

NECROLOGY

IMMORTALITY...

- A spider draws its victims in its net
- A Transformation, but at what cost?
- A step into a new world, where the Edge is something different
- A conclusion or a new beginning

Can you live through these and reach...

IMMORTALITY?

IMMORTALITY is set in the Alternative Reality Universe for CyberPunk 2.0.2.0. For 3-6 experienced players. Although it is the third 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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IMMORTALITY...



by Justin Schmid

An Alternate Reality Adventure for

CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



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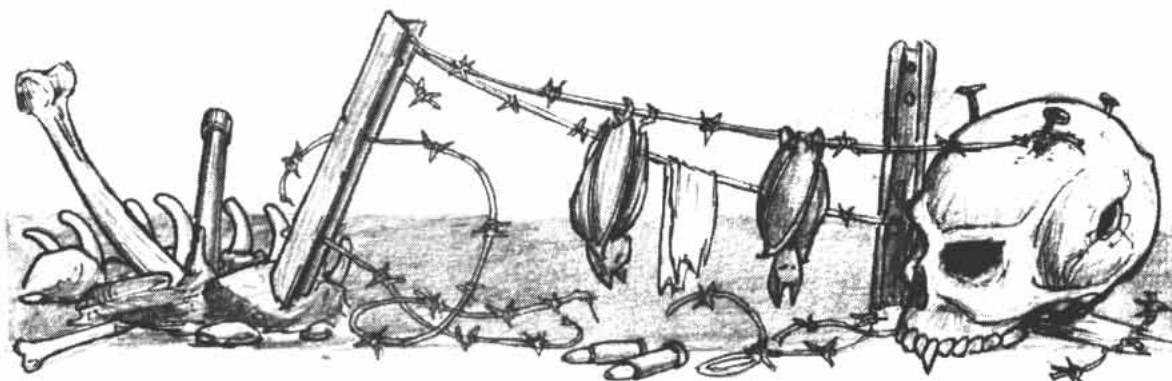
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FOREWORD

*Immortality is the third 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** and then **Now I Lay Me Down...**, the first two adventures in the trilogy before this one, but it is not required.*

PLAYER'S BACKGROUND

(This is a summary of the events until this adventure for players who did not play in the last adventures.)

Life is going well, the voodoo cult is dead and gone, and the murder rate has returned to normal, with usual run-of-the-mill shootings going on. The offers for jobs have been pouring in, and all of you are known across the country and to many around the world as well.

However, this fame is quite accidental. Almost two months ago, a great plot was revealed by the media services. Apparently a small group of dedicated people managed to uncover it, and stop it before it managed to cause too much damage. From what you were able to hear, it involved Flatline 2020, a new chain that had started up, 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 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, part of an organization 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 artist called Waxfire, managed to stop them, and now they, the NSI group, are dead, either killed or having committed suicide.

This same group of heroes once again came to the City's rescue less than two weeks ago when they managed to solve a series of murders happening in the City, a bizarre ritualistic series of slayings that the police could not solve. But this group did manage to solve the crimes, and even managed to destroy the cult leaders, who were apparently heavily involved in voodoo.

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 referring to you in the news, since the real group has since disappeared.

GAME MASTER'S NOTES

This adventure could be incorporated into an existing campaign, played as part of the series of adventures or played as a single adventure. Both the players and player characters should be very well experienced in the Cyberpunk world. 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. Since the story involves Vampirism and the players being turned (maybe) into vampires, it is recommended that the Night's Edge Sourcebook be used.



If run in the proper sequence of the trilogy, this adventure takes place one week after *Now I Lay Me Down..* ends. For the purposes of time keeping, the adventure starts on Friday the 27th of October. It is assumed that Sara and her minions' plot have been uncovered and that they were beaten by the player characters or another group. Adam however has not been discovered.

Remember to modify the background for the player's or GM according to the individual campaign. If indeed the players did go through the first adventure, then they have all the background information from that one, and only the first paragraph from the Player's Background should be read to them. If any major characters from the previous adventure were killed, alter the identity of them in this adventure slightly, to be replacements for them or some similar excuse. 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 the near death experience. Unfortunately, it developed a passion for its work, which subsequently became an obsession. This obsession was 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 research. So, it designed the Flatline Tank, which effectively had a 99.9% 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, 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 main 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 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 of the NSI team which he is in control of. All these elements are 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 of which even Adam was not aware, 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, seeing Adam's power, so he revealed his knowledge through a series of graffiti pieces which popped up all over Night City.

The graffiti worked, as a group (possibly the player characters) managed to pick up on it, and destroyed Adam's plot. The connection between the various companies was 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 Sirazdrin. 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 Brige. 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 then "enslaved" them, but solidified their loyalty by making them zombies, as well as creating untraceable murderers. They then called themselves the Graveyard Shift with the Baron Samedi leading them.

Her plan was to kill various people ritualistically, to see if the rituals altered in any way the death of a person, if it altered the vital signs before the victim died. But, in addition to that, she had 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 those who did destroy the plan.

However, this plot also failed as the same group who beat Adam the first time managed to beat back this menace. They managed to destroy the Baron and the Mademoiselle along with their zombie army. The media was ecstatic and Adam was impressed. So, now he is about to carry out his final plan, to achieve ultimate immortality.

After Adam's years of research into death, he began to ponder his own mortality and how his existence was dependent upon humanity's technological state. Considering that humanity has always cyclically risen and fallen, he saw it as very probable that the Net would not exist forever, so began seeking out ways to live forever.

He could easily take over the mind of a human but that would be a short life span, nothing near what he craved. In his research he had come across mentions of various supernatural creatures, among them the vampire, a beast which fascinated him to no