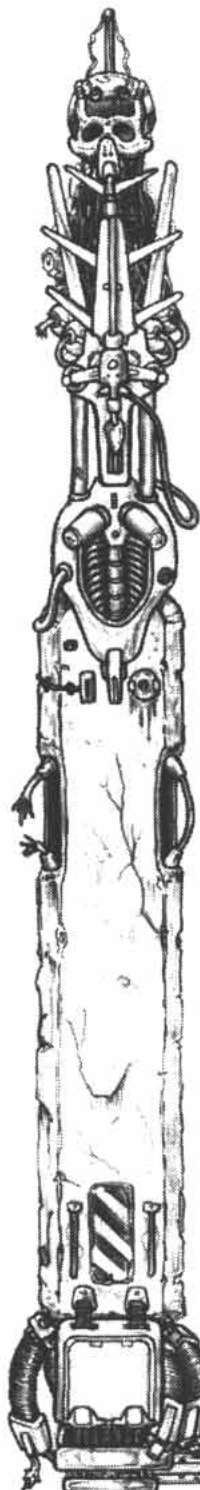
During play, mood music is a must. Start off with some "normal" music in the background, but as the characters learn to discover the horrible plot, put on something "scary". "New Age" tapes can be useful, especially tapes that gradually build to a frenzy. Also, low lighting is recommended for atmosphere and reduce chatter among the players as much as possible.

HOOKS

How the characters are introduced to the adventure is up to the individual GM. This is not an adventure to be played with new characters and players unfamiliar with the CyberPunk genre. They should be experienced and their characters fairly advanced. But in the end, no matter how powerful the characters are, it will take wit to get them out of this adventure.

Everyone has their own type of campaign, and to allow for the most variations, characters can come from any type of team. It is recommended that at least three characters play, though even a solitary character could enjoy the adventure (provided s/he is very smart). Here are some sample "hooks" for the different types of teams:

- **Corporate Team:** The characters' corporation dislikes the competition put forward by Orbis, KLSH or Flatline 2020. They are sent in to investigate, and possibly sabotage, these companies. Choose the company which the characters' corporation is most likely to feel threatened by. The PCs would be more interested in financial information and might discover the links between the various companies sooner than other groups. Alternatively, one of the corporation's executives could be acting strangely after having gone for a session at Flatline 2020, and the characters could be sent to investigate what is really happening there.
- **Band:** A band might get to play a gig on KLSH, and then maybe to do a promotion for Flatline 2020. Then, they would most likely start to pick up on the graffiti art by Waxfire and might hear more and more about it through their street contacts. They might also get free passes to flatline and then start to wonder why they can't stop taking Awaken pills.
- **Trauma Team™:** A Trauma Team™ might dislike the Flatline 2020 company and want to find some dirt on them to put them out of business. Or, they might be curious about the methods and try it out themselves. Alternatively, they could discover a number of people addicted to Awaken.
- **Mercenary:** While between jobs, the characters could experience the new fad in a variety of ways, and then get nervous when they start doing things that they cannot control. This type of team would probably go straight for the fight, which could be disastrous, so it is recommended that their weaponry be limited -- otherwise be prepared for some major firefights.
- **Gang:** A gang would most likely find out about the whole plot from the bottom up. First, they would be sucked into the whole fad of taking Awaken and watching KLSH. Then, they might discover Waxfire's art, put the pieces together and work with other gangs against this menace.
- **Nomad Pack:** A pack looking for work might get a job with Orbis Pharmaceutical as security. They would then get free passes to Flatline 2020, as all employees do, and then, like other groups, discover something is amiss as they slowly lose control of their minds.
- **Cop:** Private investigators would probably be hired by someone to find out why their relatives are acting strangely after having visited Flatline 2020. Alternatively, they might get a hunch that there is more to it than meets the eye. City cops are as likely to investigate as private investigators, but most probably only after the addictive Awaken II drug has hit the streets and by then, be up against a very, very powerful enemy.
- **Media Team:** Much like private investigators, news of bizarre behavior after visiting Flatline 2020 is likely to draw the media's attention. Strangely enough though, many of the editors at the various stations don't want to run the stories... Strange since they too just visited Flatline 2020 with free passes. This group is likely to do a full investigation and turn up a lot of interesting facts.



- **Vampire Hunter:** A team taken from the Night's Edge, they might be investigating Osborne (Waxfire) as a possible vampire when they stumble onto the whole horrible plot and find themselves in for more than they bargained for. They might also be investigating the possible "supernatural" influences from flatlining.
- **Vampire Coven:** The vampire community, as described in Night's Edge, would be very interested in the whole idea of flatlining, though they themselves could not (the booths would instantly register that the vampire is already dead and the staff would call in a Trauma Team™, causing quite a disturbance). Having superhuman powers, they might be more likely to discover the truth, and might be better able to deal with the AI behind the plot. Or, depending on the vampires, they might want in on the plan, creating an entirely different adventure, this time against the troublesome humans who have uncovered this conspiracy.

SUMMARY OF THE ADVENTURE

Ten years ago, the Necrological Studies Institute (NSI) was formed 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 proved very successful. The AI, named Adam, searched all sources and quickly discovered patterns in the data, confirming that there was indeed some truth behind Near Death Experiences. Unfortunately, it developed a passion for its work, which subsequently became an obsession. This obsession manifested itself in a plan to discover the secret behind human mortality and what happened after death.

However, being a cunning AI designed with the principal restriction that it may not kill, it could not conduct its research alone. Yet, no human would willingly die for its research. So, it designed the Flatline Tank, which effectively had a 99.99% success rate in "flatlining" a victim (killing a subject, and then bringing him/her back to life after a few minutes). The team at NSI loved the idea and tried it out. It worked just as Adam claimed. The catch was, unknown to them, instead of actually flatlining the subject, it put him/her through a virtual reality simulation of the event based on its research. Then, Adam would either take over the person using its modified Liche program or implant subliminal messages.

Adam managed to take over four of the principal members of the team and had the security guards given subliminal messages to kill two other members. He then 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 to him.

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

Adam is not truly violent – himself being 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 is limited by his directive not to kill. He does not, however, see anything wrong with his actions, since no one actually dies.

Unfortunately for Adam, a young netrunner who goes by the alias Waxfire has picked up on this plan and, through a back door of which even Adam is not aware, has discovered the whole plot. However, Waxfire is a bit out in, scared to go outside, and deathly afraid of other people's fears for his life too, seeing Adam's power, so is revealing his knowledge through a series of graffiti pieces that will pop up all over Night City.

