

# **Digging Up a Mole**

**A One-Round Shadowrun Virtual Seattle Adventure**

**by Stephen Gabriel**

The Johnson's mole has disappeared and his guardian is gone too. Tracking down the mole should be a piece of cake, just watch out for his former employer!

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

**Scoring the game for RPGA points:** The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

## Adventure Summary and Background

This is the second scenario in a set of three interconnected scenarios which can be played individually or in sequence.

In the last adventure, *War in the Streets*, a race was run between Aztechnology and Saeder-Krupp as they both tried to obtain samples of a virus that would make mundane and awakened alike involuntarily astrally active. The characters were hired by Jonathan Nash, the head of group known as the Metathuman Rights Commission. The MRC was established by the late Dunkelzahn prior to his entry into and demise in the political arena. Jonathan Nash, like Dunkelzahn, is a Greater Western Dragon.

Nash had an unwitting mole buried deep in Saeder-Krupp and more importantly deep within Aztechnology. The mole, Sgt. Edward "Teddy" Simms worked as a spy within Aztechnology for Saeder-Krupp. Inside Aztechnology, he was an Interrogator in their security division. The MRC had planted a free spirit in the form of a cat in Sgt. Simms apartment, a left over possession in the break up with his estranged wife. Sgt. Simms could safely say he never told anyone anything, because he knew cats can't talk. Can they?

Nash hires the characters to locate Simms for several reasons: he doesn't like losing good resources, he wants to know what happened to the free spirit, he wants to know if somebody is on to his unwitting mole, and finally, he wants to know who is involved at Aztechnology.

This scenario is written such that not all encounters need to be completed. In addition, some encounters can be either roleplay or combat oriented depending on the balance and desire of the players.

Each scene is broken into three segments: Tell It to Them Straight, Biz and Details. Tell It to Them Straight covers what the characters see when they arrive on the scene and should be paraphrased rather than read directly. Biz covers what is really going on in the scene including motivations and possible actions of the NPC's, if any. Details covers information or items that can be located while completing the scene. There are several paths through this adventure and the characters are not required to complete every scene. The following list is a key to the scenes.

1. The Meet Meet the Johnson and get the scoop.
2. Footwork Digging for leads.
3. Apartment Life Examining Simms apartment.

4. Uninvited Guests Surprise visitors at Simms apartment.
5. Jessica The characters track down Simms estranged wife.
6. Astral Pursuit The characters try to trace Simms astrally.
7. The Suite Trace Simms to a hotel.
8. Phone Call An uninvited invitation is made.
9. Herr Zalthof A meet with the Dragon Zalthof.
10. Pay Day Return to the Johnson
11. Oops! Somebody screwed up.

## Tiering

This scenario is to be run using tiered difficulty based on the average karma pool of all of the characters at the table. There are three tiers and they are noted by numbers separated by slashes in the NPC descriptions. Example: 0/1/3 means tier one has zero karma, tier two has one karma and tier three has three karma. If the average karma pool is less than 5, then use tier one.. If the average karma pool is between 5 and 10 inclusive, then use tier two. If the average karma pool is over 10, then use tier three. Under all circumstances, Ursula and her team have karma pools equal to the average of the table and the dragons have a karma pool equal to the sum of the characters at the table.

## Scene 1 The Meet

### Tell It to Them Straight

*The sky bears that unhealthy glow known as sunlight to the wage slaves of Seattle. Its another fine morning with gray clouds overhead but no rain coming down. The phone buzzes, its Claudia, "Good morning folks, today you get to work like honest people. In the daylight! I have a meet scheduled for you at 9:45AM at the Purple Haze, reservations are under my name."*

### Biz

Purple Haze is a high priced and fashionable night club known for multiple dance floors and very private meeting rooms, one of which has been retained by the Johnson. The characters will be searched and completely disarmed prior to entering. If the characters have played in **War in the Streets**, then they will recognize the Johnson. The man waiting for them is a rather distinguished looking gentleman in his early 60's. He is wearing a black pin striped suit with an artistic tie and an MRC lapel pin (Metahuman Rights Commission).

He will greet them and ask them to be seated, he speaks with a crisp british accent. He is being escorted by two people, an elf and a human. The elf stands with

the practiced ease of a highly experienced physical adept. The human looks rooted to the spot. Anyone looking astrally will see that both men appear mundane, that there are several watchers in the area and that there are two force 8 elementals of each type hanging in astral space. The human will tell anyone astrally perceiving to "mind their manners." It is considered rude to astrally perceive another without permission and wrong to do it to a Johnson. Claudia would not be pleased. It is suicidal to cast spells here, if the Johnson doesn't eat the character for lunch, Claudia will.

The Johnson recently lost track of a mole in a corporation. He had a free spirit that was watching over the mole, but the spirit has not responded to summonings and he fears there is a problem. The Johnson will pay 150k nuyen to locate the mole and bring him back to the Purple Haze. The Johnson will emphasize that this is to be done very very discretely.

## Details

Hand the players Appendix 3 which has the name, address and description of the missing man.

The Johnson's name is Jonathan Nash, anyone with metahuman rights activist or media contacts may recognize him (Target 4, 3 successes) as the head of MRC. The elf is an 8th level initiate physical adept and the mage is an 8th level initiate hermetic mage. Jonathan is a great western dragon. The mage will manabolt (Force 10, Deadly wound) anyone who attempts to go astral or cast a spell in Nash's presence. All three are masked to look mundane in case anyone lives long enough to tell the difference.

## Scene 2 Footwork

This scene covers the characters digging for information through contacts and the net. It is sorted out by subject matter and all target numbers are 4. The characters may buy one extra die for each 100 nuyen paid to a contact up to a maximum number of dice equal to their Charisma.

### **MRC**

Any metahuman.

2 successes: That's the Metahuman Rights Commission.

3 successes: They have their roots with Dunkelzahn.

4 successes: Its headed up by one of Dunkelzahn's politicos, Jonathan Nash.

6 successes: Nash is really a Western Dragon.

### **Gehrhof**

Any corporate contact

2 successes: Its a division of Saeder-Krupp

- 3 successes: Its function is solely to watch over Saeder-Krupp interests in Seattle, they do no real business.
- 4 successes: Its run by a man named Zalthof, an old school german.
- 6 successes: He is essentially in charge of all of the Saeder-Krupp holdings in Seattle and reports directly to Lofwyr himself.

#### **Herr Zalthof**

- 3 successes: He's a big wig politico and head of Gehrhof, a division of Saeder-Krupp.
- 4 successes: He's a savvy business man and very careful with his resources, ie people.
- 5 successes: He reports directly to Lofwyr and is himself a capable mage.
- 6 successes: Zalthof is a dragon.

#### **Simms**

- 2 successes: He's an interrogator for Aztechnology.
- 3 successes: He's in the process of getting divorced from his wife, Jessica. They are separated.
- 4 successes: He hasn't been back to Aztechnology in nearly three days.

#### **Ursula**

- 2 successes: Her name is Ursula Weisshaupt.
- 3 successes: She works at Gehrhof.
- 4 successes: She is the executive assistant to Herr Zalthof, the head of Gehrhof.
- 6 successes: She is a physical adept and former runner from Germany.

## **Scene 3 Apartment Life**

This scene covers the characters searching Simms' apartment.

### **Tell It to Them Straight**

*The address for Simms' place leads to a townhouse in Renton. Stairs lead up to a front door directly off the street and a backdoor leads out to the alley behind the row of townhouses. There is a one car garage off the alley. The street is fairly busy with both automobile and pedestrian traffic interspersed with the occasional Lone Star patrol car.*

### **Biz**

The characters have arrived after Ursula has removed Simms from the apartment. After the failed interception, Zalthof became suspicious and decided it would be best to protect his resource more directly. One of the team members who entered with Ursula was a mage and recognized the cat for what it was and used

spiritbolt against it. The free spirit is gone from the physical plane for 27 days.

The front entryway opens into the living room on the right and a stairway up directly ahead. The living room is occupied by a sectional couch, a coffee table and trid player. The décor is contemporary synth-leather and plas-wood. Bare spots on the wall reveal that several pictures have been removed in the last couple of months. The dining room opens off the living room with a large glass table and six chairs that match the design of the living room. The back portion of the dining room looks to have at one time held plants, the racks, watering cans and a few empty pots remaining. A cat litter box sits in the corner, a few cat toys and a bag of litter on top of its cover. The kitchen opens to the left of the dining room. The room is small and looks clean but organized and used. The refrigerator has plenty of food in it, as do the cupboards. A door leads out back to the alley and a second door leads down to the basement, the stairs nested under those leading to the second floor.

The stairs down leads to a half basement with a laundry room and small workshop, mostly electronics tools. There is a nice computer system set up here with remote cameras placed around the house. A door leads into the garage where Simms car, a Chevrolet Cavalier, is parked.

The stairs to the second floor lead to a small hallway with three doors off of it. The door toward the front of the house leads into the master bedroom. The queen-sized bed is made and there is one chest of drawers, a closet and a door to a small bathroom. The bedroom shows signs that someone else once lived here as well, but has since moved out. The clothes and items are all quite mundane. The bathroom contains a shower, toilet and sink. The middle door in the hallway leads into a bathroom with tub, toilet, sink and linen closet. The bathroom is clean and looks relatively unused. The last door leads into a den with a pull out sleeper sofa, a desk and bookshelves. This room also looks mostly unused and several pictures have been removed from the wall in the past several months.

### **Details**

The following information is available and is organized by floor and room.

#### **Living Room**

Intelligence, Target 4, 2 successes: Several pictures have recently been removed from the walls.

Intelligence, Target 4, 3 successes: There are several magazines and catalogs addressed to Jessica Simms.

Intelligence, Target 4, 4 successes: There are cat toys in the living room, but no cat hair on the furniture.

Intelligence while in Astral, Target 4, 2 successes: A spirit was disrupted in the living room.

Intelligence while in Astral, Target 4, 3 successes: A spiritbolt spell was cast by a mage and struck the spirit, disrupting it.

Intelligence while in Astral, Target 4, 4 successes: The spirit was a free spirit and occupied this unit for about two months. The spirit took the physical form of a cat and was force 4.

### **Dining Room**

Intelligence, Target 4, 2 successes: Someone removed plants from here recently.

Intelligence, Target 4, 3 successes: The cat box has never been used by a cat.

### **Kitchen**

Intelligence, Target 4, 2 successes: The kitchen is well used and stocked.

### **Work Room/Laundry**

Intelligence, Target 4, 2 successes: There are lingerie detergent, bags, and drying racks.

Intelligence, Target 4, 3 successes: The electronics equipment is very nice, its more than just a casual hobby.

Computer/Decking, Target 4, 2 successes: The computer equipment is very nice and is on an uninterrupted power supply.

Computer/Decking, Target 4, 3 successes: The house is loaded with cameras and sensors that feed into the computer.

Computer/Decking, Target 4, 4 successes: Give the players Appendix #4.

### **Garage**

Intelligence, Target 4, 2 successes: There is a burgandy Chevrolet Cavalier parked in the garage.

Intelligence, Target 4, 3 successes: The car is clean and well maintained.

Computer/Decking, Target 4, 2 successes: The car routinely commuted between the townhouse and Aztechnology. After its last trip to Aztechnology, it went to a building in downtown Seattle before returning here and has been parked for the last two days.

### **Master Bedroom**

Intelligence, Target 4, 2 successes: Several pictures and a chest of drawers have recently been removed. Half of the closet is empty as well.

Intelligence, Target 4, 3 successes: A picture on the dresser shows Simms at his wedding with a woman who stands about 1.8 meters with short sandy blond hair and blue eyes. The back has Edward and Jessica Simms. The picture is three years old.

### **Bathroom off Master Bedroom**

Intelligence, Target 4, 2 successes: There is a clump of hair in the trash can matching the color and length of Teddy Simms.

### **Main Bathroom**

Intelligence, Target 4, 2 successes: The bathroom is clean and well kept but does not appear to be used very often.

### **Office/Guest Room**

Intelligence, Target 4, 2 successes: Several pictures have been removed from the walls and several of the shelves are bare of books and other items.

Intelligence, Target 4, 3 successes: The room has not been used recently.

### **Spirit**

A spirit will know the following things.

- The man lived here with his companion until two months ago when she left.
- The woman brought a free spirit home about four months ago, it was pretending to be a cat.
- The man came home highly disturbed two days ago.
- Four people came in early today and took the man away. He knew one of them, a woman.
- One of the four people disrupted the spirit.

## **Scene 4 Uninvited Guests**

A pair of technicians from Gehrhof arrive to clean out Simms apartment.

### **Tell It to Them Straight**

*The back door to the unit clicks as someone works the maglock and then it swings in. Two men dressed in blue coveralls, tool cases in hand enter the kitchen, Gehrhof emblems prominently displayed on their coveralls.*

### **Biz**

Any character left to watch the outside of the building or monitoring Simms' gear will see a van pull up out back and the two men get out and come up the stairs to the back door. They will have about a 30 second warning from the time the van parks to the time they

reach the back door. If they run out the front door, then they will evade the men but will be caught on recording if they haven't disabled the recording system. John and Bud will simply erase everything without reviewing it, but this doesn't mean you don't have to worry the characters with this fact.

The two men are simple technicians sent by Ursula to clean out any electronic records left in his place since she didn't have any experts with her and didn't want to take the time to let Simms do it himself. There is a young man, John Caufield, who is in his early 20's and rather gangly. The other, Bud Malmstrom, is in his mid-40's and rather paunchy. Both have solid 3's for stats, no real useable skills outside of electronics at 5, and are completely non-threatening. They are both smart enough to realize what they just stumbled into and are scared witless. They will do anything they are told to and will honestly answer any questions that they are asked. They will also beg and plead for their lives.

The characters will need to decide what to do with John and Bud to keep them from calling in a warning once they are free. Remember that the Johnson specified that the characters be very discrete. Anything from guarding the men, to taking them along to leaving them in a hotel with stun patches on (duration is about 4 hours) is acceptable.

If the characters kill the technicians with unsilenced firearms, then give them 30 seconds to get out before Lone Star arrives. Go to **Scene 11 Oops!**

### Details

John and Bud know that Ursula took Simms to the Embassy Suites near SEA-TAC.

## Scene 5 Jessica

The characters track down Simms estranged wife. All they have to do is use directory assistance to get her phone number, her personal cell phone is still registered to this address.

### Tell It to Them Straight

*After a moment of ringing, a computer picks up the phone and says, "Ms. Simms is not at home, please wait while I transfer you to her office." In the background you here the phone ringing and an automated answering service picks up with, "Thank you for calling the Metahuman Rights Commission, if you know the extension of your party, please dial it now or stay on the line to speak to a receptionist." A few tones sound and then you can hear it ringing again. The line picks up and a picture of a woman*

*with short sandy blond hair and blue eyes appears, "MRC, this is Jess, how can I help you?"*

### Biz

Jessica's personal secretary has patched the characters through to her work phone number at MRC. She assumes this is business at first but will quickly realize that it is not once they start talking. She will not hang up on them immediately. While she is estranged from her husband, she does not wish him harm and will be cooperative if the characters approach her nicely. If they ask about the break up or accuse her of being involved with his disappearance, then she will hang up on them and not pick the phone back up. If they called from Simms place, she will call Lone Star and tell them that someone has broken into her apartment. Go to **Scene 11 Oops!**

### Details

Jessica has the following information regarding her husband.

- Teddy worked as an interrogator inside Aztechnology's security department.
- Teddy was also a working for Gehrhof as a spy, keeping tabs on Aztechnology's security. She can provide an address, it is the last stop the car made before returning to Simms' home.
- She left him two months ago, she left her cat with him. The cat was a present from her boss, Mr. Nash at MRC.
- Teddy loved electronic gadgets and had cameras in just about every room in the house. They fed into the computer in his shop in the basement.
- She does not know where he is but figured something like this would happen some day.
- She knows the woman, her name is Ursula Weisshaupt, she works for Gehrhof.

## Scene 6 Astral Pursuit

The characters search for Simms using spirits.

### Biz

A character summons a spirit and traces Edward Simms using the hair sample from the bathroom off the master bedroom.

### Details

The target number to find Simms is four, no one is actively hiding him yet. The base time to locate him is 8 hours divided by the number of successes. He is currently in the Embassy Suites Hotel, Room 810

located near SEA-TAC. It is a 40 minute drive from Simms' home to the hotel. Go to **Scene 7 The Suite**.

## Scene 7 The Suite

The characters go to the place Ursula rented for Simms until he leaves town for awhile.

### Tell It to Them Straight

*The Embassy Suites Hotel is a fairly upscale new building located not far from SEA-TAC. Security is obvious at the front door and mag-locks and cameras adorn all of the side entrances.*

### Biz

The hotel has moderately tight security provided directly by Lone Star including mag-locks and cameras at each entrance, in the hallways, lobbies, elevators and stairs. Simms room is suite 810 and consists of a large open living room with a dining table, kitchenette and wet bar and a separate bedroom with a single king sized bed. There is a separate entrance into the hall for both the main room and the bedroom.

Simms is here with Ursula, Benjamin, Frank and Connie. Ursula is a high level physical adept and works directly for Herr Zalthof. Benjamin is hermetic mage and Frank and Connie are street samurai. All statistics are supplied in **Appendix 1 NPCs**.

Ursula's primary objective is to keep Simms alive and safe. Shortly after their location is noted, Benjamin summoned watchers and positioned them strategically. Any astral incursion will alert him. Ursula has excellent senses and can hear people walking down the carpeted hallway. As soon as they are aware of any attempt to take Simms, Ursula will order a withdrawal. Benjamin will activate spell sustaining foci turning himself and Simms invisible using Improved invisibility with six successes. Frank and Connie will cover the doors and Ursula will try to shield Simms as best she can. If the characters attempt to enter the main room, Ursula and team will fight a retreating action into the bedroom, trying to lure the characters in where they will toss a canister of Neurostun(10D, only requires skin contact). If the characters leave the hallway unguarded, then they will slip into the hallway and to the fire stairs and down and out. If the characters do leave a guard, Benjamin will cast stun ball into the hallway and they will retreat to the fire stairs and then out. If the characters leave a guard watching the second door or the guard in the hallway does not go down, then Benjamin will have an earth elemental open a hole into the room below and everyone will jump down and flee. The hole will close when the last of Ursula's team jumps through.

If the characters attempt to negotiate, then Ursula will stall while Benjamin renders himself and Simms invisible and then the whole group will drop through to the next room down and flee. Either way they will drop a wristphone in a notable place for the characters to find.

Lone Star will immediately be alerted if the characters engage in open gunfire of any sort or if Ursula's penetrates to the unit below. The characters will have about one minute before Lone Star arrives on the floor via the elevator. If they run, they will evade Lone Star. If they stop and fight or try to negotiate, go to **Scene 11 Oops!**. Anyone listening to a radio scanner or watching the lobby will immediately note the activity. Anyone with amplified hearing will hear the screech of the silent alarm in the background.

### Details

The room contains luggage for all five people and the clothing appears to be for a much warmer climate. Oddly, none of the personal effects contain anything that could be used to trace the people, having been swept with a sterilize spell. Simms is now being shielded by Benjamin so a spirit will either not find him or simply not return.

Any character entering the room will find a wristphone sitting on the table (Intelligence, Target 2, 1 success). If the characters leave without entering the room, they will exit the hotel in time to see the Mitsubishi Nightsky that was on Simms' camera pulling out and will see something being dropped out of the car. It is a regular pocket secretary, completely wiped nothing else funny about it.

## Scene 8 Phone Call

A phone found in **Scene 7 The Suite** rings.

### Tell It to Them Straight

*The phone that you found begins to ring.* (Continue if someone answers, otherwise the phone simply continues to ring.) *The screen is blanked and a voice with a heavy german accent begins, "Hallo, who have I ze pleasure ov talking to?"*

### Biz

Ursula hit the panic button to let Zalthof know that something was going down and he had her leave a phone. He is quick and has put a few things together and is now quite curious about who's after his spy.

Zalthof has mutual beneficial interests with the runners. He will be as congenial to the runners as they are to him, but desires strongly to meet them on neutral

ground. He suggests at the International Fountain near the Space Needle. Herr Zalthof will be there in one hour and will be wearing a black trench coat, a black wide brimmed hat and will be smoking real cigarettes.

## Scene 9 Herr Zalthof

### Tell It to Them Straight

*The International Fountain is in fine form, what can be seen through the light mist and fog, that is. The square is quite busy despite the weather, the soycaf vendors making a killing as everyone tries to take the chill off. The man who introduced himself as Herr Zalthof is easily spotted as he stands their alone, watching the fountain, a puff of smoke jetting from his mouth as he exhales, then draws again on his cigarette. He is an elderly man in his late 50's or early 60's dressed in a very conservative but fine black trenchcoat, its collar turned up to protect his neck, reaching the brim of his hat in the back. His face bears the lines of a mature and intelligent man, his eyes sparkle at you as you approach.*

*“Gut day! It appears ve have sumzink of mutual interest. Ja?”*

### Biz

Herr Zalthof does not want to lose a good contact or faithful servant but is aware that someone else is working on the problem. He is willing to cooperate and possibly even form an alliance with the other power if they are willing. He is under no delusions as to the position of the runners and knows quite well that they are only hirelings. He wants to know why they want Simms and what they hope to gain from him. If they mention Mr. Nash or MRC, he will nod knowingly and make them the offer, see below. If they mention Ursula or her team, he will comment that she is a very faithful employee. Herr Zalthof will also want to know what became of the two technicians. If they are dead, he will show no displeasure to them, but will instead discuss their terms with Mr. Nash. If they are alive and well, he will thank them for being so compassionate and will admit that good employees are difficult to find and harder to replace.

Once he is aware of who they are working for and that their employer means them no harm, Zalthof will instruct them to give the phone they picked up to Mr. Nash and that he will be in contact with him. Zalthof will then bid them good day and leave.

Anyone looking at Zalthof astrally will see a mundane man and will earn a disapproving look from Zalthof. Zalthof will drop his physical form and return any physical attack or spell sent his way. If anyone

attempts to use a mind controlling or reading spell against him, Zalthof will use a similar spell in return on the caster. There are two helicopters circling and waiting in case there is a problem, use the teams in **Scene 11 Oops!** to wipe out any characters foolish enough to attack a dragon.

## Scene 10 Payday

The characters drop the phone with Mr. Nash in the same room as the original meet at the Purple Haze.

### Biz

Mr. Johnson is waiting for them as prearranged. The tone of the meeting is dependant upon how the characters handled Zalthof's employees. If none were killed, use Outcome #1, if any were killed, use Outcome #2. Nash has already spoken to Zalthof and is aware of what has transpired.

### Outcome #1

Mr. Johnson has the table stocked with champagne and appetizers and is smiling as you enter. He will offer up a toast to a job well done and will tell the characters that he knows who to go to in the future when he needs discrete work done. He will provide the characters with the 150k nuyen. They will receive a bonus of 30k nuyen if none of Zalthof's people were physically injured.

### Outcome #2

The room is empty when the characters enter and shortly after they arrive, Mr. Johnson comes in . He eyes the characters with an unpleasant and accusing stare. “Apparently, you were not capable of following my instructions. The fee is half.” He drops a cred stick onto the table and leaves.

## Scene 11 Oops!

This encounter covers the characters running afoul of Lone Star and is to be used only if the characters try to stand and fight against Lone Star. The scenario ends with this encounter for those foolish enough to attack Lone Star. **Warning: Any character captured or killed here is eliminated from Virtual Seattle.**

### Biz

The characters have drawn the attention of Lone Star. The characters are challenged by a Lone Star Squad and ordered to throw down their weapons and



surrender. If they surrender here, they will be taken into custody and released after paying fines equal to 20k each. If anyone outside the party has been killed, then the party is eliminated. If they fire on Lone Star, a rapid response team will arrive in the next two rounds consisting of ten armored troops and a mage in a stallion helicopter. A second team will arrive two rounds later. They will shoot to kill and will accept surrender only if all of the remaining characters surrender at the same time. Either way, the characters are out of Virtual Seattle and the judge should have the players destroy their character sheets. Anyone who flees before they begin firing will escape. Anybody who stays behind and fights will be killed.

If the characters are here because they screwed up with Zalthof, then both teams of ten samurai and a mage drop in firing on their first initiative in the first round of combat. The characters will be killed to the last.

All characters killed or captured are eliminated from VS and their character sheets should be torn up at the table.

## **The End**

## **Karma and Nuyen**

The pay for the job is a flat 150,000 nuyen for the entire group for getting in contact with Zalthof. If they did it without physically harming any of Zalthof's people then they will receive an extra 30,000 nuyen bonus. If they fail, they get nothing because they have probably been eliminated from VS. If they killed any of Zalthof's people then they will be paid only 75,000 for the job.

Karma is awarded as base karma and individual karma. Base karma is summed up as shown below and all players receive this sum. Individual Karma will range from 0 to 3 at the discretion of the judge and is given to specific players. One point of karma should be given for exceptional roleplaying, an excellent idea that defeats an encounter without combat, an act of selfless bravery (such as taking a bullet for a friend or innocent), or a humorous action or remark that gets the whole table laughing. Any member of Tyger's Tail must give up one point of karma to the magical group.

|                                       |   |
|---------------------------------------|---|
| Made successful contact with Zalthof  | 2 |
| Did not harm the technicians          | 1 |
| Tried to negotiate with Ursula's team | 1 |

# Appendix 1: NPCs

## Tiering

This scenario is to be run using tiered difficulty based on the average karma pool of all of the characters at the table. There are three tiers and they are noted by numbers separated by slashes in the NPC descriptions. Example: 0/1/3 means tier one has zero karma, tier two has one karma and tier three has three karma. If the average karma pool is less than 5, then use tier one.. If the average karma pool is between 5 and 10 inclusive, then use tier two. If the average karma pool is over 10, then use tier three. Under all circumstances, Ursula and her team have karma pools equal to the average of the table and the dragons have a karma pool equal to the sum of the characters at the table.

### **Nash/Zalthof**

Bod:15/8(19/8)  
Qui: 7(11)  
Str: 40  
Cha: 8(12)  
Int: 8(12)  
Wil: 8(12)  
Ess: 12  
Rea: 11  
Init: 11+4d6  
Combat Pool: 16  
Karma Pool: Equal to sum of characters at table.  
Attacks: 14D, +3 reach  
Spells: All at 10.  
Powers: Astral Armor(12), Enhanced Senses(all), Hardened Armor, Magic, Innate Spell(flamethrower at 12D).

Obviously, the characters don't stand an ice cubes chance in hell against either of these, even discounting their support teams. If they want to fight, be merciless and let them die. Especially note that their armor is hardened so standard weapons will likely do nothing against either of them.

### **Ursula**

Bod: 6(8)  
Qui: 6(8)  
Str: 6(8)  
Cha: 6  
Int: 6  
Wil: 6  
Ess: 6  
Magic: 12  
Initiative: 13+4d6  
Combat Pool: 10  
Karma Pool: 5/10/20

Unarmed Combat: 8

Negotiation: 6

Adept Abilities: Increased Reflexes 3, Improved Body 2, Improved Quickness 2, Improved Strength 2, Improved senses(low light, thermal, hearing and smell), Distance Strike and Killing Hands Moderate.

Gear: Secure Clothing(3/0), Secure Jacket(5/3), Fore Arm guards(0/1), pocket secretary, spare wrist phone, DocWagon Platinum.

### **Benjamin**

Bod: 4(8)  
Qui: 6(10)  
Str: 3  
Cha: 4(8)  
Int: 6(10)  
Wil: 6(10)  
Ess: 6  
Magic: 9(13)  
Initiative: 10+4d6  
Combat Pool: 15  
Spell Pool: 9(13)  
Karma Pool: 3/5/10  
Sorcery: 8  
Conjuring: 8  
Spells: Stunball 8, Manabolt 8, Improved Invisibility 6, Shape Change 4, Heal 6, Detect Enemies 4, Increased Body/Quickness/Charisma/Intelligence/Willpower 4 (quicken), Increased Reflexes 3.  
Gear: Secure Long Coat(4/2), pocket secretary, DocWagon Platinum, Power Focus 4

### **Frank/Connie**

Bod: 6(8)  
Qui: 6(10)(13)  
Str: 6(10)  
Cha: 2  
Int: 6  
Wil: 4  
Ess: 0.93  
Initiative: 15+4d6  
Combat Pool: 11  
Karma Pool: 3/5/10  
Firearms: 8(9)  
Unarmed Combat: 8(9)  
Stealth 4(7)(8)  
Athletics 4(7)(8)  
Cyberware: Move by Wire 3, Cybereyes (low light, thermal, flare comp., Emag 3), Smartlinks, Muscle Augmentation 4, Muscle Toner 4, Enhanced Articulation, Orthoskin 3, Titanium Bone Lacing(total armor mod for both is 2/4)). All ware is delta grade.

Unarmed combat damage is 14M stun or 7M physical damage.

Gear: Armored Long Coat (4/2 for a total of 6/6), H&K 227S with smart link (conceal 5, ammo 28c, mode SA/BF, damage 7M, cost 1,200¥) with combat grips and folding stocks(recoil comp of 2), three magazines of APDS ammo, wristphones and DocWagon Platinum. They will avoid killing where ever possible.

### **Lone Star Rapid Response Team**

Bod: 6(8)  
Qui: 4(6)  
Str: 6(8)  
Cha: 2  
Int: 5  
Wil: 5  
Ess: 0  
Initiative: 9+3d6  
Combat Pool: 8  
Karma Pool: 0/3/5  
Firearms: 6  
Unarmed Combat: 6  
Armed Combat: 6

Rapid Response Team members have cybereyes with low light, thermal, and flare comp, smartlinks, and retractable spurs. They are wearing full heavy armor (8/6) and carrying M22A2 assault rifles (conceal 3, ammo 40c, mode SA/BF/FA, damage 8M, cost 1,600¥). The team consists of 10 members backed up by an Ares Stallion armored helicopter with a Vindicator(ammo 500, mode FA, damage 7S) and Panther Assault Cannon (ammo 50, mode SS, damage 18D) mounted in the forward turret. Every two rounds after the team arrives they will be joined by another team. Their orders are shoot to kill.

### **Lone Star Rapid Response Mage**

Bod: 2(4)  
Qui: 4  
Str: 2  
Cha: 2  
Int: 5  
Wil: 5  
Ess: 5.6  
Magic: 5(7)  
Initiative: 4+2d6  
Combat Pool: 7  
Karma Pool: 3/7/10  
Spell Pool: 8  
Sorcery: 6

The mage has Stunball 6, Manabolt 6 with a +2 focus, and Powerbolt 6 with a +2 focus. He will remain in the helicopter and target any visible mage. He is wearing full heavy armor (8/6).

### **Saeder-Krupp Trooper**

Bod: 6(8)  
Qui: 4(6)  
Str: 6(8)  
Cha: 2  
Int: 5  
Wil: 5  
Ess: .5  
Initiative: 9+3d6  
Combat Pool: 8  
Karma Pool: 0/3/5  
Firearms: 6  
Unarmed Combat: 6  
Armed Combat: 6

Saeder-Krupp Troopers have cybereyes with low light, thermal, and flare comp, smartlinks. They are wearing full heavy armor (8/6) and carrying M22A2 assault rifles (conceal 3, ammo 40c, mode SA/BF/FA, damage 8M, cost 1,600¥ w/integral grenade launcher, ammo 6m, mode SS w/defensive grenades). The team consists of 6 members backed up by an Ares Stallion armored helicopter with a Vindicator(ammo 500, mode FA, damage 7S) and Panther Assault Cannon (ammo 50, mode SS, damage 18D) mounted in the forward turret. The armor has a polymimetic surface which provides a chameleon like affect and adds +6 to target numbers unless the attacker is using an ultrasonic sight.

### **Saeder-Krupp Mage**

Bod: 2(4)  
Qui: 4  
Str: 2  
Cha: 2  
Int: 5  
Wil: 5  
Ess: 5.6  
Magic: 5(7)  
Initiative: 4+2d6  
Combat Pool: 7  
Karma Pool: 3/7/10  
Spell Pool: 8  
Sorcery: 6

The mage has Stunball 6, Manabolt 6 with a +2 focus, Powerbolt 6 with a +2 focus, and Heal 6. He is wearing full heavy armor (8/6) with a polymimetic surface which provides a chameleon like affect and adds +6 to target numbers unless the attacker is using an ultrasonic sight. Use this for both the shaman and the hermetic mage as neither will dare summon or use an elemental near the toxic spirit.

## **Appendix 2 Briefing**

Sgt. Edward “Teddy” Simms was employed at Aztechnology as an interrogator in their internal security department. He lived in a rowhouse at 4021 Bellevue. Mr. Johnson had placed a free spirit in Simms’ house but the spirit stopped responding to summons and communication two hours ago.

Sgt. Simms is 2 meters tall, weighs 92 kilos, has short brown hair and brown eyes, a picture is provided.

## Appendix 3 Recordings

The following information can be gleaned from the recording system in the basement work area. The system is still active and recording the characters.

At 7:45 AM, a Mitsubishi Nightsky pulls up behind the apartment, blocking his garage door. A laser from the camera scans a bar code label on the front windshield of the car and provides an access code to the Embassy Suites/SEA-TAC parking lot.

Three people exit the car, one remains inside. One of the people, a short woman in a discrete suit and long coat remains in the alley, alert. As she turns, an Uzi III is visible in a quick draw sling through the gap in her long coat. The other two people, a woman and a man head up the stairs to the back door.

The woman is about 1.9 meters tall and in excellent condition. She is wearing a very discrete but fashionable suit. The woman has shoulder length blonde hair, pale skin and bright blue eyes and is very beautiful with strong high cheek bones and a narrow straight nose. The man is about 2 meters tall and is wearing a plain black trenchcoat and small black sunglasses. The man's features are grim and chiseled and his black hair is shaved on the sides and very short on the top.

<The woman knocks on the back door and Simms answers it shortly.>

Simms: "Ursula! What are you doing here?"

Ursula: "May we come in? He has prescribed some rest and relaxation for you."

Simms: "Oh, um, yeah, come in."

<Simms seems a little confused and just nods at the man as he enters. The man passes Simms and Ursula and heads into the dining room, quickly scanning and analyzing the place.>

Ursula: "You will need to pack your bags, we will be leaving immediately for a hotel until the flight leaves."

<Simms nods as he heads into the dining room after the man with Ursula in tow. A camera in the dining room light fixture picks up the trio and the man suddenly freezes as though he has just seen something dangerous.>

Simms: "Oh, don't bother with the damned cat, its my wife's."

<The man gestures rapidly, a series of blurs on the camera and Simms recoils in horror.>

Simms: "Geez, you didn't have to blow the poor thing to smithereens."

The Man: "That was not a cat."

<Ursula nods, taking Simms by the arm.>

Ursula: "Come Teddy! Its not safe here, we've been compromised."

<Realization hits Simms and he follows Ursula from the townhouse, the man following. Ursula pulls out a pocket secretary and begins speaking.>

Ursula: "We've been compromised, send in a cleaning crew to sweep the place."

<Everyone gets into the limo and it pulls out.>

There are no pictures of a cat anyplace on the recordings which go back 24 hours.