

End Run

A One-Round Shadowrun Virtual Seattle Tournament

by Stephen Gabriel

SHADOWRUN is a registered trademark of FASA Corp. RPGA is a registered trademark of TSR, Inc., a subsidiary of Wizards of the Coast, Inc. Tournament detail copyright 1999 by Stephen Gabriel. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

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

A note about the text: Some of the text in this module 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.

1.0 Introduction

The players are contacted by Claudia to meet a Johnson for breakfast at a diner near the wharves at 6:30 am. The Johnson's name is Harry Jones and he is the Director of Internal Security for Fuchi Corp's local manufacturing and distribution offices. One of his undercover operatives assigned to penetrate a suspected cult was found dead two nights ago and his contact within the cult has disappeared as well. Harry has been blocked from further action by somebody at the executive level, so he is resorting to outside means to break in on the suspected cult.

The operative, Hanna Ferguson, was killed by a single bullet through the back of her skull and her body was dropped at the front door of her apartment building. Her contact, Richie Fulton, has disappeared and the police suspect him of the murder. Richie killed her at the direction of the cult and was then himself killed and disposed of in order to cut the weak link in the organization.

The cult is headed by Martin Wellsmouth, a senior executive at Fuchi. Wellsmouth was unbalanced by a run in with a toxic shaman. Already unsatisfied with his inability to capture the top seat at Fuchi, the encounter pushed him over the edge into a destructive mode. Wellsmouth believes that the world is going to make a drastic change in the near future and that in order to

survive, he needs to eliminate his competition. He has gathered a number of followers from Fuchi into a doomsday cult bent on ensuring their future in the troubled times ahead. Wellsmouth seems quite normal on the surface, but underneath he has serious problems.

The cult has three separate hideouts in Seattle. One is nothing but a garage used for storing supplies, the second is a retreat located in a high rise apartment in Seattle, and the third is an old machine shop on the outskirts of the barrens. The garage contains a variety of bizarre things ranging from chemical protection suits to military rations, guns, and chemicals. The high rise apartment is used for "conditioning". Note: new recruits meet here and for weekend retreats and planning sessions. The machine shop is a factory for a nerve agent known as a Mytox-D, a skin penetrating enzyme that destroys the myelin sheath on the nerve cells resulting in an extremely painful but quick death. Mytox-D will kill anything with a nervous system, insects included. Unlike other nerve agents, Mytox-D causes physical damage so that even a non-lethal dose is permanently crippling.

The cult has manufactured a good amount of Mytox-D and has packaged it in canisters of variously scented air fresheners. The cans contain a cover scent and a single action valve, once opened it cannot be closed. The plan is to distribute the air fresheners throughout Fuchi and other corporate headquarters and wait for the action to begin.

Harry has no idea what kind of fun he has just launched the player characters into, he only wants to crack the cult and he needs the runners because they are able to go around the blocks that have been put up. Harry wants the characters to find out who is in the cult and what they are doing. He will pay 60,000¥ (total, not each) for the job plus any extraneous costs. Harry will pay a substantial bonus if the characters track down and recover the already shipped cases of Mytox-D.

1.1 Organization

This scenario is organized into separate encounters with each one broken into three parts: Word on the Street, Behind the Scenes, and Footwork. Word on the Street details what the characters will see when they enter the encounter. Behind the Scenes details what is actually going on in the encounter. Footwork is what the characters will be able to find if they look around. At the end of the scenario are the pages containing NPC statistics and player handouts. The following list details the encounters in this scenario.

2.1 Ma Fisher's Diner: The characters are in the diner and Mr. Johnson has left.

- 2.2 **On the Street:** The characters are using contacts to gain information.
- 2.3 **On the Net:** The characters are using a decker or Claudia to get information.
- 2.4 **Hanna's Place:** The characters enter and look through Hanna's apartment.
- 2.5 **Richie Fulton's Place:** The characters enter and look through Richie's apartment.
- 2.6 **Lone Star Impound Yard:** The characters are retrieving either Richie's or Hanna's car.
- 2.7 **Herman's Drugs:** The characters go to Herman's Drugstore to ask about Richie.
- 2.8 **The Garage:** The characters locate and search the garage.
- 2.9 **Lone Star Q&A:** One or more characters have been picked up for questioning by Lone Star.
- 2.10 **The Temple:** The characters raid the cult's headquarters.
- 2.11 **The Machine Shop:** The characters raid the chemical lab.
- 2.12 **Talking With Harry:** Answers to some of the questions the characters may have for Harry.
- 2.13 **Product Recall:** The characters locate and retrieve the missing cases of Mytox-D.
- 2.14 **The Drop Off:** The characters forward the evidence to Harry Jones.
- 3.00 **Karma:** The karma awards based on completion of the module.
- 4.1 NPC's
- 4.2 Mytox-D Rules

2.1 Ma Fisher's Diner

Word on the Street

Read the following out loud to the players:

The diner is the typical slop shop greasy spoon restaurant you would expect to find on the waterfront. Across the street you can see the warehouses and cranes of the port and the railroad track that runs next to the building. The diner has a counter spanning the length of the main room, and you catch a glimpse of the stoves and kitchen behind it. A single row of booths lines the wall opposite the counter. A door at the back of the diner leads to two filthy rest rooms and what you would guess is a storage room. The place is jammed with ork and human dock workers, seamen and truckers, the loud din of conversation and crashing plates is unbelievable. There is a single booth open at the back of the diner near an open doorway.

The waitress, a greasy, overweight ork, will show up shortly after the characters sit down and take their orders. She will tell them that Mr. Johnson is in the

back room waiting for them when she returns with coffee and drinks. The hallway beyond the door is short with two doors on the left and one at the end. The first door is marked "Ladies", the second is marked "Gentlemen" and the last is marked "Unauthorized Parties Will Be Shot And Served For Dinner".

The last door is unlocked and inside is a room lined with shelves stocked with boxes and cans. A table sits at the center of the room, a single bare light bulb hangs over it from a cord. Mr. Johnson stands with his back against the shelves, facing you as you enter. He is a short black man, late middle age, balding at the top, and with the build of an athlete. An Ares Predator II sits on the table next to a credstick and a datachip.

Johnson will wait until everyone is in the room and then will step up to the table once the door is closed. The din from the diner barely penetrates the room. Mr. Johnson looks around the group then nods and begins.

"I work for Fuchi Corp in internal security, I'm not involved in employee acquisition or retention, espionage, or counterespionage. My job is to find and neutralize conditions or situations involving our employees that may adversely affect morale, safety, security or performance. If you accept the run, you will be working for Fuchi, in the best interests of Fuchi. That means absolutely no collateral damage, theft of goods or secrets, or terrorizing of Fuchi employees. Can you accept these conditions?"

He will continue once the characters agree.

"I had an undercover agent investigating a suspected cult within Fuchi. Her body was dumped in front of her apartment two days ago, she was killed by a single gun shot to the back of the head. The person she had been in contact with has also disappeared. Since this incident, I have been blocked on this investigation by someone on a higher level in the corporation. I would like you to pick up where she left off and find out who all of the cult members are, who their leader is, and what they are up to. I will pay 60,000¥ for the job plus direct expenses. All of the information I have is on the datachip and the credstick has a 30,000¥ retainer fee on it.

If you run into trouble or need information from me, you can reach me at the number on the datachip. I do ask that you use it sparingly as it may tip off whoever is blocking me inside Fuchi if I start taking a lot of calls from outsiders. By the way, Lone Star is investigating the murder if it means anything to you.

Behind the Scenes:

Harry will be very up front and honest with the characters regarding what he expects them to do and not to do. He will not tolerate anything that causes

direct damage to Fuchi without a good reason. He will reduce the payment for unwarranted damages, etc. He understands that the characters may need to interrogate some people within the cult but prefers that they not physically damage them. Secrecy is of the utmost importance, he does not want his higher ups learning that he has sought outside assistance until he has the evidence he needs to bust the cult. Harry will provide any information that he feels is reasonable. He knows very little about the cult and has found only allusions to it in network email and his sixth sense is telling him that something is wrong. He knew of only one person directly traceable to the cult, Richie Fulton, and he has disappeared.

Harry will give the characters a data chip with pictures and information on Hanna Ferguson and Richie Fulton. Hanna was 5'3" tall, weighed 112 pounds, had short blond hair and brown eyes. Richie Fulton was 5'8" tall, weighed 135 pounds, had very short reddish brown hair and green eyes. The chip includes their addresses.

2.2 On the Street

This section covers the characters gathering information through contacts. It may be used on several occasions and is sorted by subject. Each entry lists a type of contact, a skill or attribute, and a target number and number of successes to obtain the information. Good roleplaying may be substituted for a success test at the judge's discretion. Some topics will not be evident until after certain encounters.

Harry Jones

Corporate Contact, Corp. Etiquette, Target 4, 2 successes: He works for Fuchi in internal security, they're actually like the thought police, and want everybody to be happy and work well.

Corporate Contact, Corp. Etiquette, Target 4, 3 successes: Harry's got a Ph.D. in Behavioral Psychology. He's really devoted to making Fuchi a better place to work and to tending the "sheep in his flock".

Corporate Contact, Corp. Etiquette, Target 4, 4 successes: Harry's made a few enemies by taking down some higher level people on unethical and harmful business practices. I wouldn't be surprised if somebody were setting him up for a fall.

Hanna Ferguson

Corporate Contact, Corp. Etiquette, Target 4, 2 successes: She transferred to Fuchi in Seattle from the San Francisco office a couple of months ago.

Lone Star Contact, Street Etiquette, Target 4, 4 successes: Hanna worked for Lone Star in San

Francisco and was attached to one of the investigation teams that broke the Brotherhood cult.

Cults

Any Contact, Street Etiquette, Target 4, 1 success: There are tons of cults out there, most of them are harmless, a few are dangerous.

Law Enforcement or Psychiatric, Street Etiquette, Target 4, 2 successes: Most cults tend to operate out of a centralized location. Sometimes it's secret, sometimes not.

Law Enforcement or Psychiatric, Street Etiquette, Target 4, 3 successes: Cults tend to draw people from a specific background within the population, such as single adults who program computers or adult children who play roleplaying games.

Law Enforcement or Psychiatric, Street Etiquette, Target 4, 4 successes: Cults capitalize on the weaknesses of the person such as loneliness or feelings of inadequacy. By examining one member, you can build a profile for other members.

Mytox-D

Medical Contact, Any Etiquette, Target 4, 2 successes: It's a type of nerve agent that works by destroying the nerve cells in the body. Unlike most other nerve agents, Mytox-D causes direct, irreparable damage.

Military Contact, Military or Street Etiquette, Target 4, 4 successes: Mytox-D was developed in the late 20th century and was banned without being used.

Military Contact, Military or Street Etiquette, Target 4, 5 successes: There was one accident while the gas was being destroyed. It killed 63 workers, all of whom were wearing gas masks. This stuff cuts right through your skin and from the tapes, appears to be excruciatingly painful. Most of the victims stopped flip-flopping after about two minutes, but I was told it was just paralysis, they didn't die for another couple of minutes.

2.3 On the Net

This section covers the characters' attempts to get information off of the web regarding specific information. Each item lists a target number, a number of successes, and a cost. The cost is only used if the characters are paying a decker outside their party for the run. The success test is made using the decker's skill plus pool with an average seek time of one hour divided by the number of excess successes.

Cults

Too much information to be of any use, would literally take years.

Mytox-D

Target 4, 3 successes, 1500 ¥, Mytox-D is a skin penetrating nerve agent that destroys nerve cells rather than just interfering with them. It was developed by the US military in the late 20th century, and the stockpiles were destroyed without ever being used.

Hanna's Car

Target 4, 2 successes, 250¥, the car has been impounded by Lone Star as an abandoned vehicle. It was left parked for four hours in a one hour parking zone on the corner of 8th near Kinzey. There is a 150¥ fine on the car.

Richie's Car

Target 4, 2 successes, 250¥, the car has been impounded by Lone Star as an abandoned vehicle. It was left parked for four hours in a one hour parking zone on the corner of 8th near Kinzey. There is a 150¥ fine on the car. If the characters grab Richie's car and examine it, they will find some of Hanna's blood on the floor of the back seat and one of her tracking transmitters under the front passenger's seat.

White Van w/license plate K34-895

Target 4, 3 successes, 250¥, the van is registered to Fuchi Corps. No other information is available.

2.4 Hanna's Place

Word on the Street

The key and passcodes provided by Harry Jones will get the characters into the lobby and then into Hanna's apartment without any difficulties. The apartment is located on the second floor of the building at the back corner. The door opens into a small entryway with a closet and a table with a mirror above it. Directly across from the front door of the entryway is the door leading to the bathroom, a four-foot square room with a Japanese style toilet, a fold down sink and a showerhead above the toilet. The main room of the apartment opens out to the left with the kitchenette on the wall behind the bathroom. A futon couch sits against the wall on the left and a trid player sits opposite the couch. There is a coffee table in front of the couch with a basket of partially folded clothes and a stack of magazines and a pocket secretary. There is also a large closet opposite the closet in the entryway.

Behind the Scenes

The apartment is empty and appears to have been left mostly in order. The kitchen has a good stock of food, but nothing out of the ordinary. The trid player has a built in video phone and network link. Several pictures of Hanna and some of her family members are hung on

the walls. The closet has built in drawers and the clothing is mostly baggy, matching the pictures on the wall, or exercise wear. Hanna tended to wear baggy clothes to hide her athletic build.

There is a secret panel in the closet (Intelligence or Stealth, Target 4, 3 Successes) that contains an Ares Predator with two magazines of ammunition, a small box with six listening devices (bugs), a second box containing four tracking transmitters with two open slots, a receiver/recorder, a tracking device and a white noise generator. All devices are rating six.

The characters can examine the pocket secretary for data and will find two pieces of useful information. The first piece is a message from Richie asking Hanna to meet him at Herman's drugstore before he takes her to the garage to see the project. The second item is a note stating that Richie was borrowing a friends van to help Hanna move into the apartment about two weeks ago. A character with Decking or Computer skills can examine the pocket secretary further. A check against a target of 4 with 3 or more successes will find a hidden file. The hidden file contains the pass codes to Richie's apartment and lists Richie's car and a white GMC van as the locations that Hanna planted the two missing tracking transmitters. Richie's car is a black antique 1990's Mercedes Benz four door sedan, license plate IMFULTN. The white GMC van was used to move Hanna and has license plate number K34-895.

The characters will not be able to find anyone at home at anybody else's apartment and the manager does not respond. The manager called Lone Star when the characters entered the apartment but it takes Lone Star awhile to arrive. Two Lone Star officers will be waiting for the characters outside the apartment if the characters take the time to go knocking door to door. The Lone Star officers would like the characters to go downtown to discuss their activities with a detective, see **2.9 Lone Star Q&A**. If they decide to fight, drop the response team on them and feel free to kill them off. Virtual Seattle is a "REAL" place and nosy characters will occasionally get questioned, but excessively violent ones will be killed with little regard for anything but the paperwork.

2.5 Richie Fulton's Place

The characters will need either the passcodes from Hanna's pocket secretary (**2.4 Hanna's Place**) or Richie's wallet from his car (**2.6 Lone Star Impound Yard**) to get into the building. See **Player's Handout #3**.

Word on the Street

The Olympia Tower Condominiums overlook downtown Seattle and the Sound out to the west. The

high-rise building has an ornate marble entrance complete with two doormen in armored coats and security guards behind armored glass windows inside the lobby. Opposite the ornate entry doors are the elevators taking the inhabitants on high speed rides to and from their homes.

The elevators are luxurious with marble floors and real wood paneled walls. They accelerate and brake smoothly, all the while filled with relaxing music. The elevator leaves you at the 24th floor and its a short walk to number 2410, Richie's condo.

The passcode lets you into his unit, a spacious two-bedroom place with a view looking north and west. As you enter at the back of the living room, you notice that the opposite wall is floor to ceiling glass with the city and the Sound as a backdrop. A hall to the right leads to the kitchen, the bedrooms and a bathroom. The master bedroom is at the corner of the building with a large bath and walk in closet. The second bedroom has a sofa sleeper and a small office.

The decor is a gaudy mix of styles, with clashing colors and shapes.

Behind the Scenes

The Living Room

The living room is an exercise in clashing and absurd styles with a bright red "lips" couch opposite an overstuffed wing back chair which is placed next to a minimalist leather and chrome piece. The coffee table is a sheet of glass on top of four cinder blocks and the end tables are crates from some third world country. The art on the wall ranges from a gaudy neon sculpture to a picture of Richie leaning against his car with his arm around Hanna. A careful examination of the picture of Richie and Hanna (Intelligence, Target 4, 3 successes) will reveal a fine spatter of blood droplets which will turn out to be Hanna's.

The Dining Room

The dining room is stark with straight back pine chairs surrounding a concrete slab table set on a steel I-beam trestle. A small bar is set in one wall with a good supply of expensive liquors.

The Kitchen

The kitchen is full of every type of time saving gadget available, most of them unused. The refrigerator is loaded with instant dinners.

Bathroom

The main bathroom is clean and looks rarely used.

Master Bedroom

The main bedroom has an oversized canopy bed straight from a bad medieval movie, a sea trunk at its

foot full of blankets and bedding, and a large chest of drawers. The closet is full of expensive clothing and there is a small fire proof box on the floor. Inside the locked box (Electronics, Target 4, 2 successes to open) is a duplicate of Richie's ID, a set of car keys, an unmarked pass key, a clean empty certified cred stick, and a real paper hard cover copy of *On Walden Pond* by Henry David Thoreau. Inside the book is an unmarked maglock key. It can be traced to unit 7502 using Decking (Target 4, 3 successes) or by paying an NPC decker (¥1000), however the building address cannot be traced from the card.

Master Bathroom

The bathroom off the main bedroom is fairly clean and actually shows signs of use. Anyone entering the room may notice (Intelligence, Target 4, 2 successes) that the vent fan is still on. They may also notice (Intelligence, Target 4, 1 success) that there is a sharp, sweet smell in the room. Anyone with Biology, Chemistry, or a Chemsniffer will recognize the smell as nitric acid. Anyone examining the tub will note that the plastic surface has been etched and that there is a greasy black stain on the bottom. If they probe down the drain, they will find some wires and plastic pieces that look like components of a datajack. A cross check with Harry will reveal that the serial number on the parts were from the implants in Richie's head. Richie was killed and his body was dissolved with acid and flushed down the drain.

Spare Room

The spare room has a sofa sleeper and a really nice natural wood desk with an integral computer. Unfortunately, somebody has smashed the desk and removed the guts of the computer.

The characters can ask the guards at the booth downstairs regarding Richie Fulton and his activities as of late. The guard will instantly realize that they used Richie's passcode to enter and become suspicious, especially since he already answered these questions from a Lone Star detective who said to call if anybody started snooping around. If able, the guard will sound a silent alarm and stall for time until Lone Star arrives, about 2 minutes. The character or characters will be arrested and taken to Lone Star, see encounter **2.9 Lone Star Q&A**. If they decide to fight, drop the response team on them and feel free to kill them off. Virtual Seattle is a "REAL" place and nosy characters will occasionally get questioned, but excessively violent ones will be killed with little regard for anything but the paperwork.

2.6 Lone Star Impound Yard

The characters can recover either or both Hanna's and Richie's cars from the Lone Star Impound yard by simply arriving with an ID and the money to pay the fine. Both ID cards can easily be faked, Lone Star will not do a background check. The characters may also get the cars free of charge if they get involved with Lone Star regarding their investigation of Hanna's murder and Richie's disappearance. See Section 2.9 for Lone Star involvement.

Hanna's Car

The car is a Suzuki MetroE, a two passenger (barely) electric econo-box. The car has a small emergency tool kit, a first aid kit, and a blanket. The glove box has a box of facial tissues, some candy, a flash light, and an address written on a scrap of paper with directions to Herman's Drugs at 8th and Kinzey and instructions to go knock on the door of the third garage on the left in the alley behind Herman's drugs.

Richie's Car

This is an antique black four door Mercedes Benz sedan with a real internal combustion engine, turbo-diesel to boot. The car has been well cared for. The glove box contains an electronic atlas complete with travel guide, voice activation, and GPS. It also contains a Ruger Super Warhawk that has two fired cartridges in it. There is a remote garage door opener on the drivers side visor and three barcodes pasted to the windshield. The barcodes are used to open automated security doors. One is for Fuchi Corps offices, one is for Richie's Condo, and the last is for the Halifax, a luxury high-rise condo not far from Richie's. The characters will have to perform a decking check (Target 4, 4 successes), pay a decker (2000¥), or have Lone Star provide the bar code information because the codes themselves are unmarked.

2.7 Herman's Drugs

This encounter covers the characters digging for information at Herman's Drugs based on a number of leads.

Word on the Street

Herman's Drugs is a typical neighborhood drugstore with an array of health and beauty aids as well as magazines and a candy counter. The place has a couple of regulars in it and the characters will be greeted by a teenage ork girl with a lopsided and overly toothy smile. If they ask her about Richie or show her a picture of him, she will say that she sees him all the time, they rent a garage in the alley, 3rd one in behind the store.

She hasn't seen Richie or any of his friends in a day or so.

2.8 The Garage

This encounter covers the team's entry and exploration of the garage, it is the third garage on the left side of the alley and is a two car unit. There is a man sized door on the side of the garage near the vehicle doors with a maglock (Electronics, Target 4, 3 successes to open). The characters can learn the location from the note in the glove box of Hanna's car or by asking about Richie at Herman's Drugs. They can also find it by activating Hanna's tracking device in the vicinity of Herman's Drugs. The remote door opener in Richie's car will open the main garage door.

Word on the Street

Inside is an old Mercedes Benz up on stands, a tool bench with an assortment of tools, an engine stand with an old internal combustion engine mounted on it and a white GMC van. Over the tool bench is attic access hatch with a pull down ladder.

Footwork

Mercedes-Benz or Workbench

A careful examination (Any vehicle B/R skill, Target 4, 2 successes) of the engine, the Mercedes-Benz or any of the parts on the table will reveal that the parts have been worked on several times and that none of the work looks like it is seriously progressing.

The Attic

The attic is packed with about thirty large boxes and a small desk with several tools and a jig. There is a stack of folded down boxes for Frescent brand air fresheners, a box containing empty glass bottles marked Nitric Acid and several boxes of various sizes of Class III NBC suits. The suits are nuclear, biological and chemical weapon proof "over the clothes" style isolation suits complete with their own internal oxygen bottles. There are enough suits to fit all of the characters. The small desk contains several jigs and tools and a couple of boxes of aerosol valves like those used on air fresheners. Anyone examining the valves and tools will be able to determine that they are being modified so that the valve cannot be closed once it has been activated (Any B/R or Physical Science, Target 4, 2 successes).

The White Van

The white GMC van contains several boxes of Frescent air freshener, several flattened Frescent boxes and dividers, a manual bill of lading and a vehicle tracking

transmitter under the front passengers seat. There is a rolled up magnetic door sign inside for Prochnow and Grumble, the manufacturer of Frescent. The manual bill of lading forms are three part forms and the top one is filled out for a delivery of twelve cases to JA Distribution in Renton, go to **2.11 Product Recall** if the characters want to pursue this. There are three boxes in the back, each with 24 cans of air freshener. The van has two bar code pass stickers on the front windshield, one for Fuchi and the other for the Halifax. The characters will have to either use a decking check (Target 4, 4 successes) or pay a NPC decker (¥2000) to have the codes traced. The characters can use a decking or computer check (Target 4, 2 successes) to download the addresses in the van's computer to get the addresses to Fuchi, Halifax Condominiums, and Renton Machine and Tool.

Or What's in the Can?

Anyone who takes out a can of Frescent and presses the valve to check out the scent is in for a very rude surprise. The canister has a one shot open valve that once depressed begins spewing out air freshener and can't be closed. Unfortunately for the hapless character, the air freshener is laced with Mytox-D nerve agent. Every character within 2 meters will immediately be affected by the drug. Then roll initiative to see how fast people can get out of the garage. Every character within 2 meters at the start of initiative takes a second hit and anybody in the garage at the end of the turn takes a hit. The garage will not be safe to reenter for about five minutes. See **4.2 Mytox-D Rules** for the effects of Mytox-D.

2.8 Graceful Exit

The first character to exit the garage after they enter will be hit by a sniper as they enter the alley. The sniper is one of Richie's fellow employees and is located in a second floor apartment in the building at the near end of the alley. He is using a Ranger Arms SM-3 with a silencer and has it nestled on top of a sandbag for stability. The room he is in has a bed, a small table, a trideo player, and a receiver for the door alarm on the main garage door. The sniper will be at a target number of +8 to be hit, but any hit will be to his head and anything over a light would be deadly. The characters will find an unmarked maglock key and a Fuchi ID identifying the man as Mitchell Carver.

2.9 Lone Star Q&A

This encounter covers the characters being hauled into Lone Star for one reason or another as a result of their

nosing around things involving Hanna's murder. Lone Star will be a lot more cooperative if the characters come easily, they will be less cooperative if force was required, and downright hostile if any Lone Star officers were injured or killed. The characters will be given information freely if Lone Star is cooperative. They will have to use Street Etiquette tests at a target number of 4 with at least 2 successes or Lone Star Etiquette tests at a target number of 4 with one success in order to get any questions answered or have any requests fulfilled if Lone star is less than cooperative. Harry Jones will have to personally come down and bail out the characters if Lone Star is downright hostile. Harry will then fire the characters and the game ends. The characters can also use a contact inside Lone Star to get in touch with Detective Stralow to trade information.

Word on the Street

The characters are placed in an interrogation room inside one of the reinforced bunkers that Lone Star calls a precinct and after a short wait are introduced to Detective Mike Stralow. He will explain that they were picked up because of suspicious activity surrounding the Hanna Ferguson murder case. He will begin by asking their names, relation to Hanna, did they know Richie, do they know what she was doing last night, etc.

Behind the Scenes

Stralow is just trying to be thorough in investigating yet another homicide in the beautiful metropolis of Seattle. He will continue to ask questions until everyone is bored silly. If any of Lone Star officers were injured or killed he will have the characters booked on charges. If the officers were just injured then the character will have to pay a 2000¥ fine to get released. If the officers were killed then the character or characters are out of the game.

If at any point in time the characters indicate that they are working for Fuchi, he will ask for someone to contact to verify this. If they give Harry Jones' name, Detective Stralow will leave for about ten minutes and then come back in an extremely helpful and cooperative manner. If the characters have not retrieved the cars, he will get them out of the pound at no cost.

Lone Star currently has only a corpse named Hanna Ferguson and the name of the corpse's missing boyfriend, Richard Fulton.

2.10 The Temple

This encounter covers the characters making a raid against the cults primary meeting place. The characters can learn the location by checking the bar code parking

pass on either the white van in encounter **2.8 The Garage** or **2.6 Lone Star Impound Yard**. The unit can only be found by getting Richie's wallet from the lock box in his apartment which contains a maglock key or off of the body of the sniper in encounter **2.8 Graceful Exit**. The temple is located in unit 7502 of the Halifax Condominiums in downtown Seattle.

Word on the Street

The bar code parking pass allows the characters vehicles into the underground garage of the Halifax and the maglock key opens the elevator doors and delivers the characters to the 75th floor. The lobby off of the elevator has a marble floor and mirrored walls, with a variety of green plants placed about. It is well lit, and the characters can see two doors, units 7501 and 7502.

Behind the Scenes

The Temple occupies one half of this level of the tower and the insides have been seriously rearranged. The outer doors lead into a small lobby with a desk and a small brochure rack. A set of sound-and-bullet proof doors open onto a long corridor which follows along the outer building wall, ending in a large room at the corner of the building known as the Temple Hall. A second hall exits the room at the opposite corner and turns at the corner of the building. The kitchen is off the right side of this hall, the showers are on the left, and the cells are straight ahead. The corridor continues on the opposite side of the cell room and leads to the Inner Sanctum.

Entryway

The small entryway has a simple desk with pamphlets and a bookrack behind it detailing the goals and orientation of the cult. Its based on the premise of a return to simplicity as outlined in Henry David Thoreau's Walden Pond. Behind the desk is a young woman with a Scorpion machine pistol clipped to the underside of the desk. She will glance up as though to say hello and will immediately draw the Scorpion and begin firing when she realizes that the characters are not members. A soundproof door behind the desk leads into the main temple area that overlooks the mountains to the east and the city to the north.

The Temple Hall

A 3d hologram of Henry David Thoreau sits in the corner of the room on a rough cut stone dais. The floor is covered in real growing grass and there is no furniture or other items in the room. A door leads to the west.

The Kitchen

The kitchen is a stark room with stainless steel industrial style counters and appliances. The food here

is very basic, mostly processed fruits and vegetables and some soy-based meat substitutes. The lights are on, but nobody is home.

The Shower Room

The shower room has four toilets on one side of the room with sinks on the far wall opposite them and three stanchions with four shower heads on each in the middle of the room. There are no curtains, dividers, or cabinets in this room. A cult member is just finishing washing his hands here. He will turn and begin firing if he sees any of the characters. If he gets off a shot or any of the characters fire a weapon, they will alert the two other cult members in the cell block room. These two will then begin firing from the end of the hallway.

The Cell Block Room

This room has a large central area with two tables and eight chairs at each table. A window to the east overlooks the sound. Two cultists are in here reading Walden Pond. They will begin firing at the characters immediately upon seeing them. If the characters fired any unsilenced weapons on the cultist in the Shower Room then these cultists will begin firing at the characters down the hall.

The room has sixteen small cells off of the main room. Each cell is one meter wide and two meters long with the only light coming from a small shuttered window in the door. The floor of the cell is padded and the walls are sound proof. Three of the cells are occupied. One cell has a pair of cultists laying down naked with each other, one is male, one is female, both are human. They will refuse to speak. The second cell has a naked human female who appears to be malnourished and in a state of shock. The third cell contains a naked elven male who simply sits there and cries.

The Inner Sanctum

The inner sanctum is located on the other side of the Cell Block Room. This room has a sound proof door, another hologram of Henry David Thoreau, and a futon on a raised platform. Under the futon is a maglock door (Electronics, Target 4, 3 successes) with a shallow recess under it. Inside the recess is a hand written book with real paper pages with the names and SINS of all of the cult members including their position in Fuchi. The first entry is for Martin Wellsmouth, a senior executive at Fuchi Corp. A second book details the plan to make Mytox-D at **2.11 The Machine Shop** and the distribution and storage point at **2.8 The Garage**. This includes the formula for the chemical, the drawings for the manufacturing equipment and the addresses of both places.

None of the cultists are magically active so the characters are free to astrally scout the area without risk. The cultists all appear to have a hardened knot in their astral image that is usually seen in fanatics and psychopaths.

2.11 The Machine Shop

This section covers the characters going to Renton Machine and Tool, obviously in Renton. The characters can find the location by raiding **2.10 The Temple** or by downloading the address set in the white van in **2.8 The Garage**.

Word on the Street

The building is located on a corner in an industrial district. The entire area is basically abandoned with overgrown grass cropping up between buckled sidewalks and pavement. The building has a small office area out front and a large shop behind it. All of the windows have been covered up and no light can be seen. A loading dock is located off the left end of the warehouse with two drive up doors and one drive in door.

Behind the Scenes

The building has been upgraded with additional insulation, a full vapor seal, and all of the windows have been blocked. The cult has placed infrared and low light cameras about the perimeter of the building to spot anyone approaching.

Two cultists are in the front office sitting at a desk and monitoring the cameras and door alarms. The characters may use an invisibility spell to sneak up on the guards and surprise them when they open the door. Otherwise, the guards in the front will be crouched behind the desk and will fire on the characters as soon as they enter. If one of the cultists is killed, the other will make a dive for a can of Frescent sitting next to the monitors against the back wall and he will activate it if he lives to reach it. If the characters enter through the loading dock then the cultists will burst out of the office and into the warehouse firing.

There are six cultists in the warehouse processing Mytox-D. They are all clothed in white jumpsuits with caps over their hair, latex surgical gloves, and scorpion machine pistols in quick draw shoulder holsters. There is a second white van parked in the loading dock. The warehouse has two production lines processing Mytox-D with the raw chemicals at the loading dock end and finished product being canned at the far end. The cultists will shoot at the characters immediately upon sight. One of the cultists will open a can of Mytox-D if they are not all captured before their first initiative.

None of the cultists will talk with the characters and none of them are carrying any identification. They will try to open cans containing Mytox-D if possible. Please note that anyone wearing a chemical suit who is hit by a bullet is susceptible to the gas even if they entirely resisted the damage of the firearms attack.

The raw materials near the warehouse door contain gas cylinders with oxygen in them and drums of benzene. Anyone with demolitions can rig an explosion that will incinerate the entire warehouse area, Target 4, 2 successes.

2.12 Talking With Harry

This section covers several topics that the characters may want to ask Harry about and is arranged by topic. The characters do not need to roll for these items, however, they do need to ask about them in one way or another.

Richie Fulton

He is a programmer in the networking department and is a good employee. He keeps mostly to himself, drives a restored Mercedes-Benz, has a gaudy sense of style, and a poster of Henry David Thoreau in his cubicle at work. He did not come to work today and has not called in. This was Hanna's contact with the suspected cult.

The White Van

It is a corporate owned vehicle. It is checked out, however there are no records regarding to whom and for what.

Halifax Condominiums

Fuchi maintains several corporate level condos in the tower from the 70th floor through the 80th floor.

Mitchell Carver

He works in accounting and is somewhat of a loner. He is on vacation this week. He lives here at the arcology. Harry will have Mitchell's room searched but will not turn up anything useful.

Martin Wellsmouth

He is a senior executive at Fuchi in charge of capital acquisitions (machinery and facilities). He was passed up for promotion a while back and has had a bad encounter with an awakened creature believed to be a toxic spirit. He is a big fan of Henry David Thoreau.

Mytox-D

Harry will have nothing at first, however he will be able to call them back with the following information. Mytox-D was a nerve agent developed in the late 20th century by the government and outlawed before it could

ever be used. It was extremely deadly, apparently a number of personnel were killed by an accidental release during the destruction of the stockpiled munitions.

Identifying Unknown Chemical in Can. He will give them an address to which to deliver the can and they will receive **Player's Handout #3** if they don't already have it.

Renton Machine and Tool

An old building acquired by Fuchi for a discontinued project. He has no information on anybody using it, it is supposed to be vacant. He can provide a layout, see **Player's Handout #4** and **Game Master's Handout #4**.

Casualties

Harry would like the characters to use non-lethal weapons, after all, these are Fuchi employees.

2.13 Product Recall

This section covers the characters attempt to retrieve the cases of Mytox-D laden Frescent from JA Distribution in Renton as detailed on the manual Bills of Lading in the white van in **2.8 The Garage**. The characters only need to put the signs back on the van, think of a good reason for a product recall, and drive to JA Distribution. There won't be any questions by the receiving department as long as they remember the bill of lading and have a good reason, such as faulty valves. They will receive back all twelve cases of Frescent and will be able to verify this by the lot code on the outside of the cases.

2.14 Drop Off

This section completes the drop off of the information with Harry.

Harry will be able to use the handwritten book and the evidence found in the garage, the temple, and the machine shop to close up the case. Harry will pay the characters the balance of the ¥30,000 he owes them if they have supplied him with the book with the cult member names from **2.10 The Temple** or any cultist alive. Harry has a way of making people talk.

Harry will pay an additional ¥40,000 if the characters have recovered the cans of Mytox-D from JA Distribution. If the characters do not pickup the Mytox-D, then let them know that dozens of people mysteriously died in several different office buildings and homes the next day.

In addition, Harry will cover any medical expenses suffered by the characters that were inflicted by the cultists or Mytox-D.

3.0 Karma

The Karma awards for this scenario are awarded as group karma and individual karma. All characters get the total of the group karma and individuals are awarded the additional karma for outstanding performance. Members of the Tyger's Tail magical group must deduct one karma as required by their group's rules. The maximum group karma is 9 points.

- 1 point for survival
- 1 point for success
- 1 point for taking Mitchell Carver alive.
- 1 point for raiding the temple, 2 points if no cultists are killed.
- 1 point for raiding the machine shop, 2 points if no cultists are killed.
- 2 points for retrieving the Mytox-D in **2.13 Product Recall**.

Award 1 point of karma to any character who executes an act of extreme bravery (such as taking a bullet for another character), who provides planning or performs actions that save the group, or who roleplays to the point that a die role would be ludicrous. No more than 1 point per character.

4.1 NPCs

This section contains information on the NPC's that the characters may run up against in this run.

Cultist

Bod: 3
Qui: 3
Str: 3
Cha: 2
Int: 5
Wil: 2
Ess: 5.6
Initiative: 4+1d6
Threat: 3
Firearms: 3

Cultists are wearing armor vests (2/1) and carrying Czeska Black Scorpion machine pistols (conceal 5, ammo 35c, Mode SA/BF, damage 6L, cost 850¥. Mitchell Carver is carrying a Ranger Arms SM-3 (conceal -, ammo 6M, Mode SA, damage 14S, cost 4,000¥) with a rating 3 scope and a laser sight.

Lone Star Officer

Bod: 4
Qui: 4
Str: 4
Cha: 3
Int: 3
Wil: 3
Ess: 6
Initiative: 3+1d6
Threat: 3
Firearms: 5
Unarmed Combat: 4

Officers are wearing partial heavy armor (6/4) and carrying Ares Predators (conceal 5, ammo 15c, Mode SA, damage 9M, cost 450¥. If fired at or attacked the officers will immediately call in a Rapid Response team.

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
Threat: 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
Threat: 6
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 and put dice out for spell defense of the team members.

4.2 Mytox-D Rules

Mytox-D is a skin penetrating agent that attacks the myelin sheaths of the peripheral nervous system through the use of an enzyme. The nerve cell dies shortly after the destruction of the myelin sheath resulting in paralysis and ultimately death by either coronary failure or asphyxiation. Unfortunately for the victim, the process is extremely painful as the dying nerves send a cascade of signals to the brain. The damage wrought by Mytox-D is permanent and can only be reversed by the use of magical healing, cybernetic replacement or genetic reconstruction (very expensive).

Mytox-D was developed to quickly incapacitate or kill all lifeforms in the target zone and then decompose rapidly enough to allow friendly forces to penetrate the area within minutes without the risk of exposure. The toxin has an active period of between 30 seconds and a minute depending on the environmental conditions. It stays active longer in cool moist conditions and decomposes more rapidly in dry hot environments. Unfortunately, it usually only takes a few seconds to absorb enough Mytox-D to kill a man. A full chemical suit is the only protection against exposure.

Any character who comes in contact with Mytox-D must make a damage resistance test against a Deadly wound using their body with a target number of 3 plus the character's Essence. Cybernetically enhanced characters are less affected by Mytox-D due to their augmentation. The wounds caused by Mytox-D can be healed by magic or by cybernetic replacement.

A full seal chemical suit will prevent exposure to the gas. Any chem suit hit by any sword or firearm attack will develop leaks even if the attack is resisted (but not if it is dodged). A character struck by bullets will resist against a Light wound with a power of 3+Essence. A character struck by a sword or other cutting weapon will resist against a Moderate wound with a power of 3+Essence.

A character exposed to Mytox-D must resist damage when originally exposed and then again at the beginning of combat turn that they remain in the contaminated area. The gas lasts for 5 combat rounds and then begins to dissipate. The wound class drops one level (Deadly down to Serious) for each combat round after 5 until it is completely gone after the 8th combat turn.

Unfortunately, there are no known filters, immunizations or counter agents to Mytox-D.