

IANUS GAMES

Sometimes home is not such a sweet place.

Sometimes one might want just a little bit of love and a little bit of control over his destiny.

Sometimes one wishes for more than they can possibly handle.

It all starts with a typical and sad case of domestic disturbance. Of course, as with anything else on this side of the Alternate Reality Universe, things are always a little bit more complicated than they seem at first.

Arnold was a quiet child. He took the beatings his father dealt out to him and his mother without a sound. One day, a stranger asked him if he wanted some power. Arnold said yes. And then Arnold looked for revenge. Against his father. Against any child molestor or wife beater. Who will stop him? The police? The vampires who want to keep secret their presence in Night City? The Hunters? It depends on you. No matter who you are, your life can be changed by this adventure.

HOME FRONT is an Alternate Reality adventure for Cyberpunk 2020. It deals with domestic violence — but with a twist. It contains full background material on each group interacting in the story, and lots of characters.

RECOMMENDED FOR MATURE READERS

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Alternate Reality Adventure

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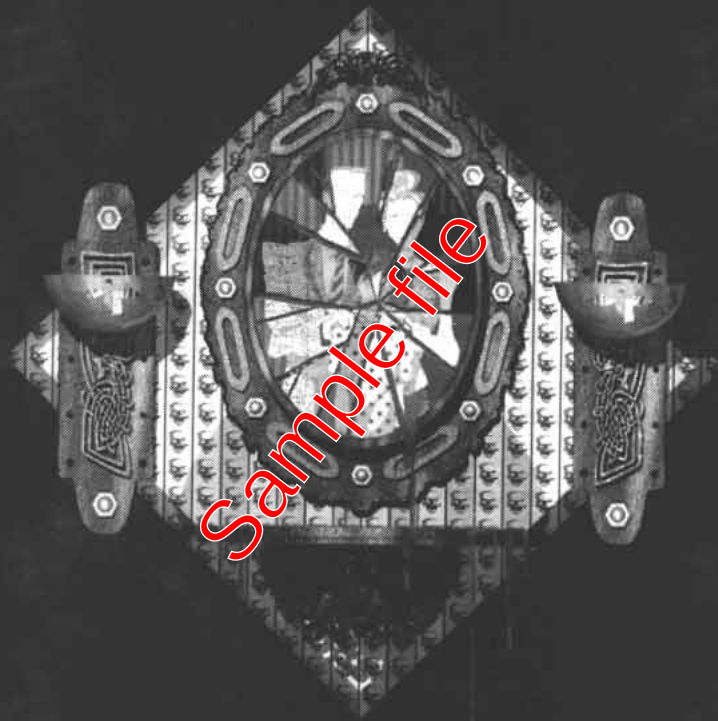
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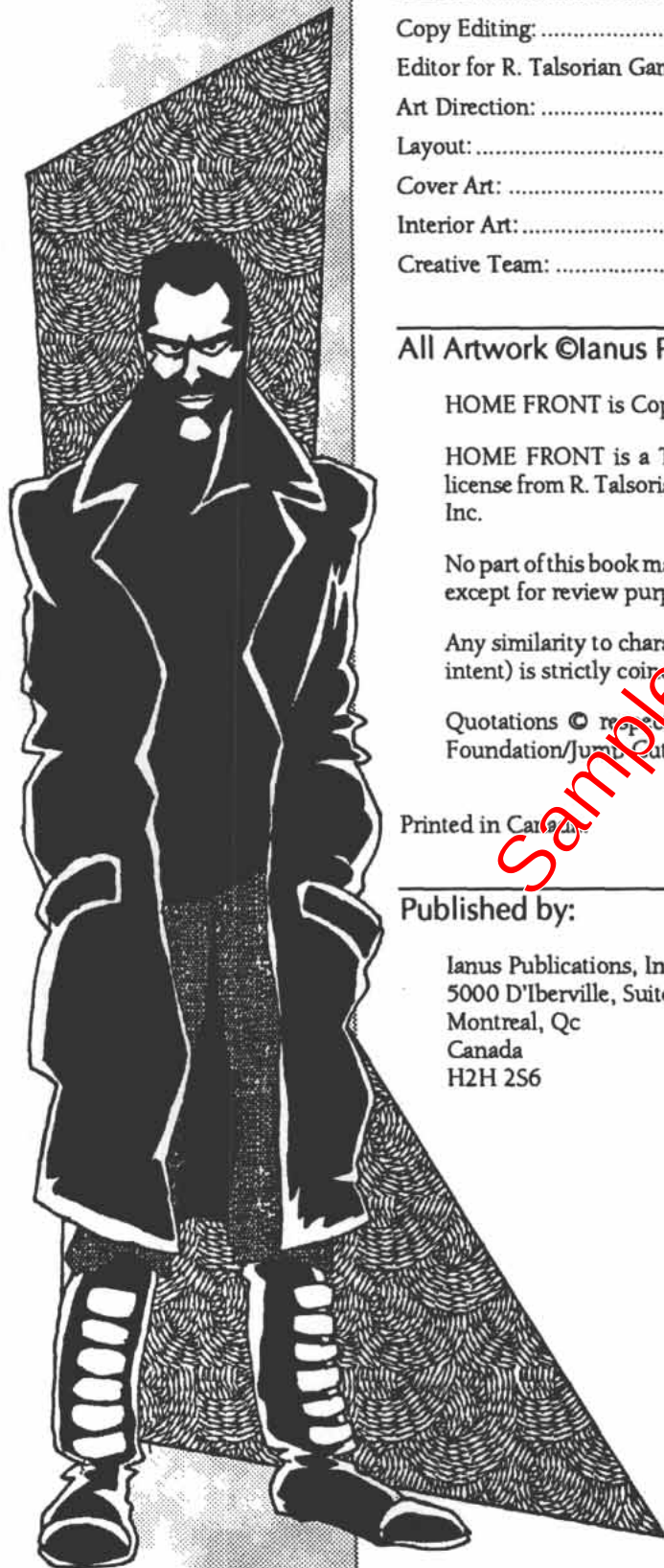
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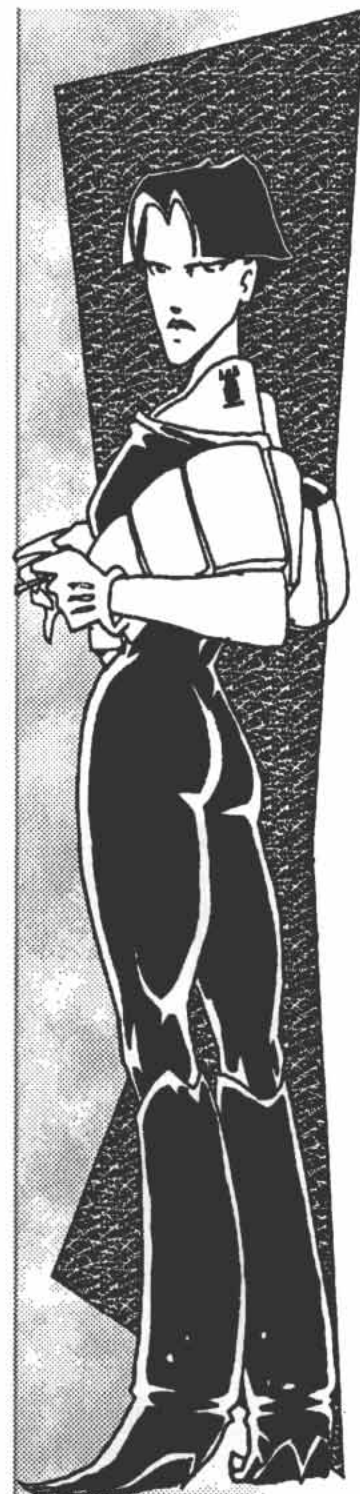
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INTRODUCTION

FOREWORD

This adventure deals with a subject that is often glanced at, but mostly overlooked: simply put, it deals with domestic violence. It is nothing glamorous and, sometimes, people feel there is little they can do about it.

It is not the intention of the author to preach to people about this, for there is nothing to preach about. Violence is bad to start off with and violence directed towards people who cannot defend themselves is even worse.

Although this scenario can be run without either of them, the Referee will find it useful to have a copy of both the Night City Sourcebook and Night's Edge. The scenario draws heavily upon both worlds: the horror of urban reality and the horror of the unknown, the surreal. It is designed to be as flexible as possible, adaptable for parties of one to six, and from almost any background.

The adventure per se is divided into six part, the first five of which describe the main participants in the story, the last being the conclusion. Any group (except obviously for Arnold) can be replaced by a group of PCs (more on that in the Hooks section and in the individual sections). Keep in mind that because of the nature of the module, it will probably have lasting repercussions in your campaign. Also, the structure of the module allows easy inclusion in any existing campaign.

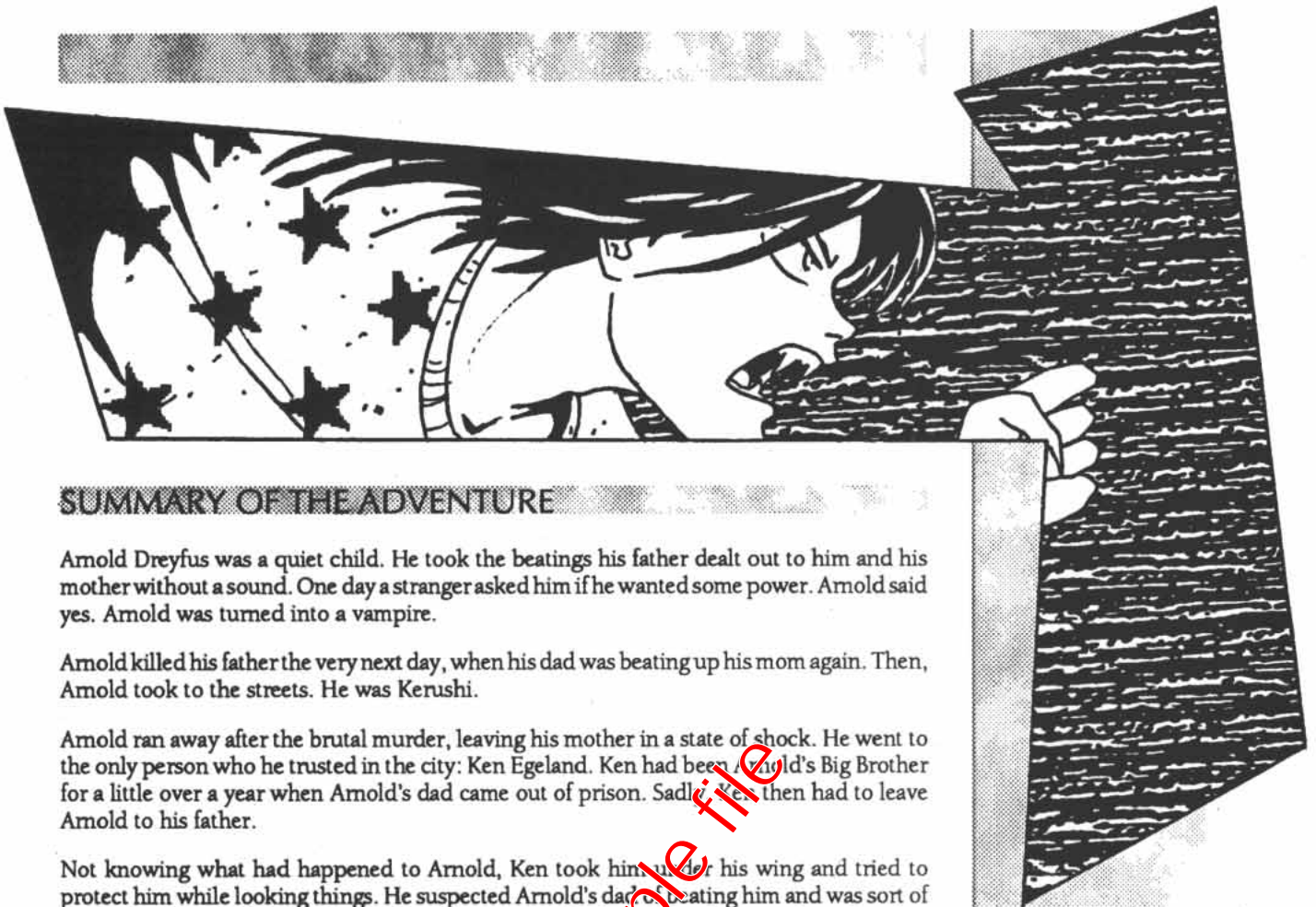
PLAY TIPS

As usual, Cyberpunk being a game of mood, music plays an important part of the game. No specific music can be recommended for specific events since some of the climatic moments of the adventure might not appear to be so to the players (or they simply might not be there). This said, here are a few of the author's favorite mood setters for any Cyberpunk games: Ben Hur by Bitch Magnet, with its soundtrack quality, is good for long, intense moments; Lurch from Steel Pole Bath Tub, with its pure aggressiveness, is excellent for club scenes or combat situations; and perennial favorites Cop Shot Cop and Ministry are good for just about any situation because of their pure Cyberpunk feel. Of course, you may want to play Dad, from NoMeansNo (off of Sex Mad) just as a subtle hint beforehand.

As usual, low lighting is recommended. It helps reduce chatter amongst players and creates a good atmosphere.

He's home again
He's drunk again
He's bouncing
off the walls again
Fist comes down
Like a hammer on a drum
Hammer on a drum

- Hammer on a drum
The Payolas



SUMMARY OF THE ADVENTURE

Arnold Dreyfus was a quiet child. He took the beatings his father dealt out to him and his mother without a sound. One day a stranger asked him if he wanted some power. Arnold said yes. Arnold was turned into a vampire.

Arnold killed his father the very next day, when his dad was beating up his mom again. Then, Arnold took to the streets. He was Kerushi.

Arnold ran away after the brutal murder, leaving his mother in a state of shock. He went to the only person who he trusted in the city: Ken Egeland. Ken had been Arnold's Big Brother for a little over a year when Arnold's dad came out of prison. Sadly, Ken then had to leave Arnold to his father.

Not knowing what had happened to Arnold, Ken took him under his wing and tried to protect him while looking things. He suspected Arnold's dad of beating him and was sort of glad to hear of his demise. He tried to convince Arnold that he should go to the police, but did not push his point too far when he saw what state Arnold was in now.

In the meantime, Arnold is still going out at night, looking out at his "dad" again and again. Any child molestor or wife beater became "dad" in the eyes of Arnold. He stalks them mercilessly and kills them, usually with the same means operandi: bruises cover their bodies and their necks are snapped. Also, a small amount of blood is usually drained from their bodies, but only after death has occurred in all cases.

This rash of murders has attracted the attention of three different groups: the police, who although being less than eager to go into the scummy area of town, have no choice due to public pressure; a pair of young Goths who, both as a protective measure and rite of passage, have been assigned to taking out the dangerous kerushi before someone else does and finds out about vampires being present in Night city; and a group of Vampire Hunters who have realized that this was the work of a vampire and are eager to stamp out the vampire plague from the city.

Depending on the players, the adventure can take many different aspects. For straight cops, this will be an investigation with an unusual ending. For vampires, this is a hunt for a Kerushi, always dangerous people who might expose the reality of vampirism to the general public. For Hunters, this is another case of vampirism and must be dealt with in order to stop the plague. For other groups, it might just be a young boy who comes to them for help, bringing them in a crossfire between three different groups.

No matter who they are, the lives of those who come into contact with Arnold will be changed in some way, for a long time to come.

Arnold will probably die, maybe from his own hands, because he becomes more and more sloppy in his killings, realizing slowly that he is fighting a losing battle and that he, maybe, has become no better than the ones he hunts.