

BY NEIL BRANQUINHO

HALLOWEEN SCREAMSHEETS

THREE SPOOKY SHORTS FOR CYBERPUNK RED

OCTOBER 2023

V1.0

Writing and Design by Melissa Wong • **Editing by** J Gray • **Additional Art by** J Gray & Misael "Gio" Manning
Art Direction by Winterjaye • **Business Management by** Lisa Pondsmith • **Layout by** J Gray

Copyright © 2023 by R. Talsorian Games, Inc., Cyberpunk is a registered trademark of CD Projekt Red S.A. All rights reserved under the Universal Copyrights Convention.
All situations, governments, and people herein are fictional. Any similarities portrayed herein without satiric intent are strictly coincidental.



GOSSIP

OPINION

WEATHER

TECH

LIFESTYLE

LOCAL

BUSINESS

WORLD

Haunted Vendit Haunts NCU Campus

by Lindsey Tabor

Students at Night City University have been surprised and delighted by what some describe as a "popup Vendit experience." Over the past week, a Continental Brands Triti-Fizz Vendit has appeared at various campus locations overnight, offering flavors not found in the Continental Brands catalog. While some students on the campus are enthused about potentially being part of a Continental Brands test audience, the Corporation itself disavows all knowledge of the Vendit and has officially discouraged customers from consuming any sodas from what they call "an illegally hacked device."

[Link: Fizz Fans, the Triti-Fizz Enthusiasts Garden Patch](#)

[Link: Continental Brands Triti-Fizz Garden Patch](#)

Like A Rainbow On My Tongue

by The Phantom Gourmand

Heya, foodies of Night City! This is your choombette Phanty, and I've been lurking around Night City U the past few days, trying to track down the new hotness in cybertown. Yup, I'm talking about the roaming Vendit on campus! Some students have been mapping its location and posting it on the Data Pool so that everyone can try some of the new flavors Continental Brands is testing out on the campus. One of our subscribers, Shiree, hooked this critic up, so I took a side trip with her to the Black Box Theatre building to see it. The Vendit looks like a regular old Triti-Fizz machine circa 2043, but yup, it sells a variety of Triti-Fizz flavors not available anywhere else!

When Shiree and I found the machine, it sold four flavors out of unmarked cans — Elderflower Cooler, New England Apple, Piña Colada, and Mystery Medley.

Those flavors, choombs! Wow! I got to taste a real apple at a wedding once, and the New England Apple soda tastes almost exactly like one! It was like a tart, juicy rainbow on my tongue. I especially loved the Mystery Medley, which was, I think, a mix of melon and mint flavors with a faint medicine note. Very refreshing! The Elderflower Cooler was delicately floral with a hint of acid, quite a good harmony, but I almost feel that the intense carbonation of Triti-Fizz stifles the taste a bit. The Piña Colada was too pineapply for me. I don't know about you, but I think Piña Colada isn't Piña Colada unless

it possesses a nice bouquet of suntan lotion. I have no idea how long this testing period will last, so if you want to try these limited sodas, come to the NCU campus and hunt for the roaming Vendit!

[Link: Roaming Vendit Locations \(Updated Hourly\)](#)

[Link: Continental Brands Triti-Fizz Garden Patch](#)

The Fizz-Fans Newsletter

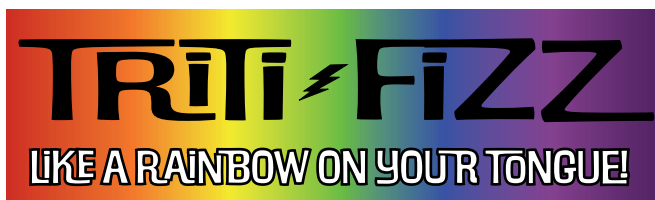
by Continental Brands

Loyal consumers, you will be pleased to know we are extending the Golden Can Sweepstakes due to popular demand! As any true Triti-Fizz fan knows, there is a single can of Lucky Oil Triti-Fizz in Night City with a gold star inside the can. The lucky customer who finds that gold star wins an official week-long trip to our state-of-the-art headquarters in Tulsa, Oklahoma. The trip includes a tour through our sparkling Triti-Fizz factory, where our lucky winner will spend five minutes in the presence of the Kibble Queen herself, our CEO, Elizabeth Forsythe, and help make the magic by working on the Triti-Fizz production line*! Don't fret if you don't find the gold star, though! There are other cans of Lucky Oil Triti-Fizz in Night City marked with a rainbow of star colors that can be turned in for other sweet Triti-Fizz rewards, up to and including a lovely Triti-Fizz cooler or a free can of Triti-Fizz!

Incidentally, we must also respond to the spurious rumors of clandestine flavor testing on the Night City University campus. Continental Brands has nothing to do with the purported "roaming Vendit" and all Vendit stocking contractors serving the campus have been fined and strongly cautioned against allowing future misrepresentation of our intellectual and physical property. As loyal consumers, you are reminded to avoid illegitimate merchandise, especially when our beloved Continental Brands identity is being abused by vandals.

* No compensation will be given in exchange for labor performed.

[Link: Golden Can Sweepstakes Garden Patch](#)



► Player Information ◀

Juliana “Jules” Snapdragon, an Exec working in the Mobile Dispersement Contractor Control department of Continental Brands, contacts the Crew via one of their regular Fixers for a “sweet” paying gig (pun intended). An unlicensed Vendit painted in Continental Brands livery has popped up on the Night City University campus, selling bootleg sodas. Continental Brands has fined and censured their NCU mobile disbursement contractor, but they claim to be neither behind the rogue Vendit nor to know who is. Intelligence gathered indicates the unlicensed Vendit is someone else’s creation and attacks anyone trying to disable it. And the fun part is that it appears to be wandering around campus on its own accord!

This is where the Crew comes in, being better equipped than someone who took the Continental Brands Vendit service training seminar— the Edgerunners are to find, disable, or destroy the rogue Vendit, and turn what hardware remains over to Continental Brands for analysis. There will be a bonus if they also identify or capture whoever unleashed the renegade vending machine.

Ms. Snapdragon vehemently denies all rumors regarding the machine, including those suggesting it is a guerrilla marketing campaign by Continental Brands or, more absurdly, those involving the Vendit being haunted by either a ghost or a rogue AI.

► Gamemaster Notes ◀

The roaming haunted Vendit is the brainchild of NCU Engineering doctoral student Stefan Eklund, a specialist in bio-electrical programming. A curious sort, he decided it would be seasonally appropriate to take the bio-organic neurochip developed by his academic advisor Doctor Ailene Hope, and run a little Trick or Treat prank with it.

The base chip came from the fabrications lab Stefan works at as part of his responsibilities as a doctoral student and contains altered neurons from a rat cell line Doctor Hope developed as part of a post-doctoral research project for Biotechnica. Stefan acquired a damaged Vendit from a scrap dealer, retrofitted it with wheels and an electric motor for locomotion, and bribed some art majors to copy the Continental Brands livery paint job to trick consumers into believing it was the real deal and not a potentially poison-dispensing knock-off

Stefan sourced the sodas from his mother’s garage — she tried to start a pop-up soda brand in Night City, but her nascent Neocorp was acquired in a hostile takeover by Continental Brands due to a claim of trademark infringement. Any sharp-eyed Edgerunner who looks at one of the

cans will notice they’re shiny silver and blank – no logos or trade dress painted on. She still has several hundred dust-covered sample cans of soda sitting around in plastic crates. She has not noticed Stefan’s appropriation of the samples.

Filled with soda, Stefan’s creation set off to sell delicious drinks across campus and collect data on how well a rat neuron-driven neurochip can control a relatively complex machine performing multiple tasks. The experiment was useful and festive all at the same time!

Crew members wondering how they’re going to search for a possibly sapient, potentially angry, and theoretically haunted Vendit selling rogue sodas to thirsty NCU denizens need not worry — the students at NCU are so enthused at the idea of becoming a test audience for limited Triti-Fizz soda flavors that they have begun photographing the Vendit when they find it and posting its location to a communal Haunted Vendit Garden Patch, so their fellow flavor-hounds can search it down and buy a drink. All the Crew needs to maintain their stakeout is to keep their Agents online and look up the latest location updates. This is a good chance for comedy and/or random encounters as the Crew runs around campus, always just missing the Vendit.

Eventually, close to midnight, they’ll receive an update notification from the Garden Patch on their Agents: the Vendit has appeared in the narrow concourse between the Humanities Building and the Schumaker Hall of Performing Arts. It is still there when the Edgerunners wander up, standing perfectly still like any other Vendit, if slightly the worse for wear, with some melt damage from its own flamethrower. It remains still and calm so long as the Edgerunners don’t engage it with violent intentions. Heck, the Vendit allows them to buy sodas from it if they feel like shoving a few Eurobucks (only 5eb per but physical currency only) in the slot. Any Edgerunner trying one of the bootleg sodas will notice they are absolutely delicious. Much tastier than most of the current Triti-Fizz flavors, in fact! If the Players want to know which flavor their Character is drinking, roll 1d100. On a 1 to 25 they got Elderflower Cooler, on a 26 to 50 New England Apple, 51 to 75 Piña Colada, and 76 to 100 Mystery Medley.

If the Crew attacks the Vendit, have the Players roll Initiative but interrupt the first Edgerunner’s Turn as Stefan Eklund, almost-PhD, runs up panting and breathless, having chased the Vendit from its last location on the other end of the campus to its present spot. Eklund looks like a standard pale, lab-dwelling nerd, but he’s no fool. He has visited the Vendit several times to restock it and download

DATA

SEE CP:R
PAGE XX
refers to a
page in the
Cyberpunk
RED core
rulebook.

DATA

For more
information
on Continental
Brands, SEE
CP:R PAGE
269

DATA

To learn more
about Vendits,
SEE CP:R
PAGE 330

DATA

For more
information
about The
Garden SEE
CP:R PAGE
280

THE HAUNTED VENDIT

data based on its performance. The visible damage from an earlier need to defend itself against a Vendit technician alarmed Stefan, and he attempted to open the machine up to check if the biochip had been compromised by the altercation. The Vendit, sensing imminent shutdown, fled. Eklund will explain all this to the characters between wheezing gasps.

At this point, the Vendit uses its built-in display screen and speakers to hurl scathing insults, both visual and audio, at Eklund and the Crew. Dramatically inclined Gamemasters may instead insert pleas for existence as the Vendit begs for its right to live and share its children (the soda) with the world. Nevertheless, this renegade dispenser of liquid confections must be stopped if the Crew wishes to be paid.

Once the fight ends, the Crew can contact Jules Snapdragon, who will arrange for the remnants of the haunted Vendit to be disassembled and studied. The Edgerunners may choose to detain Eklund and turn him over to Ms. Snapdragon – at which point he simply vanishes, never to be seen again. Coincidentally, Continental Brands announces a new “Roaming Vendit Treasure Hunt” in the coming months, promising limited flavors and prize-marked cans to anyone who can chase down their “New Improved Portavendits!” The first location to be graced with the promotion happens to be the NCU campus.

▶ THE HAUNTED VENDIT

Description
A “Continental Brands” Vendit on wheels, driven by a bio-electrical Artificial Intelligence system.
Equipped with: <ul style="list-style-type: none">• Soda Dispenser• Flamethrower (SEE CP:R PAGE 348)
Trigger
Attacks if Threatened
Data
10 MOVE • 7 SP • 25 HP
Combat Number: 14
Can move anywhere on NCU Campus
Cannot be countered





GOSSIP

OPINION

WEATHER

TECH

LIFESTYLE

LOCAL

BUSINESS

WORLD

Spook Up at Ghostglobe Halloween

by Ghostglobe Halloween

It's the most wonderful time of the year again, choombs, and where better to search for the perfect spooky season look than at Ghostglobe Halloween? Our crew of itinerant stitchers and bodysculpting Medtechs have a fresh new array of striking looks on offer this year! From retro-fashionable bolt-shaped skinplants to dazzling new Gothelle nano-glitter chemskin hues, we bring it all to the street in our mobile clinic trailers!

This year Ghostglobe Halloween is proud to announce a joint collaboration with the convection chefs at Night City's premiere treat maker, BonBon's. These six charming Patisserie Fairy designs is based on a limited-time Halloween treat available at BonBon's. The six costumes are Apple Candy Kibble, Pumpkibble Parfait, Express-no Cake, Mochi Iced Creme, Pon Pon Donut, and Boo Bundt Kibble Cake. Each costume has been artfully designed in the atelier of our beloved Gothic Lolita stylist k.naoko!

[Link: Ghostglobe Halloween Garden Patch](#)

[Link: BonBon's Garden Patch](#)

Trick or Treat with the Sinful Adams!

by Gomez of the Sinful Adams

Once again, we arrive at the most lovely and sorrowful time of the year, fellow lost souls. Yes, I speak of the autumnal festivities of Halloween, where all of Night City adopts our refined aesthetic for too brief a time. Best of all, in my humble opinion, are the little ones, who embrace the monstrous and outcast through their many delightful costumes! And, of course, we celebrate with them!

Every year we of the Sinful Adams rejoice in the shortening days and lengthening nights by offering a veritable carnival of petty sins in our Boneyard home. This year our carnival theme is the Seven Deadly Sins. Want to know how we will offer you such delicious debauchery? Read on, dear friend! To celebrate Lust, we present fire-breathers and contortionists demonstrating many clever shivers of the flesh. We will further tease your senses with the sepulchral strains of our very own band, the Harrowers. We delight in Greed with various carnival games – bob for robotic bats and win a toy, or try your luck at the coconut shy for a pack of Coconut Kibble.

For Wrath and Pride, we feature a variety of nonlethal fights where challengers may face Ophelia, our extended family's sorrowful avatar of violence. Exercise your Envy with our DIY Goth Fashion contest, or sate your Sloth in our custom Virtuality parlor. And to celebrate Greed with our favorite little ghouls and ghosts, we are giving free candy Kibble packs to every visitor under the age of eighteen. As always, we charge no admission for our yearly Halloween carnival. Visitors of all ages are welcome, as long as you do not disturb the dead! Come and be haunted by us, at the Garden of Rest!

[Link: Vampyres Ruin Halloween](#)

[Link: Sinful Adams Garden Patch](#)

Vampyres Ruin Halloween

by Ziggy "Front" Page

The children of Night City were left crying after an organized Halloween party at Playland by the Sea was flash-mobbed by members of the Philharmonic Vampyres, who proceeded to subvert the event for unknown reasons. According to witnesses, park security was either unwilling or unable to eject the party crashers violently due to the many small children present, even when the Vampyres began taunting the kiddies for, witnesses quote, "an unrefined aesthetics and clumsy play-acting with no depth or understanding of the tortured demonic souls belonging to the night's twisted creatures."

While none of the attendees were harmed, many were frightened by the party crashers, and several children had pieces of their costumes torn off, only to have packets of candy Kibble shoved into their hands in a strange form of compensation. Several parents were on the verge of violent retaliation when the Vampyres halted their cruelty as though signaled, then left en masse.

[Link: Playland by the Sea Garden Patch](#)

[Link: Philharmonic Vampyres Garden Patch](#)



LITTLE DETECTIVE • BIG GUN

THE BAD GUYS NEVER SEE US COMING.

[Link: Danger Gal](#)

VAMPYRES VERSUS ADAMS

► Player Information ◀

DATA

You can learn more about the Philharmonic Vampyres on CP:R PAGE 309

The Philharmonic Vampyres, known for both their gothic stylings and mischievous pranks, have been crashing Halloween events this year. This does not please the goth poser gang known as the Sinful Adams, who are about to open their turf, the graveyard-turned-shanty town, the Boneyard, to visitors for their annual Halloween Carnival.

DATA

The Sinful Adams and the Boneyard first appeared in the CP:R DATA PACK

The Sinful Adams’ war-leader, Ophelia, offers the Crew a gig as additional event security with a specific caveat – they are to use as little force as possible to drive the Vampyres away. The goth gang does not wish to see their event transformed into a stampeding riot. Grenades are right out! Ophelia asks the Vampyres be captured, if possible so that the Sinful Adams can put them on display in a pillory to entertain the masses.

To aid in their mission, the goth gang will provide the Edgerunners with seasonally appropriate goth makeovers, zip ties, rubber bullets (if needed), and a “boo box” (a walkie-talkie). Ophelia cannot personally aid the Crew, as she will be busy with the fight bouts for the Ring of Wrath, but she has every confidence in their abilities.

► Gamemaster Notes ◀

Treat this defensive exercise as something akin to a paint-ball match. There are several points of interest spread throughout the Boneyard. Fortunately, the Philharmonic Vampyre faction planning to crash this party is not numerous enough to swarm all of them simultaneously. Instead, they will disrupt each event in groups of 3 to 6 and flee should things become untenable.

This means that the Edgerunners will be chasing them merrily through the Sinful Adams’ Carnival up until they are all subdued. Note, so long as things remain relatively non-violent, the event attendees will consider this entertainment instead of a potential reason to scream and flee.

A number of Philharmonic Vampyres equal to the Crew’s size times three (i.e., if there are 4 Edgerunners, there are 12 Vampyres) are attending the Halloween Carnival as part of their extended season of pranks, but they have no desire to injure or kill anyone. The Vampyres will prioritize causing mayhem over fighting, right up until a Crew member starts shooting, at which point they will defend themselves. They will flee and regroup with their fellows after two of their own are subdued or detained and then try to invade another point of interest. The Crew can chase the Vampyres from event to event, but they’ll also be notified by a member of the Sinful Adams via the boo box if any miscreants are spotted.

Roll on the **Location Table** to determine which location the Vampyres hit next, re-rolling as needed.

Once a Vampyre is subdued, members of the Sinful Adams will step in to carry off the miscreant. No doubt the sight of the captive Vampyres pilloried in a row at the very center of the Boneyard will keep party-goers entertained for hours to come.

In any case, Ophelia thanks the Crew sincerely for their efforts and sends them home with their well-deserved payment, as well as one bucket-full of candy Kibble per Edgerunner.

NAME

PHILHARMONIC VAMPYRE (REP 0)

ROLE

NONE

SERIOUSLY WOUNDED

15

DEATH SAVE

2

HP

30

STATS

INT 6 REF 6 DEX 5 TECH 4 COOL 6 WILL 6 MOVE 7 BODY 2 EMP 7

WEAPONS

VAMPYRES

ROF2

1d6

POOR QUALITY HEAVY PISTOL

ROF2

3d6

ARMOR

LEATHERS (HEAD)

SP 4

LEATHERS (BODY)

SP 4

SKILL BASES

Acting 10 • Athletics 7 • Brawling 7 • Concentration 7 • Conversation 9 • Dance 8 • Education 11 • Evasion 7 • First Aid 6 • Handgun 12 • Human Perception 9 • Language (Native) 10 • Language (Street slang) 8 • Local Expert (University District) 8 • Melee Weapon 12 • Perception 8 • Personal Grooming 10 • Persuasion 10 • Stealth 10 • Streetwise 9 • Wardrobe & Style 10

GEAR

Rubber Bullets x8 • Disposable Cellphone • Any props needed for pranks

CYBERWARE

Nasal Filters • Shift Tacts • Techhair

VAMPYRES VERSUS ADAMS

LOCATION TABLE

1d10	Location	Description
1	The Tent of Lust	A gaudily-decorated tent with family-friendly, if somewhat risqué contortionists, fire-breathers, and dancers gyrating to droning gothpunk music. The Vampyres crashing the tent will parody the acts therein with bad mimicry and must be driven out.
2	The Blood Bath	An antique claw-footed bathtub plugged and coated with food-safe resin, full of nonalcoholic "blood" punch. The Vampyres will attempt to dive into the punch, miming the backstroke once they are successfully in the tub. This year's punch is particularly good. Make sure it doesn't get wasted.
3	The Gaming Ground	Various Sinful Adams tend to non-rigged versions of carnival games, such as a shooting booth and the coconut shy. There's even a lovingly refurbished Whack-a-Mole console (with the moles dressed up as zombies). The gatecrashing Vampyres will try to steal all the prizes on display. Yes, even the meter-long goth unicorn plushie. Save the Gothicorn!
4	The DIY Goth Contest	There is a catwalk erected so contestants may display their DIY goth costumes. The Philharmonic Vampyres will make straight for the catwalk and walk exaggeratedly across it, knocking actual contestants out of the way until stopped. Teach them a lesson.
5	Greedy Ghouls' Grotto	A fake cave made of recycled pallets and spray foam insulation packed end to end with Halloween candy Kibble buckets, which the Sinful Adams are handing out to visitors under eighteen. Animatronic bats flit around on strings for ambience. The Vampyres will grab as much candy as they can, taunting the children cruelly as they do so. Save the candy, save the children.
6	The Restrooms	A row of porta-johns provided for the relief of visitors and Sinful Adams alike. The Vampyres will attempt to tip the blocky cubicles over, prioritizing occupied ones. Halt the deluge of sewage.
7	The Haunted House	A deconsecrated chapel from when the Boneyard was a Garden of Rest, this modest building serves as the Sinful Adams' meeting hall. For the carnival, it has been renovated into a spooky haunted house. Gibbets forged out of scrap metal contain zombie actors who reach out and groan at unsuspecting visitors. The Vampyres will try to burst in through the back door and turn the lights on, ruining the effect.
8	The Dead Dance Floor	This large, dimly-lit tent has a small stage in it. On the stage, a DJ and the Sinful Adams' house band, the Harrowers, take turns entertaining crowds of slowly swaying goth dancers. The dancers are especially careful not to tangle their facial and body piercings in others' fishnet attire. One of the invading Vampyres will attempt to drown out the band by playing classical music on a portable amp with their Agent. This will start a volume war.
9	Employees Only	This large tent serves as a dressing room where a Sinful Adams costume crew helps performers don their outfits for the festival. The marauding Vampyres will barge in and attempt to rip pasties and prosthetics off the performers.
10	The Jack o' Lantern Pit	A large plastic above-ground swimming pool padded at the bottom and filled with little plastic balls painted like Jack o' Lanterns for visitors to dive into. You don't want to know what the Vampyres have planned here. Stop them.



GOSSIP

OPINION

WEATHER

TECH

LIFESTYLE

LOCAL

BUSINESS

WORLD

TSpooks' Terror, Episode 21: Werewolf in Watson

by TSpooks, transcription by LJM

"Evenin', chombattas, this is TSpooks with the latest on the paranormal in Night City. Some Spooky Spotters have been lighting up my Agent lately with juicy vidclips of the Watson Werewolf. Well, I had to go in and check it out myself, and I promise all you paranormal phans won't be disappointed! Remember to subscribe and watch this vid all the way to the end!"

"But first, a word from my sponsor. You know that seeing is believing when it comes to reports of the spooky and strange. That's why I installed Kiroshi's Eyecam X in my cybereyes to record everything I encounter while exploring the dark and surreal. Yup, all the footage on this show was shot using my Kiroshi Eyecam X eyes, and I've never seen better quality! Now if you're interested in recording your own paranormal encounters, head over to the Kiroshi Garden Patch and enter the code TSP00KY to get a 5% off coupon you can bring to any certified Kiroshi installer. That's TSP00KY for a premium discount in the next 6 hours! Now back to the show."

"As I was saying, seeing is believing, so I went down to Watson for a little look-see, and you won't believe what I ran into! It was big. It was hairy! And being an expert on all things weird, I know it was absolutely not just a BioExotic out for a stroll on the town!"

[Link: TSpooks Vidcast Transcript: Episode 21 \(Pt 2\)](#)

Werewolf Terror Ends in Shooting

by Lane Viron

Reports of werewolf sightings around the Watson District culminated in a shooting early this morning. Witness Jacky Hall states: "I was heading out for my shift at Militech Urban Avenger when I heard the pop-pop of gunshots. This is a nicer neighborhood, so I wasn't carrying more than a pistol! I crouched down behind a low wall and caught a glimpse of something huge and furry hitting the ground." As of this report, the scene of the shooting remains cordoned off, with the body hidden mostly by a pop-up forensics tent. NCPD Assistant Coroner Leila Amani declined to comment further.

[Link: City Police Precinct #3 Garden Patch](#)

[Link: Werewolf Terror Grips Watson](#)

Watson Weekly Op/Ed There's No Such Thing as Werewolves

by Tamby Strong

Say it with me, doombas: there's no such thing as werewolves. Elsewise we'd have found one already. In a world full of cameras, Agents, and Garden Patches, something as blatantly different as a lycanthrope couldn't kept secret. No, this recent panic in Watson is probably some delinquent poserganger with too many muscle grafts doing a Halloween biosculpt for what young people call Spooky Season.

It's a load of hogwash, is what it is. I'm not exactly one of those Inquisition types, given that Mrs. Strong didn't exactly come by her curves the old-fashioned way, if you get what I mean. Seriously, it's not as though she had to twist my arm when she said she wanted to have the figure of Velvet Lux! Who would refuse to pay for that?! But I draw the line at stepping outside of the human species!

Seriously, anyone deluded enough to have themselves sculpted into some kind of monstrosity shouldn't be shocked when they get shot at by normal people.

All opinions expressed are those of the writer and do not reflect the opinions of the Watson Weekly, its staff, or stakeholders.

[Link: Watson Weekly Op/Eds sorted by date](#)

Protect Yourself from ~~W~~erewolves
with the Gunmart Special!



AN AMERICAN WEREWOLF IN WATSON

► Player Information ◀

Assistant Coroner Leila Amani meets the characters at the Precinct #3 morgue (**SEE CP:R PAGE 312**). She's clutching a large mug of Koff Pop in her hand as she stands next to a slab holding a vast body under a sheet. Werewolf sightings have plagued the Watson District for the past week, but they ended in the shooting of one supposed monster early this morning by off-duty SovOil security personnel.

Amani's autopsy findings are concerning – the Watson Werewolf is no werewolf, merely a body-sculpted lookalike. DNA testing has identified him as Kieran "Keen" MacLennan, formerly of Militech and now one of many unhoused 4th Corporate War veterans. Mr. MacLennan's vocal chords were replaced by an Audiovox designed to emit only growls and howls, and the bodysculpting and implantation work was so careless he would have died of the multiple infections he had contracted had he not been shot. According to a preliminary investigation, Mr. MacLennan had no connection to any known poser gang or BioExotic group.

As the NCPD is extremely overworked and no one can pay further investigation fees on Mr. MacLennan's behalf, Amani has been pressured to file this as an accidental shooting. However, her instincts tell her something is wrong. She passes the Crew a memory chip loaded with leads and asks them to follow up as she has several more autopsies to perform today. She will pay them out of the morgue's discretionary funds if they can solve this case.

► Gamemaster Notes ◀

First on the list is contact information for a Night City influencer specializing in "paranormal reporting," a Rockerboy known as TSpooks (Tabitha Evanovich). TSpooks was the first to post a video of the "Watson Werewolf" online after the initial rumors began. When contacted, Evanovich notes she's free to talk after midnight as she works second shift as a custodian at Megabuilding H10.

TSpooks meets the Crew at the confection counter of an Oasis inside H10. As she talks, she munches on a Kibble Koff Pop Sundae: a nauseating concoction of puffed Kibble, ersatz coffee, and hydrogenated oil creme. Spooks mentions she loves them and has a load of Oasis gift cards to buy them with, thanks to an anonymous donation from a fan. Getting down to business, she turns over a chip containing the unedited footage of the Watson Werewolf and tells the Edgerunners that her interest in the paranormal is real. The werewolf story is, she says, her highest-rated video, but she doesn't want to build her career on a lie. She intends to post a follow-up video explaining the hoax and asks the Crew to inform her of the details once they know more.

The footage is pretty much what it claims to be: roughly a minute's worth of a tall, werewolf-like being stumbling through an alley, growling and howling. If asked how she learned about it, she says one of her subscribers, known only as LJM, sent her the tip on where to be and when to be there. She has no idea who LJM is.

Second on Amani's list of leads is a small gogang: The Dragula Racers. Largely harmless, the Dragula Racers specialize in two things: monster-themed bodysculpts and hot-rodded racing in their souped-up hearse. While they are not suspects, the gang could point the Crew toward a few dodgy bodysculpting businesses – none of them are behind this incident, however. The Dragula Racers can be found at any time at their gang hangout, a garage near the waterfront they call The Obituary. Amani's notes on the Dragula Racers indicate they'll talk to the Crew if her name is mentioned.

There is a rusty buzzer mounted by the security gate blocking the Obituary's entrance. The Crew's buzz is answered by a hung-over woman who unlocks the gate once they give Amani's name.

Upstairs, the Edgerunners are greeted by a small, pallid woman wearing skull-and-crossbone pajamas. She is Frankie Sparks, the Dragula Racers's leader, who is willing to talk to the Crew because Amani is her cousin. Frankie's white-streaked Techhair is shaped in an enormous bouffant beehive, but the effect is ruined by it having been slept on and not yet programmed for the day. Surgical steel bolt skinplants are stick out of her neck.

Frankie Sparks confirms over a shot of a noxious substance she calls "hair of the dog" that the Dragula Racers never inducted MacLennan into the gang, and they have no missing "werewolf" members. She also notes they recently ejected one of their members, a Medtech known as Sparkle Skull, after she spent gang funds on Oasis gift cards for some Garden Patch influencer instead of buying medical supplies. Frankie has no idea where Sparkle Skull is now but suggests Amani could look her up in the NCPD database under her real name, Laura Maybach.

The Crew can follow up with Assistant Coroner Amani via Agent, and she promises to look up the name "Laura Maybach" in the NCPD database. They can also do some research on their own via the Data Pool. Either way, they soon learn Laura June Maybach is a former cyberpsycho with several years of therapy behind her. A news story from several years ago indicates she developed an obsession with a Media named TrueGrime, running a paranormal-tinted true crime Garden Patch with the same name, whose ratings were floundering. To "help" TrueGrime, Maybach attempted to duplicate a serial

DATA

Koff Pop first appeared in the **CARGO CONTAINERS & CUBE HOTELS** DLC

AN AMERICAN WEREWOLF IN WATSON

killing as depicted in one of his highest-rated videos. Since the serial killer was dead, Maybach hoped a new killing with the same modus operandi would spark questions and drive up TrueGrime's ratings. Fortunately, Maybach's plan was discovered by a colleague at Savage Docs, where she worked, and they turned her into the NCPD. In a news article, the colleague in question said Maybach leaving was "no big loss" since she was "a shit Medtech anyway." Since she only planned on committing a crime but did not get the chance to go through with it, Maybach was sentenced to cyberware removal and incarceration therapy instead of a harsher punishment. She was released after the completion of her therapy. The object of her affection, TrueGrime, died in a building collapse last year.

If the Players haven't made a connection between Laura Jane Maybach and TSpooks, allow them to make a DV 13 Deduction Check to put the pieces together – TSpooks received word of the werewolf footage from a subscriber known as LJM (Laura June Maybach); Maybach was booted out of the Dragula Racers for spending gang money on Oasis gift cards, which TSpooks has a load of thanks to "a fan sending them anonymously."; Maybach plotted to revive TrueGrime's career by recreating a killing from one of his most popular videos, and the werewolf story is now TSpooks' highest-rated video, boosting her career; Maybach is a Medtech who used to work at Savage Docs, a Ripperdoc clinic and was apparently bad at her job while Mr. MacLennon, the "werewolf" was subject to infections due to poorly accomplished bodysculpting and cyberware implantation.

If, for some reason, the Crew can't figure out Maybach is the culprit behind all this, Amani can and will tell them via Agent. Either way, she'll give them Maybach's last known address at the Watson Central Cubelife, a Cube Hotel. A DV 9 Pick Lock Check will open the door. Inside, the Crew finds a Medtech Bag, tools coated in dry blood and photos of TSpooks plastered all over the walls, clearly taken from a distance. There's even one of her meeting with the Crew at the Oasis! Tucked under a thin pillow on is a map of Night City with a location, the North Cargo Village in New Westbrook, circled and marked "TSpooks' place."

If the Crew doesn't think to immediately travel to the North Cargo Village to check on TSpooks, she calls them in a panic. She believes she's being followed! She's locked herself inside her cargo container and is begging the Crew to come help.

Upon arrival, the Crew are accosted by Maybach, who has clearly been making up for lost time by implanting new cyberware. In the absence of her old obsession, Maybach has glomped onto TSpooks. She created the fake werewolf and leaked the information to TSpooks to boost the paranormal influencer's career and came here to confess her undying loyalty. As shown by the photos in her cube, Maybach has been following TSpooks ever since the werewolf incident and so saw the Crew talking to her. Considering them rivals for TSpooks' affection, she attacks.

Upon completing the gig and rescuing TSpooks, the Crew will receive payment from Amani and a shout-out from TSpooks in her next video.

NAME

LAURA JUNE MAYBACH

ROLE

MEDTECH: MEDICINE 2 (SURGERY 2)

SERIOUSLY WOUNDED

18

DEATH SAVE

5

HP

35

STATS

INT

5

REF

8

DEX

6

TECH

7

COOL

4

WILL

4

MOVE

6

BODY

5

EMP

0

WEAPONS

POPUP FLAMETHROWER

ROF1

3d6

HEAVY PISTOL

ROF2

3d6

ARMOR

L ARMORJACK (HEAD)

SP 11

L ARMORJACK (BODY)

SP 11

SKILL BASES

Athletics 11 • Basic Tech 9 • Brawling 10 • Concentration 8 • Conversation 2 • Cybertech 9 • Education 10 • Evasion 14 • First Aid 9 • Handgun 14 • Heavy Weapons 14 • Human Perception 2 • Language (English) 7 • Language (Street slang) 7 • Local Expert (Watson) 7 • Paramedic 9 • Perception 7 • Persuasion 6 • Resist Torture/Drugs 12 • Stealth 10 • Surgery 11

GEAR

Incendiary Shotgun Shells x8 • Heavy Pistol Ammo x16 • Incendiary Grenade x1 • Flashbang Grenade x1 • Agent

CYBERWARE

Cyberaudio Suite w/ Level Dampners • Cybereye x2 w/ Anti-Dazzle x2 • Cyberarm w/ Popup Flamethrower • Nasal Filters