

IANUS GAMES

"So, like I walk into this guy's apartment, right? Standard stuff, we go in and check the goodies.

"Now there's this big metal door, see, and I figure it to be the jackpot. So I open it, and in the freezer I walk. And then I see them.

"Griffs. Everywhere. Well, okay, maybe not everywhere, but there were plenty o' them. Now I got so scared, when one MOVED and said 'Help me!' and then I saw he wasn't dead. Some sort of corp guy, by the clothes...

"I kinda figured dead was dead, but these days... Anything goes, I guess. Might as well make some cash of it. Interested?"

The Premature Burial is an Alternate Reality Universe sourcebook for Cyberpunk 2.0.2.0. It contains a complete adventure suitable for 4 to 6 low level characters, with a special section explaining how to play a live-action version of the scenario. The book also contains a complete corporate report on Czar Inc., a small corporation involved in the adventure.

RECOMMENDED FOR MATURE READERS

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A CYBERPUNK ® 2.0.2.0.

Alternate Reality Adventure Sourcebook

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PREMATURE

Burial



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TANUS GAMES

Written by:
Justin Schmid

Editor:
Marc A. Vézina

Copy Editing:
Jean Carrières

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

Art Direction:
Pierre Ouellette

Layout:
Pierre Ouellette
Jeff Fortier

Cover Art:
Pierre Ouellette
Jeff Fortier

Interior Art:
Ghislain Barbe

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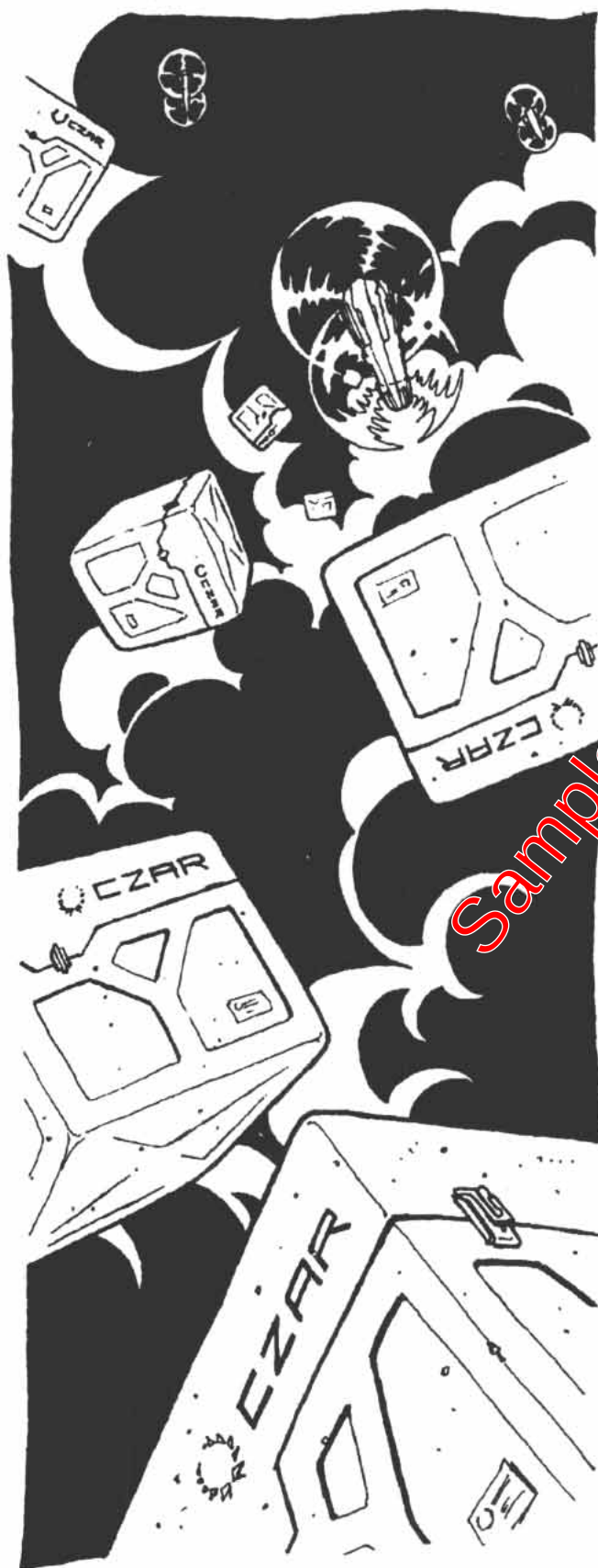
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This Alternate Reality Universe adventure reveals the scheming and devious nature of humanity. The high-tech world of cyberpunk is juxtaposed against the oldest form of conspiracy: to overthrow one's leader and seize power for oneself. This scenario brings many elements introduced in Grimm's *Cybertales* together into a convoluted plot befitting only the Cyberpunk Alternate Reality Universe.

The adventure can be incorporated into an existing *Cyberpunk 2.0.2.0.* campaign, and has little danger for novices. The players must solve the puzzles presented and uncover a conspiracy. While Grimm's *Cybertales*, the *Night City Sourcebook* and *Chromebook* are recommended for this adventure, they are not necessary. All you need is the *Cyberpunk 2.0.2.0.* game and a fascination with the dark side of humanity.

ADVENTURE BACKGROUND

Czar Inc. is a multinational corporation dealing primarily in mass-produced plastic goods. While they are based out of Night City, the company's factories are all located in Russia, for cheap labor.

Recently, the company got into trouble with the legendary "Dump". A shipload of polymer copies of Soviet weapons that the company mass-produces was dumped in the city. This of course broke import regulations, not to mention city arms legislation.

The police, however, were tipped off about the shipment and were waiting in port for the ship. The captain of the vessel had the foresight to arrange for transport helicopters to be on standby. The helicopters moved in and were quickly loaded before the police could react. By the time they did reach the ship, half of its cargo was being carried off by a dozen helicopters.

City air control was called in and managed to force three of the helicopters to land and shot another three out of the sky. However, the other six managed to drop their loads or escape to secret warehouses. It is estimated that over 1,000 fake AK-47s, perhaps 700 imitation Makarovs and thousands of hand grenades, all illegal, hit the streets due to this event.

The blame was quickly laid on the shoulders of Czar Inc. It was no doubt their weapons. The city called for the resignation of Julius Romero, the owner of the company. However, being a great public speaker, he managed to convince city officials that this shipment had been stolen by Gestaph terrorists who had been plaguing his factories in



Russia for years. They had loaded the weapons onto the ship and brought them here to embarrass him.

The story was bought by the government and media, so the company was not shut down. The media are curiously unaware that the Gestaph is a fictional terrorist organization.

It turns out that it was, in fact, not Romero's fault. The seven senior executives of the company were involved in an intricate plot organized by the Shepherds (a secret society) and staged the event to force him into retirement. That attempt failed, and so they hatched a new plan, again under the supervision of the Shepherds.

They decided that he had to lose control of the company, permanently. In other words, they had to kill him. Fearing for their own careers and lives, they could not risk police investigation: they had to kill him in such a manner that the police and media would never suspect it was a murder.

Obtaining a sample of Romero's DNA, they ordered Genotech, a genetic research company owned by the Czar corporation, to make a clone of Romero. The clone's age was accelerated to Romero's through a new process stolen from the Biotechnica labs. One night, the Seven (as the senior execs are called) surrounded the real Romero, killed him, and put the clone in his place.

Or at least that's what they thought they did. The real Romero, being no fool, discovered their plot months ago. He convinced the clone that it was the real Romero, and put him in his place on the night of the assassination. He then gradually played the role of the clone, plotting to kill the Seven in the coming week.

Unfortunately for Romero, though, the clone was not killed. It lapsed into a catatonic state, which made the Seven think it had died. They then disposed of the corpse in a ditch outside of the city. A passerby noticed the body.

Had this been an ordinary citizen, the police might have been notified. However, this was a Dark Ghoul who enjoyed picking up bodies for his own sick pleasure. The body was brought home and put on ice.

ADVENTURE SUMMARY

The adventure begins with the discovery of the clone. His memory is very clouded and the attempted murder has driven him insane. He now believes himself to be the real Romero, and will try to persuade the characters to help him, as he does not remember what exactly happened to him. He just wants to get "his own" life back.

Assuming the characters agree to help him, they will soon discover that the police are not investigating his murder. In fact, there is not even a missing persons report regarding him. If the investigate further, they will find that Romero is still alive and in his place. At this point, the clone will offer the characters money or whatever they want to help him recover his position from the Impostor.

The difficulty increases once the real Romero and/or the executives realize that the clone is still alive. Romero wants it killed because it might tip off the executives to his plan, and the executives want it dead because they think it is the real Romero.

The Seven will send hit teams after the clone and the characters to silence both, while Romero will send terrorist friends after them, meanwhile sending a special assassin after the Seven. Their tactics will be ruthless, but secrecy will always be a paramount concern.

The Ghoul will resurface at the most inopportune time, announcing his find of the body. At this point, the media and police will begin investigating the case.

The clone will ultimately attempt to assume Romero's place, going to any length to achieve his goal. Romero will do anything to defend his position, with the characters caught in-between. They face a difficult decision, as the clone is unstable and will probably have them killed if he wins, and Romero is a treacherous man.

Meanwhile, the Shepherds will remain in the background, lending assistance to the Seven when needed, but always ready to deny any involvement in the whole affair. They will remain resolute in their denials even in the face of incontrovertible evidence.

RECOMMENDED CHARACTER ROLES

It is recommended that the character team include a Medtechie or a character with a high skill level in First Aid. The Netrunner, Solo and Cop roles would also be useful, though are not necessary to the success of the adventure. Almost any role can be used, provided the players are intelligent and on their toes.

Characters who are Shepherd cult members should not be played in this adventure as they would have too much knowledge of the workings behind the scenes. However, this could also serve to add an interesting twist if one of the characters was secretly working with the Shepherds against the rest of the team.

