

NIGHT CITY HOOK BOOK

130 PLOT HOOKS TO INSPIRE GMS AND PLAYERS

MAY 2026

V1.0

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When we wrote **Night City 2045**, we stuffed it full of subtle plot hooks to inspire Gamemasters and Players as they tell new **Cyberpunk** stories.

Of course, being creative sorts, our writers couldn't leave well enough alone and crafted even more plot hooks to run at the end of each chapter. The hooks had to be cut to help keep page count down, but the book's loss is your gain.

We're taking those excised plot hooks and giving them away for free in this new DLC!

CHARTER HILL HOOKS

Cinema Verity: Verity Lee, a wannabe BD star, wants to anti-burgle Magretta Cippolina's office, and leave a copy of her new arthouse piece *Everything's Matter* on her desk. Stealth isn't her strong suit, so she needs some help with the details ... and doing the job.

Cooking the Books: Symon Featherstonehaugh requires a team of "consultants" to obtain compromising material on a nosy NCPD white collar investigator who is threatening an audit of his records. Alternatively, said official would like a look at said records, without alerting Featherstonehaugh.

Find Gavin: Anjelika's most popular host, Gavin, has proven a little too popular for someone and he's been kidnapped! The club's owners are willing to spend big for someone to find Gavin and bring him home safely.

Making a Connection: In the year 2045, it isn't enough that labor recruiter Many Hands received a no-bid contract from Charter Hill's government, or that the City Manager, Symon Featherstonehaugh, is a majority shareholder in the business. To really blow the lid off the story, a freelance Media needs some truly intense evidence of wrongdoing – the Crew is hired to infiltrate Many Hands on both the ground level (as workers) and covert level (break into their offices) to collect proof of abuse and corruption.

Seize the Light: The Flow Megachurch holds in-person advanced study groups for dedicated followers, and a man has cashed in his family's savings to gamble on his faith paying dividends. His partner has seen his personality change since he started attending Flow and is desperate to know what goes on behind closed doors, be that drugs, braindances or seduction.

DOWNTOWN HOOKS

Be a Shame...: Corwen Recknagel, a Skiv Family lieutenant, wants HF&S Construction to build a new high rise where Café Bouchon is currently located. The problem is the owner doesn't want to sell and Emilia Ortega, the Downtown City Manager, loves the place. Maybe the Crew can convince the owner to move along ... or maybe Emilia Ortega wants the Skiv Family's plan shut down, quiet-like.

Chrome Shine Crimes: After sitting down for a cleaning at a Downtown chrome shine stand, one of the Crew notices a new attachment to their cyberlimb: a tiny bug that is transmitting their conversations to the CitiNet. Why are chrome shine kids installing the bugs ... and what is the Crew going to do about it?

Good Dirt: Valian Violet, owner of Guns & Dolls, has dirt on a major player in Night City's political scene, and wants to blackmail them for the money she needs to finally upgrade herself to her final form – an amazingly expensive steampunk-themed FBC modeled after the classic rifle that won the West. The Crew can be tasked with recovering the info for the major player, protecting it until the negotiations, or stealing it for a third party.

Fortune Telling: Johnny Rydell, leader of the Undertow, has been consulting with local fortune teller Madame Folio to compile a list of corporate targets for the gang to hit and he wants to cap it off with a big score. Madame Folio hires the Crew to ensure a specific Continental Brands executive is present at a specific location at a specific time and date so her "prediction" comes true and Rydell doesn't demand his money back.

The Leak: The Eastern Tigers Triad has hijacked a major shipment meant for Mister K's next Midnight Market. He suspects someone from within his organization leaked the info. While Whitewater recovers the shipment, he needs someone to infiltrate his organization and find the leak.

EXECUTIVE ZONE HOOKS

Custody Dispute: Here's the deal. Before he died, Johnny Silverhand promised to give Rogue his DeLuze Orphean electric guitar, should anything happen to him – she insists she fronted him the money to buy it in

the first place. The problem is, in the chaos following the 4th Corporate War, the guitar was lost, then found, and eventually bought at auction by Kerry Eurodyne. Kerry refuses to give it up at any price, so Rogue has no choice but to hire a Crew to break in to his mansion and steal it. She wants it done right. Minimal damage, no one gets hurt. She just wants the guitar.

Life's a Birch: Jami "Sharkeater" Tealov of SovOil has planted a line of European White Birch trees on the line between his property and that of Petrochem's Billy Joe Brentwood. Billy Joe hates them with a passion, but the HOA has already approved the trees and he has no legal recourse to remove them. Illegal recourse, though? That's where the Crew comes in.

Losing to Lazarus: Lazarus' contract with the Executive Zone is extremely lucrative. To ensure it is offering the best security possible, the PMC hires the Crew to break into the district and send a video message from the inside of one of the estates. The Edgerunners have one week to do the job ... and the guards on the ground won't be notified of the exercise until it ends. In other words, security will shoot on sight.

The Name of the Game is Humiliation: Dr. Heather Stein has used her knowledge of the Exec Zone HOA bylaws to call a special election for the post of president. The campaigning is going to be vicious and both she and her opponent, current president Dr. Karen Davies, are willing to play dirty. They can both use the sort of assistance that comes with plausible deniability. No violence. No major disruptions. Just find ways to humiliate the opposition.

Valuable Garbage: You can learn a lot about a person from their garbage, something Exec Zone head of sanitation Audrey Sanchez knows well. In fact, Audrey has learned a little too much and now a high level executive wants her dead. She's willing to pay premium eb for an escort out of Night City.

THE GLEN HOOKS

Best Served Cold: Rex Royale, a powerful Fixer in Night City, has decided to ruin the life of an enemy by erasing their official existence. The easiest way to do that is to break into the DMV, plant a virus in the records database, and wait for the deletion of information to spread through the system. Not the easiest job, but less hazardous than breaking into City Hall or the Hall of Justice!

Corp on Corp Action: Raven Microcybernetics is quietly looking for a crew for a simple retrieval mission. Rocklin Augmentics has announced a next-gen prototype in development in Night City. Raven wants both the prototype and its inventor, Doctor Emily Cross.

Frame Job: The Crew is hired to sneak a package into one of the buildings on the Consulate Causeway the night before Valentine's Day. They're told it is a special, surprise romantic gift for the consular in question but it is actually a bomb! If they complete the gig, they'll wake up to find themselves blamed for a terrorist attack ... and if they thwart it, they'll have an angry and powerful employer to deal with.

Killer Clowns: A Bozo circus has decided the best way to win the Prank War is to reignite the 2020 conflict between the clowns and the Julliards by targeting performers in Night City Plaza. Infiltrating The Glen while clowned up isn't easy, though, so the circus is willing to hire outsiders to do the job. Likewise, after the first few incidents, the Julliard Guild will beef up protection by hiring edgerunners to do the job. Finally, the City Manager, Zohara Freeman, might be willing to break open the district's coin purse to hire a Crew who can stop the clown-mime war altogether.

Reckoning Day: Not every Reckoner is content to wait for the end times to arrive. A small splinter faction led by a newcomer to the cult, Zakaria Whateley, wants to speed things along by setting off a dirty bomb in the middle of The Glen. The Reckoner high priest, the Beloved Gaping Maw of the Gibbering Eye, hires the Crew to handle the matter quietly. A dirty bomb going off would be bad publicity for the cult!

HEYWOOD DOCKS HOOKS

Cube Life: Rumor has it an Arasaka special operative has returned to Night City and is hiding out in the Greenbox Security Units. Danger Gal wants data on the operative – their mission and local contacts. Worried their own agents might get spotted, the detective agency hires a Crew "scruffy" enough to look like they'd live in their storage units to get the details.

Hunting for Hunter: A small but valuable package has gone missing while sitting on the Docks. Dock worker Toby Hunter was hired by the owner to track it down, but he's no expert on finding lost packages. He's willing to share the fee with the Crew if they can help him.

Something Toxic This Way Comes: An unclaimed container in the Shipping Yard burst open last night, spilling an unidentified toxic goo across the ground. The goo dissolved one security guard completely and damaged several other containers. Andrea Lee, the City Manager, wants to know where the container came from and what the goo is.

Submarine Heist: A member of an underwater scavver group, the Perdivers, gets a bit too drunk one night and loudly reveals the location of a pre-4CW Hydrosubsidium submarine, supposedly buried beneath the dirt at the bottom of the canal. Most believe the scavver to be sloshed and making up stories, but if it is real, what's inside could be worth a fortune!

Tension on the High Seas: DT&R secured a Dynalar cargo transport contract previously held by the Thelas. Both sides have a stake in DT&R's initial run from Night City to Seattle. The Thelas want the ship sunk, to prove DT&R can't handle the job, DT&R wants the ship to reach its destination in one piece. Both are willing to pay to ensure their side wins.

HEYWOOD INDUSTRIAL ZONE HOOKS

Diva Detail: After the recent arsons, talent agent Sizzle Jams has agreed to let the Digital Divas hire personal security for their next street concert in the Old Ironworks Building. Keep an eye on the crowd, and be ready to help the band make a break for it if things go sideways!

Extraction: Rocklin Augmentics has offered a top cybertech from Raven Microcybernetics a fantastic position. The problem is, Raven Microcybernetics doesn't want to let the cybertech go! To facilitate the defection, the Crew will need to break into the Raven Microcyb Factory and "kidnap" the cybertech in question.

Dognapping: The Toecutters only meant to steal some cargo from the Interchange, but they accidentally stole Craig, the dog of stationmaster Calvert, too! Normally, they'd just waste the mutt, but the bastards have decided to hold the dog hostage in order to force Calvert to divert shipments to them. That was a mistake. Calvert is sitting on a considerable nest egg and he's happy to spend it to ensure Craig is returned safely home and his dognappers are suitably punished.

Missing Links: Yang's Wheels is the city's largest provider of affordable transportation, but rumor has it Americar wants to put the neocorp out of business. Now, chains on newly sold bicycles have been breaking! There have been three high-profile accidents this week alone! Gabriel Yang is convinced Americar must be sabotaging his bikes and he needs a discrete Crew to dig into the matter.

Skid Zone: After their last bone crunching match, the Industrial Zone Skidz are riding high on victory, but low on players. Worse, their next match is against the Executive Zone Unicorns and there's bad blood between the squads – the battle will be brutal. The Skidz need someone tough to fill the empty slots and only have a week to train whoever they recruit in the fundamentals of roller deby.

HOT ZONE HOOKS

700 9th Street: When people talk treasure in the Hot Zone, they usually mention the banks or the corporate headquarters. Lucia Zskremsky doesn't care about any of that. What she wants are real estate records. Legally speaking, anyone who owned property in the Hot Zone before the nuke still owns that property. If she can get her hands on the records from Plaza Realty, a company formerly located in an office building at what was once 700 9th Street, she can ensure the information is forwarded to the right parties ... for a price.

A Brand New Car!: Your last client couldn't pay the full amount owed, but after some persuasion they passed on a tip. The sublevel of what was once the Night City Towing and Storage building are intact and controlled by Maelstrom. According to the client's contact, the on-site Maelstrom boss has spent the last decade restoring the damaged vehicles they found inside. This is a great chance to pick up a new set of wheels!

Found Footage: Tabitha "TSpooks" Evanovich, a livecaster specializing in urban legends, received a call from a colleague. The thing is, the colleague was inside the Hot Zone at the time, so the call wasn't that clear. Something about filming an urban legend named the Hot Zone Lurker. TSpooks hasn't heard from her colleague since, so she hires the Crew to go into the Hot Zone. Find the person or find their footage and bring it back.

The Holy Land: The Crater is sacred land to the Reckoners, but Maelstrom Diggers are making a big push to reach into the sub-sub-sub-basements of the former Arasaka Towers. Both groups are willing to pay for help in dealing with the problems caused by the other side ... or maybe the Crew can use the distraction of conflict to sneak in and raid the place themselves.

Hot Zone Sherpas: "Urban exploring" in the Zone is the (pardon the pun) hottest new trend among the adrenaline addicted glitterkid set. Of course, the spoiled brats aren't going in alone. They're hiring experienced street mercs to do all the heavy lifting, while they claim the glory of planting a flag on the N54. The job pays well, but how much abuse from entitled brats is your Crew willing to put up with for a fat stack of eb?

KABUKI HOOKS

Deliver with Tyger Eats: Need quick cash to pay your rent? Luckily, Tyger Eats offers a job with immediate pay: deliver meals (and perhaps something a bit extra) from contracted eateries to customers' designated locations. Just be careful, because the Kanzaki Family loves ruining the service's reputation by messing with the drivers.

Grand Theft Automated: Your client wants a super groundcar currently in long term storage at the Nakagawa Garage, but stealing from the tower isn't as simple as breaking into a car and hotwiring it. You also need to deal with the armored containers, automatic security systems, and Kimen-Gumi guards. Good luck!

Kibble Wars: The only Kabuki in Oasis is having a difficult time establishing domination over the competition. Fortunately, the Kibble Queen has an answer for such impudence. Violence! Will the Crew be hired by Continental Brands to wreck the competition? Or will they side with the Tyger Claws to protect the local vendors?

RefleKuma, the Fastest Stuffed Bear Alive!: Anime collectibles straight from Japan are always hot sellers, but this time the competition is hotter than usual! Due to multiple celebrities wearing RefleKuma key chains and accessories, demand for the stuffed bear has risen to a fever pitch. Everyone wants one of the twenty bears that just arrived at Murakami Suiun Imports, from Fixers like Mister K to Execs like UR to

Hazumi Ihara, leader of the G3. Whoever scores a bear is guaranteed at least 5k from the sale ... assuming they can hold onto it long enough to sell it!

Treason: Shinobu the Second's hold on the Tyger Claws isn't as firm as he would like people to believe. Rumor is that the Tyger Phoenix faction of the gang is looking to defect and join the Kanzaki Family. Shinobu can't destroy the traitors without evidence, so he hires the Crew to acquire it. Of course, the Kanzaki Family might be willing to pay to knock Shinobu down a peg ...

LITTLE CHINA HOOKS

Chrome Crossed Out: There's two parts to this job. Part one, you need to acquire the physical deed to the land the Chrome Cross sits on and turn it over to the client. Part two, obliterate the Chrome Cross. Destroy it beyond any chance of rebuilding.

Finding the Finder: Six days ago Ginkgo, the official finder for Little China, left his seat at the Yuenyang Tea Shop in order to find a missing child for the Reverend Ānxīn. He hasn't been seen since. Now worried, the merchants of the Hong Kong Market have raised enough money to hire a Crew to find the finder.

It Belongs in a Library: Thomasin Blake, CEO of Hyros subsidium, recently purchased a rare copy of the *Lunyu Shuzhu* (commentaries on the *Analects of Confucius*) from a Midnight Market. Blake doesn't care about the text, she just did it to piss David Ling Po off and is looking to sell it to another collector as quickly as possible. Ling Po wants the text. Blake wants to protect the text until a sale is made. Both are willing to pay.

Seep Hunt: A high-ranking, heavily chromed member of the Gold Dragons fell into the Seep during an honor duel. When they crawled out, they exploded into a bout of cyberpsychotic violence, killing several gang members, then escaped into sewers beneath Little China. The LCRA wants the Seep-addled cyberpsycho dealt with before someone gets the bright idea to call in MAX-TAC. The last thing David Ling Po needs is Max Hammerman butting into his business.

Virtex's Grand Opening (Take Two): The time has finally come to open Virtex's Virtuality Venue (again). There's only one problem: a number of the arcade's games were damaged during a fire fight. Hiring a Crew to steal a few replacements is cheaper than buying whole new machines, so get to it!

NIGHT CITY HOOK BOOK

LITTLE EUROPE HOOKS

Agents in Black: Father Kevin has taken in a new wayward stray – a young woman who claims she’s run away from a medical testing facility run by Night Corp. Over the past few days, menacing, strange agents in dark suits have visited Holy Angels and made lowkey threats, suggesting harm will come to the church unless the girl is returned. Unwilling to give up the young woman but unable to fight back against corporate resources, Father Kevin has hatched a desperate plan: they will fake the girl’s death. He needs the Crew’s help to pull it off.

Drive Off the Clowns: A circus of Bozos has been targeting Red Cab cars and drivers for torturous and damaging pranks. Regular drivers are “calling in sick,” so the company is willing to pay a Crew of Edgerunners to not only pick up shifts in the cabs, but to protect them against clown attacks.

An Offer They Can’t Refuse: Lynn Skiv, the head of the Skiv Family, finds Soprano’s to be an insult to her heritage, her family, and good taste. She wants it destroyed ... but she’s a respectable citizen and a member of the Night City Council. She wants multiple degrees of separation from the deed, so she hires the Crew to manipulate a local gang to do the deed. Ideally, the gang will think that the attack is their own idea.

Rumors About Paradise: Once the darling of Night City’s elite, Paradiso Terrestre isn’t booking tables these last few weeks. It seems someone is circulating rumors about Chef Calvano’s cooking and food poisoning! The Chef hires the Crew to investigate. End the rumors and end the source. With prejudice.

Wolfnapping: Biotechnica is field testing new genetic modifications in its latest crop of Cyberwolves, using them as guard animals in Reference Forest RF-14. Bodyweight Life Preservation Systems hires the Crew to kidnap, without harming it, one of the Cyberwolves for delivery outside of Night City.

NEW WESTBROOK HOOKS

Blood Will Tell: On-site quick STD testing is just one of the amenities offered at Dilly’s, but what happens to all of that genetic data? That’s what a Net54 senior researcher Nelson Brand wants the team to find out

after there is a data-breach at the love hotel. Brand’s interest is twofold: First, he wants to keep it from coming out that both he and N54 star Fiona Hayes have patronized Dilly’s in the past. Second, he wants to prevent anyone from comparing genetic records that could show he is the biological father of the current Fiona Hayes.

Burning Down the District: A series of fires has been plaguing New Westbrook, and several dozen people have died despite the best efforts of the Night City Fire Department. City Manager Belkis Abera has promised action and the rumor-mill says there is an arsonist or even an arson-ring responsible. The City Manager, the NCFD, or a coalition of concerned citizens or businesses might hire the Crew to facilitate the investigation.

Retrieve the AV: AVs are expensive, so what happens when one of Aerocab’s vehicles is boosted? The company hires a Crew to track it down and take it back. Payment for the job is commensurate with the condition of the AV when it is returned to Aerocab’s tender loving care, so be careful not to scrap the paintjob!

Tomb Raiders: Proving you can take it with you, an eccentric Rockerboy is interred in Seral Grove with a memory chip containing a treasure-trove of unreleased lyrics, compositions, and associated media. A former common-law partner, their estranged adult child, and multiple media corps are all interested in acquiring it. If the Crew can get it first, they’re in for a big payday.

With Friends Like These: A string of deaths in Night City has one element in common: All of the victims were users of Virtual Variety’s latest generation of SAAI joy-friends (with the added interactive braindance option) and they all suffered cardiac arrest. Is the newest generation simply too “vigorous” for flesh-and-blood, is there a design flaw in the braindance simulation or, worse, has someone slipped deadly code into the SAAI’s subroutines? Victoria Cunningham would very much like to find out before news gets out, and she isn’t sure she can trust her own people.

NORCAL MILITARY BASE HOOKS

Helping Out Henshaw: Corporal Walt Henshaw has a good thing going. He buys drugs from the Piranhas, smuggles them on base, and makes a tidy

profit selling them to soldiers, sailors, and airmen who want a little more pep in their step. The hitch? A superior officer has found Henshaw out and made an ultimatum: Henshaw provides the officer with a crate of Emerald City or the officer turns him into the MPs. The problem is, Emerald City's only supplier, the Yellow Brick Road Gang, hates Henshaw with a passion. Can the Crew help out?

Sneaky Salvage: A Fixer with connections on base thinks they know where the *NCS Alaska*, a Riptide class littoral combat ship, went down at sea. If the Crew can escort the Fixer to the sunken ship first, they can salvage a fortune's worth of militech technology. Of course, the Estero Bay COG is also looking for the *Alaska* and won't be happy to find someone plundering it!

Surplus Sale: Security around the Militech Offices is always tight, but it grows more lax when the Megacorp sets up a Surplus Sale Night Market in the parking lot. Yes, there are snipers on the roof and assault-rifle toting guards on patrol, but at least civilians are allowed past the gates. This might be the best chance the Crew has to sneak into the building and steal: prototypes, files, even personnel. All could fetch a few ebs.

Two Crew Job: A group of Edgerunners with a strong reputation comes to Crew with a proposition. They've been hired to steal a ATF-37V Thunderhawk from off the base, but they can't do it alone. They want to hire the Crew to sneak on base and activate the elevator system at either the Estero Bay Military COG Academy or the Potentilla. The distraction should be enough for the other crew to get to the Airfield and steal the bird.

The Very Model: General Ash Giovanni is a man in decline. His brain and his body insist on betraying him at every turn, and standard linear frame and neural implant technology will only take him so far. Rumor is, Rocklin Augmentics has an experimental cyberbrain in development – but not for sale at any price – that will eliminate his cognitive decline completely. Giovanni can't admit weakness to his subordinates, so he'll hire Edgerunners to steal the device rather than assign a commando unit to do the job.

NORTH HEYWOOD HOOKS

The Haywire Conspiracy: Rico "Haywire" Salazar of Haywire Circuit Gym claims a few of his sparring bots have been malfunctioning, but after some digging,

it turns out someone's been using the bots to smuggle encrypted data. The source could be local techies, 6th Street operatives, or even a corporate spy using the gym as a front. Rico needs someone to track down the culprit – and make sure they stop, permanently.

Mini-Corporate War: Rumor has it Dynalar's health is in question. A number of other corporations, including Rocklin Augmentics, GunMart, Raven Microcybernetics, and Kiroshi, are circling like sharks smelling blood in the water. Execs looking to lead a buyout will pay for incidents to drive Dynalar's price down and to sink the bids of rivals. It's a Cyberpunk classic.

Nomad Trouble: The Navad Family's Place of Rest in Woodland Park's the Zolletta is a calm space for nomads visiting the city, but gossip heard inside paints a portrait of organized harassment aimed at the nomads. Helping out could earn the Crew a family full of allies, but it will piss off whoever is behind the campaign.

Secrets of Haven: One of Haven Spa & Recovery's high-profile clients has vanished after a routine neural recalibration session. The Crew is hired by the spa – or a worried family member – to find the missing person discreetly.

Strings Attached: City Manager Barry "Big Deal" Delvecchio always has a few side projects going, and he's not above hiring some off-the-books help for a little deniable ops. Maybe he needs some dirt on 6th Street to help with contract negotiations, or maybe he just wants to remind a local business owner who's in charge. Either way, it pays well—as long as you don't mind getting your hands dirty.

OLD COMBAT ZONE HOOKS

Assault on Substation 12: It isn't a secret that the Iron Sights are trying to break the hold ERI and the Faded have over the district. To amp up the chaos the gang has decided to take out the shining example of functional infrastructure in the area using outside agitators. Is the Crew hired by the locals to protect Substation 12? Or by the Iron Sights to fuck it up?

District Beautification: The government of the Old Combat Zone can't afford to invest in covering the Terrace in Biotechnica Realgrass™, but the corpzoners in Charter Hill have more than they need. Local teacher

Ms. Slee is willing to trade both money and martial arts training to anyone who can arrange for a delivery of sod to the park.

Feeding the Ashes: Phoenix Redwyne's clinic, From the Ashes, always needs something. Supplies. Provisions. Equipment. She can hire the Crew to retrieve it, but if they show up with something on their own, she'll be moved to happily trade services for goods. Stay on her good side and you'll always have a ripperdoc when you need one.

Hunt Security: Word is the Kill Krashers plan on crashing the party during the next Mule Deer 2000™ hunt near Always Hot. Brick Coleman wants residents to focus on the hunt, so he's hiring the Crew to divert and defeat the party crashers.

Kibble Addiction: After two of his followers quit ERI to go work at the Kibble Kirkle, Brick Coleman hires the Crew to investigate. They'll need to dig deep to discover that the Kirkle is run by a cult, who are lacing select bags of Kibble with a Tech Upgraded form of Black Lace (called Ultraviolet) to addict and recruit new members.

OLD JAPANTOWN HOOKS

Boosting the Body Lotto: The fighting between the Iron Sights, Red Chrome Legion, Maelstrom, and the Tyger Claws in Old Japantown is slowing down as of late. That's unfortunate for Merrill, Asukaga & Finch, the megacorp running Night City's body lotto. A lower kill count equals less sexy numbers and fewer tickets sold. Maybe MA&F hires the Crew to ramp up tensions and push the district to all out war ... or maybe the locals hire them to stop the crew MA&F hires.

Highway Robbery: Due to a shortage of manpower in the Kimen-Gumi, security for the transport vehicles from the Segotari Factory and Sanroo Complex has grown lax. The Crew could be on either side of this equation, either tasked by a Fixer to rob the cargo as it is transported or by the corporations to protect the shipment.

Golden Week: Golden Week is coming up and Mrs. Suzuki wants to ensure her bodega is both well-staffed and well-protected for the holiday period. She's decided the most cost effective way to achieve both goals is to hire a Crew of dependable Edgerunners to work the store for the week.

Old Secrets: Sachiko Evans is nearly finished assembling her book offering a photographic history of Night City. The issue is, Night Corp doesn't want the book published. Something in it is embarrassing to the legacy of Richard Night and the corporation will do anything to bury it. Including hiring a Crew to ensure the manuscript never sees the light of day.

Rigging the Game: It's tournament season again for the Elfines Online Trading Card Game, and everyone's eager to win! The Crew's been enlisted to help out a participant by keeping their rivals from showing up at Neo Galaxy Cards and Comics on tournament day. Or, if they want to take the crown themselves, the Crew can make sure the heavy hitters are also heavy sleepers and nab that limited edition ELO merch prize!

OUTSKIRTS HOOKS

Escort Job: Escort a tanker full of CHOOH² from the Eburnike Docks to the Petrochem or SovOil station in the Outskirts. That cargo is valuable, so expect everyone from rival corporate agents to Raffen Shiv and gangers to try to hijack it!

Farm to Table: Agents from Biotechnica are keeping an eye on the Ingalls Farm, searching for proof that the farmers are violating their contract. The Ingalls need someone to smuggle crates of produce from the farm to several high end restaurants in Night City without alerting the nosy corporate watchers.

Grandmother's Ring: A high ranking Exec plans on proposing to their longtime mainline in a grand romantic gesture involving their grandmother's wedding ring. The problem is, the ring accidentally fell into the rubbish and was picked up by the trash collectors yesterday! The ring is worth thousands of eurodollars, and the Exec is willing to pay someone to dig through the Municipal Landfill and retrieve it before scavvers find it.

Highrider Lost: A Highrider visiting Night City spent too much time at the casinos and lost their ticket home in a game of poker. They don't have enough money to buy a new ticket, but they do have enough to pay a Crew who can smuggle them aboard a delta heading up from either the still-under-construction Night City Spaceport or Jackson Plains Regional Airport.

Tunnel Snake: Something nasty is lurking in the depths of the Pol-Bud Mine, picking off workers one by one and breaking equipment. Is it a cyberpsycho lost in

the darkness, agents of a rival corporation, or one of Biotechnica's nastier creations, digging and slithering through the dirt? Either way, Pol-Bud is willing to pay a Crew to get rid of the problem.

PACIFICA PLAYGROUND HOOKS

Extra Flaire: A friend of one of the Crew (or even maybe a Crew member!) comes out of Flaire thrilled with their new Gemini FBC, but begins acting erratically. The clinic insists the side effects are normal and will fade with time, but the incidents of strange behavior only increase as the weeks go on. Eventually, a medical examination by a third party will reveal hidden cyberware installed inside the newly minted FBC's grey matter – chipware designed to unbalance brain chemistry. Flaire installs multiple clients into Gemini bodies each week! How many are ticking timebombs with hidden chips installed?

Gang Warfare: Competition between the Piranhas and the Voodoo Boys over the drug trade is intense. Each is willing to pay outside "vendors" in goods, services, and cash to shut down one of the other's drug labs. The longer the lab is put out of business, the bigger the payment. Of course, that also means making an enemy of the targeted gang in the process. Is the Crew up for it?

Haunted House: A client is putting the Crew up in Playhouse for a few days before shipping them out of town on a job. A series of accidents, misplaced items, and odd sounds and sights makes it clear someone is "haunting" the building. The Crew can work with a Media to expose the culprit (a landlord hoping to force tenants out early and collect the high rental contract termination fee) or choose a more direct means of solving the problem.

Ticket to Paradise: Every Tuesday a drone flies down from the sky and stops in front of a random pedestrian in the Pacifica Playground to play *What Would You Do?!*, a reality show that pushes "contestants" to perform dangerous and humiliating tasks for a chance at Playland by the Sea tickets. Each dare completed reduces the ticket price by 10%. Complete ten dares and you get in free! The "dares" begin with simple tasks (hop on one foot while reciting the alphabet) and grow more degrading and deadly from there. Guess what? Today the *What Would You Do?!* drone has found you!

Virus Delivery System: Captain Rochelle Draiman wants to grow Militech's influence in the Pacifica Playground, and to her that means obtaining the security contract for Playland by the Sea. Her plan: hire a Crew of Edgerunners to sneak into Protective Lightning's facilities in the park and upload a virus into as many drones as possible. When drones begin crashing into customers, park management will have no choice but to hire Militech to replace them.

PLAYLAND BY THE SEA HOOKS AND RULES

The Big Wheel: The apex point of the Big Wheel makes for one hell of a sniper's perch, giving a perfect view of the rest of the park (or, with the right weapon, parts of Pacifica Playground). Better go up with an escape plan, though, because the ride operator can and will leave you stranded if directed to by security. Climbing down the 100 m/yd wheel requires succeeding at a DV13 Athletics Check (made as part of a Move Action) each Round, possibly while being shot at. Base jumping with a parachute is possible, with a DV15 Athletics Check needed to safely reach the ground of a waiting sea vehicle.

Bumper Pandamonium: To hit another panda-car hard enough for it to count, you must move into its square, and beat the driver in a contested Drive Land Vehicle Check. If you succeed, on their next Turn the targeted driver Loses Control (**SEE CP:R PAGE 192**), and you move at least one Square ahead of or to the target's side, even if you have no MOVE left. Panda-cars have MOVE 10 and are capable of Maneuvers (**SEE CP:R PAGE 192**). These hits do no damage, but cease operation after three hits, becoming an obstacle for the remaining drivers to maneuver around.

Eco-Coaster: Whenever an Edgerunner rides on the Eco-Coaster, the GM must make three DV13 Basic Tech Checks for the Gearheads (Basic Tech Base 10) maintaining the ride. On the first failure, the Eco-Coaster shakes and anyone riding must succeed at a DV9 Resist Torture/Drugs Check or vomit. After two failures, the Eco-Coaster lurches, and anyone riding must succeed at a DV13 Endurance Check or suffer the Whiplash Critical Injury (without the bonus damage). If all the Gearheads fail all three Checks, the ride derails and the coaster cars crash, dealing 6d6 damage to all riders.

Hall of Nightmares: Whenever someone takes a Movement Action in the Hall of Nightmares, they must succeed at a DV13 Perception Check or run into

a mirror, ending their Movement for the Turn. Anyone attacking a target there must succeed at a DV15 Perception Check. If they fail, they hit a mirror instead of the target, breaking it. The Radar/Sonar Implant negates the need for both Checks. If ten or more mirrors are broken, further Perception Checks are not needed for navigation or combat.

Segotari Station Claw Machine: The claw machines in Segotari Station cost 5eb per go (one drop of the claw). An Edgerunner using a claw machine must roll 1d10. If the result is below their current Luck Pool total, they retrieve a prize worth 5eb. If the Edgerunner rolls a 1, they should roll again. Evens, they retrieve a rare prize worth 10eb. Odds, they retrieve an ultra-rare prize worth 20eb. Rare and ultra-rare prizes are considered collectables and their value can go up after production is discontinued.

PORT OF NIGHT CITY HOOKS

Amazing Transport: Sometimes, William "Mr. AMAAAAZE!" Maze finds something so hot even he can't sell it directly to the public. This time, it is literally nuclear material, retrieved along with random cargo from a vessel lost at sea. Maze won't keep the glowing ore at Dock 13, but he still intends to make a profit by selling it to another Fixer. All he needs is a Crew of suckers Edgerunners willing to transport it across the city for him.

Bar Fight: Okay, so this isn't so much a plot hook as an encounter idea ... but come on, Rusty's Dive Shack was hand crafted for a good old fashioned bar brawl! Go for it!

High Value Target: A Fixer hires the crew to travel out to Flotsam, sneak aboard the *OGV Lund*, and recover a Super Luxury item buried deep in one of the ship's 3,000 remaining cargo containers. The good news is the Fixer can provide a container ID number. The bad news is the Thelas don't look kindly on theft.

Salvage Claim: Drummer and Fife, information specialists who love tracking down lost cargo, have discovered coordinates for a lost 4CW cargo shop. The problem is, they aren't the only ones. Retrieving the data and valuables from the sunken vessel means racing against other crews, including a submariner nomad pack and a Hydrosubsidium salvage team.

Train Robbery: Trains laden with valuable cargo travel out from the Port of Night City daily, making them prime targets for robbers. A Crew seeking to pull off a train job might need to deal with DeadWoods cowboys, Snake Nation nomads, and the occasional corporate guard team. A Crew hired to provide extra security must fight back against invaders in the narrow confines of cargo cars without damaging the cargo.

RANCHO CORONADO HOOKS

Blockage: The city finally did it. It found a way to reroute water away from the Albino Alligator Car Wash without disrupting the flow to the Tanson Group Headquarters. Gang leader Big Bruno needs a Crew to travel underground and rework the pipes so some of the water is diverted back into the Car Wash's pipes. Of course, such a Crew could also do a noble thing and direct it to other parts of Rancho Coronado, too.

Converting the Culms: Biotechnica wants the Culms. Badly. The megacorps scientists are salivating at the possibility of researching the mutant bamboo that grows within. There's only one problem. Local company Exec Epione Song isn't willing to piss off David Ling Po and the Weng Fang Tong by seizing the bamboo grove directly. On the other hand, if a neutral third party were to clear out the Tong, Biotechnica can install a puppet group to control the Culms in the resulting vacuum. Don't let the cityscape fool you, though. This is probably a mercenary level gig.

Factory Direct: The various maquiladoras in Rancho Coronado are at the heart of factional warfare in Night City. Fashion rivals, criminal organizations, and oppositionally positioned manufacturers would love nothing more than to disrupt the local production process of their enemies. Blowing one of these tinder boxes up is worth a payday, but a Crew can earn even more by clearing one out and handing it over to the former owner's enemy.

The Old NET: According to Nostradamus, there might be a functional connection to the Old NET buried beneath the wreckage of the Digital Divinity Ruins. The data collector is willing to pay a Crew to travel down into the underbelly of Rancho Coronado and find out.

Steel Salvation: No one knows why corporate forces raided a Steel Vaqueros caravan south of Night City and stole every drop of cargo being carried, but

the end result is a disaster. Yes, the raid will impact the nomad clan's finances, but more importantly the caravan was carrying medicine needed to keep members of their community in Night City alive. Go get it!

RECLAMATION ZONE HOOKS

Boosters MIA: The Booster Bistro is one of the best places in Night City to earn a second chance at a clean life, but Axel's noticed more and more of his hires showing up late or coming up missing. It's getting hard to run the joint, and so the Crew is pulled in to help both run the Bistro and figure out who's poaching his workers. It's a mix of cracking eggs and clues to keep the clients fed and figure out who's recruiting all these ex gangers and why.

Election Season: It's never too far from election season to start gaining support, and the Crew has been invited by one of the would-be City Managers to help secure the district's future. Maybe it's Santos Dorado, hoping to show that he's not too old to run the place, or Torin Seanoa, running on a platform of expanding the district. They could even be working with whomever Garven Haakensen is bankrolling to put in place as a puppet. Pound the pavement, pound your rivals, and secure the future of the Reclamation Zone!

My Kingdom for a (Steel) Horse: NCART lives and dies on whether it can get new parts to keep vehicles maintained, and mysterious raids on shipments are slowing down the pace of repairs. The Crew is hired by Santos Dorado in order to figure out who's behind the raids and stop them.

NCART Fever: Four passengers on the NCART red line have self-immolated in the last month. NCPD can't find a connection between the perpetrators, but the Dorado clan is convinced this is part of a plan to discredit them. The Crew is hired to investigate. Are the combusting passengers part of a strange Reckoner ritual, a weird Bozo prank, or a plot by Americar to push public transportation riders to buy new cars? Find out!

Random Violence: It's just another Friday night on Benko Avenue when a mob of Kill Krashers ride into the district on a Punknaught! Will your Crew fight back, cut and run, or sit back and watch the show?

SANTO DOMINGO HOOKS

False Wolf: Someone in Night City landing jobs by claiming to be a Lobo – a member an elite pack of Aldecaldos problem solvers. The problem is, Izzy Lobo knows every member of the pack personally and none of them are working freelance in NorCal at the moment. He doesn't want to kill this doomba, but he'll be forced to do so to preserve the pack's honor if the false claims don't stop. Maybe the Crew should stop the pretender first, especially if it is someone from one of their Lifepaths.

Metal Murder: The sun is rising and the bartender at MetalStorm notices one FBC customer is still sitting in the corner. They head over pat the borg on the shoulder, and tell them to wake up. Time to go home. Only the customer falls over with a clank, dead. Did someone poison the victim's brain slurry, hack their FBC body to shut down life support for the brain, or kill them someplace else and leave the body in MetalStorm to be discovered. It's a metal murder mystery and the Crew has to solve it!

Sinking Ship: Mario "Corona" Fernandez, leader of the Rat Kings, has a problem. His little brother stole a shipment of drugs from El Norte Cartel. Mario knows his small gang can't stand against the Cartel and he'd rather not sacrifice his brother to the criminal syndicate just to keep the peace. Maybe the Crew can help? Or maybe the Cartel hires them to track down the drug thief through the bowels of Megabuilding H4.

Snakes on the Train: El Norte Cartel would love to smuggle goods from Mexico to the Pacifica Confederation by rail, but thus far the Snake Nation packs running the trains refuse to play ball. The Crew can be hired to dig up dirt on an important Snake nomad for blackmail material, or maybe they need to get said nomad out of a tight spot with a Cartel black-mailer instead.

Woodchipper's Block Party: Woodchipper, the nomad Fixer, runs a Night Market/block party every other month. Normally, the Aldecaldos Peacekeepers and Lobos provide security, but troubles elsewhere mean fewer bodies holding guns during the event. Woodchipper hires the Crew to provide extra protection in case the Kill Krashers, Toecutters, or another gang decide to invade.

NIGHT CITY HOOK BOOK

SOUTH NIGHT CITY HOOKS

Bookmobile: Reclaimers in the nearby town of Atascadero have found an old, broken down mobile library full of molding books. Nostradamus has arranged to purchase the vehicle and the books, but needs the Crew to travel out there and bring it back. They'll need to repair the bookmobile and escort it through the Outskirts and into Night City.

Cops vs Zoners: NCPD wants someone on the inside of the Zoner movement, feeding them information about protests and plans. Do they hire the Crew to infiltrate? Or are the Zoners asking the Crew to figure out who the mole is?

Finding Joy: Someone has found South Night City City Manager Garven Haakensen's one weakness – Melinda Joy. Another City Manager has kidnapped Melinda to ensure Garven votes the "right way" in an upcoming City Council meeting. Garven wants Melinda back and is (reluctantly) willing to pay for the Crew to make it happen.

Missing Persons: Several South Night City residents have gone missing. Baker Street, a wannabe junior detective, investigates and finds the remnants of a broken GunMart Smart Special and circus graffiti at the scene of one abduction. Can the Crew help Baker Street solve the crime before they become the next victim?

The Slam-a-thon: Cassius Brown, owner of the Slammer, is holding the first annual Slam-a-thon! Every crew and gang in the city is invited to send their champion to participate in a no-holds barred tournament to determine the ultimate bare knuckle brawling champion of Night City. Even if the Crew doesn't participate, there's plenty of work to be had: sabotaging competition, preventing sabotage, collecting from deadbeats who don't pay up on bets, and keeping the Wild Things from interfering (or helping them) because the Slam-a-thon is stealing business from the Redline.

UNIVERSITY DISTRICT HOOKS

5 Minutes and 29 Seconds: The two factions within the Philharmonic Vampyres are teaming up on a performance art prank. The gang wants to hijack all transmission frequencies on the Island to broadcast a discomfiting tone that is exactly five minutes and

twenty-nine (the length in pages of the original Dracula manuscript) seconds long. It is an audacious undertaking and the gang will need help to pull it off!

Broadcast Interrupted: A rogue transmission keeps interrupting NCU Radio, playing the audio from a famous 1987 signal hijacking before vanishing. The pirate signal strikes at random and the station's manager is at their wits end to stop it. They're willing to pay the Crew to track down the perpetrator and shut it down.

Creeping Vines: A few months ago, an explosion on the Biotechnica Campus scattered seeds across the University District. Now, strange vines capable of cracking through concrete are growing everywhere, threatening the structural stability of the campus. Biotechnica denies any knowledge, involvement, or responsibility, and no amount of hacking, slashing, or spraying stops the vines. They always return. Pissing off a megacorp is a bad move, so NCU hires the Crew to break into Biotechnica HQ and steal any information they can find about the vines – including a way of killing them – without implicating the university.

Out for Justice: A member of the Princesses of Justice hasn't returned home after a night out. Gang leader Adorable asks the Crew to go out in search of the missing Princess ... but this particular member doesn't require saving. They're on a potentially suicidal run of revenge. Will the Crew save her from herself or help her finish the job?

Protesting the Kosmos: Another clinic (perhaps From the Ashes or Savage Docs) wants a state of the art piece of medical tech currently installed in Kosmos Hospital. Seems like a hard heist, but the Fixer the clinic hired has a plan: rile up the students at NCU to protest the elitist policies of the hospital, then pull off the job during the chaos. The Crew will need to first convince the students to protest, then sneak in and steal the machine.

UPPER MARINA PLOT HOOKS

Animal Collector: A wealthy and eccentric patron wants a Zhirafa GRAF3. Not just any Zhirafa GRAF3 mind you, but the one that laid the final I-beam on the Night City Convention Center. AllNations Construction isn't interested in selling, but when has that ever stopped the wealthy from getting what they want?

Bird Hunt: Pixie Stix, a masseuse at Night City Bubbles, spotted an ultra-rare Series 2 Kerry Eurodyne Goosetopia figure being used as the pinnacle piece of a kinetic sculpture at GraffitiX. She's willing to trade her services to someone if they swap it out with her uncommon Series 5 Kerry Eurodyne.

Going Up/Going Down: Work on Megabuilding H8 is continuing and the Upper Marina is divided into two groups: the *Not In My Backyardigans* and the *Gee, Wouldn't Affordable Housing Be Niceians*. Both are willing to pay for violence to ensure their point of view wins.

A Roof With a View: Sports fans at McCartney Cubes are assembling rickety structures on the roof to serve as viewing platforms to see over billboards blocking their line of sight to the games. Of course, the stadium put up those billboards to prevent exactly this sort of no-ticket freeloading. The stadium's willing to pay someone to tear down the structures. The fans want to protect it but can only offer Smash and snacks.

Water Wars: Rumor has it the Skiv Family recently invested in Kraken Line Water Taxis, which might explain why a WaveMo Water Taxi (and its pilot) washed up in pieces on the shore yesterday. Danny D Palma is a notorious tightwad when it comes to money, but he's willing to pay out vouchers for free rides to the Crew that saves his company from Skiv Family aggression.

WATSON DEVELOPMENT HOOKS

Chicken Tonight: Divine Tastes, a small West African restaurant in Megabuilding H11, has announced the date for its annual Mafé Night and every seat is already booked. People will pay mad amounts of cash for the rare meal: real peanuts, real chicken, and real vegetables, all mixed into a fragrant, perfect stew. Enterprising Edgerunners can make a nice chunk of change by securing a patron a reservation ... or they can use the event as a cover for assassination. Divine Tastes serves a peanut-free version of the stew, but switching bowls might be a good way to kill off someone with a tree nut allergy.

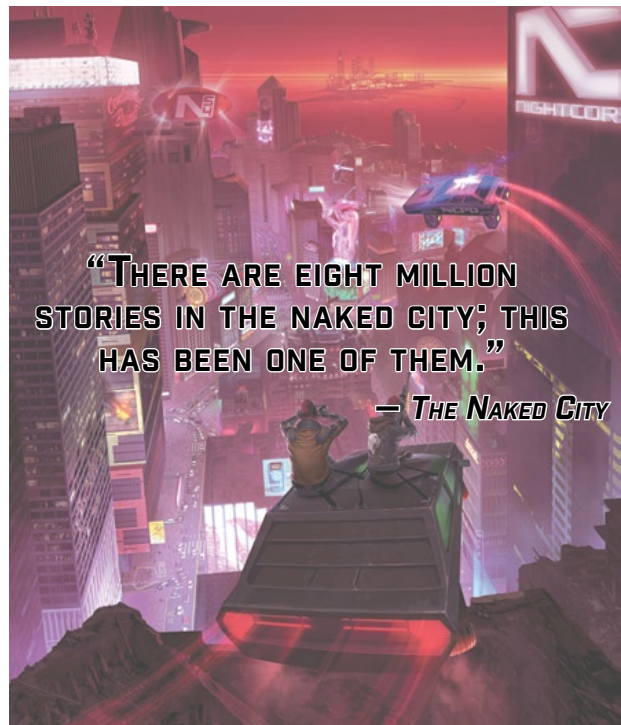
Do You Accept the Quest?: ELO players are okay for the most part, but there's an unhinged element that can't accept things as they are and are willing to pay for play – specifically they'll pay a Crew to break into the servers beneath <insert Segotari location here> and

juice up their Elf. Assuming the servers are even there to begin with.

The Grand Prix: Gamblers and gear heads alike wait with anticipation for the announcement of the Watson Development Grand Prix. The no-holds-barred, winner-takes-all motorsport event is coming up and, to keep the cops guessing, the route is only downloaded to the racers five minutes before the race begins! Participation is guaranteed to build street cred and the winner walks home with a brand new set of wheels courtesy of Turbo Neon Motors.

The Oil War Never Changes: Petrochem and SovOil exist in a cold war detente state in the Watson Development, but the rivalry burns ever bright in the hearts of its junior executives. An up-and-coming Exec from one of the megacorps wants their counterpart at the other company ruined. Don't kill the target, though. Destroy their life and reputation instead.

Tryst Pics: A sleazy Media hires the Crew to snap pics of Watson Development City Manager Lucius Rhyne engaged in torrid relations with Canadian Consular Lexi Kane. Only, the Media is a front. The real client is Tom Stone, captain of NCPD Precinct #3. Stone plans on using the photos as part of a larger harassment campaign to ruin Rhyne's career and life.



“THERE ARE EIGHT MILLION STORIES IN THE NAKED CITY; THIS HAS BEEN ONE OF THEM.”

— THE NAKED CITY