

SURVIVAL

OF THE FITTEST



by Gilles Bussière

An Alternate Reality Adventure for

CYBERPUNK

LICENSED FROM R. TALSORIAN GAMES, INC.



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DEDICATION

The writer would like to dedicate this first published work to the memory of Gilles Bussière Senior (1925-1992):

*For all those times you couldn't understand
what it was one could possibly gain
from playing those silly role-playing games of mine...*

*DEATH MEANS NOTHING TO ME,
FOR WE ARE LIGHT ETERNAL...
- YOUR SON*

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Sleep with ONE EYE OPEN,
Gripping your pillow tight.
Exit Light.
ENTER Night.
TAKE MY HAND,
WE'RE OFF TO NEVER NEVER LAND.
- METALLICA, ENTER SANDMAN

FOREWORD

This is an adventure designed for the Cyberpunk 2020 game, but especially for the Night's Edge alternate reality sourcebook. In fact, this is a great way to introduce regular players to the vampire world, as the adventure takes place over a period of two months, allowing the players to adjust to their new state of being while still interacting with the same good ol' Cyberpunk reality: you know... sharp neon lights, glistening cyberware, biosculpted bodies, a filthy alley, the exhilaration of your boosted reflexes, the thrill of the hunt, fast cars, even faster death, the life, the edge... the Night's Edge.

Although the adventure is set in Night City, you can easily adapt it to your own campaign city with very few adjustments. For those of you who would not use Night's Edge (a shame!), the adventure can just as easily be altered to fit your needs (for more information, look under the section "HOOKS") as it is divided in five parts, each detailing locations, actions, encounters, reactions and NPCs for a smooth running operation. GMs are advised to read through the entire scenario before play and take note of the sequence of events for maximum enjoyment.

PLAY TIPS

True to form, mood music is especially nice to have during a game of Cyberpunk, and doubly so in a Night's Edge campaign. Here is a sample list of suggested songs for each part of the game: PART 1 - Will we survive? (Swans, White Light from the Mouth of Infinity), Shadowplay (Joy Division, Unknown Pleasures) or anything to build a mood of lurking doom. PART 2 - Danse Macabre (Saint-Saens), Tin Omen (Skinny Puppy) or anything suggesting a lightning attack. PART 3 - I remember nothing (Joy Division, Unknown Pleasures), A Forest (The Cure, Seventeen Seconds) or anything lonely and lost. PART 4 - Police Truck (Dead Kennedys, Fresh Fruit for Rotting Vegetables), Body Count (Ice-T, O.G. Original Gangster) or anything predatory and combat-like. PART 5 - Saturn, the bringer of old age (Holst, The Planets), Inside the termite mound (Killing Joke, Extremities, Dirt and Various Repressed Emotions) or anything gloomy and restive.

Aside from music, low lighting is recommended as it provides great atmosphere and reduces chatter among players.



SUMMARY OF THE ADVENTURE

A few years ago, ARASAKA began a top-secret project to create the ultimate warrior, one that would be tougher than any cyber-boasted solo on the streets, without fear of cyberpsychosis, one that would also be entirely under ARASAKA's control, listening and obeying without questions. Thus was born PROJECT A-47 (later dubbed PROJECT A.D.A.M.-Advanced DNA-recombinant Artificial Man), under the genius of Professor Iyesu Tanga and his team of scientists.

The project was a tremendous success, at least on the biogenetic level. It produced a new breed of warrior, faster, stronger, and possessing an amazing regeneration capability. However, there was one small side-effect: in order for his bioengineered metabolism to regenerate at peak efficiency, he needed the purest source of proteins available... human blood.

Not the least bothered by this small flaw, ARASAKA intended to take over the "education" of Adam in order to make him their obedient pawn, but Professor Iyesu got wind of the imminent takeover and took off with Adam before the company could secure them. Now ARASAKA is after them to bring Adam back for completion of his programming, and to make sure Iyesu understands who the boss is (after making sure they have all his files on the project, of course!).

Adam and Iyesu fled to Night City, hoping to escape the eyes of ARASAKA. But Adam started prowling the streets of the city, looking for nourishment, trying to keep as low a profile as possible. Eventually, he began to notice that others seemed to have the same need for blood that he had. His curiosity took the better of him and, after some investigation, he began to learn about the vampire underground society. Of course he tried to tell Iyesu about his discovery, but the professor was too deeply involved in a new attempt to create a perfect being, without the flaw Adam was plagued with; a new project called LILITH.

ARASAKA, however, has heard of the rumors about so-called "vampires" in Night City and... well, they CAN add two and two together. Their first retrieval attempt is based on a snitch's info (actually a lucky guess) but doesn't turn out quite as expected. Adam and Iyesu aren't there, and when they try to move out with someone to interrogate him later, the guy bursts in flames! Discovering the potential of their target, ARASAKA officials think that someone is launching a large scale experiment of their project, suspecting Iyesu of having sought the financial backing of a rival company. Sensing an immediate threat to their internal security, ARASAKA begins a series of raid on covens of vampires, led by a mad vampire's need for revenge against those who made him a monster (actually a very good brainwashing of the vampire they took in their first raid).

Having learned of ARASAKA's involvement in the raid, Adam realizes that they are after him and the professor. Not wanting to alert Iyesu and seeking to show him he can take care of things, Adam rallies a gang of misfits called the "Death's Heads" into attacking the local offices of ARASAKA. Needless to say, the gang is slaughtered and Adam escapes into the night again. But this time, ARASAKA knows he is there and ups the ante, determined to wrap this operation before someone else puts their nose too deep into it... Well, somebody does. All this ruckus has attracted the attention of the local chapter of the Sun Knights, who will offer their "services" to those "fine folks" at ARASAKA's (who don't mind that these new allies think they are hunting real vampires, as long as they do the job and leave a few bodies intact for the research and development team).

Faced with no other choice now (through skillful manipulation of the medias, Adam is now held responsible for all raids as well as the attack on ARASAKA's offices, described as a disgruntled employee, complete with fake background provided by ARASAKA itself), Adam tells Iyesu of ARASAKA's attempt to flush them out. Together they devise a plan which will allow them to both escape and cripple ARASAKA's means to follow, while at the same time sending a clear message that they are to be left alone from now on.

Realizing that they would need superior forces to win over ARASAKA, and without the financial means to raise a contingent of solos, Adam decides on a risky gambit: to gain the aid of the vampire community, already deeply scarred and wishing to get even with their mysterious attacker. So the stage is set and on Christmas' Eve, Adam leads a band of vampires into ARASAKA's offices under the cover of a near total blackout provided by Iyesu. When the dust settles down, ARASAKA's offices are thoroughly ransacked, the vampire community slowly rebuilds itself and Adam and Iyesu have departed for parts unknown.

HOOKS

After reading the above summary, one can wonder how to introduce players into it, especially if they are not vampires. PART 1: Piece of cake, is designed specifically for turning regular players into new vampires which will then have a very personal stake (no pun intended) in the adventure to come. For those of you wishing to avoid the Night's Edge for now, simply ignore PART 1 and use the following ideas to involve your party, depending on their main interest.

As vampire player-characters also have some kind of profession (even if most are forced to ply their trade only at night) like their non-vampire counterparts, the motivation behind these hooks can also provide additional reasons to get involved.

The scenario is flexible enough to handle anything from a single player up to six or more (more could be a good idea if players are to confront the vampires at the showdown, as a regular threesome or foursome, unless prepared, would be hard pressed against the fury of children of the night...)

- **COPS:** Aside from obviously being assigned to investigate the events of PART 2 and follow-up, law-enforcement agents could be involved from the start, trying to solve the mysterious disappearance of a rich corporate from his Japanese homeland while on a business trip to the United States. The concerned wife of missing professor Iyesu Tanga has provided a photo of him with a friend from work: Adam...

- **CORPORATES:** If you are looking for a challenge, the characters could play the ARASAKA boys responsible to bring back Adam and Iyesu to the fold, meaning no good lead will come up until the snitch tips the characters about the coven. Of course it wouldn't be a bad idea to keep an eye on anyone hired by the loving wife, just in case...

In a totally different light, non-ARASAKA aligned corporate could have heard of a secret PROJECT A-47 and of Iyesu going AWOL; the top dog wants to know what was that all about, and you are the lucky ones chosen for this mission; a golden opportunity to climb a few bars on the corporate ladder... be careful not to miss a step...

- **FIXERS:** Many people are going to come looking for information in this adventure and the smart fixer will put his money where his mouth is by investigating all the ruckus. Maybe he knows that a hotshot genetic engineer has set up shop somewhere in the harbor area, working on some hush-hush project and asking around for some high-tech gizmos. Of course, snooping around CAN be dangerous, especially if there's rumor that something is out there...

- **GANG MEMBERS:** Substituting your gang for the "Death's Heads" is a sure way to see major action in PART 4, but is also a sure way to get you killed! However, it is a notorious trait that gangs are very territorial and wouldn't look kindly to a new guy setting shop on their turf without being invited first, let alone a band of suspicious boys going out only at night! Of course, corporate intrusion is downright heretic, especially if they burn the 'hood in the process, unless proper "compensation" has been offered...

- **MEDIAS:** Rumor has it that a top ARASAKA-Japan corporate has fled to the United States with corporate secrets. Your informant tells you that he might want to get in touch with a former colleague living in Night City. Imagine if you could get an exclusive interview, what a scoop! Better than chasing elusives vampire-posers...

- **NETRUNNERS:** Word has it that someone is trying real hard to cover his tracks from a not-to-be-named major corporation and would pay handsomely for the services of a good runner. Of course, said not-to-be-named major corporation might just pay double that to know where he is...
- **NOMADS:** The pack is in town for the winter and they've made friends with a local gang after helping them out when their base was attacked by a rival gang: the "Death's Heads". Now they are quietly bunking in an abandoned warehouse by the harbor, nobody but occasional cops doing their job... then again, there are mysterious noises coming sometimes in the middle of the night from an old cargo wreck up the main pier...
- **ROCKERBOYS:** Life is good, chump; lots of fans, lots of chicks, and all that because of this new owner of your regular club who took a liking to your music and offered you a steady gig at his place.
Well now, even if the guy is a little on the weird side, going out only at night and all, that doesn't mean that you will let anyone torch his place... especially if some big corporation seems to be out again to crush anything that stands in its way...
- **SOLOS:** Well, let's see...either I'll take "Looking for experienced dental extractor specialist. Work with a team or alone. Established company, full social benefits available. Contact your local AAAA office"; or "Wanted: Around the clock nurse for nutty professor. Experience and references mandatory. Contact Adam on Skynet: A-47". You get the picture...
- **TECHIES:** You've been told that someone is looking for a few good techies to work on a special project. Interested parties are to bring their résumé to a secluded spot in the harbor area for interview by a certain Dr. Frank Einstein. Candidates must be willing to work major hours, but all in the name of science!... (Also MEDTECHIES)
- **VAMPIRES:** Aside from the obvious, already established vampires might want to get to know this new vampire in town... this Adam...
- **VAMPIRE-HUNTERS:** Rumors abound that Night City hosts something that prowls in the night. Posers or the real thing? Better to have a look, you know what they say: where there's smoke...

SEQUENCE OF EVENTS

This is what should normally happen outside the characters' influence during the course of the scenario. Of course, depending on how well the players take up clues and act on them might change that, as with any game. The GM should substitute an appropriate first event based on the above hooks if they are not using Night's Edge and not having their players transformed into vampires.

Saturday, October 31st: The players are hired to do a small, easy job. Extract the daughter of a rich corporate from the grip of her friends where she is hiding since she ran away from home. The players don't know that they are in fact vampires (the corporate doesn't either) and that the home where she is is a coven. Needless to say, the fight goes badly and the players are turned into fledglings. They will become part of the coven and probably get to know (and hopefully adjust to) all of their peers.

Monday, November 16th: Rumors of a new lone wolf vampire in town abound. The covens take notice but decide to leave him alone as long as he doesn't attract attention towards the community. His name is Adam Lee, and not much is known about him, except that he was in Japan before and seems to be a solo.

Saturday, November 28th: ARASAKA attacks the players' coven in the middle of the day, seemingly searching for someone. They take one of the vampire, George Bellfry, and drag him outside, causing him to go up in flames. Apart from that, they leave the rest of the vampires alone.

Wednesday, December 2nd: The coven is once again attacked, this time at night by someone who looks a lot like George Bellfry, along with a team of operatives. Most of the coven is destroyed and the bodies of two vampires (those not burned to a crisp) are missing. The PCs were not present at the time, having gone feeding on the homeless of the area. The attack took place in less than half an hour.

Monday, December 7th to Thursday, December 10th: Several other covens of the area are attacked, with pretty much the same modus operandi, and the same results. ARASAKA's presence in the city seems to have quintupled.

Tuesday, December 15th: A night attack on the local offices of ARASAKA ends on a sour note as all attackers were destroyed save one, their leader. Many of the attackers will be familiar to the PCs as being members of the "Death's Heads" gang, and the leader will be identified as Adam Lee...

Thursday, December 24th: A second attack on the offices of ARASAKA, this time successful: the building is destroyed after having been thoroughly ransacked by the attackers.

At the same time that city block is paralysed as the public transit, all the local media services (save the newspapers, but including the dataterms), the local telephone services and the local power service go on the fritz. All communications with the rest of the city are cut. The only people with power are those equipped with generators. Looting and rampaging will go into the night as the police is unable to stop the large groups from doing as they bloody please.

Wednesday, December 26th: The police finally finds the source of all the disruptions, but arrives to find no one, just a couple of computers used to jam and cause the disruption.

Wednesday, January 1st: It has been one week since anyone has seen Adam Lee. He seems to have disappeared completely from the city. Those who are left of the vampire community slowly rebuild their coven and are glad of his disappearance...

*SHE DISAPPEARS AT SUNRISE,
I WONDER WHERE SHE GOES
UNTIL THE NIGHT COMES FALLIN' DOWN AGAIN
SHE SHOWS UP WITH HER FRIENDS HALF-ALIVE.*
- TOM PETTY, *ZOMBIE ZOO*

This section deals with the first encounter your regular players will have with vampires. It is not, per se, related directly to the rest of the adventure, being instead a way to expose your players to vampires so they can be transformed into children of the night themselves.

GMs can actually change this introduction to the Night's Edge by devising their own method of having their PCs meet vampires. A good idea is to work from the role of the PCs and the hooks described above to come up with a reason for them to come to the coven (or for the coven to come to them...)

LOCATION: RENDEZ-VOUS POINT

This is the place where the party will meet Bjorn the fixer, to be told about the job at hand. Use any regular meeting spot appropriate to such a meeting. The idea is to have the PCs feeling quite secure and confident about the piece of cake ahead...

LOCATION: COVEN HOUSE

The coven house is located in sector A2 #7, and is one of two belonging to the Saliene coven (See Night's Edge p.86, for the Hunting Season adventure. This scenario could easily be "the big picture" explaining the destruction of the covens recounted in that story) in Night City. GMs wishing to have players be part of another coven may do so using the rules provided for such and the brief description of the other two covens (Smith and Lincoln) reprinted here for your convenience in the NPCs section below.

MAP KEYS

1. This is the living room area. Every piece of furniture looks quite expensive, and there is a state of the art entertainment system in one corner. The window (as all the other ones in the apartment) is sealed and covered with fantastic scenery airbrushed on the metal covering. The door has a magnetic lock, requiring an Average Electronic Security check to get in, else a silent alarm (actually ultrasonic that the vampires WILL hear) goes off (same for the back door).
- 2, 3 and 5. Those are equally expensive looking bedrooms decorated to suit the taste of the occupant.
4. This is the kitchen area, again very hi-tech and very expensive looking.
6. This is a storage area where miscellaneous stuff lies around. There is a painting studio in one corner with a partially completed painting much like the ones adorning the conapt windows.
7. This is the bathroom. One does notice, besides the obvious opulence, that no mirrors are in sight.



ACTION

This is a straightforward extraction, with the characters going in, dealing with any resistance, and going out with the designated target.

ENCOUNTER: FIXER

"You easily spot Aeigersson at the appointed table: thin build, generic, form-flattering designer clothing, long blond hair, alert brown eyes cloaked by the Fedora on his head, a drink halfway to his mouth... As soon as you sit down, he goes into sales mode..."

'The sweetest deal this side of Night City gentlemen! A concerned father, who also happens to be quite wealthy, wants to get back his daughter who fled from home last week. He has tracked her whereabouts to a certain conapt certain that she is hiding with friends there. Needless to say, the mother is quite distraught and wants her little girl back. The father is worried that these friends may be involved in some kind of "cult-thing" and he wants her out of there tonight!

He's willing to pay 20,000eb for this job, half right now and the rest upon delivery of the child... So... what do you say? "

Bjorn will provide a photo of the girl, Charlene, 17, a cute little bundle of blond hair, already well into womanhood, but with an air of supreme boredom on her face. It is not the first time that she runs away from home, but the first time this long. Also provided is the location of the conapt where she is suspected to be. The father has insisted quite adamantly that firefighters be limited to a strict minimum, fearing for a stray shot that could endanger his beloved little Charlene (That means NO heavy weapons of any kind).

It is imperative at this point that the PCs feel absolutely secure about the mission and it is the GM's job to see to it that they take it for such. After all, in ordinary circumstances, this WOULD BE a piece of cake...

ENCOUNTER: VAMPIRES

"The designated conapt looked harmless enough, slight hints of undercaring evident in its facade, the neon light leading the way to the basement entrance flickering randomly, exaggerating the shadows of your team. But you knew better... you've seen them "cult" community before and you knew that sometimes very weird things were going on under the guise of an innocent looking conapt... Well, everybody was in position and ready for your signal. Soon this Halloween night job would be over and you and the boys would be a little richer..."

"You storm the place, already sure that the other half of the team has penetrated on your mark. You expertly scan the room for your target, spotting her, held transfixed by your attack a few feet ahead... piece of cake... A blur of movement obscures your sight and you react instinctively by firing a Magnum shell into the fool trying to block your way, hearing

with satisfaction the muffled grunt indicating a hit. You lower your eyes a second, checking the body slam on the wall, but somehow the damned punk is still up, slowly bringing a blood stained hand from his chest wound to his eyes, seemingly transfixed by the sight, and then looking at you... Looking at you with those eyes... They beckon you; no, they command you to drop your weapon... It is then that you hear the others scream... All so foggy, almost like a dream, horrible inhuman screams, the sound of flesh ripped, and the smell... the unmistakable smell of blood... It is then that you notice the smile below the searing eyes... the smile, and then the fangs... Oh my God, NOOOO!!!"

The vampires will be surprised by the attack unless the PCs are especially noisy beforehand. There will be one vampire for each character in the party, with a minimum of seven. Two are in the living room, two are in the kitchen, one is in room 3, one in room 5, and one in room 6, with Charlene on the doorstep (she's posing for Bellfry inside).

REACTION

Charlene was smitten by Bellfry (some say it was the other way around) and, taking advantage of Boriechi's absence for two weeks, he has taken her to the coven to have her pose for him. He has taken care of erasing all memories of those visits, but the rest of the coven does not feel right about this scheme of his, only allowing it to continue because Bellfry is the oldest vampire after the Master.

Needless to say, this attempted rescue will rouse their anger at the foolishness of Bellfry, and they will insist that he releases the girl before another team tries to get her back. To further insure that no leaks exist, they will have to dispose of the PCs. As bad luck would have it, feeding time is upon some members of the coven... However, to do so is against the laws set by the Master (and he enforces them quite strictly!) Having no choice, the coven decides to go ahead with one minor adjustment: since they hold Bellfry responsible for the situation, and wishing to avoid the wrath of the Master, they will wait for Bellfry to be asleep on the next morning (their fear of punishment will make sure that they pass the COOL check required), and transfer him to the hidden stone tomb in room 6, thereby applying the required punishment set by Boriechi, and maybe reducing his anger at the same time (actually, Boriechi will not be so upset as it was in his plans to strengthen the coven in the near future to prepare for the inevitable fight with those of the Lincoln coven).

Until November 16th (or as late as November 28th), the PCs are pretty much on their own, story-wise that is. Boriechi will return on November 2nd and keep a close leash on the new fledglings, making sure THEY know all the rules before allowing them free reign in the city. After the first week, PCs can either stay with the coven (a wise move) or go ronin (lone wolf if you prefer). GMs should take the opportunity to integrate the PCs to the coven right after the transformation occurs, roleplaying the camaraderie shown by the other members of the coven now that the PCs are "just like them". Try to initiate relationship, professional or otherwise... The

PCs will not likely feel concerned when ARASAKA comes crashing down their door if they hate the guts of everybody in the coven.

Note that Bellfry will remain in confinement until November 27, when Boriechi decides to lift the punishment. Bellfry will be quite shaken and refuse to talk to anyone (the episode of the next day will be sufficient to send him over the edge, opening the way to mind-control techniques).

NPCs: SALIENI COVEN

This coven dates back to the early 1800's and was one of the first established in the West. There has been two coven master since its inception, the latest being Richter Boriechi, a 226-years old vampire who serves the coven well. He rules with a strong hand and keeps it very wealthy, although the fortune of the first master, Salieni, assured all of that.

There are five coven houses, two of which are located in San Ignem (the name the vampires gave to Night City). The others are in San Francisco, Los Angeles and San Bernadino. The coven moved to San Ignem just a year ago, to restore its claim to that territory. Boriechi's investments have made the coven rich, with assets reaching nearly two million eurobucks. The coven is in good relations with the Smith Coven, and bad relations with the Lincoln Coven (the two have always fought over territory on the West Coast).

The coven consists of 15 members plus the master (NOTE: the number of PCs is already figured in that number which means that if your party of 4 is transformed, they will be already 11 members, plus the master. ALSO: At the time of the adventure, 6 members (less if the PCs are more than four - see the death toll below) will be unavailable, being "on vacation" across the world. ONLY if the GM feels that reinforcement is necessary should one or two arrive in extremis, AFTER the PCs track them down and alert them of the situation. Boriechi and 3 members will be killed in the December 2nd raid.)

The rules under Boriechi are simple, but strongly enforced:

- 1) No one is permitted to create a fledgling without the permission of the master.
- 2) Feeding is permitted only on gang members, street punks and nomadic people (the filth of the age).
- 3) Revealing any information about the coven, its members or the nature of the children of the night is prohibited.

Failure to follow a rule means being enclosed in a stone tomb for any period of time from one month to a year. This is sufficient to keep all members in line while not making for an unduly regulated existence.

The following quirks are "transmitted" down the Salieni line: Lucky (+2 Luck), Fast (+1 MA), Destroyed: by immersion in water, Misc.: cannot cross running water (See the RULE ADDENDUM below for more details).

In the descriptions, ExMode is how the NPC acts toward people, while InMode is how he/she really is.



RICHTER BORIECHI

Streetname: Mr. Boriechi Real Name: Richter Boriechi
Role: Vampire/Corporate Specialty: Black Market Ops

GAME STATS:

INT: 11 REF: 12 TECH: 8 COOL: 8
ATTR: 12 LUCK: 7 MA: 13 BODY: 8 (12)
EMP: 1 PSY: 11

DESCRIPTION:

Sex: Male Age(App./Real): 60/226
Ethnic Origin: European Age lvl: III
Hair Color: - Hair Style: Bald
Height: 6' 1" Weight: 160 pds Eye Color(s): Grey
Dress & Style: Corporate

PSYCHOLOGICAL:

Motivation: Power ExMode: Friendly, charming
InMode: Plotting, paranoid
Quirks: Luck (+2 Luck), Fast (+1 MA), Destruction: Immersion in water. Cannot cross running water

SKILLS:

Name	Level	Name	Level
Resource	+9	Personal Grooming	+7
Intimidate	+8	Meditation	+6
Streetwise	+5	Human Perception	+10
Leadership	+7	Seduction	+6
Social	+7	Persuasion	+10
Accounting	+4	Awareness/Notice	+10
Body Language	+6	Education	+9
Eidetic Memory	+4	Gamble	+4
Language: Germanic	+7	Language: Japanese	+5
Language: Slavic	+7	History	+7
Library Research	+8	Shadow/Track	+6
Stock Market	+10	Vampire Lore	+8
Archery	+6	Brawling	+6
Dodge & Escape	+4	Fencing	+5
Magic	+3	Martial Art (Tai Chi)	+6
Melee	+3	Stealth	+7
Disguise	+6	Paint or Draw	+4
Pick Pocket	+5	Weaponsmith	+5

PSYCHIC POWERS:

Name	Level	Name	Level
Electrokinesis	+2	Pyrokinesis	+2
Psychokinesis	+2	Matter Alteration	+5

EQUIPMENT:

The Swan (car); E-Book; Cellular phone; Arasaka Jetsetter; Executive briefcase

BACKGROUND:

Born at the end of the 18th century, Richter wasn't made into a vampire until almost the end of his natural life. Having been a powermonger all of his (normal) life, he could not refuse the chance to live forever. In the course of his "life" as a vampire, he has travelled much and met a good deal of important people, establishing a strong network making him an extremely powerful man. In running the coven, he realizes that he is better off appearing friendly knowing full well that a well-placed compliment works better than pure fear. This, however, doesn't mean that he doesn't punish wrongdoers, all the contrary. He is the living example of a hand of steel in a velvet glove. As the adventure begins, he is on vacation.

GEORGE BELLFRY



Streetname: Michelangelo Real Name: George Bellfry
Role: Vampire/Rockerboy Specialty: Painter

GAME STATS:

INT: 10 REF: 9 TECH: 8 COOL: 7
ATTR: 11 LUCK: 6 MA: 10 BODY: 7 (10)
EMP: 4 PSY: 8

DESCRIPTION:

Sex: Male Age(App./Real): 29/125
Ethnic Origin: American Age lvl: II
Hair Color: Black Hair Style: Slicked back
Height: 5' 11" Weight: 140pds Eye Color(s): Brown
Dress & Style: Jeans, T-shirt
Distinguishing Features: T-shirt is usually covered with paint sploches

PSYCHOLOGICAL:

Motivation: Art ExMode: distant
InMode: passionate
Quirks: Luck (+2 Luck), Fast (+1 MA); Destruction: Immersion in water. Cannot cross running water

SKILLS:

Name	Level	Name	Level
Charismatic Idrship	+7	Personal Grooming	+2
Wardrobe & Style	+2	Meditation	+6
Oratory	+4	Streetwise	+7
Human Perception	+6	Seduction	+6
Social	+3	Persuasion	+4
Perform	+6	Awareness	+4
Body Language	+6	Composition	+4
Educ. & Gen. Knowl.	+7	Eidetic Memory	+3
Expert: Impressionist	+6	Teaching	+4
Vampire Lore	+6	Athletics	+7

Dance	+8	Fencing	+7
Handgun	+3	Melee	+4
First Aid	+4	Forgery	+6
Paint	+9	Pick Pocket	+5
Play instrument	+6		

PSYCHIC POWERS:

Name	Level	Name	Level
Illusion	+6	Mania	+4
Mental	+5		

EQUIPMENT:

Painting gear; Stein Wassermari "Tri-Star" revolver

BACKGROUND:

George Bellfry is a consummate artist who lives (at least until now) for his art. Formely a starving artist, he was turned into a vampire by a "patron of the Arts". He accepts his condition as a necessary mean for him to explore the world of painting. Until now, his only love was painting (to the chagrin of Coy Love), but with Charlene in the picture...



VAMPIRE # 1

Streetname: Boom Boom Real Name: Henry Jones
Role: Vampire/ Solo Specialty: Boxer

GAME STATS:

INT: 5 REF: 11 TECH: 5 COOL: 8
ATTR: 7 LUCK: 5 MA: 7 BODY: 10 (11)
EMP: 4 PSY: 3

DESCRIPTION:

Sex: Male Age(App./Real): 27/37
Ethnic Origin: Black American Age lvl: I
Hair Color: Black Hair Style: Crew cut
Height: 6' 4" Weight: 220pds Eye Color(s): Black
Dress & Style: Bag-lady Chic
Distinguishing Features: Scar on the left cheek

PSYCHOLOGICAL:

Motivation: Survival ExMode: cold, brooding
InMode: frustrated
Quirks: Luck (Luck +2); Destruction: Coin in mouth

SKILLS:

Name	Level	Name	Level
Combat sense	+8	Endurance	+8
Strenght Feat	+8	Swimming	+4
Resist Torture/Drug	+6	Streetwise	+9
Human Perception	+6	Awareness	+3
Body Language	+7	Hide/Evade	+6

Vampire Lore +4 Athletics +6
Brawling +9 Dodge & Escape +6
Melee +8

CYBERWEAR: _____

Big Knucks

EQUIPMENT: _____

Boxing gloves; Gym clothes; Duffel bag; various gym equipment

BACKGROUND: _____

Henry was the unfortunate "creation" of Coy Love (Lydia). The result of misplaced love, Henry is forever falling for Lydia, who, in a moment of lust, bit Henry and made him into a vampire. He had a promising career as a boxer, but as with Lydia's love, it was cut short due to his condition. He is a very frustrated man.

Awareness +6 Body Language +4
Educ. & Gen. Knowl. +3 Vampire Lore +3
Dance +4 Photo & Film +6

EQUIPMENT: _____

Nymph perfume; SecSystems protection field

BACKGROUND: _____

Lydia, or Coy Love as she is usually called, used to be one of Bellfry's favorite model up to a few years ago. She uses her beauty to lure men so she can feed, and, once in a while, tries to use them to make Bellfry jealous (has never worked, since Bellfry couldn't care less about her). Needless to say, she is extremely jealous of Charlene, though she will deny it. Although she had a brief fling with Jones, she now almost ignores him. She will attempt to seduce the PC with the highest ATTR.

VAMPIRE # 2



Streetname: Coy Love Real Name: Lydia Hemsley
Role: Vampire/Rockerboy Specialty: Model

GAME STATS: _____

INT: 7 REF: 5 TECH: 4 COOL: 8
ATTR: 10 LUCK: 6 MA: 5 BODY: 8 (9)
EMP: 6 PSY: 1

DESCRIPTION: _____

Sex: Female Age(App./Real): 24/42
Ethnic Origin: American Age lvl: I
Hair Color: Blonde Hair Style: Long
Height: 5' 6" Weight: 115pds Eye Color(s): Blue
Dress & Style: High Fashion
Distinguishing Features: Very striking looks

PSYCHOLOGICAL: _____

Motivation: Fame ExMode: Cool
InMode: Lustful
Quirks: Lucky (+2 Luck); Destruction: Immersion in water. Cannot cross running water

SKILLS: _____

Name	Level	Name	Level
Charismatic Idrship	+8	Personal Grooming	+8
Wardrobe & Style	+7	Swimming	+6
Meditation	+6	Oratory	+4
Streetwise	+3	Human Perception	+6
Seduction	+8	Social	+6
Persuasion/Fast Talk	+7	Perform	+4

VAMPIRE # 3



Streetname: Focus Real Name: Peter Grendel
Role: Vampire/Media Specialty: Filmmaker

GAME STATS: _____

INT: 8 REF: 8 TECH: 4 COOL: 7
ATTR: 6 LUCK: 3 MA: 7 BODY: 7
EMP: 4 PSY: 3

DESCRIPTION: _____

Sex: Male Age(App./Real): 28/45
Ethnic Origin: American Age lvl: I
Hair Color: Blonde Hair Style: Shaggy
Height: 5' 7" Weight: 130pds Eye Color(s): Green
Dress & Style: Streetfashion
Distinguishing Features: That minicam thing seems attached to his head

PSYCHOLOGICAL: _____

Motivation: Art ExMode: Wide-Eyed (Wonderkid)
InMode: Curious
Quirks: Fast (+1 MA); Destruction: Immersion in water. Cannot cross running water

SKILLS: _____

Name	Level	Name	Level
Credibility	+6	Streetwise	+6
Human perception	+7	Interview	+6
Social	+6	Persuasion/Fast Talk	+8
Accounting	+3	Awareness/Notice	+6
Body Language	+4	Composition	+3
Educ. & Gen. Knowl.	+9	Eidetic Memory	+2
Hide/Evade	+6	Psychology	+4
Vampire Lore	+3	Brawling	+4

Handgun	+3	Motorcycle	+4
Basic Tech	+5	Electronics	+6
First Aid	+4	Forgery	+3
Photo & Film	+8	Pick Lock	+4

EQUIPMENT:

Nikon America CamPod; Darkwings; Cellular phone; EBM "PCX" MiniComp; Nova .338 CityGun

BACKGROUND:

Peter has always wanted to make a film. Not happy with the state of the media in his "precedent" life, he used to go around filming bits of real life and hoping to get enough material to make his first feature. He came across Hillroy (since then, Hillroy has died at the hands of a Sun Knight) feeding on a homeless one night and proceeded to film him. Hillroy noticed him and hunted him down. After pleading with him to let him live, Hillroy made Peter into a vampire to insure his silence. Since then, he has made quite a few movies but, unfortunately, because of his current "state", none of them will ever be seen.

Vampire Lore	+2	Wilderness Survival	+3
Athletics	+4	Brawling	+8
Melee	+6	Motorcycle	+8
Rifle	+4	Basic Tech	+4
Forgery	+4	Pick Lock	+6

CYBERWEAR:

Skinwatch, Dataterm plugs, speedware, Mr. Studd, grafted muscles, wolvers, Wearman

EQUIPMENT:

Darkwings; mirrorshades; FN-RAL Heavy Assault rifle (strapped to motorcycle)

BACKGROUND:

Ishiro, and his sister Yuki, ran away from home at the tender age of 16. Being the hot-headed one, and on a constant search for self-pleasure, he has landed the pair in trouble more than once. Being turned into a vampire did not stop his search for pleasure, but rather increased his thirst for self-satisfaction. He doesn't like the Master but will keep quiet for now (he is scared of him). Of course, if Richter dies...

VAMPIRE # 4



Streetname: Ying Real Name: Adachi Ishiro
Role: Vampire/Nomad Specialty: Biker

GAME STATS:

INT: 6	REF: 9	TECH: 6	COOL: 7
ATTR: 8	LUCK: 4	MA: 9	BODY: 9
EMP: 2	PSY: 3		

DESCRIPTION:

Sex: Male Age(App./Real): 23/29
Ethnic Origin: Japanese Age lvl: I
Hair Color: Red Hair Style: Mohawk
Height: 5' 7" Weight: 140pds Eye Color(s): Black
Dress & Style: Streetfashion (Leather jacket)
Distinguishing Features: A half Ying Yang sign (the black half) tattooed on his left arm

PSYCHOLOGICAL:

Motivation: Fun! ExMode: Friendly
InMode: Edge Seeker
Quirks: Fast (+2 MA), Cool (+2 Cool); Destruction: Immersion in water. Cannot cross running water

SKILLS:

Name	Level	Name	Level
Family	+6	Endurance	+6
Intimidate	+4	Streetwise	+4
Awareness/Notice	+5	Language (Japanese)	+6

VAMPIRE # 5



Streetname: Yang Real Name: Adachi Yuki
Role: Vampire/ Nomad Specialty: Biker

GAME STATS:

INT: 7	REF: 8	TECH: 5	COOL: 8
ATTR: 8	LUCK: 6	MA: 6	BODY: 8
EMP: 3	PSY: 3		

DESCRIPTION:

Sex: Female Age(App./Real): 23/29
Ethnic Origin: Japanese Age lvl: I
Hair Color: Blue Hair Style: Mohawk
Height: 5' 7" Weight: 130pds Eye Color(s): Black
Dress & Style: Streetfashion (Leather jacket)
Distinguishing Features: the other half (the white one) of the tattoo, on her right arm

PSYCHOLOGICAL:

Motivation: Fun! ExMode: Cold
InMode: Thrill seeker
Quirks: Fast (+2 MA), Cool (+2 Cool); Destruction: Immersion in water. Cannot cross running water

SKILLS:

Name	Level	Name	Level
Family	+5	Endurance	+6

Streetwise	+5	Awareness/Notice	+4
Language (Japanese)	+4	Vampire Lore	+3
Wilderness Survival	+3	Athletics	+3
Brawling	+6	Melee	+4
Motorcycle	+6	Rifle	+4
Basic Tech	+2	First Aid	+2

CYBERWEAR:

Chemskin, Dataterm link, speedware, contraceptive implant, muscle and bone lace, nanosurgeons, cybersnake

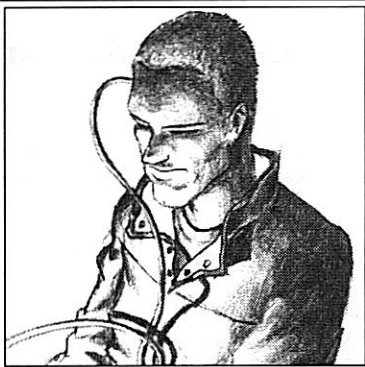
EQUIPMENT:

Berruda; sunglasses; Militech Ronin

BACKGROUND:

Being Ishiro's sister isn't easy. Of course, she also quite enjoys a good time, but she seems to have to pull his ass out of the fire everytime. She really likes her brother and would follow him to the end of the world and back. She sorts of enjoys the coven life, not having to worry about being found and everything, although she also enjoys the thrill inherent to living on the Edge.

VAMPIRE # 6



Streetname: Fractal Boy Real Name: Dan Newberry
Role: Vampire/Netrunner Specialty: VR Artist

GAME STATS:

INT: 9	REF: 3	TECH: 9	COOL: 4
ATTR: 4	LUCK: 6	MA: 5	BODY: 4
EMP: 7	PSY: 3		

DESCRIPTION:

Sex: Male Age(App./Real): 26/36
Ethnic Origin: American Age lvl: I
Hair Color: Blue w/ orange strand Hair Style: Crew cut, except for long strand
Height: 6' 3" Weight: 130 pds Eye Color(s): Blue
Dress & Style: Shabby bag lady chic
Distinguishing Features: B.O.

PSYCHOLOGICAL:

Motivation: Survival ExMode: Shy
InMode: Vengeful
Quirks: Fast (+1 MA); Destruction: Pour holy water on;
Rises earlier than usual

SKILLS:

Name	Level	Name	Level
Interface	+9	Awareness/Notice	+3
Composition	+6	Educ. & Gen. Knowl.	+7
Eidetic Memory	+6	Library research	+3

Programming	+8	System knowledge	+6
Vampire lore	+4	Handgun	+2
Basic tech	+8	Cyberdeck design	+5
Cybertech	+5	Electronics	+5
Elec. security	+3	Forgery	+5

CYBERDECK:

Cellulardeck (Memory, speed), scanner, chipreader/recorders, Programs: Jackhammer, worm, raffles, Hidden virtue, replicator. He also possesses some home made virtual graffiti art programs and the like.

CYBERWEAR:

Interface plugs, skinwatch

EQUIPMENT:

Canvas bag (for cyberdeck), Honda Metrocar, MicroTech VR BBS ("Fractaland") in bedroom;

BACKGROUND:

Fractal Boy enjoys the net maybe a bit too much. After all, he can be someone who he isn't in real life there, but sometimes having your head in the net for too long might not be a good thing. On one of his weekly visit to the "Smiling Beaver" (a virtual reality construct of dubious nature), he was turned into a vampire by a vampire that happened to be in the neighborhood and needed substance (a "hooked up" runner is a quick and easy snack for vampires). Fractal Boy spends almost three quarter of his waking time in the net and basically has no social skills whatsoever. Needless to say, he is the constant butt of jokes (especially from Ying and Yang). He was taken in as an act of pity from the Master. He is, however, a wizard on the net.

NPCs: SMITH COVEN

Unlike the older Salieni Coven, the Smith's is fairly recent, having been founded in the 1950's. The original master is still head of the coven, and the total number of members never exceeded six. They are very peaceful, but a little too much into style and fame. Two of the members are developing rockers, whose publicity might cause trouble in the future...

The Smith coven will be all but exterminated in the raid of December 7th. The only survivor will be Peter Fawlkes (see description p.88 of Night's Edge), who was rehearsing with his band. After the attack he will disappear for a while, shunning everyone in fear of getting them into trouble, telling his band that he is on "vacation"...

GMs may feel free to extrapolate on this information and build anything they need to flesh out the coven if necessary.

NPCs: LINCOLN COVEN

Also a very old coven, dating back to the late 1800's. They have gone through four masters and are currently on the fifth due to a great deal of internal strife. Their current master is a mature vampire (A.L. 3) from South America, Juan Rodriguez, who took over by force. He has imposed a very strict totalitarian control over the twelve members who are all quite young children of the night (all within 5 years of age as vampires – meaning fledglings and youngs only). Rumor has it that Rodriguez is, or was, involved with guerilleros, and that some of his money might come from drug deals. They have one coven house downtown.

The Lincoln Coven house will be attacked on the raid occurring December 10th, but only four fledglings will be killed. Rodrigues has left them to die defending the coven – promising advancement if they succeeded – and took the rest to a secret safe-house. If push comes to shove, Lincoln members MAY temporarily side with Salieni members, but they are much more likely to attack them when they discover their weakened state. As with the Smith Coven, GMs should use this information to build the Lincoln Coven as required.

JUAN RODRIGUES



Streetname: Cruel Jack Real Name: Juan Rodrigues
Role: Vampire/Fixer Specialty: Black Ops merchant

GAME STATS:

INT: 10 REF: 9 TECH: 4 COOL: 6
ATTR: 10 LUCK: 3 MA: 9 BODY: 7 (12)
EMP: 2 PSY: 6

DESCRIPTION:

Sex: Male Age(App./Real): 40/184
Ethnic Origin: South America Age Iv: III
Hair Color: Black Hair Style: Long, straight
Height: 5' 9" Weight: 160 pds Eye Color(s): Green
Dress & Style: Corporate
Distinguishing Features: Cruel, thin face

PSYCHOLOGICAL:

Motivation: Money! ExMode: Cold
InMode: Cold
Quirks: Strong (+2 BOD), Intimidating (+1 Cool); Destruction: Pouring holy water on, Fear of crosses and Cannot enter churches

SKILLS:

Name	Level	Name	Level
Streetdeal	+9	Intimidate	+7
Persuasion/Fast Talk	+7	Awareness	+6
Brawling	+6	Handgun	+7
Melee	+8	Forgery	+6
Streetwise	+7	Pick Lock	+6
Pick Pocket	+7		

PSYCHIC POWERS:

Name	Level	Name	Level
Radikinesis	+8	Teleporation	+7
Transform	+7	Electrokinesis	+6
Psychic Focus	+7		

EQUIPMENT:

BMW-McDonnell Douglas AV-7; EBM "PCX" MiniComp;
Mini Cell Phone; B & E Tools;

BACKGROUND:

A hard, cruel man, Juan rules his coven with an iron hand and a whip. Coming from South America, he has lived a hard life there for the better part of his life. Finally leaving when he was 36 years, he came to America wanting to make a good life for himself. Instead of finding the promised land, he found a life that was not all that different from what he left behind. He quickly turned around and decided to stay and make the best of what was offered to him. He joined the local mob and quickly risen in ranks until he double-crossed one person too many. Unfortunately, the person he double-crossed was the leader of the Smith coven at the time, Will Berkeley. Berkeley didn't kill him, as Juan feared, but rather turned him into a child of the night. Juan quickly joined the coven, and a few years ago, bumped off the old Berkeley to finally take over the coven. No one knows much about him, since most of the people who were part of the coven before him have died in somewhat mysterious fashion, and all the members of the coven were created by him. Lots of rumors circulate about him, amongst other the fact that he was involved in South America as a guerilla (which is false).

RULE ADDENDUM

The following section deals with the passing on of "Traits" from old members to new members of the same coven. These rules were left out of the Night's Edge supplement but mentioned in the description of the Salieni Coven in the adventure: Hunting Season (Night's Edge p.87). Traits transmission comes in two kinds: physical and psychological.

Physical traits (namely the stat quirks and maybe one or two miscellaneous ones) are passed down to the fledglings via the blood transfer from their creator. Blood cells contain the DNA of the person, meaning his/her entire genetic makeup, and the strange molecular transformation producing vampirism also allows some traits to be induced to the newly created vampire. However, this does NOT mean that being bitten by a vampire of many abilities will enable the young fledgling to inherit the powers of his mentor. The "genes" are recessive, meaning that they lie dormant within the new vessel, and only further down the bloodline MAY they become active. Because all covens stem from a particular vampire, or one created by that master, a kind of concentration of those genes occurs, permitting a somewhat enhanced chance of the strong physical traits of that master to be inherited by his brethren.

Psychological traits (namely the destruction/fear quirks and the rest of the miscellaneous ones) are another matter entirely. As a fledgling is created, the shock of the transformation is a very unhooking thing that may lead to insanity. This is an impressionable age wherein beliefs are formed, literally etched in the stone of the mind. Those traits are the direct results of the teachings of the master, forever impressed upon the unconscious of the fledgling, whose mind is in a dangerous state of turmoil and will easily come to accept those as facts, reality to anchor them into sanity once more.

In game terms, it means that the GM can decide to assign to a coven a list of transmitted quirks (from 2 to 5 maximum, so as to leave room for PC's choice). HOWEVER there IS a catch to this! Remember that all traits must cancel each other in point values, that the quirks gained COUNT toward the maximum of 8 allowed, and that not all traits are automatically gained (the RECESSIVE thing):

- for each physical trait to be gained, multiply its point value by the A.L. of all vampires in the coven (NOT counting those who joined from the outside, if any – in doubt roll 1d4, up to a maximum of 50% of outsiders – the GM MAY allow a bonus if an old vampire was known in the coven's bloodline (A.L. 4+), maybe counting him as a member with half his A.L.). The result will give you the base percentage chance of actually inheriting the quirk.

(For example, a new Salieni fledgling has 48% chances to gain the Fast trait – +1 MA for a +3 value, and 12 members with only 1 outsider – Boriechi gives 4 A.L.; Bellfry 3, and the remaining nine, 1 each, for a total of 16, which is multiplied by 3). Of course, Luck points may be used on that roll (+5% per point), BUT ONLY those the PC has at the time of the transformation.

- For each psychological quirk to be AVOIDED (being the results of teachings while heavily traumatized, psychological quirks are automatically gained by the fledgling unless resisted), roll INT + COOL check versus 20 + A.L. of the master of the coven. Special conditions or use of appropriate psychic powers may warrant an increase in the difficulty level (+1 to +10).

(For example, the same fledgling tries to resist his growing fear of being destroyed if immersed in running water. His check would be versus 24 – 20 + Boriechi's A.L. 4 – but unfortunately Boriechi uses a combination of charm and mania powers, warranting a +6, for a total of 30 (Good luck!!))

Sharp minds out there may have already noticed that Education quirks are not included in the traits susceptible of being transmitted. This is simply because they have more to do with training than genes...

Suggested traits for the other covens are:

SMITH COVEN: Charismatic (EMP +1), beautiful (ATT +1), fear destruction by decapitation (Highlander syndrome) and awakens later than usual;

LINCOLN COVEN: Strong (BOD +2), intimidating (COOL +1), fear destruction by pouring holy water on, fear crosses and cannot enter churches.



And they shall come for thee,
Unannounced, uninvited,
Incorporate bodies, soulless corpses.
And should they catch thee,
Unaware, unprepared,
Then pray the Lord for your eternal soul,
For they might NOT kill you...
- Gabriel Hunter, War Journal Entry #73

This section deals with the first raid of the coven by the ARASAKA operatives trying to execute the extraction of Adam and Iyesu.

Prior to that part, however, is a look at several OUTSIDE SOURCES of information that the GM should be aware of. These are all possible clues to the whereabouts of Adam and Iyesu, as well as some other data a PC looking in the right direction might find. This is especially important if your party decided to split up to investigate, or has access to several sources of information (media, fixer, net, etc.), or is simply asking a LOT of questions around. BUT, remember that anyone looking for something or someone is bound to attract the attention of another party (be it a new guy interested in what's going on, or the one trying to keep it under wraps...)

OUTSIDE SOURCES

ON IYESU TANGA:

- His wife can provide most of the info in his background. However, the job part is rather fuzzy to her. She knows he was involved in top projects but that's it. If asked, she will say that she and her husband have been kinda estranged for the last year. She may reveal the name Joy, as one woman who did used to see her husband frequently in years past, but she doesn't want to face the possibility of infidelity as the reason for her husband's disappearance. She has met Adam but twice and knows nothing of him.

MARIKO TANGA



Role: Corporate

GAME STATS:

INT: 8	REF: 6	TECH: 3	COOL: 5
ATTR: 8	LUCK: 3	MA: 3	BODY: 6
EMP: 3	PSY: 0		



DESCRIPTION:

Sex: Female Age: 45 Ethnic Origin: Japanese
Hair Color: White Hair Style: Short, wavy
Height: 5' 2" Weight: 90 pds Eye Color(s): Black
Dress & Style: Corporate
Distinguishing Features: None, really

PSYCHOLOGICAL:

Motivation: Greed ExMode: Friendly
InMode: Calculating

- Iyesu's itinerary was supposed to bring him to Chicago from Japan for a week, then to L.A. for another week. Checks on reservations will confirm that the rooms were paid for, but that Mr. Tanga has not been seen. Further investigations will also reveal that Iyesu did pay good money NOT to be disturbed by anyone (including the staff) unless specifically cleared by him. Actually Iyesu did offer both rooms to colleagues for the duration of their respective seminars.

When police are asked to look into the disappearance of the bioengineer, it is halfway into the L.A. week.

- Edmund Rouge is a master geneticist who, disliking corporate environment, decided to split and start free-lance work. He has set up shop in a remote suburb of Night City and gained quite a reputation in the streets as one to go to when one needs biowares... (Installed by Rouge himself and on a par with anything commercially available). However, Rouge is NOT an easy guy to find.

If you are unknown to him, you will have to let the word on the street that you want to meet him (Streetwise check; an invitation will be forwarded in 2d10 days, minus one day for each point you got on your roll over 18). At the time of the meeting, a young boy (Liuang) will escort your party (no weapons allowed... and THERE will be verifications) through a maze in the sewer system, up to Rouge's place.

The lab is high-tech and pretty tight security-wise (GMs will have to wing the details if necessary). Rouge will have the following info before December 1st: he hasn't seen Iyesu since last year at a seminar, and they then talked briefly about some project he was working on, something having to do with bioengineered reflex booster and regeneration processes. He recalls telling him that this last part was more in the field of a Doctor Alecto he had heard about.

After December 1st: He has now been contacted by Iyesu who has asked him to be part of the Lilith project. He has not told much as Iyesu is wary of communications, and has been told that "he will see". Since he is now aware that certain parties are looking for him, Rouge will carefully check anybody asking questions about Tanga, alerting him after sending any such persons on a wild goose chase. Monitoring Rouge's comlink may trace calls between them (INT + Interface versus difficulty level 20; each 5 on the roll above that will close-in on Iyesu's cargo base at the rate of 5km, starting at 20km). Only three such calls will be made, excluding any by Rouge to warn of troublemakers. A false meeting will be arranged on December 5th between Rouge and Tanga, with Adam serving as the bodyguard, at a remote plant in a suburb (this is actually the turf of a vicious gang of boosters and is meant to get rid of any would-be pursuers. Nobody will be there except the gang and the unfortunates who intercepted the communication). If things heat up, Rouge will simply seek Sanctuary until the dust settles down.



EDMUND ROUGE

Streetname: Doc
Role: Medtech

Real Name: Edmund Rouge
Specialty: Biogenetics

GAME STATS:

INT: 9 REF: 5 TECH: 8 COOL: 6
ATTR: 4 LUCK: 6 MA: 5 BODY: 8/12
EMP: 4 PSY: 0

DESCRIPTION:

Sex: Male Age: 42 Ethnic Origin: European (France)
Hair Color: White Hair Style: Shaggy
Height: 5' 3" Weight: 140 lbs Eye Color(s): Grey
Dress & Style: Lab coat at almost all times
Distinguishing Features: Think mad scientist. Think grandpa. Mix and match and you got Edmund...

PSYCHOLOGICAL:

Motivation: SCIENCE! ExMode: Bumbling, Friendly
InMode: Always thinking about next project

SKILLS:

Name	Level	Name	Level
Med tech	+8	Education	+6
Awareness	+7	Biology	+9
Genetics	+9	Engineering	+6
Mathematics	+7	Electronics	+5
Pharmaceuticals	+6	Chemistry	+7

CYBERWEAR:

Cyberoptics w/ TSM, image enhancement, Micro optic, infra-red; neuralware; chipware socket; pain editor; grafted muscles; muscle and bone lace; skin weave; enhanced antibodies; toxin binders; nanosurgeons

- Johana Alecto is a talented biosculptor, owner of Revel-Elation, a highly acclaimed plastic surgery "boutique" catering to the needs of the rich and famous (or infamous). Before all the glitz of the jet-set, Johana was project director of the now bankrupt DNAAdvances (courtesy of ARASAKA), and did write some papers on the regeneration process. PCs can either meet her directly at her uptown boutique (sector B1 #4), by appointment only, or by chance in one of the hot night clubs of the city. The only way to have her talk is by using charm; the lady is jaded, and only appearances now seem to have any importance to her. (A successful Social or Seduction check versus difficulty 20 will let you inside her circle of groupies. Add 1 for each 5 over 15 in a secondary wardrobe or grooming check. To capture the lady's full attention you must succeed again on the check, but versus her COOL + 1d10, attempting to exceed twice

her roll. Getting her drunk may help you here, reducing her COOL by 1 for each drink she gets.) Unfortunately for the players, Alecto has no information of value and she is on ARASAKA's payroll. She has been told to report anyone trying to locate Iyesu to a fixer also working for ARASAKA, Bjorn Aeigerson. HOWEVER, Johana is playing a dangerous game: she is only PRE-TENDING to work for ARASAKA (she knows they are responsible for the fall of her old company and still harbors great resentment toward them. She has been waiting years for a way to get back at them, and now it seems the time has come). After about a week of snooping around with the PCs (she WILL stick to the one who "won" her attention – not necessarily a bad thing...) she MAY show them her true colors. Aside from her technical expertise and her jet-set relations, Johana has one ace in the hole: a powerful mafia boss owes her a big one for a job a couple of years back.

NOTE TO THE GM: This is your Deus Ex Machina, a way to get the party on track when they are stuck or the adventure goes badly. She can get anything (up to a 250,000eb value for material things or a person, or a code, or a location, etc...) BUT it will take a full week (7 days). If time is critical you may allow them to get it at the last minute, but each day sooner will mean that one of the PCs will owe the mafia boss a favor, to be collected when needed. BE SURE to convey the full measure of this deal to all players.

JOHANA ALECTO



Streetname: -
Role: Medtech

Real Name: Johana Alecto
Specialty: Biosculpter

GAME STATS:

INT: 9	REF: 6	TECH: 7	COOL: 7
ATTR: 9	LUCK: 4	MA: 5	BODY: 4
EMP: 7			

DESCRIPTION:

Sex: Female Age(App./Real): 24/32
Ethnic Origin: American
Hair Color: Light Blue Hair Style: Short
Height: 5' 9" Weight: 110pds Eye Color(s): Light blue
(this varies, depending on her mood)
Dress & Style: High fashion
Distinguishing Features: Continual look of boredom on her face

PSYCHOLOGICAL:

Motivation: Revenge ExMode: Jaded
InMode: Waiting for the right time

SKILLS:

Name	Level	Name	Level
Med tech	+8	Personnal Grooming	+5
Human Perception	+5	Seduction	+7
Biosculpting	+7	Genetics	+4
Biology	+7	Mathematics	+6
Physics	+4	Chemistry	+7
Pharmaceuticals	+6	Handgun	+5
Programming	+5		

CYBERWEAR:

Chipware socket (memory and reflex)

- The Harbour Police Department has a piece of info, although they don't realize it! One night in mid-November, a patrol officer encountered some men getting equipment in an old cargo in the bay. He was told that they were oceanographers performing some experiment in the bay and since their story did check out, only a passing note of it exists in the officer's report. Actually, this team is Iyesu's cover from some old experiment with ARASAKA back when he was a lowly lab assistant. Since it is used from time to time by ARASAKA, the info is valid. Iyesu is sure that they will never think to look for him in their own backyard. Iyesu has pushed the game so far as to give the policeman an anagram of his own name as the team leader: Ystna Gaeui! This info can get in the players' hands if one of them is a cop searching through the files – although keep in mind that metrocop are NOT highly regarded by the harbour police and may object to them snooping around in their data banks – or by having the patrolman recognize Iyesu's face at a suitable moment. This particular patrolman will periodically check the cargo's area in his beat, since Iyesu has asked him, quite politely, to do so to discourage any attempt by gangs to strip the cargo of their "research material" (meaning that a police boat will always be making a quick check at night).

- Fahrid Ackbar is an infamous tech from Alger, THE guy to see if you want anything technical made. With twenty years of experience in the field, Fahrid has yet to disappoint a customer (or, so it is said, for a customer to disappoint HIM...). However Fahrid is NOT the guy who takes any order just for the money. He has a set of rules about his clients: they must not be in a hurry, nor arrogant, and must be able to sustain a pleasant conversation at any time (it is considered the height of rudeness to get to business right away).

Fahrid will use his Human Perception to notice anything suspicious or shady about a potential customer, and promptly show him out if this is the case. For this reason, few potential customer bother to seek his aid (most of them being in a hurry). He lives in a big warehouse littered with thousands of parts and material (Security is very, VERY tight as booby-traps abound, hidden in the junk, and known only to Ackbar and his assistants – Electronic Security check versus difficulty of 30).

Fahrid will not divulge any precise info on his customer, but will say that a certain unknown oriental customer has recently ordered a cryotank (used in genetic engineering) and has requested it delivered in

New Zealand (This is actually a red herring on the part of Iyesu, who is perfectly aware that ARASAKA will be watching Ackbar in the hopes of getting to him. The address is an abandoned house with nobody around for miles. Shipping is scheduled for December 23).

Fahrid DOES know an important person: JOY (see below). In fact, when the PCs come to the warehouse, they will meet a beautiful young lady with short black hair, jeans and leather jacket, just leaving the place on her motorcycle, a brand new Cyberdeck in hands. He knows where she usually hangs out, a netrunner club somewhere in town.

FAHRID ACKBAR



Real Name: Fahrid Ackbar Role: Tech

GAME STATS:

INT: 7 REF: 6 TECH: 9 COOL: 9
ATTR: 5 LUCK: 4 MA: 3 BODY: 6
EMP: 9 PSY: 0

DESCRIPTION:

Sex: Male Age: 54 Ethnic Origin: Arabic
Hair Color: Black Hair Style: Wavy
Height: 5' 6" Weight: 275 pds Eye Color(s): Black
Dress & Style: Casual
Distinguishing Features: Smiles most of the time, even when he is angry. Also, a conspicuous lack of cybernetics...

PSYCHOLOGICAL:

Motivation: Good business ExMode: Friendly
InMode: Easy going

SKILLS:

Name	Level	Name	Level
Jury rig	+8	Basic Tech	+6
Cybertech	+6	Teaching	+1
Education	+2	Electronics	+7
Weaponsmith	+5	Awareness	+4
Elec. Security	+6	AV Tech	+6
Social	+4	Language(English)	+6
Handgun	+3		

- Joy McMureen is a young Netrunner from Chicago, just arriving in town... with Iyesu and Adam. She was, some years ago, in love with Tanga and they were lovers. Iyesu did break it up, and then she went back to Chicago, only to be contacted by him three months ago and offered to work with him again. Joy still has a big crush on Iyesu (even though her hormones will not let her forget the sight of Adam, nor the intense jealousy she feels toward Lilith) and any PC asking her about him will receive a vigorous denial, which a Human Perception roll over 18 will reveal as a nervous facade. As soon as the PCs leave, she will go tell Iyesu, making her an ideal tool for finding his hideout (Note that Adam WILL also spot anyone trailing the girl, and will certainly ask who they are, BEFORE they reach the boat).

JOY MCMUREEN



Streetname: Fatima
Role: Netrunner

Real Name: Joy McMureen

GAME STATS:

INT: 7 REF: 6 TECH: 8 COOL: 3
ATTR: 8 LUCK: 9 MA: 7 BODY: 5
EMP: 8 PSY: (5)

DESCRIPTION:

Sex: Female Age: 19 Ethnic Origin: American
Hair Color: Black Hair Style: Short, straight
Height: 5' 9" Weight: 123 pds Eye Color(s): Blue
Dress & Style: Leather jacket and jeans (Streetfashion)
Distinguishing Features: Can't lie very well, eyes betray her.

PSYCHOLOGICAL:

Motivation: Recognition ExMode: Aloof
InMode: Insecure

SKILLS:

Name	Level	Name	Level
Interface	+6	Awareness	+3
Basic Tech	+3	Stealth	+2
System Knowledge	+6	Electronics	+1
Cybertech	+2	Programming	+6
Personnal Grooming	+3	Expert (Rock'n'roll)	+4
Cyberdeck Design	+3	Wardrobe & Style	+4
Handgun	+4	Composition	+2
Motorcycle	+4		

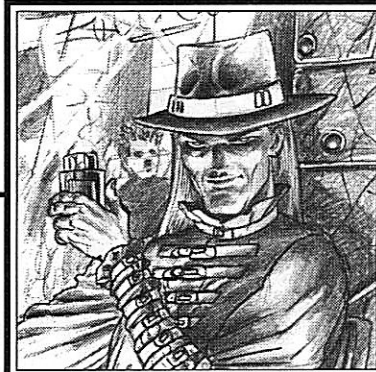
ON ADAM:

- Aside from the files of Iyesu and those left behind at ARASAKA - Japan, nothing really concrete can be found on him. However, an old Tokyo University paper could shed some lights on the bioengineering processes required to achieve someone like Adam. The paper itself was on future advancement of biogenetics, written as a term paper by a then young student: Iyesu Tanga. Only a science teacher will be granted access to the databank containing those papers (so if none of the PCs are, their resident hacker will have to forge an ID to get in - best done by using a terminal already in a university - a moderate difficulty check).
- Once Iyesu's hideout has been found, one could try to get inside his computer, which will be relatively easy, since only marginal security prevents one from getting entry in the system. The catch is that information inside is ALL in Japanese, AND coded mathematically (that is, each hour, the computer will assign a numerical value to each Japanese letter or number in its banks, putting each said value as a variable in a random mathematical formula, and transform the result into an equivalent Japanese letter or number which will replace the real one in the text. Note that only the information used or entered within the hour will be thus coded, meaning that many portion of a text, unless entered in the same hour, will NOT have the same key for decoding - aaarrgh!), providing incredible secrecy! It is nearly impossible to decode the data unless one is aware of the keys required (knowing the keys are mathematical formulas will make decoding a single page - and remember that this stuff is Japanese high-tech bioengineering technical terms - a matter of hours: 2d10. Knowing the right one used will produce a whole hour's worth in 1d5 hours, while having no idea what is the key will produce a page in 2d10 days - after that you will know that formulas are the keys).
- On December 15th, when ARASAKA publicizes their employee record about Adam, people looking into it will find that except where ARASAKA is directly concerned, nothing about the rather flimsy background can be verified... Mmm, what are they up to?
- From December 7th, the "Death's Heads" gang will know of Adam, as he will have begun his campaign to have them attack the offices of ARASAKA. He will be especially remembered by their former leader Shaka, who had the crap beaten out of him when Adam took over the gang for his personal use.

ON ARASAKA:

Bjorn Aiegerrsson is a fixer with some reputation in Night City. However, recent game losses and some people he crossed have forced him to accept his present role as a pawn of ARASAKA. In return for favors obtained, he must report each week about anything going on in the city which he is aware of, or considers worth mentioning. He has been asked to listen for any rumors about Iyesu and Adam in the city, as well as reporting anybody asking questions about them. Bjorn doesn't know the full picture but is aware that some big-shot medtech stole some documents that the company WANTS back, along with the perpetrators. (NOTE: to simulate Bjorn

contacts working for him, make a Streetwise roll each week of the game, making another one each day a special event occurs in the timeline. Each 5 over a base result of 10 will give Bjorn a hint about something going on, be it PCs' or NPCs' actions. The higher the result, the more precise his info will be. At the end of each week, Bjorn will send his report to ARASAKA, along with any description or photos of the persons mentioned in it. Characters being mentioned in this report can expect to be either hired by the company if they feel they can help, or eliminated...)



BJORN AIEGERRSSON

Streetname: Spade
Role: Fixer

Real Name: Bjorn Aiegerrsson

GAME STATS:

INT: 7 REF: 7 TECH: 2 COOL: 8
ATTR: 7 LUCK: 8 MA: 6 BODY: 5
EMP: 7 PSY: (5)

DESCRIPTION:

Sex: Male Age: 30 Ethnic Origin: European (Sweden)
Hair Color: Blond Hair Style: long, straight
Height: 6' Weight: 142 lbs Eye Color(s): Brown
Dress & Style: designer clothing
Distinguishing Features: always wearing a fedora

PSYCHOLOGICAL:

Motivation: Money ExMode: Charming
InMode: Selfish

SKILLS:

Name	Level	Name	Level
Streetdeal	+6	Handgun	+4
Wardrobe and Style	+4	Personal Grooming	+6
Persuasion	+4	Awareness	+5
Stealth	+4	Brawling	+2
Forgery	+5	Melee	+4
Pick Lock	+4	Pick Pocket	+4
Intimidate	+4		

- Johana Aleto also knows that some big-shot medtech stole some documents that the company WANTS back, along with the perpetrators.
- The local chapter of the Sun Knights will offer their particular services to ARASAKA on December 5th, after the second raid on the Salieni coven house. They will be fed the large scale experiment explanation that ARASAKA believes is happening (see Summary of the adventure), but will actually keep to themselves the fact that they are actually hunting REAL vampires...



OUTSIDE ENCOUNTERS

As with any real life investigation, sometimes things happen which just have nothing to do whatsoever with the case at hand. Life in the city does NOT revolve around this adventure, so feel free to have random city events happen to the PCs or in the city in general.

As the vehicle was steadily nearing the objective, the guys checking weapons and equipment for the last time, anticipating with glee the job to come, and the pay it promised, Zucker felt somewhat uneasy about all this. He let his thoughts wander back in time, a few minutes ago when he was introduced to the suit in charge of the whole shabang... There was no light in the office he had just entered, just that filtering through the skylight up above them. The suit was behind his mahogany desk, comfortably sitting in a designer chair, the smoke from his cigarillo making the light acts as blue laser beams silhouetting his shape in the dark. The cigarillo left his mouth to join his hands, and I could feel his eyes staring at me, wordlessly... Then he suddenly broke the eerie silence with a commanding voice: "I want them BACK, Zucker!...DON'T fail me..."

LOCATION: SALIENI COVEN

(See description in Part 1.)

LOCATION: ARASAKA'S OFFICES

(Use the description of the building in Night City to create appropriate floorplans, keeping in mind that you will need a cell area to hold Bellfry, some kind of lab for the brainwashing, a computer room and offices)

ACTION: ARASAKA

The extraction team of ARASAKA will enter the coven house at 1100 hrs. The 8 men team will split in two groups, one in the front and the other in the back, simultaneously entering the premises. After their initial surprise (after all, NOBODY opposes them), they will find everyone strangely asleep in the rooms of the house, probably on some heavy drugs as none of the occupants even reacts to their presence. Zucker, seeing that their targets are nowhere in sight, and fearing to return empty handed, will judge it in his best interest to take one guy in for "debriefing" in case he knows where Adam and Iyesu are. That poor fellow will be Bellfry... who will of course burst in flames when outside, to the utter amazement of Zucker and friends... They will, however, act professionally, and take him away before any undue attention is drawn to them, letting the suits worry about what to do about him.

REACTION

- Since the extraction team will surely NOT close the doors behind them, and IT IS in the middle of the day; unscrupulous characters will no doubt take advantage of this "open door day", especially when they realize that nobody inside reacts to their presence. The vampires will wake up to a stripped clean conapt (possibly with some graffiti covering the walls) and a missing person. As nobody in the neighborhood saw anything (they NEVER do), Boriechi will organize a city-wide search for Bellfry, thinking that he may have gone insane, or went to Charlene's place to get her back. He will dismiss any vampire-hunter theory, as they would surely be all dead if the Inquisitors or the Sun Knights were involved. For safety reasons, he will order everyone to go to the second coven house until things start to get clearer.
- Unknown to everyone, there was actually a witness to the extraction: Alfred Amuro, a 9 years old boy, saw the whole thing from behind a trashcan in the alley where he was playing. He even got a treasure from the great battle... a shiny collar pin he proudly wears on his jacket (actually an ARASAKA logo pin lost by one member of the extraction team). For a whole week, Alfred will be "spying" on the coven house in the hopes of seeing more action. Anyone making an Awareness check versus a difficulty of 18 while checking around the house, will notice a boy looking at the house from his house across the street. The boy is eager for adventure, and using that as an incentive will surely make him retell his story (as will the promise of another "treasure"), BUT fear will not (he will more than probably call the cops with a truly horrible story about the PCs/NPCs). On the other hand, if you are too impressive, Alfred may try to follow you everywhere...
- Non-vampires PCs have very little chance of hearing about this, although word could leak about the stolen merchandise (it is not everyday that such expensive things get in the hands of some two-bit street punk. They will surely brag about how easy it was, and how everybody in the house was out cold "on some heavy stuff, man!"), leading them to the house, and maybe to Alfred... Streetwise check versus 20 (15 if part of a gang or Nomad pack and looking for such merchandise).
- ARASAKA boys will have their hands full with Bellfry. The combined isolation and burning have shattered his psyche, making him utterly insane. Zucker's team will be all but slaughtered when they arrive at ARASAKA's. When the medtech attempts to do an autopsy on the corpse they will find him still, if barely, "alive". The suits will immediately set to "salvage" him, discovering in the process his remarkable powers, even if at the cost of some lives. Assured now that Tanga is launching a major large scale experiment (what other explanation

could there be?) with the financial help of another corporation, ARASAKA will brainwash Bellfry into thinking that his former friends (the vampire community) are responsible for his monstrous state. As a result, he will develop a Doctor Jekyll/Mister Hyde persona, where his Hyde side will surface when confronting other vampires. Promised a "cure" for his condition, Bellfry will give ARASAKA the locations of all known coven houses...

NPCs: ARASAKA TEAM

Those are the standard goons used by the corporation.
(See the CyberPunk rulebook p. 191)

NPCs: ARASAKA REGIONAL DIRECTOR



MATSUHIRO SONADA

Streetname: Shogun
Role: Corporate

Real Name: Matsuhiro Sonada

GAME STATS:

INT: 8	REF: 5	TECH: 5	COOL: 9
ATTR: 8	LUCK: 2	MA: 9	BODY: 7
EMP: 6	PSY: (5)		

DESCRIPTION:

Sex: Male Age: 42 Ethnic Origin: Japanese
Hair Color: Black Hair Style: Neat, short
Height: 6' Weight: 180 pds Eye Color(s): Black
Dress & Style: corporate chic
Distinguishing Features: Chain smokes when worried

PSYCHOLOGICAL:

Motivation: Power & Honor ExMode: Cool efficiency
InMode: Cold, Calculating

SKILLS:

Name	Level	Name	Level
Resources	+8	Social	+7
Wardrobe & Style	+5	Personnal Grooming	+4
Awareness	+6	Education	+7
Persuasion	+7	Intimidate	+5
Thai Kick Boxing	+4	Handgun	+4
Human Perception	+5	Library Search	+4
Stock Market	+4		

CYBERWEAR:

Speedwear (+3 to Init for 5 turns)

*Tonight the stars are shining,
But inside I feel I'm dying,
And there's no whisper in the wind.
In my room I'm all alone...*
- **Transvision Vamp, Landslide of Love**

This third part of the adventure deals with the events from December 2nd (the second raid of ARASAKA in the Salieni coven house) through December 10th (the raid on the Lincoln coven house). This time period will see the vampire community hit hard by forces bent on their utter destruction, while Adam decides to take the ARASAKA threat into his own hands.

LOCATION: VAMPIRE COVENS

GMs should design the other coven houses, bearing in mind the fact that Smith's should have a musician/artist feel, while Lincoln's is a military one.

ACTION

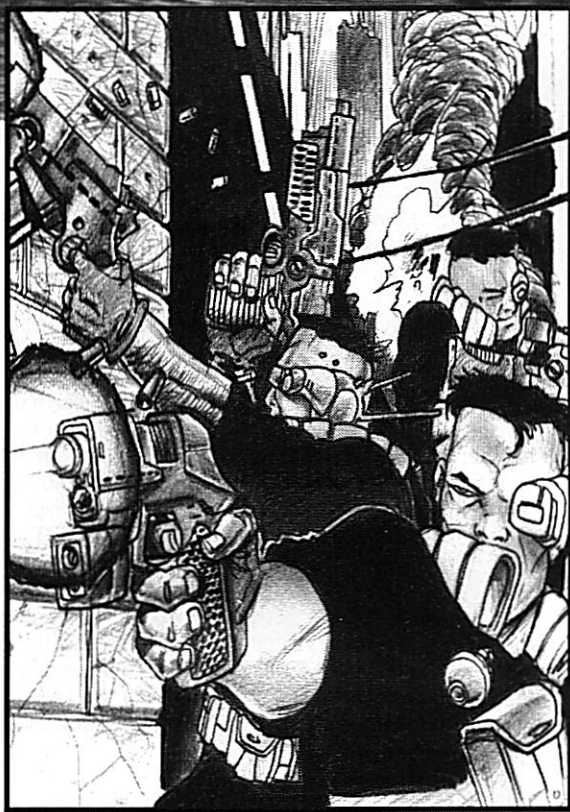
A replenished ARASAKA extraction team, — they have learned their lesson and are now heavily armed and armored, of which four with flame-throwers — led by a crazed Bellfry will first attack the Salieni house at around 2300 hrs. Boriechi and five others (the vampire PCs will be gone feeding — it could be a good idea for the GM to calculate feeding time from the transformation of the PCs to this date, so as to be able to make it look like the normal routine. Make sure they don't come back before midnight!) will be taken by surprise while cleaning the house of any suspicious evidence (two will be taken, one by one, in ambush outside by Bellfry, and Boriechi and the rest taken out in a storm of napalm).

The same operating method will be used in the next two raids, on the 7th (the Smith coven is nearly annihilated) and the 10th (four young vampires perish there), but, THIS TIME with the expert help of the Sun Knights.

ENCOUNTER: ARASAKA EXTRACTION TEAM / SUN KNIGHTS

The PCs won't encounter them unless they happen to be at the wrong place at the wrong time. Vampire PCs will be given no quarter by the Sun Knights, so if only one or two are present, have them taken as guinea pigs INSTEAD of having them killed. Non-vampire PCs on the scene will most likely be quickly taken out (NOT pressing your luck and playing possum is strongly suggested). REMEMBER that even if vampires are stronger than ordinary humans, the ARASAKA team-Sun Knights-Belfry combo is a highly dangerous thing! They will survey the target before any attack, avoiding ambushes and booby-traps set for them, striking at the most vulnerable place, at the most favorable moment (but always at night so as to have their "Bellfry advantage").

"This is Trish Brown for NCI, reporting live from downtown where, as you can see from the intense fire right behind me, the fire department is hard at work to contain the raging flames that already have claimed the lives of an estimated five persons tonight! Police officials have yet to issue a statement,



but already this reporter can tell you that this isn't no ordinary fire. Will we again be caught in the maelstrom of a pyromaniac dementia like a few years ago, or is this some kind of cover for yet another illegal activity in this sector? More on this story at eleven... Back to you John!"

REACTIONS

The torching of the Salieni house will set things on high gear:

- The police will have to investigate the destruction, discovering in two days that flame-throwers were used, that the burned corpses had peculiar DNA anomalies, and that a heavy battle preceded the fire. A kept secret will be the painted symbol of a sun with a sword, along with the words "Leeches must be burned away" found half caked on the wall of the destroyed residence. (Anyone accessing the police files can get this info in the reports of the forensic department.);
- The media will cover the fire as any criminal fire, but WILL have a field day when the other two raids occur. Speculations will range from arsonist to gang war, to corporate clean-up job. The events will be linked to many others who similarly happened in California over the past year (actually, most are not related, but some are the work of other chapters of the Sun Knights operating in California);

- The other corporations will now truly begin to suspect something is afoot, especially when ARASAKA's presence in the city begins to increase dramatically (three quarters of the team are usually lost or incapacitated in each of the raids – NOTE that NOBODY is left, so as not to compromise the security of the missions). Sometimes rival Militech will suspect that there is something afoot, but since they are not exactly sure of what is going on, they will stay quiet... for now. A successful Street-wise check versus 15 will reveal that ARASAKA means business;
- After the Salieni hit, the vampire community will be in turmoil. Not knowing exactly who the attacker is (although they strongly suspect Sun Knights, they do not understand the significance of the missing bodies), the consensus is to fortify their houses in case they hit another coven (when the Smith coven is hit, it becomes clear that the whole community is at risk, and that hiding is best in the day, while searching for clues in the night time, being careful to avoid discovery (SPECIAL NOTE: GMs MAY want to consider using the Sun Knights encounters as set in the mini-scenario, HUNTING SEASON – p.89 of the Night's Edge sourcebook – to reflect their partnership in the vampire hunt)). ALSO note that the Lincoln coven will MORE THAN LIKELY attempt to take advantage of the reduced strength of the Salieni coven to attack them in a bid for power and control of San Ignem;
- After the December 2nd raid, and the subsequent deployment of ARASAKA's forces in the city, Adam will conclude that they have somehow found them, and think that they are hiding within the vampire community (Adam has been incredibly careful as NOT to make direct contact with any vampire, not knowing what reaction he would have to him. He is aware that vampires cannot operate as well as himself on many levels, and his questions remain unanswered by an otherwise-occupied Iyesu). Willing to prove his worth to Tanga, as well as find acceptance with the vampires, he has formulated a mad plan: he will recruit a band of warriors to attack the offices of ARASAKA, thereby ending the threat to both the vampires and himself and Iyesu... Of course, this is unlikely;
- Non-vampire PCs playing in the adventure will have to forge their own conclusions on what is going on, depending on the clues they may have uncovered up until now. Any discovery of the vampire community at this stage COULD be quite dangerous. Vampires will not want any more trouble, and may not think they have something to gain from the PCs (it will be up to them to convince them to keep them alive... for now). Of course, PCs MIGHT NOT REALIZE they confront vampires, but perhaps only a particularly deranged posergang...

NPCs

Use the same goons as in part 2 for the extraction team, only better armed and armored, not forgetting the flame-throwers. As for the Sun Knights, create your team using the example provided in the Night's Edge sourcebook, p.87.

NPC: SUN KNIGHT LEADER



ELIAS O'REILLY

Real Name: Elias O'Reilly Role: Tech
Specialty: Rook

GAME STATS:

INT: 8	REF: 8	TECH: 8	COOL: 9
ATTR: 5	LUCK: 10	MA: 5	BODY: 8
EMP: 6	PSY: 9		

DESCRIPTION:

Sex: Male Age: 35 Ethnic Origin: Irish
Hair Color: Red Hair Style: Wild
Height: 5' 6" Weight: 160 lbs Eye Color(s): Green
Dress & Style: Combat fatigue or blazer w/ turtleneck
Distinguishing Features: Smokes horrible smelling cigars, barks orders like a drill sergeant

PSYCHOLOGICAL:

Motivation: Save Mankind (!) ExMode: Gruffy
InMode: Driven by religious fervor

SKILLS:

Name	Level	Name	Level
Jury rig	+8	Vampire Lore	+5
Basic Tech	+4	Cyber Tech	+8
Electronics	+9	Meditation	+2
Endurance	+5	Handgun	+5
Awareness	+7	Stealth	+4
Electronic Security	+7	Disguise	+4
Psychic	+6		

CYBERWEAR:

R. Cyberarm, Smartgun link, targeting optic/thermal

EQUIPMENT:

Sternmeyer 35 w/ 2 clips, Kevlar jacket & pants, CityCar, Cellular phone, Disguise kit, 6 movement sensors, Mekit

BACKGROUND:

A good catholic member of his community, he was a drill sergeant in the army but got out after seeing too much senseless violence. After narrowly escaping from an encounter with a vampire (in which he lost an arm), his religious fervor made him a perfect tool for the Sun Knights.

When only a few of us are left,
We will feel an irresistible pull,
Towards a far away land,
To fight for the Prize...

In the end, there can be only one...

- JUAN SANCHEZ of Villa Lobos Ramirez, Highlander

Events covered in this section deal with the aftermath of the previous ARASAKA raids against vampire covens, leading to the failed attack of their offices by Adam and a group of misfits: the Death's Heads.

"This is Trish Brown with an update on the attempted attack at ARASAKA, which occurred only a few minutes ago right on this spot. As you can see, police officials are still counting the bodies of the assailants, which have been identified as members of a boostergang: the Death's Heads... Well, they did have that name right! A representative of the company, denying that ARASAKA used heavy weaponry against the attackers, said that some ex-employee might be responsible for this mess and that a full statement will be given to the press later on..."

LOCATION: ARASAKA

The action will only take place on the outside of the building. Look at the description in Night City, not forgetting the buildings around.

LOCATION: DEATH'S HEADS HEADQUARTERS

Find a suitable low-life sector of the city, and then use an old abandoned warehouse as their HQ: dust, crates all over the place, beer cans, hanging cables and lamps, bunks and motorcycles parked randomly, and of course, the gang's flag hanging proudly on a wall.

ACTION

- Adam will begin on December 8th a search throughout the city for a suitable gang, finally deciding on the Death's Heads. He will first try to enlist them to his cause by talking to a few members, but will soon have to deal with the gang's leader: Shaka. He will not take kindly an outsider messing with his troops, and will order Adam to get the hell out or else... Not having much time to complete his plan, our good Adam will enquire about how he could have the gang listen to him, to which Shaka will answer: "only if you were the leader..." Adam will then challenge Shaka, who had no choice if he was to keep face, and utterly defeat him. With that out of the way, Adam will easily "convince" the rest of the gang (only a few left with Shaka) to take on ARASAKA, appealing to their desire for power (who would dare to mess with them after that) and recognition, and taking the rest of the time to build his assault force.

The attack will take place at 0100 hrs, with the band of some thirty members taking on the ARASAKA building. Unfortunately, security is quite tight and the raid will fail utterly. Zucker, on orders by Sonada, will actually let the rioters (they will think it a simple riot until a camera spots



Adam in the crowd) come closer, paving the way for heavy weapon use. Police will be "notified" a full 10 minutes AFTER the shooting begins (it WON'T last very long), when Sonada realizes that Adam has managed to escape...

ENCOUNTER: DEATH'S HEADS

This is a typical cyberpunk boostergang. They number approximately fifty, about half of them being the female companions of the male members. The gang takes its name from an obscure 1990's comic book: Death's Head, a cybernetic bounty-hunter. Following the comic books, only males sport the apparent cybernetics, while females parade in skintight suits, wearing facial and body "war paints", biosculpted for beauty (note, however, that a few females have won by combat the right to bear apparent cybernetics, providing a beautiful but deadly effect).

PCs may or may not have anything to do with the Death's Heads, depending on their contacts with the gang: Adam will be very careful not to let anything out of the operation, but, things being what they are, someone might happen on some info (Streetwise check versus difficulty 25 (20 if your PC is already a gang member or a Nomad) – maybe Shaka, after a few days in the hospital, will try to enlist a friendly gang to reclaim his position; maybe word got out that Shaka is not the head honcho anymore; maybe on the night before the big day some guy partying too much got a big mouth and claimed that something big was gonna hit ARASAKA...). Also REMEMBER that what the PCs learn, BJORN may ALSO catch wind of...

REACTION

- ARASAKA will use the incident to snare Adam. Using footage from their surveillance camera, they will identify him as an ex-employee, Adam Lee, bent on revenge for the loss of his job a few months ago. Of course the media will play right along, linking him to the recent burnings of houses as well as many other unrelated but equally scandalous acts. All efforts will now go to locate Adam and Tanga.
- However, all this publicity will have a reverse effect on the Sun Knights who will decide to rescind their aid to ARASAKA, preferring to keep their activity secret, laying low for a few days, until the Adam problem is dealt with and they can return to hunt all the vampires they flushed out.
- The vampire community will want the head of Adam (Rodrigues first), thinking him responsible for all that happened to them (actually, HE IS!), and for threatening the secrecy of their kind. All their efforts will also be directed at finding Adam, but they will begin to suspect something is amiss when reports from human contacts have him spotted outside in the middle of the day!
- Feeling ashamed of himself for failing, Adam will go to Iyesu and spill the whole thing. Fearing for his Lilitu project, Iyesu will devise a masterful plan to get rid of ARASAKA and to allow their escape. For its realization, he will ask the assistance of Ackbar and McMureen, while in the final days before Christmas, Adam goes to win the vampire community to their side (oh boy!). (NOTE: at this time, anyone having seen Adam on TV AND the photo of him and Iyesu brought by his wife, will suspect that one will lead to the other...)

NPCs : DEATH'S HEADS

SHAKA

Streetname: Shaka
Role: Solo

Real Name: Leroy Jones
Specialty: Gang member

GAME STATS:

INT: 4	REF: 9	TECH: 3	COOL: 3
ATTR: 4	LUCK: 6	MA: 8	BODY: 10
EMP: 5	PSY: (1)		

DESCRIPTION:

Sex: Male Age: 28 Ethnic Origin: African
Hair Color: Red Hair Style: Slicked back
Height: 6' 4" Weight: 250 pds Eye Color(s): Blue
Dress & Style: Death's Head mask w/ bodysuit
Distinguishing Features: A long, nasty scar across his face

PSYCHOLOGICAL:

Motivation: Power ExMode: Arrogant
InMode: Arrogant

SKILLS:

Name	Level	Name	Level
Combat sense	+6	Awareness	+6
Stealth	+4	Dodge	+4
Streetwise	+6	Melee	+5
Handgun	+5	Rifle	+2
Athletics	+2	Submachinegun	+2
Weapon Tech	+2		

CYBERWEAR:

R. Cyberarm w/ wolfers (armored, thickened Myomar),
Speedwear, IR/Thermal/targeting optics, Cowl/bodyplate

TYPICAL DEATH'S HEAD



Role: Solo

Specialty: Gang member

GAME STATS:

INT: 4 REF: 7 TECH: 4 COOL: 7
 ATTR: 4 LUCK: 2 MA: 6 BODY: 9
 EMP: 4 PSY: (3)

DESCRIPTION:

Sex: Male Age: 20-26 Ethnic Origin: Varies
 Dress & Style: Blue bodysuit (but cyberwear is left in plain sight)
 Distinguishing Features: Behaves like comic-book cult figure

SKILLS:

Name	Level	Name	Level
Combat sense	+5	Awareness	+4
Tae Kwan Doe	+4	Melee	+5
Brawling	+5	Dodge	+6
Stealth	+3	Handgun	+4
Submachinegun	+4		

CYBERWEAR:

Kerenzikov Boosterware, Lowlight optics, Cyberarm w/ heavy pistols, Slice'n'Dice

EQUIPMENT:

Medium armor jacket, Knife

NPC: ADAM

ADAM



Streetname: N/A
 Role: Solo/"Vampire"

Real Name: Adam

GAME STATS:

INT: 9 REF: 12 TECH: 2 COOL: 12
 ATTR: 9 LUCK: 7 MA: 14 BODY: (10)14
 EMP: 5 PSY: -

DESCRIPTION:

Sex: Male Age(App./Real): 25/2
 Ethnic Origin: N/A
 Hair Color: Blond Hair Style: Short, wavy
 Height: 6' 2" Weight: 200 pds Eye Color(s): Blue
 Dress & Style: Streetwear (mostly jeans and t-shirt)
 Distinguishing Features: Curious about life and people

PSYCHOLOGICAL:

Motivation: Self-knowledge ExMode: Confident
 InMode: Confused

SKILLS:

Name	Level	Name	Level
Combat sense	+8	Mart. Art (Choi Li Fut)	+6
Athletics	+8	Melee	+3
General Knowledge	+7	Awareness	+8
Stealth	+5	English	+8
Japanese	+5		

CYBERWEAR:

Adam is a synthetic creation, combining biogenetic engineering with the latest techniques in nanotechnology. Unlike "ordinary" vampires, he can fully function by day and only require blood to keep his metabolism at full regenerative capacity (6 BODY of it once a week will enable him to heal 8 pts of damage a day, decreasing that number by one for each week without blood - minimum 4 pts a day). His senses are enhanced much like those of vampires (+4 to Awareness checks, see Night's Edge p.34 for details), but he doesn't suffer from quirks and has no psychic powers. Attempts to implant cybernetics will fail as his metabolism's high regeneration makes his body reject them.

BACKGROUND:

Adam is an android of sorts, created by professor Iyesu Tanga, fully grown in a cryotank by the miracles of biotech. Like a child, he has come to view Tanga as his father and was eager to obey him in all things. However, the recent events have had a confusing effect on Adam, who is now searching for his own self, his own values, faced with an unforgiving world, in an inhospitable city. He has learned that survival is of primary importance if he is ever to find some answers to his questions. He feels a little insecure with Iyesu, something akin to a little jealousy toward his disinterest in him in favor of Lilith. But Adam can be quite dangerous when he follows his intellectual conclusions to their logical ends, without the benefit of experience to temper them. Emotional responses are most likely to throw him off balance (he also tends to believe that what is beautiful cannot be harmful), BUT he will deal with aggression in a swift and deadly manner.

BEWARE...
 FEAR, ANGER, AGGRESSION...
 They all lead to the Dark Side.
 If you give in to them,
 FOREVER will they control your destiny!
 - Yoda, *The Empire Strikes Back*

"Live on NCI, this is Trish Brown, bringing you *FIRST* the news that shock. Behind me stands the once mighty ARASAKA fortress, now in flames following a devastating attack by an unknown force. No comment as been issued by the corporate representative at this time, but rumor has it that this attack may not be unrelated to the similar raids which have plagued the city in the past week, leaving one to wonder just *WHAT* is going on, and what is the part of ARASAKA in all of this!? We'll keep you informed on this major event throughout the evening with many special bulletins like this one... but let me tell you that, right now, I wouldn't want to be in the shoes of Mr. Sonada... This is, once again, Trish Brown for NCI, signing off with these images of destruction..."

LOCATION: ARASAKA BUILDING

GMs will need floor plans to the labs, computer room, and the roof of the building (see ACTION below for more details). REMEMBER that any vampire PC taken during a raid (as well as the intact bodies of the NPCs) will be stored in a cryogenic tank in the labs. Security will consist of 8 members at the entry level, 4 in the computer room and another 8 at the labs. Additional guards (1d10) can be summoned by radio, and will arrive within minutes (1d4). REMEMBER that if Sonada has tightened security by suspecting the attack (see EMP roll below), all guards will be **DOUBLE** the indicated numbers, more than likely with heavier weapons AND armors.

LOCATION: IYESU'S HIDEOUT

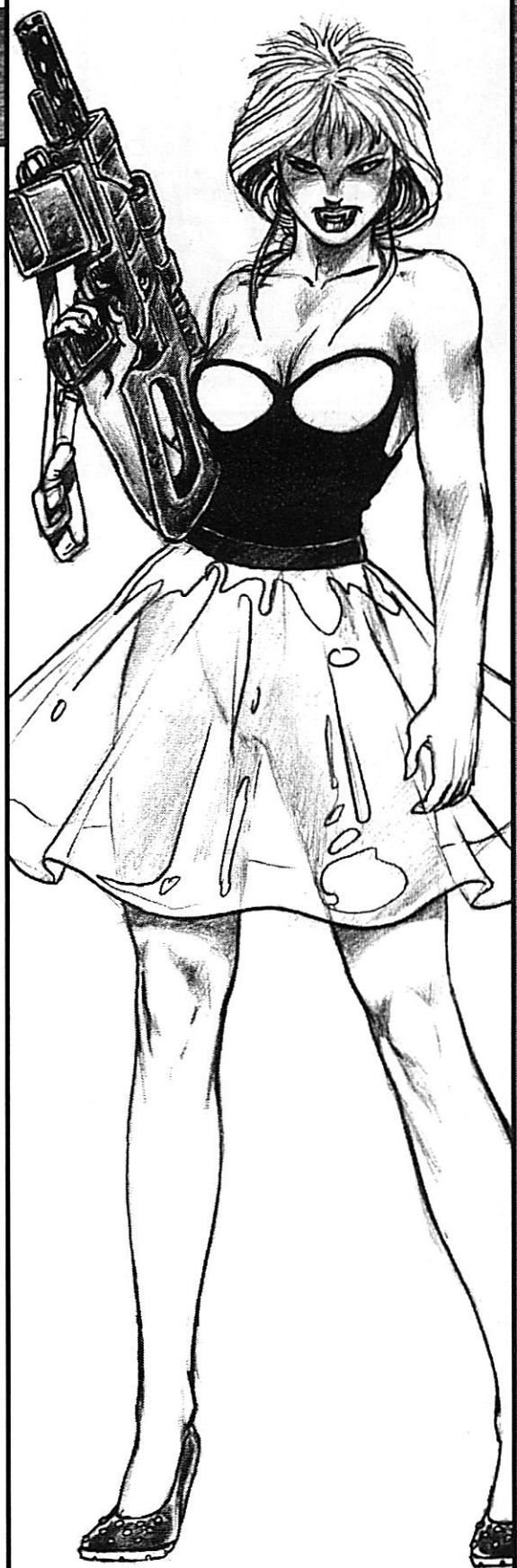
Use the belly of a cargo, complete with engine room transformed in power station, and the main hold in a high-tech "Frankensteinish" lab. The surrounding docks may also come in handy.

LOCATION: VAMPIRE MEETING POINT

Use a suitably low-key sewer tunnel, complete with rats, bad smells, yucky waters.

ACTION

- From December 17th to 23rd, Iyesu will coordinate the efforts of everyone in an attempt to implement his crazy scheme against ARASAKA. First, he will set about to transfer all the scientific equipment onboard the cargo. Crates will be ready by noon on the 20th, leaving only the main cryotank for Liliith and the required computers to monitor her life signs. Shipping will happen at night from the 20th through the 23rd, crates being loaded in trucks, trains or airplanes to different locations unknown, courtesy of Ackbar (he just **LOVES** the way Tanga holds a conversation... although genetics is a little out of his league). For the security of the transfer



process, Iyesu will ask the Harbour Police to have a squad car there each night, pretending fear of local undesirables. Iyesu and Lilith will leave on the 24th in an old Hercules-type plane at precisely 0100 hrs, hopefully with Adam on board.

McMureen and Ackbar's crew will begin working on a computer jamming system which will enable them to short-circuit the city block, giving Adam the edge he will need in invading ARASAKA. They will also design a virus program which will erase any remaining files about Project A-47 in ARASAKA's computer (all Adam needs to do is insert it in any terminal...). Since they will work at Ackbar's place until early in the morning of the 24th, only a Streetwise check versus 30 has any chance of an info getting out, and the only thing you will learn is that "something" big will happen on Christmas Eve, and that an entire city block will be affected. NOTE: Should this info reach Bjorn, he will immediately report to Sonada. Make a roll on Sonada's EMP: any roll below 15 will mean he dismisses the rumors as having nothing to do with Adam; any roll between 15 and 25 means he will double the security and let the word out that he offers a 100,000eb bounty on Adam or Iyesu, alive. (Within 3 hours, everyone involved with something in this story could be chased by a bounty-hunter if they show up on the streets. Roll a recognition check, using instead of 1d10, the highest of APP, Social, Wardrobe, Reputation; anything making a positive ID possible. Unscrupulous people will do ANYTHING for that kind of money); finally, any roll above 25 will indicate he will order an immediate raid against any potential target(s) he may have learned about until now (piece together the info Sonada has available and decide on the appropriate targets, including any and all PCs or NPCs who seem connected to this thing). Hits will begin one hour after the command is given... Should this MESS happen, the rest of the preordained story will more than probably go to hell.

GMs will simply have to wing it from there on. KEEP IN MIND that if Johana Alecto has shown her true colors, PCs might be able to short-circuit Aeigerson; they will have to do it close to the deadline, so that ARASAKA doesn't get suspicious about the silence of their man.

- Adam will help with the transfer until December 20th, when he will begin looking for the vampire community, searching during both day and night, leaving messages at places where they can acknowledge them. They will get the message, but Rodrigues will want him eliminated, and set up a rendez-vous in a sewer tunnel on December 23rd, intent on bringing along three members of his coven to take him down. Unfortunately, The Demon (a lone wolf) has heard about the ambush and will warn Adam (something about a code of honor), who will tell him to bring other members so he can tell them the truth about the ARASAKA attacks, and how they can help. The ambush will fail when the surviving vampires (including any PCs) interfere and Adam convinces them to help him on the attack. The debate will be closely won, when it is decided that they should burn ARASAKA down, and also Adam at the slightest hint that he is leading them in an ambush... (Don't be afraid to roleplay the heated exchange, perhaps landing in some blows for good measure.)

- The attack on the building will be three-pronged: one team will hit the main entrance one minute before the jamming is scheduled to happen, at midnight, acting as decoy for the other two teams (with the confusion, they expect to have sufficient time to get past security and penetrate inside). The second team will enter by the underground access tunnel leading to the private maglev train, and attempt to sabotage the generators at this level, joining with the first group after that. Finally, the third group will come by the air, landing on the roof, with mission to find the computers and introduce the virus. ALL teams are radio-linked, and are expected to search for the bodies of their missing friends which they suspect will be used for experiments. (GMs should DIVIDE the PCs between the three groups keeping in mind that Adam will be in the third group, along with Rodrigues who wants to keep an eye on him...).

IMPORTANT NOTE: At this crucial point, non-vampires PCs can EITHER be part of the attack (for any side and any reasons) OR helpless spectators who will only be able to try to piece the puzzle together once everything will get back to normal. Depending on their "assignments", some PCs may not have any choice as to their course of action during this crisis (the police springs to mind, and agents will certainly be called to maintain order when the rioting begins, while hospital medtech might be on duty in the emergency rooms to take care of the wounded that will flood them), unless they are pretty independant of their employer. ALSO NOTE that if something went wrong somewhere in the story and Adam and Iyesu are discovered BEFORE those events, the final battle will take place in the harbour. Should it happen, ARASAKA will send TWO teams to retrieve them, with order to eliminate them if they feel their original mission cannot be accomplished, and that their targets will escape them with little chance of finding a trail soon. Matters will have to be quick as the Harbour Police will respond to any attack within minutes (1d4). Iyesu will be most vulnerable there because he lacks any defenses (unless PCs are at hand for some reasons). Adam SHOULD be there, unless the story calls for him to be away at that time), and he will NOT endanger Lilith under any circumstances (escaping with her if possible, leaving all unnecessary stuff behind, OR EVEN SUR-RENDERING if it becomes clear she is in danger). The adventure could take a whole new direction if the PCs now have to rescue, or simply find them at ARASAKA's. This can be quite problematic if the normal plan isn't completed or even conceived yet! Sonada will transfer the two back to Japan within 24hrs, and you can bet that security WILL be very, very tight around them...

- FINALLY, remember that Adam HAS to be at the rendez-vous point to leave with Iyesu, and that as soon as the virus is introduced and that the plan appears to be successful, he will escape by contacting the helicopter used to land the team on the roof (a last minute attempt to kill him on the part of Rodrigues might be a good cinematic thing to do, climaxing with Adam hurled outside the window apparently to his doom...)

REACTIONS

- The jamming will last only for three hours, until Techs are able to bypass the blocks and restore power into the block. But, during this time (about 15 minutes in the blackout), every opportunist hoodlum in the city will try to make a quick buck out of the situation, leading to riots, pillaging and all-around monstrous behavior. The police will be hopelessly overpowered by the crowds until reinforcement can be had (about one hour in the blackout). (The results will be comparable to what happened in L.A. in the summer of 1992, only on a more destructive, but smaller, scale...)
- No real need to say that the media will RAVE about all this, even weeks after the fact.

NPC: IYESU TANGA

IYESU TANGA



Role: Medtech

Specialty: Biogenetics

GAME STATS:

INT: 10 REF: 5 TECH: 10 COOL: 8
 ATTR: 5 LUCK: 6 MA: 6 BODY: 5
 EMP: 4 PSY: (3)

DESCRIPTION:

Sex: Male Age: 42
 Ethnic Origin: Japanese
 Hair Color: Black Hair Style: Neat, short
 Height: 5' 7" Weight: 154 lbs Eye Color(s): Blue
 Dress & Style: lab coat with loose tie and glasses
 (otherwise known as scientist chic)
 Distinguishing Features: Constantly takes notes on everything

PSYCHOLOGICAL:

Motivation: Knowledge ExMode: Oblivious
 InMode: Driven

SKILLS:

Name	Level	Name	Level
Medtech	+7	Awareness	+3
Cryotank Operation	+4	Stealth	+2
Biology	+10	English	+5
Chemistry	+8	Programming	+6
Teaching	+4	Electronics	+3

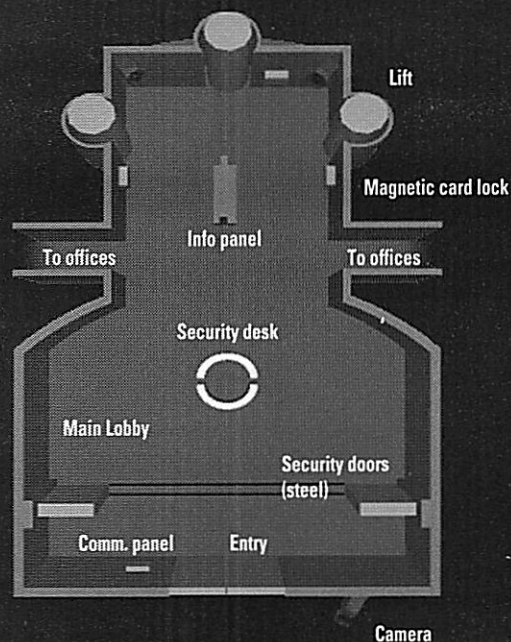
BACKGROUND:

Iyesu Tanga was always a brilliant student, and early on, most of his teachers were already seeing him as a potential genius. His worst trait was his inability to relate to people, being most of the time obsessed by his current work (no corporation will find anything to say about THAT, and ARASAKA offered a lucrative job to him as soon as he was out of school). He met his wife at a convention in Tokyo (she was the secretary of some big corporate exec) and they were married a couple of months afterwards. His dedication to his work, and lack of interest in his wife (although he does love her in some way) has led to his liaison with Joy (he viewed her as a more open person, but the new A-47 project stopped that, in the supreme name of science!). Iyesu has left ARASAKA, not so much as to save Adam from them, but to allow him the time he felt he needed to evaluate him properly and adjust his research accordingly (a pretty self-centered individual, quite detached from the outside world). He is presently strongly protective of his new project, Lilith, which he hopes will give him the key to perfecting "perfect" humans (in his twisted view of course). He is still prone to dismiss Adam's inner turmoil as faulty genetic patterns, and acts toward him as toward a child who must be told the proper things to do in any given situation.

Police forces will eventually find the jamming equipment hooked to power lines in a sewer tunnel just outside the city limits. No clues will be readily available as to whom is responsible for this, and after some weeks the file will be closed, unsolved. As everybody tries to forget the Dark Christmas by celebrating with renewed fervor the New Year to come, several things may pop in the future of all players in the story:

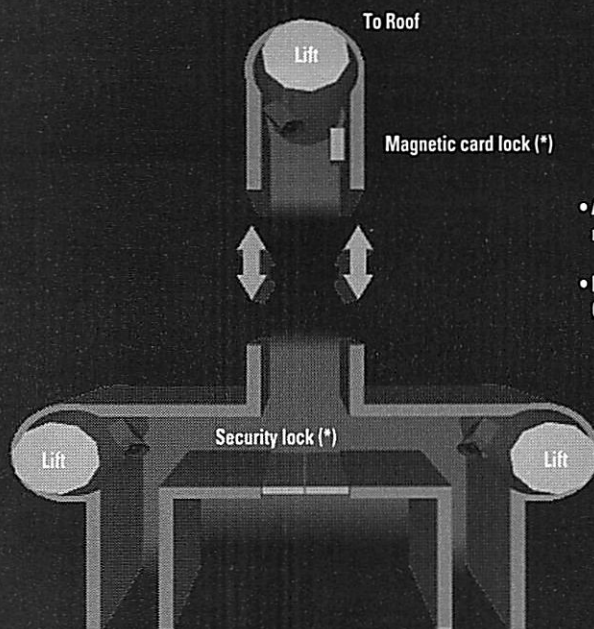
- Where are Adam (if still alive) and Iyesu?
- Were there any vampire survivors left unfound?
- When will the Sun Knights appear again?
- Will Rodrigues wage war against the Salieni?
- Who will lead the Salieni?
- Will Shaka take back the remains of the Death's Heads?
- Can Belfry (if still alive) be cured of his psychosis?
- Will Charlene ever remember she was with vampires?
- Will ARASAKA continue to search for Adam and Iyesu?
- What if ARASAKA still possesses some files on Project A-47?
- What if some other corporation has them as well?
- Will ARASAKA (and Bjorn) try to get revenge on the PCs involved?

Arasaka Building [Entry Level]



- All windows and glass panels are bulletproof up to .45 caliber

Arasaka Building [Computer Level]

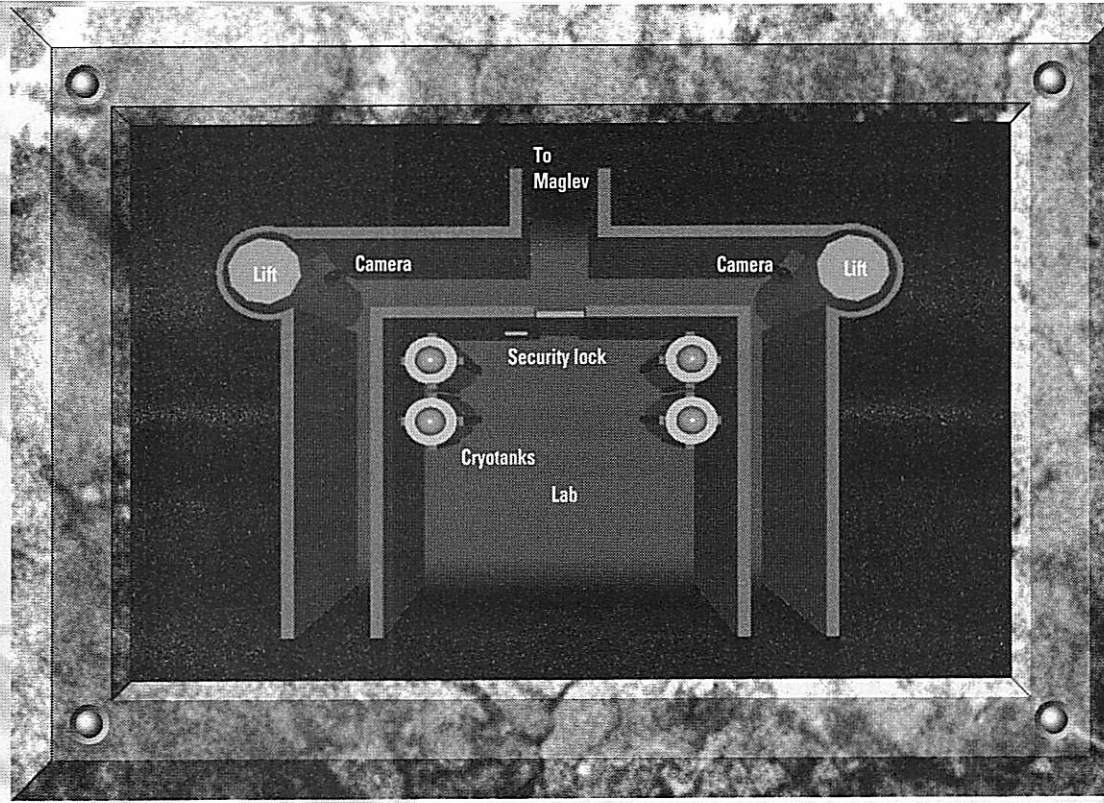
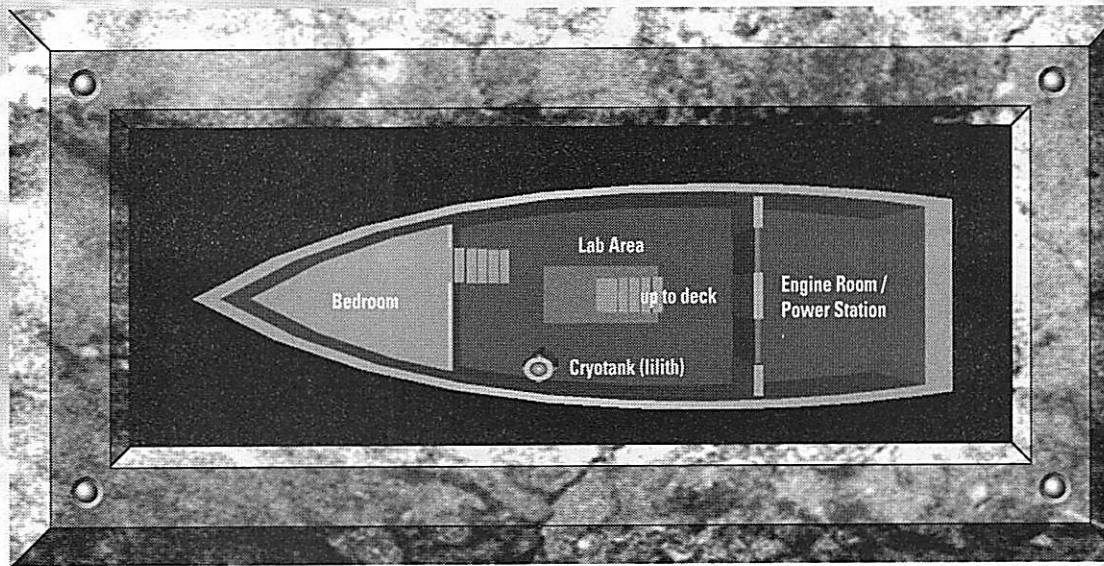
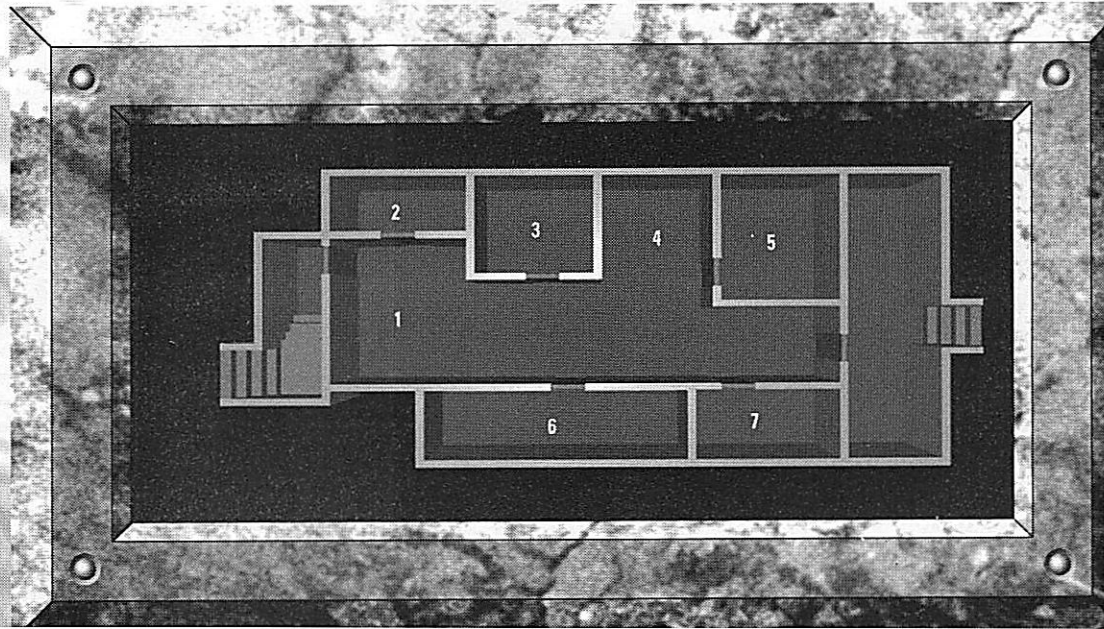


- All entries are notified to security (*)
- level 16 (check Night City for variations)

Coven House Map

Cargo HideOut

Arasaka Building (Lab Section)



SURVIVAL

OF THE FITTEST

The tall figure was alone at the stern of the old decrepit cargo in the bay, striking white flesh in the darkness of the Night; alone against a backdrop of blinding neon lights and monstrous shadows, buffeted by the winds of fate...

He lifted his head against the now raging wind, blue eyes locked on the city nearby... Lights everywhere... but they were hurting. Buildings, immense, omnipotent, choking the life of the city... And at the center, the darkness, ominous, permeating everything and everyone...

Was this everything there was to life?... Constantly living on the edge, courting both light and darkness, sanity and madness, peace and violence until all is but blurred into a massive swirling grey cloud, and you lose your life to the punk's knife or the drug overdose, cut open by the Edge...

Will he too fall prey to a fiery death like so many innocent victims before him? Will everything he has learned and felt just disappear... Faded memories, washed away like tears in the rain? Will he dream?

Join the cast, and outcasts, of SURVIVAL OF THE FITTEST, into an intricate adventure for up to six players in the shadow of the Night's Edge. Become children of the night struggling against an implacable enemy set upon your utter destruction. Wage a desperate battle against ARASAKA, Sun Knights and kin alike. Whatever happens, you will never be the same...

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