

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 4-6 experienced players. Although it is the second 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

AND NOW I LAY ME DOWN...



by Justin Schmid

An Alternate Reality Adventure for

CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



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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.

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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, 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.