

Once Upon a Time

A One-Round Shadowrun Virtual Seattle Adventure

by Rich Osterhout

Claudia Tyger has been asked to attend a special event with some of her old shadowrunning team. She has asked you to come along as her escorts. Travel back in time as you meet with some of Claudia's original team.

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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.

Veteran Tables:

To determine if the table should be considered "Veteran," add up the Personal Karma Pools from each player, then divide by the number of players. If this average Personal Karma Pool is greater than 5, then it is a Veteran table – the players have probably played at least five Virtual Seattle events and should have accumulated a fair amount of karma, skills, money, cyberware, magic, and other "toys."

Changes for a Veteran table will be noted in the scenario or individual scene/encounter.

All cyber/bioware and physical adept skills (or any other modifiers) are already figured into attributes and/or skills unless otherwise noted.

This Virtual Seattle tournament scenario uses the Shadowrun Third Edition rules. Selected items and spells are taken from Awakenings, Street Samurai 2nd Edition, Shadowtech, Fields of Fire, Paranormal Animals of North America, and the Neo-anarchist's Guide to Real Life. Shadowrun and all associated terms and logos are trademark and copyright FASA Corporation and used by their kind permission.

Judge Introduction

Once Upon A Time... is a fun little romp into the countryside, designed to throw the characters and the players themselves into situations they are not familiar with in the world of Shadowrun.

The story involves two close friends of Claudia Tyger's, Katrina and Taxman, who are about to become married. They, and Claudia, used to conduct shadow ops for some time together, and their closeness has led to their becoming romantically involved over the years. Also, since Katrina and Claudia have been like sisters, the couple has asked Claudia to give the bride away, and has invited her (and her retinue – the characters) to come along and share in an exciting weekend. Katrina has seen to it that she gets the dreamy romantic wedding of her dreams. To this end, she has spent a lot of nuyen to book admission for the entire wedding party to spend the weekend in a medieval theme park. Here she will play the part of a princess that will be rescued and swept away by a local knight – Taxman. The plan is that the park has an animatronic dragon and professional actors which will provide the romantic backdrop for the team's fantasy adventure. Of course, what would a wedding be without problems?

To begin with, the park has been having some problems lately from a rival park in the Midwest. This competitor has seen to it that various parts of the park meet with problems. They have also been paying off some of the actors to harass the guests. The two latest malfunctions have been to shut down part of the perimeter fence and to introduce a virus into the software which controls the dragon.

The second complication stems from the fence malfunction. As (bad) luck would have it, a pack of rabies-mad shadowhounds have come down out of the mountains in search of food. They are drawn to the smells coming from the park, and happen across a section of the fence which has been shut down. Coincidentally, a recent storm has also blown a large tree down on the section of fence, providing the hounds the means necessary to enter the park. Their rabies-infected minds cause them to attack anything that moves.

To make matters worse for the group, the dragon's software has been corrupted by a virus, and it can run amok at any time.

Enter now the team, which is divested of all modern technology (except internal systems) as they enter the park and are dressed for the roles they are to play. The events occur basically as this: characters are sent to their starting point for the scenario. Once of the park staff on the take tries to poison one of the team members. The next morning, just after dawn, the dragon and a park mage actor attack the castle and take the bride hostage, as per the fantasy script. A runner

will be dispatched to find all knights (the party) and bring them to the castle to help save the princess. The groom (Taxman), will gather together his ex-teammates and they will set out to rescue the bride, just like in the fairy tales. Meanwhile, the dragon will snap and kill the mage, while the bride escapes. She returns to the castle to get help from the team. The party is delayed on the way to the rescue by running up against the shadowhounds in the woods, and upon defeating them, will continue on to the castle. They arrive just in time to meet up with the bride, who tells them about the crazed dragon – who has just arrived at the castle to begin his rampaging attack. Taxman and his teammates will arrive to help finish off the dragon. Once the team defeats the dragon, the wedding is performed, the park is overjoyed with the team’s help, and they and Claudia provide “presents” for the team.

How To Use This Scenario

This scenario should also include the following handouts:

- Handout #1: Pamphlet for the theme park (this handout comes as two one-sided sheets that must be copied two-sided and folded in thirds to make the pamphlet)
- Handout #2: List of closet contents
- Handout #3: Map of village
- Handout #4: Map of Queen’s keep
- Handout #5: Map of castle grounds
- Handout #6: Record sheet for FyreBrand (for GM use only)

Scene One: Once Upon A Time...

Tell It To Them Straight:

You have all been running the shadows for Claudia Tyger for some time now. Your last mission was a great success, but the wounds some of you obtained were a testament that perhaps a little vacation would do you some good. As you make plans for some rest and relaxation, Claudia calls you back to the Tyger’s Lair. As she wheels into the room, you notice that she has a bemused look on her face.

“Thanks for coming. I, uh, have an odd job for you. Now, I know that some of you need a rest after your last mission, but I assure you that this is something you’ll want to consider. In fact, I’m the Johnson on this run – slotting your nuyen off my own creditstick.

It seems that some dear old friends of mine have decided to get married, and have asked that I give the

bride away. Now, normally, I could do this myself, but in this case there’s a slight complication.

My friends have chosen to hold the wedding here (Claudia tosses the brochure onto the table). It seems that my wheelchair will not be allowed. I therefore ask that you accompany me as my “retinue” – to act as my defenders, grooms, and handmaidens. If you’re interested in helping me out, I’d appreciate it – I’ll pay your way to the park and admission into the park, plus front you an additional 5,000 nY each.

We leave in the morning! See you out in front at 8 AM sharp!!”

With that, Claudia turns and wheels out of the room. She will not answer any questions but will instead laugh and wave good night.

Astral Perception:

There is nothing to see in astral space, unless astrally active characters wish to check out the other team members. Astral projection to check out Claudia will find her beaming happiness as she packs a suitcase in her room.

Behind the scenes

Let the players know that the date is April 22nd. Allow the players to role-play or discuss whatever they wish about the wedding.

Things to note if the players ask to try to use contacts or other methods of investigation:

- The park is located near the town of Old Forge in upstate New York, in the Adirondack Mountains.
- The CEO of Olde World Adventures is Timothy O’Sullivan, a native of upstate New York. He runs a clean business.
- Weather reports show that this year was an early spring, with beautiful warm weather and clear skies predicted for the area. Temperatures should be in the upper teens (Celsius, in the sixties for Fahrenheit).
- If anyone should happen to inquire, they can find out that the park runs an authentic scenario – participants are required to leave the Visitor’s Center of the park with only traditional clothing and weaponry. Mages will be given pouches to store any expendable fetishes in, and are encouraged to carry around a large leather tome or scrolls from which to cast their spells. Spells which cause physical damage to park structures or physical harm to park personnel or guests are not allowed to be cast within the park. Further restrictions include: no personal communications devices or modern electronics (pocket secretaries, wrist computers, etc.), no bound spirits or elementals, and no outside food or drink will be

allowed in the park. Use of dangerous items, such as cyberware, is highly discouraged.

- Tomorrow is the season opening of the park.
- The park is unveiling a new addition to the park tomorrow, but sources are not revealing anything. Evidently it is some sort of animatronic device from overseas – London in particular. They cannot find out anything else.
- Someone (Katrina Koshkova) has rented out the entire park for the weekend. This cost a grand total of 725,000 nY!!!

Debugging

There should be nothing to debug here. If the team, for some reason, decides not to participate, then allow them to leave. I'm sure Claudia won't mind a bit...

Scene Two: Over The River And Through The Woods

Tell It To Them Straight:

Claudia is already dressed and waiting outside the Tyger's Lair waiting for the team to gather. She has already called for transportation, and the limo is waiting curbside.

The limo drives your team to SeaTac airport, where Claudia hands out a fistful of tickets for the express semiballistic flight to New York City. After an uneventful flight, you arrive in the Big Apple and make your way to the monorail station.

Claudia seems excited as she hurries you along. "Hurry up! Our tram leaves in ten minutes!" Her wheelchair shoots through the crowd as she leads you and your team to the Empire Express, a monorail train that makes the run from New York City to Albany in about an hour. You no sooner step aboard the train as the conductor yells "All aboard!"

Behind The Scenes:

If anyone cares to look at anyone on the train, most passengers appear to be business types. An astral examination will reveal that they have a lot of headware, as most of the people on the train are either computer scientists which get off at Poughkeepsie (pronounced po-kip-see, the home of a major computer firm's R&D facility). Others are corporate or government executives which commute between NYC and Albany often.

Once arriving in Albany, they transfer to the Niagara Princess and head west to the city of Utica.

The train ride from Albany to Utica is quite boring, and they are some of the only people in their car. The trip to the park is also uneventful.

Once they arrive in Utica, Claudia continues the whirlwind tour with van service aboard a catered Ford-Canada Bison up into the mountains and finally their group arrives at the Visitor's Center for Olde World Adventures.

Astral Perception (at the park):

The Visitor's Center, and the park itself, has a magical aura surrounding it. You detect no evidence of guardian spirits, elementals, or watchers.

Magic Theory (6) or Aura Reading (4)

Results based on number of successes:

1. It is some type of astral barrier, not very strong.
2. It is a ward to prevent astral intruders and harmful creatures or spells
3. It is a force 3 ward

Debugging:

If the team should try to get off the train before they are supposed to, Claudia will catch their attempt and persuade them into staying. Guilt should go a long way.

Should the team wish to attack someone on the train, for some reason, there will be some wired muscle in one of the adjoining cars, as well as a shadowrun team that is on their way to Buffalo. Use standard book archetypes. In any event, this should be non-combat, and combat which does occur will surely draw some powerful wrath from those on the train – team members should become mortally wounded to pay for stupidity.

Scene Three: Welcome To The Olde Country

Tell It To Them Straight:

The Visitor's Center lays before you, a three-story building built in Tudor style, white stucco with large wooden crossbeams for support. As you pass through the entry doors, you immediately feel as if you have traveled back in time. Celtic music plays from hidden overhead speakers, and the smell of beeswax candles draws your vision to the candelabra atop the registration desk. Only here is the fantasy broken, as you notice a woman dressed in medieval clothing, sitting in front of a computer terminal and smiling at you with perfect white teeth.

"Welcome to Olde World Adventures! My name is Elizabeth, may I help you?"

Claudia wheels forward, "Yes, I am Claudia Tyger, I believe you are expecting us?"

"Ah yes! Ms. Tyger! The rest of the wedding party is already here and the entire park is at your disposal. I don't know if you've heard, but I've been

told to inform you that Mr. Pershing was not able to make it, and so we have a European guest who was in town and has consented to fill in as King.

Astral Perception:

Nothing appears magically active in this area.

Behind The Scenes:

If the team asks, the visitor is Johnathan Cooper, division head and vice president of Transys Neuronet, a British corporation that specializes in software development, communications, robotics, and cybernetics. Cooper is actually attending the season opening of the park for two reasons. One, it was his corporation which built the dragon, and so he is here to see the “grand unveiling.” Second, he serves under Sir Iain Greig. Sir Iain is always touting his title and rank about, and Johnathan is envious. He has therefore taken this opportunity for a little fantasy to become King John for a week.

Should anyone ask about who Mr. Pershing is, Claudia will inform them that he was once a member of her shadowrunning team. The last thing she heard from him, he was working on some “contracts” in Europe.

Once your team is ready to proceed, a bellhop dressed as a medieval page shows each of you to a temporary room upstairs. The rooms consist of a single bed, a personal safe (with thumbprint identification) for storing belonging, and a closet which contains medieval clothing. There is also a telecom and a booklet on a table. The booklet explains the procedure for putting on armor and other articles of clothing, as well as a reiteration of the rules and regulations of the park. The telecom is the last bastion of modern civilization you will see for a couple of days, so enjoy it!

Hand out the closet contents according to the dominant archetype for each character: fighter/samurai, mages/shamans, physical adepts, etc. There are also kits for metatypes: orks, trolls, dwarves, and elves. Hand out whatever you feel is most appropriate (i.e. comical) to each character.

The characters are meant to change over immediately and meet downstairs in the “ready room.” Have the characters go into the ready room one at a time. As they enter the room, they will be approached by two gentlemen, one large ork and one large human. Both of these gentlemen are holding some sort of scanning device, which they play over the character’s body. If the character attempts to smuggle anything into the park, have the guards make an opposed perception test with the aid of the scanners (rating 4) against the character’s Stealth. If the item has a set concealability rating, use that in an unopposed test. If the item(s) is

(are) found, the guards will ask for it (them) and will tell the character it (they) will be returned upon exiting the park. If the character tries to cause trouble, there are more guards on standby in the next room, and the doors are locked on both sides until released by one of the guards in the next room. Claudia will be shocked and embarrassed by any such behavior of a character.

Cast Of Characters:

Typical Guard

Attributes: Skills:

Bod	5	Etiquette / Medieval	3 / 5
Qui	4	Acting	6
Str	4	Unarmed Combat / Subdue	4 / 6
Int	4*	Language: Old English	4
Wil	4		
Chr	3		
Rctn	4		
Init	1d6		

Karma Pool: 2

Professional Rating: 2

Gear:

Scanner (Rating 4)

*These guards have been trained to search for contraband, and know how to use the detection and scanning equipment effectively. Because of this, treat their Intelligence as 6 for all perception tests when searching characters.

Under no circumstances should any communications equipment, firearms or grenades be allowed into the park. Small items such as shuriken (up to 4), a knife, or a suit of Form Fit Body Armor (up to 2 characters) can be smuggled in, if they pass the security check. The guards cannot be bribed or threatened, but mind affecting spells work normally on them.

Once cleared by the guards, the characters are asked to proceed through the next door and down the hall. There is a short hall with a door to the right marked “authorized personnel only” (the guardroom) and a door at the other end, marked “exit.” Passing through that door places the character in a courtyard. A page instructs the character to wait until the rest of the party arrives.

If they try to ask the page any questions, he will only tell them that they must wait until the rest of their party is ready. He will answer any general questions about the park, but will only explain that they are preparing to travel to Lady Claudia’s keep. Once everyone has gathered, the page will lead them out of the courtyard and through the park to a nearby medieval village. As they pass through the village, various townsfolk line the road and cheer Lady Claudia. The party is lead through the town and out the other side to a large clearing and a large stone keep. This is the final stop, and the page leaves the characters in the courtyard

of the keep. A woman will come rushing out of the keep and race up to greet Claudia. This is Katrina Koshkova, Claudia's long time friend. There will be a teary, emotional greeting as they catch up. Kat will then take her leave and her page will bring up a horse for her. She will wish Claudia well until the wedding tomorrow and wave goodbye to the team. Claudia dismisses the team and says she will see them at dinner tonight.

The characters may now do as they wish, whether it be returning to the village or exploring the keep, as long as they are back at the keep by six bells (a bell in the northeast tower will sound the time, it is now one bell – 1 p.m.). This evening is a planned banquet in honor of Lady Claudia. Don't forget that all the park personnel will only respond in a traditional medieval manner, and so will not answer any questions about modern life, etc. Characters will be addressed by their title and name, i.e. Sir Gary, rather than the street name of "Slasher". Have fun otherwise, this is nothing but a medieval or renaissance fair on a grand scale.

Those that wish to do so may also try to learn more about how to use their weapons, ride a horse, or study proper etiquette. For every three hours a character spends, they may gain one skill level (up to a maximum of level 3) in the following: sword, ax, bow, club, horseback riding, etiquette/medieval. If a character already has rating 3 or higher in a skill, they cannot receive any benefit from this training.

Debugging:

If someone manages to smuggle something into the park, or just plain forces his way in, Claudia will be very upset. No matter how, Claudia will somehow discover the contraband and chastise the character for it – she will give them one more chance to turn over the equipment.

Scene Four: The Lady's Honor

Tell It To Them Straight:

The full, rich sound of the tower bell rings out six times, signifying the time for the evening meal. As you enter the dining room of the keep, you are amazed at the sight before you. A large roast pig sits in the center of a long banquet table, complete with an apple in its mouth. A rack of lamb and a roast turkey sit at either end of the table. A cornucopia of fruits and vegetables fill the table, their rainbow of colors separated only by the pitchers of wine and beer around the table.

Waiting about the room are serving wenches and pages, which immediately lead Lady Claudia to her

place at the head of the table, then seats the rest of your party.

Astral Perception:

Although it is very difficult to see (astral perception (8), Aura Reading (6)), you can tell that the page working near you (the character who first astrally perceives) is slightly nervous. Other than that, no one else seems to have any magical ability or possesses any major invasive bioware or cyberware. Everyone's emotions seem high and happy.

Behind The Scenes:

By now, the party is fully immersed in a medieval setting. You should be playing all NPCs as medieval subjects to the hilt. Don't let them answer any questions about modern times, but rather have them respond with sayings like "that sounds like witchcraft, milord" or "I wouldn't know anything about that, melord, I'm just a simple peasant."

The dinner is just as it appears, and all the food is delicious. The wenches and pages serve the food to the party, and pour drinks, etc. Let them party well on into the night. The page by one of the magically active characters is nervous for two reasons. One, he is afraid of mages in general, and two, he is worried about getting caught. His name is Robert Warrens.

Note that mention of actions or effects dealing with a mage in this scenario infer both mages and shamans, or physical adepts, if there are no other magically active party members. If there are no characters in the party that have a magic rating at all, then choose the most "dangerous" character.

Cast Of Characters:

Typical Page/Wench

Attributes:	Skills:		
Bod	3	Etiquette / Medieval	3 / 5
Qui	3	Acting	6
Str	2	Language: Old English	4
Int	4		
Wil	4		
Chr	4		
Rctn	3		
Init	1d6		

Karma Pool: 1

Threat/Professional Rating: 1

Gear:

None

Robert Warrens, Page-On-The-Take

Same as above, but with these changes:

Karma Pool: 2

Professional Rating: 2

Gear:

Small glass vial containing carcerands of bufotenine, if not already disposed of.

Although the mage/shaman has the best chance of detecting this, through astral perception, the rest of the party has a chance of noticing as well. Anyone, including the mage, that pointedly looks at Warrens can make a perception test (12) to note his worried and nervous appearance. He is going to attempt (perception test (12) to notice, or (8) if his condition is noticed quickly) to slip a dose of carcerands containing a modified form of bufotenine (described below) into the mage's wine, hoping to drug him so that he cannot use his magic. If found out, he will spill his guts rather easily and tell the party that he was hired last week by a gentleman from Toronto who has promised him a job if he can drug the occasional guest and make the park look bad. He was paid 5,000 nY in advance and told he could look forward to a raise if he did a good job. He doesn't know what the drug is or what it does, other than the fact that it is designed to be released after eight hours and that it causes harmless hallucinations and makes the mind wander.

If he is not found out or caught, he will leave the keep immediately after dinner and head for the hills. The carcerands have been engineered to break down and deliver the bufotenine after eight hours, giving Warrens plenty of time to escape. The drug bufotenine will cause the character affected to be unable to concentrate the whole next day. This drug is a hallucinogen, which will impair the casting of spells or any other actions (such as astral travel) which require a great deal of concentration. Also, the mage will also tend to have hallucinations at random times, thinking he sees objects moving, etc. (1 in 5 change every hour or every four combat turns. A Willpower (5, or 4 if being told by teammates that there is nothing there) test will see through the illusion after one turn) any spells which are cast will incur physical drain, and at strength of force rather than F/2 in the drain formula – ouch! (i.e. a force 4 powerbolt spell is cast normally with a mental drain code of 3S. Under the effects of bufotenine, the drain becomes physical with a code of 5S!). This should not be told to the player until the character tries to cast a spell. The effects of the drug wear off naturally in twelve hours – there is no antidote other than to leave the scenario to go to a hospital for observation.

Debugging:

About the only thing that could go wrong in this scene is if the party is stupid enough to kill Robert Warrens for trying to drug the mage. Remember that he is just a pawn of the larger companies who happened to need money bad enough to do something stupid. If the page is killed, however, the other workers will cease pretending to be simple medieval folk and will

immediately panic if they are at the scene of the killing, and someone will notify the park officials, who will then notify the authorities. Park security should be able to detain the party with shock/stun weapons until the authorities arrive. The adventure will end here with no karma awarded as the characters rot for the rest of their lives in jail. Claudia, needless to say, will be horrified and will kick the characters which participated in the killing off of her team. Retire those characters from Virtual Seattle!

Scene Five: A Damsel In Distress

Tell It To Them Straight:

You are awakened the next morning by the sound of lovely songbirds outside your window. Of course, they'd be a lot more lovely if you hadn't had all that wine and beer last night!

A page knocks lightly on the door before letting himself in and informing you that breakfast is now ready. (If any of the characters insisted on being paranoid enough to bar or otherwise prevent the door from being opened, then the page will try the door and finding it barred, will knock louder and yell to get the character's attention.)

Astral Perception:

There isn't really anything here to be checked out – all is clear on the astral front, unless of course the mage has been drugged. In this case, the mage will receive one heck of a headache every time he tries to astrally perceive, and astral projection is out, because he cannot focus his thoughts enough.

Behind The Scenes:

If the mage was successfully drugged, then he awakens when the page comes in ... hearing the songbirds, the mage sees the page as a huge songbird. This should tip him off that something isn't right! Getting up from the bed results in a moment of lightheadedness, accompanied by rainbows of light spilling in from the window.

If anyone cares to look, or if the mage has been drugged and is looking for him, the party will find that Warrens is nowhere to be found – he fled the park last night and is long gone. Only if the party detained and interrogated him will Warrens still be around, depending on what the party did with him. If they turned him into the park authorities, they have him locked in a room in the Visitor's Center until the local authorities can arrive and take him away for further questioning. None of the other park staff know where he is or what he was doing – they can only say they've

heard rumors that Warrens had been having financial trouble.

Once downstairs, you find a hearty breakfast awaiting. About halfway through the meal, you can hear shouting and the rapid approach of horse hooves galloping into the courtyard. A messenger has just arrived from the castle, and very dramatically describes how the princess of the land has been captured by an evil mage and his dragon. The king has asked that any fearless knights come to his aid at the castle to rescue the princess.

Ham this part up good. This is how the script is supposed to go, with the princess (Katrina) being “captured” at dawn – the king (Johnathon cooper) sends his messenger to the knights of the land (the party) – the knights ride to battle the mage and rescue the princess, yada-yada-yada.

The only problem here is that unbeknownst to the party and the rest of the park, the dragon’s programming has been compromised by a virus, and the dragon has gone berserk. Its first action was to kill the mage actor by crushing, clawing, and biting him. Katrina, being an experienced shadowrunner, was able to escape and start making her way back to the castle. She will arrive back shortly before the rest of the party.

The party should at this point get into their armor as the pages ready Claudia and her carrier. The party will then set off along the dirt road into the deep woods towards the castle. Note the word “deep,” these woods are heavy evergreens, where the area underneath the trees is cast in low light conditions all day.

At this point, as if there wasn’t enough going wrong, the rabid shadowhounds (remember them?) have worked their way in from the fence, and are currently stalking the party in the woods.

As your party comes around one of the bends in the road, you see a large wolf-like creature, about the size of a pony, standing in the middle of the road, large globs of saliva dripping and drooling to the ground. A low growl emanates from the snarling jaws of the beast, and then it attacks (normal initiative for both sides).

The pages will immediately drop Claudia and scatter through the woods screaming. One round later, the rest of the pack attacks from the sides and rear of the party. The shadowhounds have rabies, which raises their willpower and causes them to attack unconditionally. The pack size is dependent on two things, whether or not the mage was drugged, and if it is a Veteran table. If it is a Veteran table and the mage was drugged, the pack will have eight adults and three young shadowhounds to attack. If the mage was not drugged, then add three more adults. Non-Veteran tables have only six adult and three young shadowhounds attack.

Remember that the weapons are made of TRUMetal, which have no sharp edges and therefore only do stun damage slightly better than a club (Str + 2)M. The armor, although it provides an impressive Impact rating of 6 versus TRUMetal weapons, provides only an Impact of 2 versus other attacks, such as from the shadowhounds. Any characters that successfully smuggled in Form Fit Body Armor may note that the armor provides better protection, except for the mage who should be wearing just a plain robe.

Cast Of Characters:

Adult Shadowhound

B	Q	S	C	I	W	E	R	Init	Attacks
4	4x4	5	-	2/4	4	6	3	1d6	5m,

Rabies*

Powers: Darkness, Enhanced Reactions, Enhanced Senses (Low Light Vision), Silence

Weaknesses: Allergy (Sunlight, Severe)

*When a character is bit, 1 in 6 chance of becoming infected with rabies – since this takes a while, will not affect character until the end of the scenario.

Young Shadowhound

B	Q	S	C	I	W	E	R	Init	Attacks
2	3x3	4	-	2/4	4	6	2	1d6	3m,

Rabies*

Otherwise Same As Adult, Including Rabies Info.

Debugging:

The major problem to watch out for here is if the party tries to make too much of an issue with the drugging. First of all, reassure them that the drug is not life threatening – it will only cause problems if the mage tries to cast spells or go astral. Second, Warrens is merely a pawn and doesn’t know anything other than what has already been stated in **Behind The Scenes**. He will be arrested and taken away if caught. Otherwise, it will be enough to report him - he is long gone and there is no way for the party to catch him. The park will ensure that the party is recompensed for this embarrassing incident – a free return weekend for four persons, etc. Finally, they are here for a wedding, which involves Claudia, and you don’t want to piss her off!!!!

The second problem arises with the battle in the woods. None of the characters should die here, unless they do something really stupid. Remember that any horses that the characters may have brought along are just as tasty a target as the characters, if not more so, and so the hounds will simply occupy themselves with the horses, allowing the characters to backstrike them. If for some reason one of the characters dies, then the adventure ends here. The dragon’s virus cripples it once it killed the mage, and park officials pass through the woods and dispatch any remaining shadowhounds with

guns they were taking to use on the malfunctioning dragon. Skip directly to **Scene Seven, Part B**.

Scene Six: Never Deal With An Insane Dragon

Tell It To Them Straight:

Wow, evidently security for the park is not as good as you thought. In fact, if these nasty critters were able to get this far into the park, what else might be roaming around. And hey, you guys are seasoned shadowrunners after all – what happens if something attacks the defenseless park staff???

As you hurry on your way through to forest, the trees begin to thin out. Eventually, your team finds itself before a small rise, upon which sits a stately castle. The gates lay open before you, leading into the large courtyard beyond the front gate. Riding into the courtyard, the first thing that catches your eye is King John approaching from the castle proper, his retinue of servants close behind.

“Ah good, sir knights, I'm glad to see you have answered my call to save my daughter's life...”

King John cannot say anything more however, because a familiar form runs into the courtyard from the outside. It's Kat, and she looks like she's had a rough time.

“Where's the nearest radio?? We have to call security now!! The dragon has blown a chip and killed the mage, and now he's probably on his way back here!!”

“Oh dear” speaks King John under his breath, as FyreBrand roars outside the castle walls...

Astral Perception:

No one here is magical, and the dragon even less so, being a mechanical device. If the mage happens to assence Kat, he can see that she is very scared. Obviously she has been shook up to the point of not using her magic.

Behind The Scenes:

Don'tcha just hate it when things are timed like this? (Karma pools do not refresh – this is a continuation of the last scene, since the party has not had sufficient time to rest) The party arrives at the castle thinking that something may be wrong, like an attack by the shadowhounds, and they find that everything is all right. The king greets the party warmly, fulfilling his role in the script (he's having a great time playing king). Then Katrina runs in and warns of the haywire dragon. Just as she gets out her warning, the dragon shows up. John is obviously disturbed, since this will

no doubt make his company look bad, not to mention the physical threat to this life.

FyreBrand, as explained in the plot synopsis, has had his software corrupted by a virus. He will now try to destroy anything in his path. Fortunately, he cannot fly, but his ability to breath fire and his large metal body are more than enough to cause serious problems.

There are three basic ways to neutralize the dragon. First, the team can physically try to subdue it. The castle staff will be no help, they are spending all their energy in screaming and running about in total panic. If the party waits more than one turn to distract him, FyreBrand will begin to reach his head and neck over the wall and start snatching up people and shaking them to death or biting them in half, breathing fire on groups, etc. Since the dragon is mechanical, the weapons the characters are carrying are pretty much worthless. However, there are access panels to the dragon's machinery which may be spotted with an Intelligence (6) test. Once these panels are spotted, a simple Quickness (5) test will open the panel. Characters can then try to use the swords or other weapons to jam parts of the machinery or cut hydraulic lines, etc. The inside parts of the dragon only have a body rating of 3, no armor, and can be damaged. There are access panels next to each appendage (four legs, tail, neck, and one between the wings). Causing deadly damage to exposed parts will render that portion of the robot inoperative.

Second, if anyone happens to ask John about it, he reveals that there is a control center in the “dungeon” of the castle, where an operator station has been set up to control the dragon – this is a computer terminal station, and not a remote rigger port. Although John will be distraught, he will be able to get out this knowledge to the team. If a decker (or someone with Computer skill) goes to the control center, he will find a panicked operator trying desperately to control the dragon via a standard terminal. There is a datajack built into the control panel, and if the decker jacks in, it will take a base time of 15 rounds to do a shutdown of the dragon's AI brain. This time can be reduced with a Computer/Software (8) test (this is a new, unfamiliar system; no cyberdeck, and no hacking pool). For every two successes, reduce the time by 3 rounds (FyreBrand will get a minimum of 3 rounds to act after the decker hacks in). The decker can alternately attempt to issue commands to FyreBrand with a Computer/Software (6) test.

The third method is much more dangerous, but players are often known for trying daring, but stupid, things. John can also tell the runners that FyreBrand has a recessed panel on the back of his head which provides access to the wires and circuitry of the AI “brain.” Someone with electronics can easily disconnect the wires and circuits (target number 5, only one success

needed), but the problem comes into accessing the panel on a rampaging dragon. If someone is foolish enough to try this tactic, have fun with it. First they have to get onto the neck somehow, then they have to hold on while FyreBrand tries to dislodge them. If the rest of the party is doing enough to distract him, FyreBrand may not notice the rider. Either way, an Athletics (10) test is required to hang on. Characters thrown off are subjected to a 10S Stun attack from crashing to the ground. Don't forget the possibility of being stepped on!!

Debugging:

This is the last fight, so it's to the bitter end. Obviously, with a wedding close at hand, there should be no life threatening injuries. Don't try to kill the characters, but it's ok to "gum" them a little. They should basically all survive, but with a lot of cuts, bruises, maybe a few second degree burns, etc., enough to let them know how close to death they could come. Although Kat is shook up, if it looks like things are going bad for the party, she will snap out of it and assist with spells and spirits to distract the dragon. Also, if the team is doing badly, Taxman and his shadowrunning friends will return to the castle and join the fray.

If the characters initially balk at going to the castle in the first place, remind them that although they are shadowrunners, the rest of the people in the park are basically defenseless and they should be bound to help them – it will take too long to get back to the main entrance and get a team into the park to search for more threats. The fastest thing to do is go to the castle and hope they have the means to contact the main entrance (they do, but it will still take too long for help to arrive) and to get Kat and Claudia to make sure they're all right, as well as saving the park staff and other guests.

Scene Seven: And They Lived Happily Ever After...

Part A

Tell It To Them Straight:

The evil dragon FyreBrand has been vanquished, the hounds of hell have been overcome, and the machinations of the foreign realms have been squashed. Only one more test stands before the prince of the land, that of marriage!

Soon after you disabled the robot, the local SWAT team shows up in a helicopter and lands in the courtyard. Three suits also emerge, which you assume are the park owners. King John is a total wreck, and the park personnel aren't much better off.

However, the wedding goes on, and Lady Claudia gives away the bride. Prince Peter and Princess Katrina mount his horse and ride off into the sunset...

Part B (used in case of character death)

Tell It To Them Straight:

Well, things could be better...

The park's robotic dragon went berserk after being infected by a virus, and then seized up after its AI brain crashed. The local authorities have dispatched teams to track down and eliminate the threat of the remaining shadowhounds.

Unfortunately, the rest of the wedding party, especially Katrina and Claudia, are shocked at the death(s) of your teammate(s). It is a somber trip back to the Visitor's Center where you pick up your belongings and head back to Seattle. Sure, the park has offered you free passes to return, but no one seems in any mood to come back. The wedding is off, for now, and Claudia assures you that the next attempt will probably be somewhat more sedate – this tragic event being the catalyst for the realization that Claudia and her old teammates are too old for all this excitement...

(Skip to **Picking Up The Pieces**).

Astral Perception:

One of the SWAT members is magically active, and has some sustaining foci and other foci active as well. He is not taking any hostile action yet.

Behind The Scenes:

Congratulations, the team has made it to the last scene. John will be so overjoyed at having his life saved, especially since it was his company that created the dragon and he was in charge of its debut. In order to forestall any embarrassment to Transys Neuronet, and himself, John will present the team with a "gift" of 10,000 nY per character. In addition, the park waives the fees for the weekend, and offers another free weekend. Their insurance will, of course, cover any medical costs the team may have incurred.

Debugging:

Not much debugging to do here. About the only problem that may come up is if the team decides to make trouble for the park or John and T-N. On both counts, the team has received about all they're going to get. If the team desires to follow up on who or which corporation has been doing all the nasty things around the park, well, perhaps that is another mystery better left to the next scenario. In either case, Kat does not hold the park or T-N responsible, and will gladly take their money. She will then politely inform the team and

Claudia that her and Taxman are now retired, and it is time for them to enjoy their honeymoon.

Picking Up The Pieces

The team is awarded karma as follows:

Surviving the scenario	3
Dealing with Johnathon Cooper	1
Subduing FyreBrand with minimal physical damage (moderate or less)	2
Working as a team during entire scenario	3
Capturing and turning in Robert Warrens	1

Individual karma should be awarded based on standard rules.

Legwork

Since most of this adventure takes place in the park, and they are not allowed to take in any technological gear, they will not be able to use their contacts. Any information they can get is already detailed in the appropriate section, and can be gotten freely from any source.

Cast of Characters:

Katrina “Kat” Koshkova

Cat Shaman

Kat is a typical follower of Cat. She is playful and mysterious at the same time. She is also very opinionated, and is used to getting her own way. She will think nothing of using whatever means are at her disposal to get what she wants. Currently, she wants Taxman at the altar, and that’s just what she’s going to get. She is like a sister to many, and sometimes even a mother, and her ex-team members all admire her for one reason or another – which makes it easier to manipulate them. She may look vulnerable and soft and cuddly, but she’s definitely the one in control and calling the shots.

<i>Attributes</i>		<i>Skills</i>	
Bod	3	Conjuring	5
Qui	6	Sorcery	8
Str	3	Magical Theory	2
Int	8	History	4
Cha	6	Pistol	3
Wil	8	Unarmed Combat	5
Rctn	7	Athletics	6
Init	1d6	Stealth	10
Magic	7	Negotiation	9
Ess	6	Russian	3
Bod Indx	0	English	5

Karma Pool: 6

Professional Rating: 4

Spells:

Title	Force	Drain
Powerbolt	6	
Mana Cloud	8	
Impr. Invisibility	6	
Bullet Barrier	6	
Heal (Exclusive)	6	
Poltergeist	6	

Johnathon Cooper

Corporate Executive

As has already been mentioned, Cooper is here to unveil FyreBrand on behalf of Transys-Neuronet, as well as to have the opportunity to act like royalty. He is, for the most part, harmless and useless in combat.

<i>Attributes</i>		<i>Skills</i>	
Bod	4	Etiquette / Corporate	4/6
Qui	3	Negotiation	6
Str	3	Computer	4
Int	5	Electronics	2
Cha	4	Physical Sciences	2
Wil	4	Cybernetics	2
Rctn	4	Unarmed Combat	1
Init	1d6	Athletics	1
Magic	0	Japanese	3
Ess	4.7	German	3
Bod Indx	0	Bureaucracy	5
		English	8

Karma Pool: 1

Professional Rating: 1

Cyberware: Datajack, SPU:Math, Head Memory

Peter Garamond “Taxman”

Street Samurai

No one is really sure about Taxman’s background – some rumor that he once served with the UCAS Secret Service. He tends to act cool towards everyone. Just under two meters tall and possessing metallic silver cybereyes, Taxman is getting out of the shadowrun business to get married and settle down – besides, he’s lost his edge and his cyber is no longer state-of-the-art.

<i>Attributes</i>		<i>Skills</i>	
Bod	9/10	Edged Weapons	8
Qui	7/11	Submachine Gun	6
Str	8/12	Pistol	4
Int	5	Assault Rifle	4
Cha	4	Etiquette / Mercenary	3 / 5
Wil	6	Unarmed Combat	7
Rctn	8	Stealth/Urban	3 / 5
Init	2d6	Athletics / Jumping	4 / 6
Magic	0	Bike	3
Ess	0.6	English	7
Bod Indx	5.7	Military Theory / Tactics	5 / 7

Karma Pool: 7

Professional Rating: 4

Cyberware/Bioware: Platelet Factory, Adrenal Pump 2, Enhanced Articulation, Muscle Augmentation 4, Cybereyes w/Flare Comp, Low Light, and Thermo, Synaptic Accelerator 1, Cyberlegs w/Hydraulic Jacks 4, Smartlink 1, Plastic Bone Lacing, Hearing Dampers, Dermal Plating 3.

Battle Royale

Enjoy the thrill of medieval combat! With TRUUMetal technology, anyone can safely experience swordplay and jousting, just like the knights of old!
TRUUMetal armor and weapons are made from a space-age polymer that absorbs impact and protects the wearer.

Leave The Office Behind

No modern technology is allowed inside the park. For your enjoyment, we ask that all personal electronics, weapons, and other prescribed items remain behind in our guest villa.

Magos are welcome and encouraged to participate in our scenarios, but we ask that no lethal spells or spirits be used on park grounds. Enjoy!

We realize that some people have physical enhancements necessary for the performance of their work. We request, however, that guests refrain from the use or engagement of lethal equipment.

Our dedicated staff is here to help, and we hope that by adhering to our prescriptions, your experience at Olde World Adventures will be a safe and happy one!

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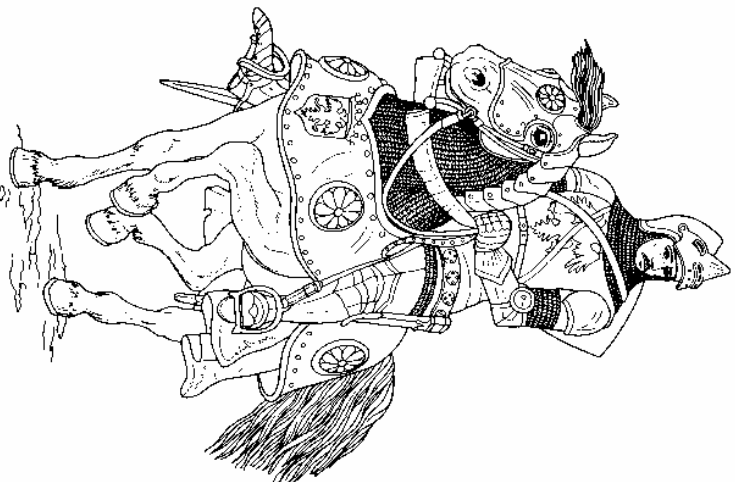
One Day Festival	5 NY
Weekend Special	60 NY
Weekend Fantasy	100 NY

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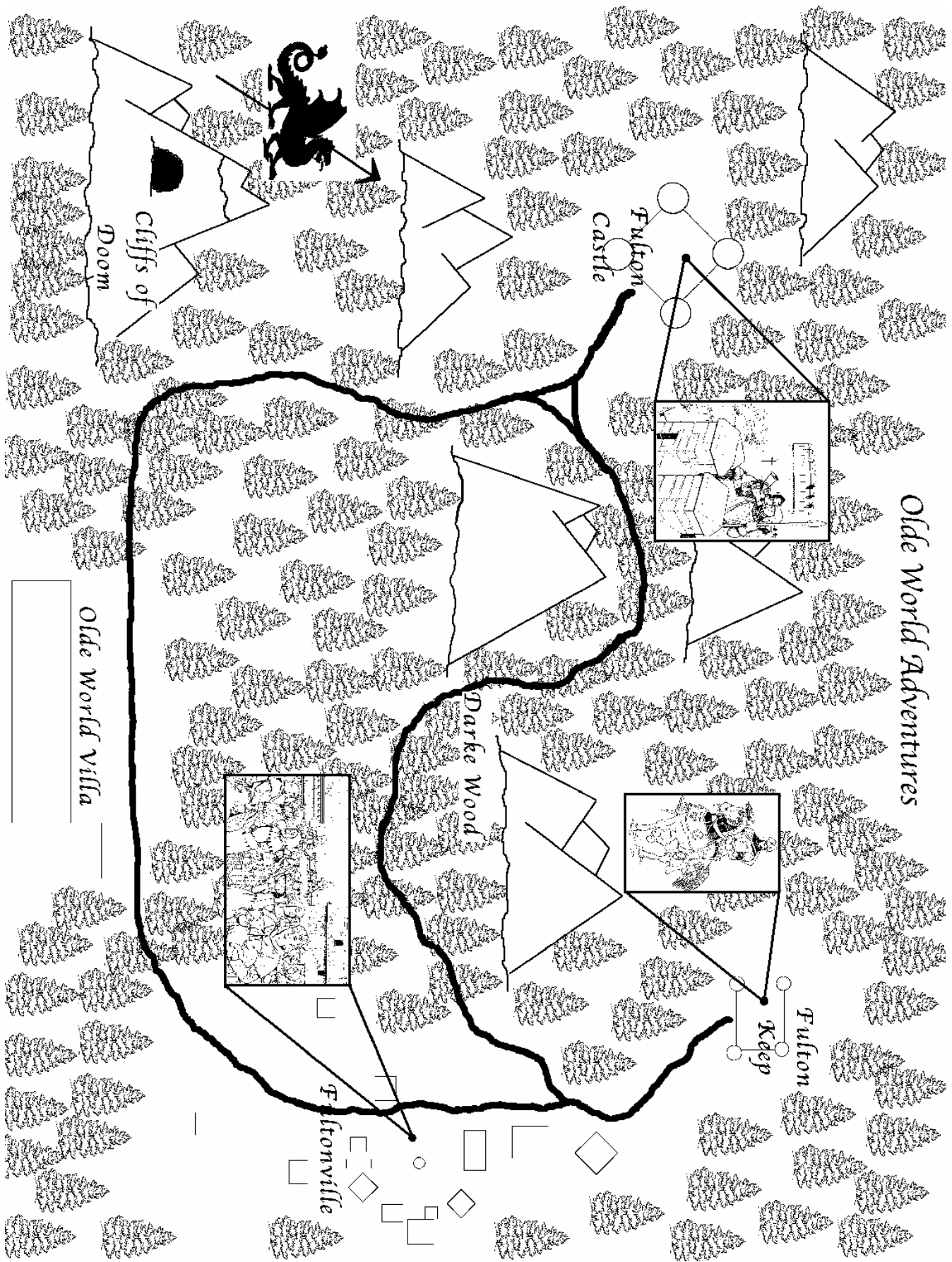


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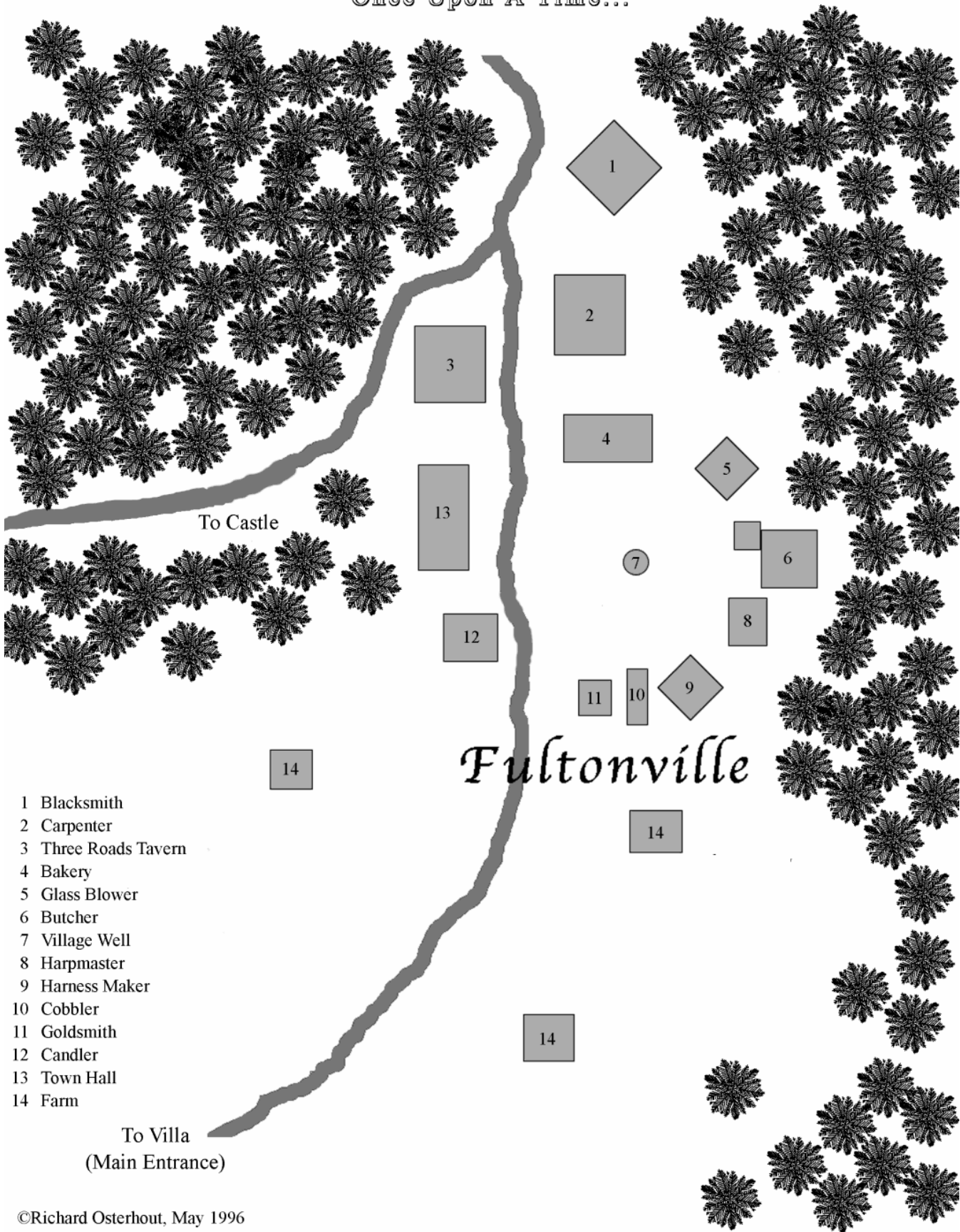
Old Forge, New York
TUCAS 13114-9932-86
LTG 11-518-53-4495



“Once Upon A Time...”

<p>Street Samurai/generic archetype Medieval clothing Tabard (choose color) Suit of TRUmetal plate armor TRUmetal longsword in scabbard Leather ring box w/ knowsoft (Etiquette / Medieval 3)</p>	<p>Physical adept/generic archetype Medieval clothing Tabard (choose color) Suit of TRUmetal chain armor TRUmetal short sword in scabbard</p>
<p>Orc metatype Furs Large horned leather helm Studded leather breastplate TRUmetal bastard sword in scabbard Leather ring box w/ knowsofts (Horseback Riding 3, Etiquette / Viking 2)</p>	<p>Mage/shaman Royal purple wizard’s robe and pointed hat (each covered with white moons and stars and other arcane symbols) Large leather tome containing Latin writing (describing basic spells based on historic accounts – not really usable as magic library, just as visual prop) Collection of belt pouches</p>
<p>Dwarf metatype Medieval clothing Tabard (choose color) Suit of TRUmetal chain armor TRUmetal battle ax</p>	<p>Elf metatype Green medieval clothing Leather jerkin Bow Quiver with TRUmetal arrows (target tips, non lethal)</p>
	<p>Troll metatype Animal skin loincloth Big wooden club</p>

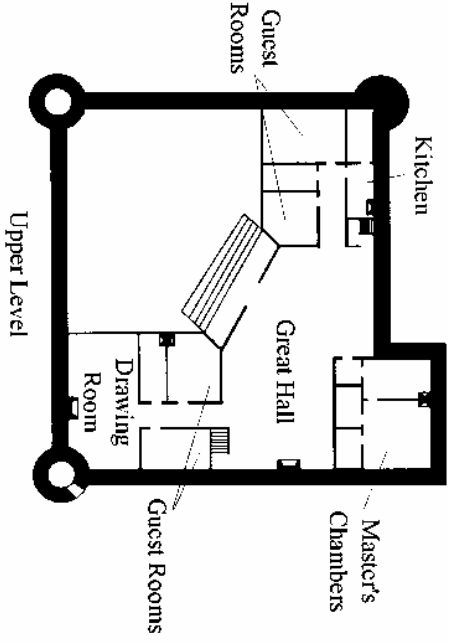
"Once Upon A Time..."



- 1 Blacksmith
- 2 Carpenter
- 3 Three Roads Tavern
- 4 Bakery
- 5 Glass Blower
- 6 Butcher
- 7 Village Well
- 8 Harpmaster
- 9 Harness Maker
- 10 Cobbler
- 11 Goldsmith
- 12 Candler
- 13 Town Hall
- 14 Farm

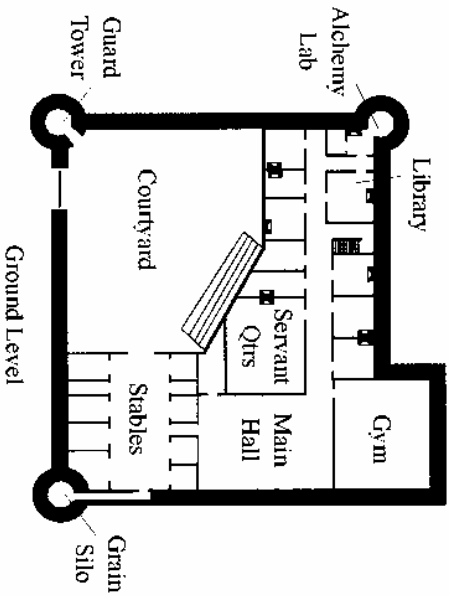
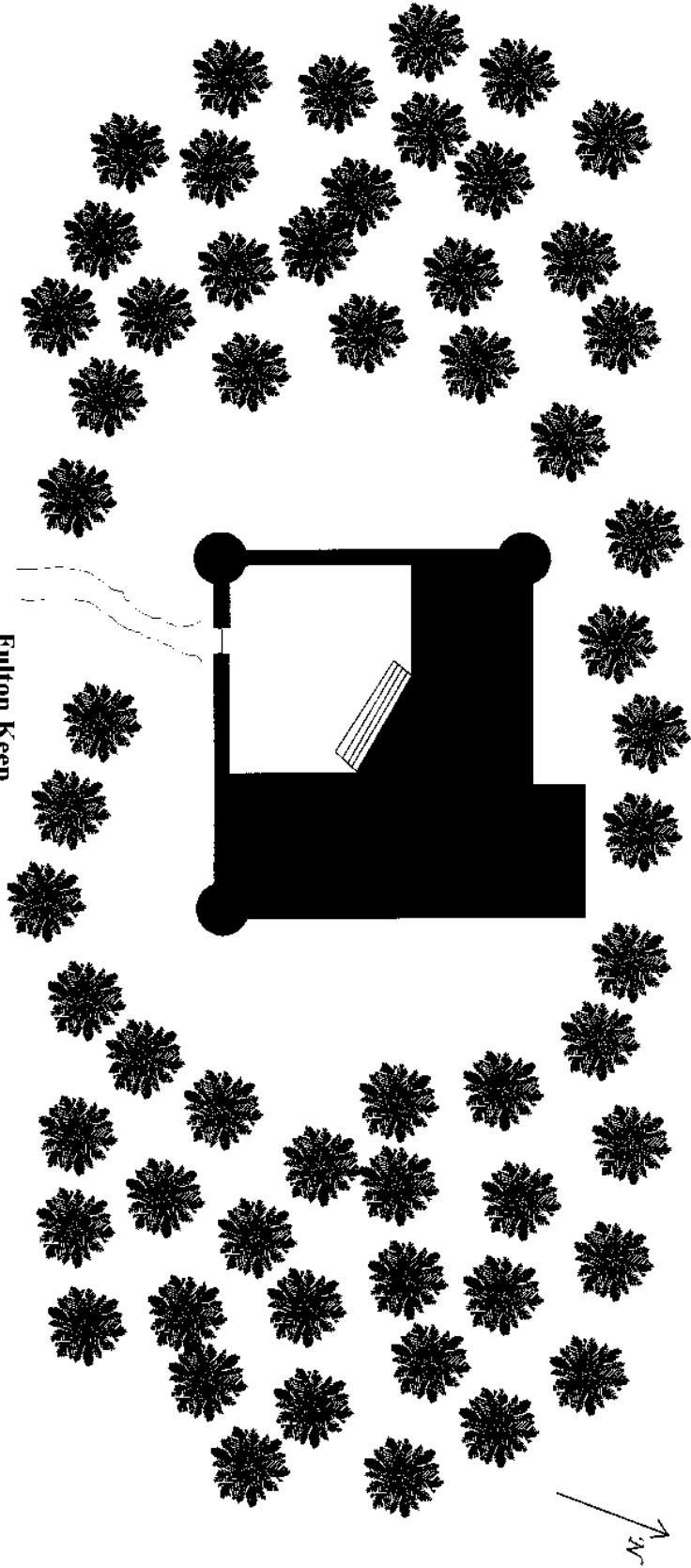
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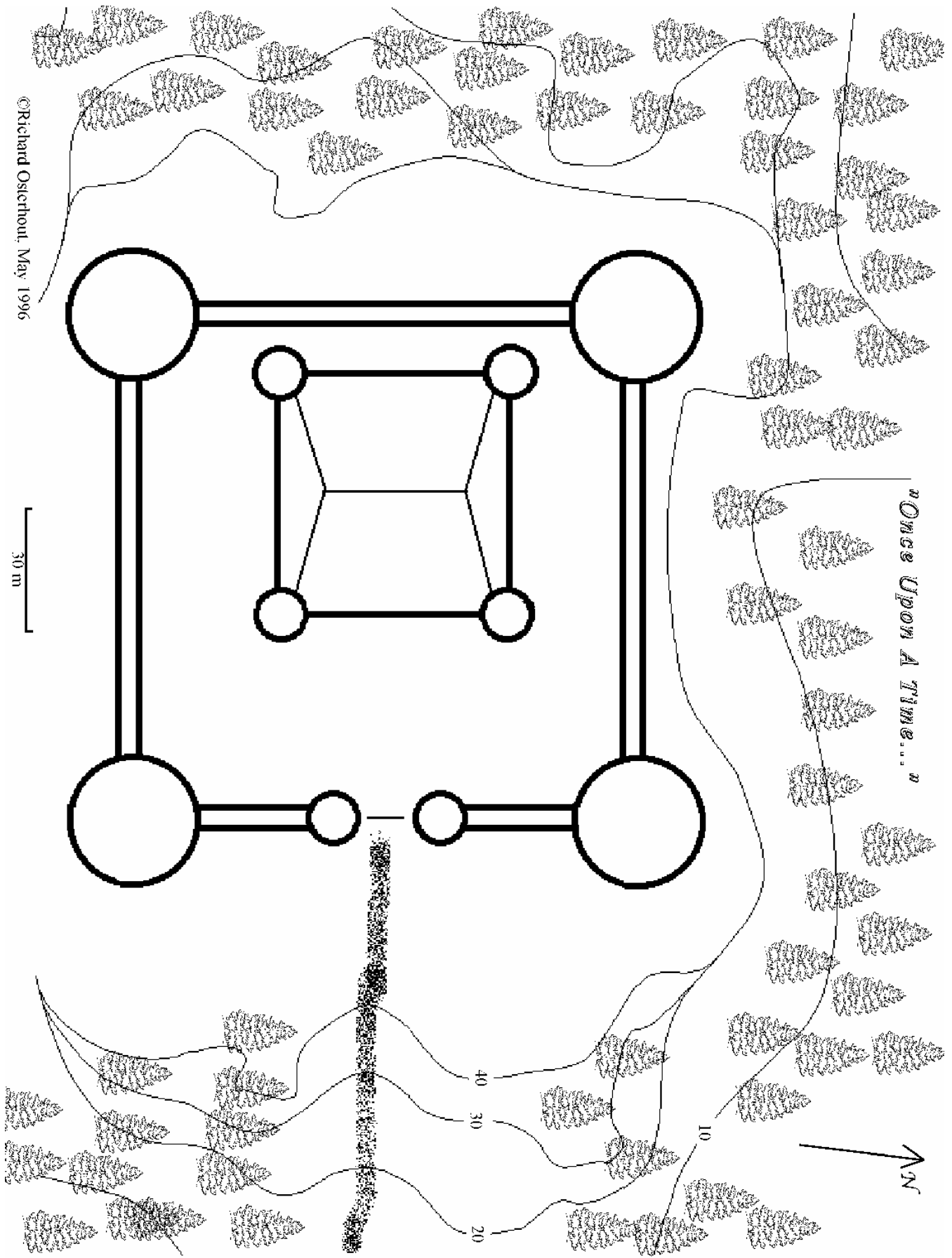
“Once Upon A Time...”



3 m

Fulton Keep





Transys Neuronet "FyreBrand" Robotic Dragon

B/A	Q	S	C	I	W	R	Init
10/2	4 x 3	12	-	5	-	4	2d6

Sensor Package: Advanced (Sensors Level 3)

Threat/Professional Rating: 4 / 4

Attacks: Physical - 10S (See Below)

Flame Projection - 6M, range 6 meters

Use Critter Combat rules, SR11 pg 85, and Reaction for Melee Combat.

Bite, Tail, and Wing attacks have +3 reach. Claw attacks have +1 reach.

FyreBrand is a state of the art robotic system, patterned after the animatronics pioneered by Disney in the last century.

The flame projection system, normally for show only, can be fired once every other combat turn.

Remember that the sensors can be added to the ranged fire attack (Level 3, plus sensor dice).

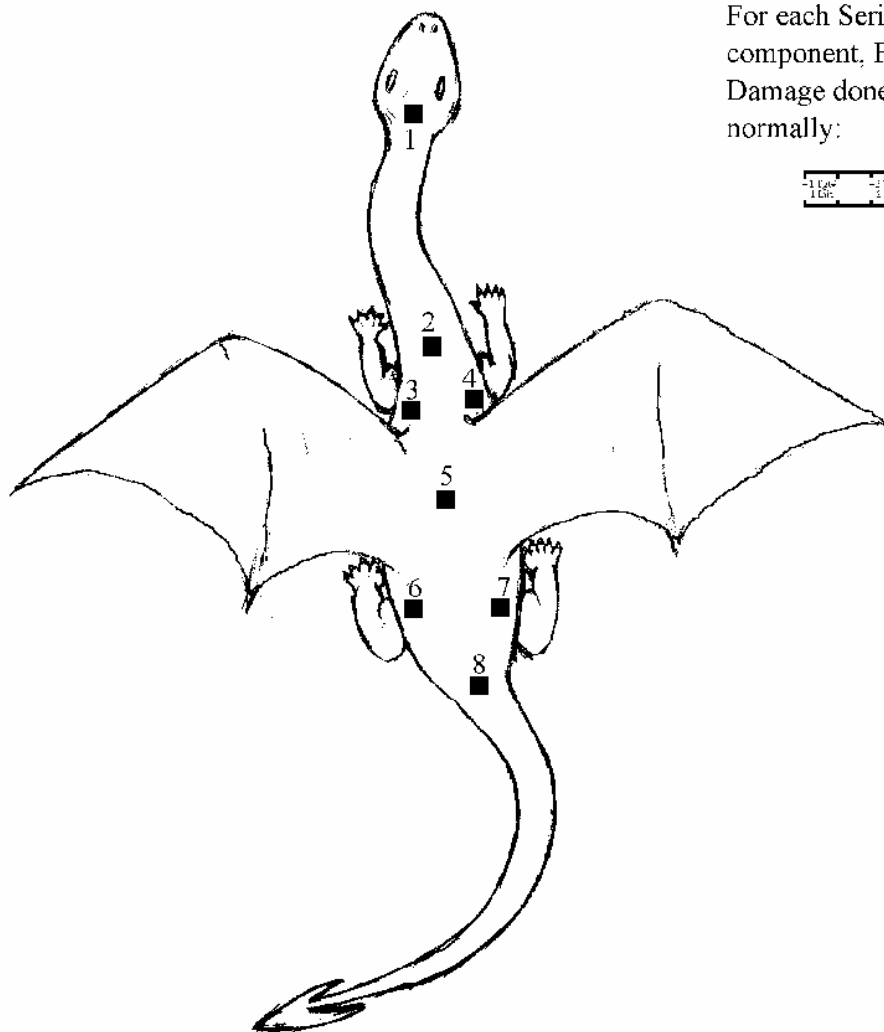
Physical attacks can come from a tail slap or wing buffet, causing stun damage,

or from claw or bite attacks, which cause physical damage, all at the 10S rating.

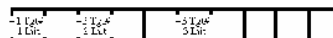
The dragon has a sensors rating of 3, and can attack 3 different targets if within range.

The tail and neck can cover a 120° arc; the wings can only hit targets to the side;

and the front claws can only hit targets to the front.



For each Serious Wound done to a single component, FyreBrand takes a Light Wound. Damage done to the body itself is recorded normally:



Components

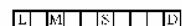
Component is immobilized if it accumulates

Deadly damage

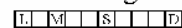
(Except Head, panel 1).

1 Head - Circuitry Destroyed, Instant Shutdown

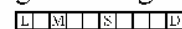
2 Neck



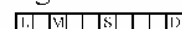
3 Left Foreleg



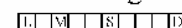
4 Right Foreleg



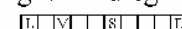
5 Wings



6 Left Hindleg



7 Right Hindleg



8 Tail



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