

SHATTERED CRYSTAL – A *Cyberpunk* ADVENTURE

Dramatis Personae

Players

Python (Solo): a razorgirl, snake tattoo on left arm & breast, cyberoptics look like snake-eyes

Legion (Netrunner): a combat veteran, mental problems, uses a Cybersuit for his deck

Kul-de-Sax (Nomad): a pirate from New Orleans; drives a cab in Night City

Riggs (Techie): electronics and B&E expert, very little cyberware

Sergeant (Solo): Heavily cybered, a major hitter

Deathwish (Solo): sneaky ninja martial artist; likes riding as close to the edge as possible

NPCs

Gears, the Clockwork Man (Fixer): the main fixer for the players. He has an uncanny sense of timing and is an extreme creature of habit

Reaper (Streetpunk): leader of the Damned boostergang; has a cybersnake implanted in his mouth.

Generic Expendable Gangmembers

Generic Expendable Cops

Generic Expendable Arasaka Employees

Part 1: The Rendezvous

Location: The *Screaming Fist*, one of the bars/clubs for the Edgerunner crowd, a favourite meeting place of those who travel on the shadier side of the street. The bar is located just outside the Combat Zone, south of downtown Night City.

Setup: The characters have all been told to be at the *Screaming Fist* at 9 p.m. sharp. They were told to meet Gears here, a usual meeting place to discuss business. The PCs will notice that Gears is not at his usual table. Whether Gears is present or not, his drink is always waiting for him at his table. On a Difficult (20) Awareness check characters can notice that the drink is not there this evening (*clue #1*).

Complication: Players must make a Difficult (20) Awareness check to notice the Fixer's face on the television. The volume is turned down so they cannot hear what is being said. If the volume on the television is turned up, the characters will hear:

“... found dead just over an hour ago on the East Side. Night City Police are looking for these ___ individuals in connection with the murder. < at this point the PCs faces are displayed on the screen > Anyone having information on the whereabouts of these individuals should contact the Night City Police Department at 555.9718.”

Conflict: About every 30 seconds to a minute, or when the PCs get up to leave or move to another table, roll 1d10. On a 6 or less someone in the bar recognizes them as the people on the television. The PCs will have to leave the bar quietly. If they insist on making noise, roll 1d10. On a 1 or 2 the police will have been notified and 1d6 officers in gear will arrive within 1d10 minutes, followed by a full SWAT team (with AV-4) 1d6+2 combat rounds later.

Map: use the *Screaming Fist* map.

Part 2: The Warehouse

Location: Gears' warehouse, in the northwestern half of South Night City (a.k.a. the Combat Zone).

Setup: Assuming they even make it out of the bar, the PCs will have to start looking for clues. They should eventually think to check out Gears' other known hangouts, notably his warehouse (which also serves as his office/home).

Complication: When the PCs arrive, the warehouse will be deserted. Astute characters may notice that there is little or no actual merchandise present, as if the place had been cleared out (*clue #2*). The upstairs office is also empty, except for a video screen and a chip player. When the group enters the office the player will start.

"Hi guys, nice of you to make it. I'd join you but I'm dead right now. Don't worry about the evidence linking you to my murder; I made sure it was thorough. Oh, I know you didn't kill me. In fact, I don't really know who killed me, I just know why. About a week ago someone came to me with a chip he wanted to get rid of. He swore he didn't know what was on it, but he was real determined to part with it. Against my better judgment I bought the chip from him, stored it one of my boltholes, and forgot about it. Two days ago I noticed I was being followed. At first I chalked it up to nervousness, then I realized I might be in real trouble.

That's when I called in you weeflerunners. However, due to the fact that you are watching this, its obvious that I blew it. That's where you come in. All you have to do is retrieve the chip from my bolthole and take it somewhere for me. Once you do that you'll receive a package that contains information that proves you all had nothing to do with my untimely demise. Before I tell you where to find the chip, and where to take it, I'll give you a minute to discuss it amongst yourselves.

<pause for a minute>

Now that you've thought it over, let me tell you one more thing. If you try and skip town without doing this last job for me, more evidence will turn up linking the bunch of you to a series of horrific murders a couple of months ago. Call it my contingency plan to make sure you do what I ask.

Now that we've got that out of the way, here's what you need to know. The chip is in locker number 227 at the 58th street monorail station. Once you have retrieved it, take it to the Omniversal Exports office in Japantown. Ask to see a man named Faust. Give him the chip and he will give you what you need to clear your names. Have fun, and by the way, if my time is right... and it always is... the police should have located the warehouse and should be right outside by this point. Bye."

Conflict: There will be 6 police officers entering the warehouse just as the chip stops playing. The characters can try to either sneak out, or fight their way past the police (who will call for backup as soon as they see the PCs are there).

Map: Use the Warehouse map.

Part 3: Last Stop

Location: The 58th Street Monorail station.

Setup: Following Gears' directions, the PCs should come here to retrieve the chip from the locker.

Complication: When the Players arrive they see that members of the Damned boostergang are raiding the station.

Conflict: There are 12 gang members here, 2 lieutenants and 10 regulars. The PCs can either deal with the gang members here or they can hide and wait until the gang members leave. If the gang members spot any of the PCs they will attack.

Either after the fighting is over, or once the gang members have left, the PCs can check out the locker. They will be disappointed to discover that the whole locker area is in shambles. The specific locker they are looking for is empty (i.e. no chip) except for a receipt for an Orbital Air ticket for a flight to Crystal Palace in 2 days time (*clue #3*).

Map: use the Combat Zone Monorail Station map.

Part 4: Gang Bang

Location: Notre Dame des Ombres church.

Setup: The PCs will assume that members of the Damned took the chip. A Moderate Streetwise check will tell them that the Damned generally work out of an abandoned church in the Combat Zone (Notre Dame des Ombres).

Complication: The chip is not there, but most of the gang is. The characters are going to have to learn what happened to the chip. How they do this is up to them. Eventually they will have to learn that one of the gang members tried the chip and promptly fell over dead. The gang sold his body (including the chip) to a Body Bank.

Conflict: There are 25 gang members here, 6 lieutenants, 18 regulars, and the Reaper. If the players tricked or coerced one of the gang members into telling them what happened to the chip, then Reaper will punish that member, gruesomely.

Map: use the Notre Dame des Ombres church map.

Part 5: Freezer Burn

Location: A Body Bank.

Setup: Based on what they learned from the Damned, the PCs will come here looking for the body with the disc.

Complication: When the Players arrive the place will be in an uproar. It seems that one of the bodies, no vital signs at all, just walked out on its own. Asking around, the Players can get the following information:

- Technicians were freezing the body when the vitals suddenly spiked. The body got up, threw around a couple of attendants, and walked out the door.
- If they go after the body, the Players can learn from witnesses nearby that an AV-4 with Arasaka corporate markings flew in and grabbed the "body".

Conflict: None, unless the PCs really want to.

Map: use the Body Bank map.

Part 6: Turning Japanese

Location: An Arasaka Safehouse, located at 7th Street and Swanwick avenue.

Setup: The PCs will have to find out where the AV-4 took the body after it picked it up. The hard way would be to break into the main Arasaka Night City office. An easier way might be to hack into local air traffic control and check for flight plans of Arasaka registered AV-4s in the last few hours. Whatever the case, they should eventually learn that an Arasaka AV-4 landed at a private residence in downtown Night City earlier that night.

Complication: The PCs will have to hurry, before Arasaka can remove the chip from the body and analyze it. The body (and the chip) are in a hidden facility in the basement of the Arasaka safehouse. The characters will need to get into the house and into the basement and escape with the chip. An internal computer controls the house security. The computer is not hooked directly to the 'Net, but is linked via satellite dish to the Arasaka Night City computer system. The bad news is that to hack the house a netrunner would need to get into the main Arasaka Night City computer first. The good news is that the link to the house system is in a low security area of the Arasaka system.

Conflict: The house guarded by 4 Arasaka elite solos and 20 regular security. In the basement lab there is a chief technician and 5 medical techs. The house is run by a Caretaker and the Security Chief. If necessary, insert one or both of the Cybergoons for more firepower.

Map: use the Arasaka Safehouse map. For the computer, use the Arasaka computer systems maps.

Arasaka Safehouse Details

First Floor

1. Foyer
2. Closet
3. Coat Room
4. Main Dining Hall
5. Library [(a) elevator (b) bath]
6. Gallery [(a) elevator]
7. Caretaker's Quarters [(a) bath]
8. Kitchen [(a) bath (b) closet]
9. Pantry
10. Public Conference Room
11. Driveway/Parking
12. Garage (with hydraulic lift to basement)

Second Floor

1. Den/Study
2. Office
3. Workroom [(a) stairs to attic]
4. Bath
5. Quarters (main)
6. Bedroom [(a) bath (b) closet]

Basement

1. Hydraulic lifts
2. Garage/Work Area
3. Storage
4. Security Annex
5. Security Quarters
6. Security Lounge
7. Armoury
8. Observation Lounge
9. Scrub Room [(a) airlock]
10. Pharmaceutical Storage
11. Operating Theatre
12. Patient Ward
13. Medical Office
14. Quarters [(a) bath (b) closet]
15. Communications Room
16. Empty
17. Quarters
18. Quarters
19. Storage Closet
20. Prison Cells
21. Interrogation Room (single light, lamp)
22. Interrogation Room (electric cables & water)
23. Washroom/showers

The Chip

The chip is an Arasaka prototype. It contains modified versions of the "Soulkiller" and "Zombie" Black I.C.E. software. It is designed to look like a regular skill or entertainment chip, however when the victim inserts it their mind is destroyed by the Soulkiller and replaced by the Zombie control software, leaving the victim with a pseudo-personality under the control of Arasaka.

Aftermath #1

If the PCs manage to recover the chip and take it to Faust they will be given a data disc that proves they had nothing to do with Gears' death. By getting the disc onto the public 'Net or giving it to the media the PCs will be cleared. The adventure ends here... or does it?

Aftermath #2

If the PCs put together the clues they may realize that Gears is not really dead. In reality he found a buyer for the chip and is using Faust as a middleman. Faking his death bought him enough time to get the chip to Faust and leave the city (to Crystal Palace). The PCs could catch him either at the Orbital Air terminal (if they found the receipt with his flight info), or they could try and follow him to Crystal Palace and confront him there. If the PCs do catch him, Gears will offer them half of what he got for the chip.