

KING

OF THE CONCRETE JUNGLE

One for sorrow,

For the prodigal son, stolen from his family

Two for joy,

For unlikely heroes cometh to his help

Three for a girl,

For an ally found in thy enemy's midst

Four for a boy

For a child, who is not all he appears to be

Five for silver,

Thirty silver pieces, for a traitor amongst thy allies

Six for gold,

The bounty of a king

Seven for a secret that's never been told...

One man's hunger for power, a city in turmoil.

One woman's mistake, an old man's sorrow.

Unlikely knights in doomed armor, a boy's life.

*...And then the stage set, to find out who will
become...*

King of the Concrete Jungle!

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Alternate Reality Adventure

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OF THE CONCRETE JUNGLE



by Hans Guévin

An Alternate Reality Adventure for

CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.





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DEDICATION

To Mom, Dad, & my sister Karina.
And especially to Annie, my best friend.

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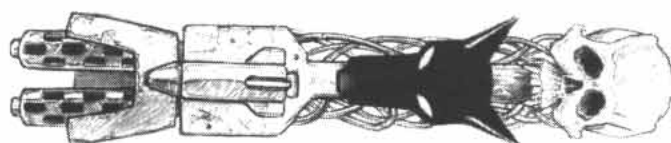
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Who knows what evil lies in the heart of men?
The Shadow knows!
- The Shadow, early 20th century radio show

FOREWORD

This adventure is, by definition, free-form, meaning that players are not ramrodded into it. It can be integrated into any pre-existing campaign or adventure. We suggest that you use either the random encounter tables from the **CyberPunk** sourcebook during down times to customize the adventure to your personal gaming rhythm and style. However, certain events are bound to happen whatever the characters do.

GAMING TIPS

To better enjoy this adventure, we would recommend playing a few CDs to enhance the mood. Seattle rock bands such as Pearl Jam, Nirvana or Alice in Chains would fit very well for events happening in the city, such as encounters at *Les Fouf* for example. Chase scenes, especially in the woods, would require horror style music. Movie soundtracks are better suited here than commercial albums. We especially like the Batman and Alien soundtracks, or those from little-known movies such as *Suspina* or *Gothic*. Also, the Akira soundtrack is sure to keep the players tense. Alternating music with silence could achieve the same effect, and sometimes it works even better. Lighting is also very important; use police-style flashing or rotating signal lights (such as the one found on top of police cars) to simulate the feel of a near-apocalyptic city. For the forest at night, a few candles do the trick. Just make sure you have enough light at all time to see the dice rolls, the rules and the character sheets! If you think that this would hinder your playing, ask one of the players to take care of the music or the lighting. This will leave you free to concentrate fully on gaming.

Focus on the horror: although most of the information presented does not seem too horrifying at first glance, do not forget that, as the GM, you're the only one with access to it. In other words: keep the players in the dark. Don't disclose any information that their characters would not normally be entitled to know. Do not explain anything to them: let them try to figure it out. Put the emphasis on the horror and the "supernatural" aspect of the events.

SUMMARY OF THE ADVENTURE

Every year in Neo-Montreal, a secret contest is being held between eccentric rich people, corporates and sleazy government officials. The goal of this contest is to acquire, by any mean possible, legal or illegal, the most impressive "thing." Whether the thing is a person or property, they have to bring it on top of Mount-Royal, the city's own mountain, on Halloween, without getting caught or ex-



posed to the eyes of the public. The winner of the contest is declared "King of the Jungle" and is allowed to call upon any favor from the other contestants for a period of one year.

Of course, not just anyone can enter this contest; contestants have to be first contacted by the "Judges", members of a secret society that seceded from a millennium cult during the early twenty-first century. If deemed corrupt enough to commit almost anything, yet honorable enough to keep the existence of the contest a secret, they can then pay the one million eurobucks entry fee and participate in the contest. The entry fee is, of course, non-refundable. If any contestant is found to be leaking information about the contest, that person best have a quick, one-way ticket for Near-space. He or she won't have very long to live!

The contestant upon whom this adventure focuses on is Mr. Thadeus Norton, marketing vice-president for Arasaka corporation's Neo-Montreal division. A very powerful man, Mr. Norton was bored to death by his routine life of backstabbing, evading the revenue ministry and corporate raids. Not content with Arasaka's position as the world's top security firm (something he sees as "the best position to lose our leading edge"), he feels that being on top will lead to the company's downfall and make it lose its competitive edge. A veteran officer of the South-American wars, he was considering suicide when he was contacted by the "Judges" last year. Seeing this as a new opportunity to command soldiers again, this time in his own private little war. He has set himself out to find what would become his prize-winning catch.

Two months ago, one of his netrunners, Julie St-Louis (codename: Fleur de Lys), accidentally intercepted part of a data transmission between two vampire covens. (Actually it was not an accident; St-Louis, a vampire herself, voluntarily leaked the info.) While the data itself did not reveal anything about the nature, location or membership of the covens, it had extensive files on a werewolf nomad pack roaming Quebec's outback roads. Not convinced by the evidence of the data, Norton sent out a recon team to tag them and verify St-Louis' assessment.

Much to Norton's disbelief, it turned out that the pack was indeed a werewolf pack. He watched as low-light shots of the werewolves transforming under the influence of the full moon were transmitted live to his office. The recon team didn't have time to escape and was overrun by the merciless creatures, who, despite being under heavy fire, seemed unaffected by the team's defence. Norton had found his prey.

Two weeks ago, he sent an extraction team to recover at least one of these creatures alive. Power armored troops assaulted the pack who, surprised by the swiftness of the onslaught, could only manage to flee. The troops captured one adult male specimen and two children, using quick-hardening polymer grenades. However they only had time to tag them before being ambushed by a band of American Indians. Inexplicably, their power armors froze and all they could do was watch as the band carried away their catch.

Not believing the soldiers' explanation that a shaman among the warband used magic on them, Norton decided to assemble a mercenary team, the players, be it forcibly or willingly. After all, if they fail, who would miss a few street punks?



THADEUS NORTON

Role: Corporate

Speciality: Marketing

GAME STATS:

INT: 7	REF: 7	TECH: 6	COOL: 8
ATTR: 7	LUCK: 7	MA: 6	BODY: 9
EMP: 5	SAVE: 9	BTM: -3	

DESCRIPTION:

Sex: M Age: 50 Ethnic origin: European, British
 Hair color: Silver Hair style: Slicked back
 Height: 6' 1" Weight: 250lbs Eye color: Clear blue
 Dress & Style: Aristocrat, England, late 1800's
 Distinguishing features: Scar across nose, light tattoo on left cheek (Arasaka logo)

PSYCHOLOGY:

Motivation: Competition ExMode: Friendly, a bit loud
 InMode: Aggressive, competitive
 Quirks: Warmonger

SKILLS:

Name	Level	Name	Level
Resources	+8	Awareness/Notice	+6
Human Perception	+6	Education	+4
Library Search	+5	Social	+5
Persuasion	+6	Stock Market	+7
Wardrobe & Style	+4	Interrogation	+2
Intimidate	+4	Leadership	+5
Handgun	+2		

BACKGROUND:

The only son of British immigrants, Thadeus Norton always lived the pampered life of a rich kid. In 2003, he enrolled in the British Army to "see something else other than the chaps at the millionaires' club." His brief tour of duty as an officer during the Second Central American War, as part of an international surveillance team, left him quite aggressive and competitive. The end of his tour marked his hiring by Arasaka. With a little parental help and a lot of backstabbing, he managed to climb all the way to the top of the marketing division, at least for the North American division of Arasaka. Now, should he win the contest, this could give him a great advantage over his competitors on his way to the top.

CYBERWEAR:

Light tattoo, skinwatch, speedware, nasal filters, skinweave, rippers, basic hearing module with: bug detector, amplified hearing, level damper, phone splice, scrambler, sound editing.

EQUIPMENT:

Mini-microphones (linked to cyber ears), light armor jacket, kevlar shirt, notebook computer with holo display, satellite linkup, armored Ford Aerodyne (looks like a 1950's car).