

THE BODY FARM

A Single Session Virtual Seattle Adventure

By Mark Somers

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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 capsule 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.

INTRODUCTION

"The Body Farm" is a single session adventure for the Virtual Seattle setting, using the Shadowrun rules system. It is designed to run in a session of three to four hours' duration.

This particular adventure contains concepts that may disturb some people - namely, body snatching and the consumption of human corpses. It is not the intention of the author to give offence and apologies are extended to readers who find this material upsetting.

That being said, it is the intention that "The Body Farm" be a humorous work, albeit black humour. GMs should take this into account when running the adventure. The idea is to entertain and hopefully amuse the players. If this can be done whilst also scaring the willies out of them, so much the better.

As with any Virtual Seattle adventure, before play starts the GM should check all characters and also ensure that one month's lifestyle (with the exception of those characters with a pre-paid permanent lifestyle) has been paid.

WHAT'S REALLY HAPPENING?

Dr Robert Carling, recently deceased, was the Chief Medical Examiner for the Seattle Coroner's Office. Carling was a professional and very good at his job. He was also, for the most part, incorruptible. During some of his more sensitive investigations, however, he was forced to bow to political pressure and withheld some important pieces of evidence (his own personal morals stopped him from lying). But Carling made sure that he kept copies of his notes and some of his information

could have had an adverse effect on the careers of certain prominent individuals.

Whilst he was alive no one dared to try to get the information out of him. Besides, he wasn't one to blackmail his opponents - he merely used the implicit threat to be left alone to do his job as best as he could. Upon his death, however, the contents of his headware memory was dumped and erased, and all of his personal files were recovered.

What wasn't known until recently was the fact that Carling had an unregistered cybernetic enhancement - a thumbnail compartment. Also recently discovered was that he owned a microchip burner. This discovery sent waves of panic through certain parties. But Carling has been dead and buried for two months now, and the speculated vital information has not been found.

This is where the characters come in. Parties unknown have approached their fixer, Claudia Tyger, and arranged for a team of independent operatives (the runners) to perform (for a fee) the stealthy recovery of Dr Carling's body. As ever, no explanations have been given (or asked for).

HAVE I GOT A JOB FOR YOU

As ever, the adventure starts with the team being called in to a meeting at the Tyger's Lair. Claudia is waiting for them with appropriate refreshments and beverages (and condiments, too!). After necessary introductions have been made - and various paranoid suspicions set to rest - she will explain that once again she has found them some gainful employment of dubious legality.

With a rather bemused expression on her face she will explain that the nature of this job is somewhat distasteful, but she expects that the often-elastic morals of the runners should be able to cope. The mission is to gain possession of the whole body of Dr Robert Carling, without anyone knowing that they have done so. The good doctor - a forensic examiner with the Seattle Coroner's Office - died two months ago. He was buried in Bellevue, in quite a nice marble edifice.

The payment for the mission is 20,000¥ for each runner. A bonus of 5,000¥ each will be paid if they can ensure that no one knows of the body's retrieval. In addition, a body bag has been kindly provided to save them the trouble and embarrassment of having to acquire one themselves. There is no time constraint apart from "as soon as possible, please".

IS THERE A DOCTOR IN THE HOUSE?

Suspicious runners may decide to investigate Dr Carling. This is a fairly wise thing to do, and Claudia

has already taken care of some of this task. She has tracked down as much as she could in the Matrix. She has come up with the following details:

- Robert Carling was born in Spokane on November 3, 2002. His family was seemingly quite well to do.
- He studied medicine, majoring in forensic science at Seattle University.
- He worked in the Everett Coroner's Office for 10 years before moving to the head office in Downtown.
- In 2053 he accepted the position of Chief Medical Examiner.
- He died two months ago from a heart attack. There were no suspicious circumstances.
- The last recorded examination he performed was a day before his death. It was an autopsy on a Shoto Akimoto, a Japanese businessman who seems to have died from a self-inflicted knife wound to the chest.
- His estate, valued at around 750,000¥, was divided primarily between his widow Claire, his son Geoff and his daughter Karen. No aspects of the will were contested.
- He was registered for the following cyberware - datajack, encephalon, softlink and hardware memory.

In addition to Claudia's investigations, the team may wish to ask around their contacts about Carling. Appropriate contacts are either medical or law enforcement. The target number for the test is 5.

0 successes	By all accounts he was a normal guy.
1 success	Carling was a pretty straight shooter. He ran a good tight operation and rarely fudged results. He was as honest as he could be.
2 successes	The doc was supposedly offered any number of bribes on occasion, that he always turned down.
3 successes	He wasn't foolish enough to try to buck the system. On some occasions he was pressured from above to withhold crucial evidence. He didn't like it, but he did it.
4+ successes	Carling supposedly kept a well-hidden store of evidence that would have been inadmissible in a court, but that would have been embarrassing to some people if leaked. He used that to sometimes get people off his back.

GRAVEROBBER'S 'R' US

The Lakeside Cemetery can be found (oddly enough) by the shores of Lake Washington, in Bellevue. It is a calm, peaceful and verdant little piece of Seattle, seemingly removed from the bustle of the metroplex. Gardeners quietly tend to the lawns and other leafy arrangements.

During daytime hours it is not odd to find a funeral in progress as well as individuals or small groups paying respects to their late acquaintances

There is no reason why the team can't attempt to steal the body in broad daylight but historically most body snatchers have had the greatest success during the hours of darkness. This is not to say that the runners cannot attempt to buck the system. Perhaps they can lend a certain stylishness to what is a much-maligned "profession".

Carling's tomb shouldn't take too long to find. It's a rather large and impressive marble structure, complete with statues of angels. There are a number of other Carlings buried in nearby graves of equal grandeur. They are all well tended, with fresh flowers on each. Obviously, expensive funeral arrangements are a Carling family tradition.

A quick inspection of the tomb will reveal that there is enough room on the carved inscription for another name and epitaph. Claire Carling wasn't quite ready to join her husband for an eternity of rest, but she has wisely pre-booked her accommodation. As such, it has been designed to be able to be opened and closed again with more ease than your average grave.

Breaking into the tomb without causing any noticeable damage is still not an easy endeavour. It will also require some equipment not normally carried by the average shadowrunner. C12 explosives do not count, and should be strongly discouraged. The whole operation should take about an hour. If it becomes necessary to determine how long it takes, have the team make a test against a target number of 6, using the average Reaction attribute of any characters actively involved in the process. Each additional success reduces the time by five minutes. Should any of characters amazingly have Masonry (or something similar) as a special skill, apply a -2 bonus to the target number as well as adding dice equal to the skill level. If they don't have any tools, apply a +4 penalty. Should they roll all ones then they have managed to make a lot of noise as well as disastrously damaging the tomb.

A magician may be able to ask a Field Spirit or Earth Elemental to lend assistance. It can use a modified version of the Movement power to add dice equal to its force to the test. Do not suggest this, let the players think of it themselves. (Award a karma point for good thinking to anyone who comes up with this idea.)

Should the team cause too much noise or trouble, they will attract the attention of the gravedigger - 'Wee' Jock MacGrevie. 'Wee' Jock is actually a rather large lumbering troll who happens to be a dab hand with a spade. A rather devout fellow, he will be upset at the runners disturbing the rest of all those "puir wee souls". His fearsome visage is quite galling - so have team members make a fear check (Willpower) against a target number of 5 if and when he pops up. Should things degenerate into combat, here are his stats.

'WEE' JOCK MACGREVIE

B: 10 Q: 3 S: 10 C: 2 I: 2 W: 3 R: 2 E: 6 I: 2+1D6

Unarmed Combat: 4 [10M Stun, +1 Reach]

Armed Combat: 5 [Spade: 11S, +2 Total Reach]

Combat Pool: 4 Karma Pool: 3

HOLD ON, YOU'RE NOT DR CARLING!

Hopefully the team will eventually manage to access the coffin and retrieve the body. This does not prove to be a fun experience - unless the runners are necrophiles. For a start, there is a charnel stench in the hitherto airtight coffin. Secondly, the corpse has been interred for two months, and is in an unhappy state of decomposition. In fact, a nasty GM may wish to make the characters succeed in a Willpower (6) test to avoid losing the contents of their stomachs.

The next big problem for the runners will be discovered upon closer inspection of the body. This is the fact that it is the wrong body! A Biotech (4) test can reveal the following information:

- 0 successes Yeeuuchhh!!!
- 1 success This body has cyberarms.
- 2 successes The cause of death may have had something to do with the small bullet entry wound in the forehead.
- 3 successes This is the body of a man in his late thirties to early forties. Also, there is no sign of a datajack, softlink or other such headware.
- 4+ successes This man was either Asian or Eurasian.

Anyone with an ounce of intellect should be able to put two and two together on this one. This is definitely not the body of Dr Carling.

Oh, and yes, if they want, a ghoulish character can scavenge and sell the cyberarms. They will fetch 20,000¥ each on the black market. It's recommended that you don't even hint at this possibility. Let them

come up with the idea on their own. If anyone does go for the money, reduce his or her individual karma award by 1 for being a sick runner (unless the character actually is meant to be a sick runner).

THE CASE OF THE MISMATCHED STIFF

By this stage the team should realise that the job has suddenly become more complicated due to two problems. Firstly, they have a body belonging to an unidentified person. Secondly, they have no idea where the body that they want actually is. Luckily they have an idea as to where to look for some answers - namely, the people who buried the body. All they have to do is track down the undertaker.

There are a number of ways that they can track down this information¼

They can ask Claudia to do a matrix search (not a bad idea).

They can approach Carling's family (a VERY bad idea). This will not elicit a polite response and will have the family lawyer on their tails. Luckily the lawyer knows which undertaker was used, and can be bribed for the appropriate information. This requires at least 500¥ and a successful Etiquette (Corp) test against target number 6. For a further 500¥ the lawyer will convince the Carling family that it was just a mistake. Failure means that they now have Lone Star on their case.

They can ask around at the cemetery. (a much better idea). This requires an Etiquette test against a target number of 5. A bribe of 50¥ will reduce the target number to 4 and will ensure that their new chum stays mum about the inquiry.

Unless they completely screw up they will learn that the undertaker used was a Mr Kendal, of Mortis Tranquilus Funeral Directors.

HOME OF THE PEACEFUL DEAD

Mortis Tranquilus Funeral Directors can be found in Bellevue. One of their senior partners happens to be a Mr Jeremy Kendal. How convenient.

There are, as ever, a number of ways to investigate the undertakers.

They can try the direct approach and talk to someone at the business. Most of the staff are blithely unaware of the switched bodies. Mr Kendal, who was a personal friend of Dr Carling, took care of the interment himself. Kendal will be wary of any questioning. He's actually more concerned about Mrs Carling finding out

what happened - rather than the revelation of any particular wrongdoing. For the purposes of interrogation, Kendal has a Willpower of 5 and is suspicious (+2 penalty). Trying to bribe him will only insult him, and will make him hostile (another +2 penalty). He knows the following information:

- It was Robert Carling's express wish that his body be given to the Seattle Forensic Research Institute. This official request was written in his will and was witnessed by the Carling family attorney.
- His wife was not to find out, as it was her desire to be buried beside her husband. Carling, a true man of science and logic, thought this too sentimental (after all, when you're dead, you're dead) but didn't want her upset. Thus he wanted her to believe that this would be the case.
- He has no idea who the body in the coffin actually is. He was approached by some rather dangerous looking Japanese men, who 'asked' that he dispose of a body for them. They didn't seem like the kind of people who would gracefully accept a refusal. As he needed something to weigh Carling's coffin, it seemed like the best thing to do.

They can deck the Mortis Tranquilus host. This will most likely be done by Claudia, but should there actually be a PC decker then assume the MT host is Green-6/8/9/9/8. From here they can gain the following information:

- It was Robert Carling's express wish that his body be given to the Seattle Forensic Research Institute. This official request was written in his will and was witnessed by the Carling family attorney.
- Mrs Carling was not to be informed of this.
- There are no records identifying the cadaver in Dr Carling's coffin.

Should the runners get a bit too rambunctious at the funeral parlour, bear in mind that it has a Panicbutton connection. A Lone Star patrol will arrive within a couple of minutes of trouble starting.

INVESTIGATING THE INSTITUTE

The Seattle Forensic Research Institute is one of a number of establishments to be found in the UCAS and other North American countries. Originally established as a government agency, it has long since gone the way of privatisation.

Finding out information requires an Etiquette (5) test. Appropriate contacts are medical, law

enforcement, government agents, private investigators and so on. The runners can gain the following information:

- | | |
|--------------|--|
| 0 successes | I dunno. Go ask a cop, or something. |
| 1 success | It's a private firm that does specialist forensic examinations for Lone Star and the feds. |
| 2 successes | The SFRI keeps a stock of bodies for forensic experiments. They can use the techniques and results from these tests for comparison in real investigations. |
| 3 successes | They do some strange things with the bodies, like leaving them in car trunks, so that they can see what happens. It all sounds very morbid. |
| 4 successes | The SFRI has a number of sites spread across the Seattle metroplex. There are locations in Everett, Fort Lewis, Puyallup, Tacoma and Maury Island. |
| 5+ successes | There are rumours that they occasionally sell on body parts and cyberware to the black market. |

The easiest way to find out to which site that Carling's body was sent is to deck into the SFRI host. This will probably be another job for Claudia and she can give them all of the appropriate information. Otherwise, if there is a PC decker the host is Orange-9/11/12/10/10/10. From the SFRI system they can find out the following:

- Carling's body was sent to the Maury Island site.
- From there he disappears as a person. The cadavers are only identified by dates and numbers.
- There were several bodies delivered to the Maury Island site on the appropriate date. From the brief descriptions, Carling could be one of four bodies.
- The four bodies are "stored" in the following fashions¼ in the trunk of a car submerged in a pond (Ref #59071211), in a large chest stored in a loft (Ref #59071213), wrapped in plastic and stuck behind a wall (Ref #59071214), and buried under a bed of flowers (Ref #59071223).

If they choose not to deck the only other real option is to phone up or pop into the Institute's public office in Downtown and ask for the information. Obviously the runners will have to be a tad trickier than that. Posing as Lone Star officers or private eyes are a couple of good choices.

Whatever they decide to do, have the characters make an Etiquette (6) test to get the information. Apply modifiers to this test based upon how good or bad their

ploy is. As an indication, just turning up and asking will raise the target number to 12 (!) so they had best be imaginative. A subtle bribe may net a -1 bonus. Note that all they can find out from the Downtown office is that Carling's body was delivered to the Maury Island site. To track down any further information will require them to talk to the Maury office.

Asking to look through their bodies will definitely arouse suspicion and may soon have Lone Star or the FBI on their tails. Should the team pursue this course of action, give them one warning that this may be a bad idea.

A BRIEF VASHON ISLAND GUIDE

Maury island is attached to the bigger Vashon Island - which can be found in Puget Sound, just west of Downtown and north of Tacoma. Originally something of a quiet rural retreat, it is now also a playground of the wealthy. Vashon Island is normally reached by a twenty minute ferry ride (capable of carrying vehicles) from either Tacoma or Fauntleroy. Unless they have access to a boat or a chopper (unlikely for a VS team) the runners will most likely have to catch a ferry. Ferries generally run about every forty-five minutes between 4:30am through to 1:30am the next morning.

The island retains a certain rural charm and is still quite sparsely populated. A number of palatial mansions are tucked away in Vashon's hilly woodland. There is little sign of a police or security presence. They're around - they're just better at hiding than most. The extended presence of strangers will be noted and anyone causing trouble can expect a quick visit from the authorities.

Despite its proximity to Seattle, Vashon Island seems worlds away from the sprawl. There's a certain lazy easy-going charm about the place. Rich socialites mingle at small town shops with ordinary hard-working folk. There are no large settlements to speak of on Vashon. The towns of Vashon, Burton, and Dockton are the biggest population centres.

As stated, the SFRI site is actually not on Vashon Island, per se. It can be found in a sheltered bay on the western side of Maury Island, which is joined by a narrow spur of land to Vashon Island and effectively forms the southeast portion of the bigger island.

GOING TO THE FARM

The Maury Island site is easy enough to find, as it is on a listed road and has a large sign which reads "Seattle Forensic Research Institute - Maury Island Unit". The site covers about 10 hectares and runs along the shore

for about half a kilometer and stretches inland for around 200 meters. There is a main administration building, as well as a few others including a boat shed, an ordinary house and a barn. Most of the site is wooded, although there is a small open field and a couple of gardens (one neatly tended and the other overgrown). There are a number of old cars scattered about, as well as a pair of old boats and a number of shipping containers. The place has a strange air of contrast about it - some of it is neat and tidy whilst other parts appear neglected and run down. A number of white numbered sticks are scattered around the site.

During daytime hours the site is usually rather busy. Technicians and researchers are making observations or tending to various "graves" and visitors from law enforcement agencies or universities are common. It should be rather obvious that newcomers will be immediately noticed. At night, however, the site is mostly abandoned apart from a pair of bored security guards and the odd staff member working back. The Institute doesn't really worry about theft or break-ins, but vandalism could be a problem.

With a good disguise and cover story, the runners should easily be able to get in the Institute. They're a commercial operation, so they don't turn potential clients away. Use the same process as described in INVESTIGATING THE INSTITUTE if the runners have yet to get all of the information and are trying to do so.

An intelligent group should have little worries here, as most of the people are students and scientists. If they do get a bit arrogant and rambunctious, then perhaps some FBI agents are visiting on that particular day, hmmm?

THE FOUR BODIES

Which of the bodies is that of Carling, and what encounter occur is dependent on time. The encounters A RESTLESS SPIRIT and TROUBLE WITH THE MOB are optional, and can be ignored. Run them if time permits in whichever order you wish. Basically, when time is short a bunch of ghouls pop up and steal Carling's body (see GHOULISH DELIGHTS), whichever one the GM decides that may be. This may actually be the only encounter that happens if time is short.

The four bodies are in a variety of states, as they have been "stored" in different fashions. Regardless of their location, each is a rather macabre sight. They are as follows:

- #59071211 is stored in the trunk of submerged car. What is left is clammy and waterlogged, and

unpleasant to remove. Make a Willpower (6) test to work with this body.

- #59071213 is stuck in a chest in the loft of the barn. Malodorous air wafts out of the chest when it is opened. The body has pretty much set into the foetal position that it was jammed into to fit in the chest.
- #59071214 is wrapped in plastic and stuck behind a wall in the house. It has started to mummify and is more recognisable than most other corpses. As such, it is creepier too. Reduce Biotech tests by -1 to identify this corpse.
- #59071223 is buried under a flowerbed. The bugs have been at this one and it has been badly eaten away. Add +2 to Biotech tests to identify this corpse. Note: this will NOT be Carling's corpse.

Which one of these is which corpse is up to the GM. The only exception is #59071223, which cannot be Carling, as the ghouls are unlikely to want that one as a meal (too bony). Apart from that, make up your mind as you go along.

When the runners examine each body, have them make a Biotech (6) test to determine if it is Carling or not. The test in DELIVERING THE GOODS will give an indication of what information can be gathered.

A RESTLESS SPIRIT

The first of the four bodies that they investigate is that of one Dean Chetwood. He was poisoned to death by his wife, Glenys, and ended up face down in his salad. The toxin used on him was rather expensive and quite undetectable. His death was listed as a heart attack and his corpse was sent over the Institute. However, Dean wasn't quite ready to give up on the world of the living just yet. His spirit still lurks about and is looking for revenge. The characters present the ideal opportunity for him to take this revenge.

Upon the runners fiddling about with Dean's body, the ghost will make its presence known. It will do this by possessing one of the runners, preferably the one with the lowest Willpower. Should someone be magically active Dean will go for him or her, as they could cause trouble.

Note that by the rules a character has to be astrally active to be possessed. If this doesn't (or can't) happen then just cheat a little bit and possess someone anyway. If the target's player seems a bit put out and desperately wants a dice roll, have them make a Willpower or Magic roll against a target number of 8. If they can get more than 5 successes they will not be possessed and Dean will appear as a spectral form.

Whatever happens, the runners smell a charnel stench and the air becomes appreciably more chilly.

The possessed character suddenly loses control of their body and their spirit is locked down and helpless (they can still see and hear what goes on). In a tombstone voice Dean speaks through the body's mouth. The ghost demands to know what these irreverent fiends are doing with his poor abused body. Is it not enough that he has to suffer the indignity of an unpunished murder and his body being used so foully?

Basically, Dean wants two things. He wants his body properly buried, and he wants his wife brought to justice. He has decided that the runners are the ones who must do this for him, and he intends to pester them until they agree. If this means following them around all night, so be it. He will maintain his possession (or vague materialisation) until the characters agree to help or they leave the confines of the body farm. Remember, he can tell if they are lying by reading their astral auras, and he is no fool.

Should things degenerate into combat, here are the ghost's statistics. Only astral attacks can affect him.

DEAN CHETWOOD (FORCE 8 HAUNT)

Force: 8 Initiative (Astral): 28+1D6

Powers: Accident, Alienation, Confusion, Fear, Magical Resistance, Possession

Astral Combat Pool: 12 Karma Pool: 8

Note: Apart from Possession, Dean has no real way of drastically affecting the physical world. He can use his other powers to hinder people but cannot fully materialise.

TROUBLE WITH THE MOB

Unless the team goes to extreme efforts to avoid being spotted (such as invisibility spells or spiritual concealment) they will be noticed by the wrong people. The second body that they investigate will belong to that of a Mafia victim. When they start poking around, the Mob will get wind of it and "send the boys around".

The body is that of Marco Tucci, a corrupt businessman who swindled the Bigio family out of several hundred thousand nuyen. His subsequent disappearance was aided by the delivery of his corpse to the body farm. Sizeable bribes made sure that no embarrassing questions were asked about the body.

When the runners start sniffing around, the Bigio family starts to wonder what their interest is in Tucci's body. So a bunch of wiseguys are sent over to Vashon to ask what the team is up to and to "make them an offer they can't refuse". There are as many wiseguys as there are characters, and the guy in charge is called Big Dino.

The mobsters aren't necessarily there to kill anyone. Their first priority is to find out if the characters are indeed after Marco Tucci. They will

make the most of being made men and will try to intimidate the runners. If it looks like a fight is likely to happen then they're ready to rumble. If combat does happen they will fight until they've taken 50% or more casualties before bugging out. Statistics are listed below should this eventuality occur. Truth be told, it likely will with some teams.

If things go badly for the runners and they got on well enough with Dean in the first encounter, he may well lend a hand, using his powers against the mobsters. On the other hand, he may still be bothering them and decide that helping the Mafia goons might be the thing to do. His presence could certainly add an interesting twist.

If the runners do start a fight they will have earned the enmity of the Bigio family - not a good thing. Make sure any runners present record on their character sheets that they have the whole Bigio family as enemies. Oops!

MAFIA SOLDIER

B: 5 Q: 3 S: 5 C: 3 I: 3 W: 3 R: 3 E: 5.2 I: 3+1D6

Firearms: 4, Intimidation: 3, Unarmed Combat: 4
Gear: Armor Jacket [5/3], Heavy Pistol [9M]
Cyberware: Cybereyes (Low-light), Smartlink
Combat Pool: 4 Karma Pool: 2

GHOUlish DELIGHTS

Whichever of the remaining two bodies is the most likely to be out of sight will be that of Carling. Unfortunately for the team, this body has also been chosen by a group of ghouls as being a tasty morsel. They have crept in and stolen the body from under the runners' noses.

How they did this is dependent upon the characters' actions. If they have been very alert then the ghouls may have had to use magic, such as using a spirit's confusion power on the team's sentry. If the team has no magician and is not very alert, then they just snuck in and out.

However the ghouls managed to steal the body, the runners may spot them making good their escape. For an inattentive team, have them make a Perception (6) test, modified by partial light conditions. For an attentive team, the base target number is 4. What the team makes out depends upon successes:

0 successes	What's that noise?
1 success	A bunch of people just clambered into a pickup near the fence line.
2 successes	They threw a body into the back of the pickup.
3+ successes	Aargh! They're ghouls!

The smart thing for the runners to do would be to give chase. If they don't then the ghouls will most likely get away and they will have failed in their mission. Too bad. If they do give chase, the ghouls' pickup is about as dodgy as its owners. Ironically, the ghouls run it by syphoning gasoline and butchering parts from other vehicles whilst no one is about - so you could say that the pickup is as cannibalistic as the ghouls. What this means is that it isn't the swiftest vehicle on the road and the runners should be able to catch up easily enough.

Feel free to throw in an obligatory car chase here should you feel the urge. Particularly speedy characters may even be able to keep up with the pickup on foot. Have fun.

There are 11/2 times as many ghouls as there are runners. One of them is a shaman. The body is a special treat (it's nice and "ripe") so they will fight tooth and nail if need be to keep it. The ghouls don't really want to have to stand and fight, so that should affect their tactics. Their aim is to get away with a body. No one likes to be bothered when they are getting dinner to go.

A smart team may decide to negotiate with the ghouls. This is perfectly acceptable - and the ghouls will accept a substitute body if it is just as mouldy. Note that Dean will complain bitterly if they choose his body and will do all that he can to stop this happening.

GHOUl (Several)

B: 7 Q: 5x4 S: 6 C: 1 I: 4 W: 5 R: 4 E: 5Z I: 4+1D6

Powers: Enhanced Senses (Smell, Hearing)
Weaknesses: Allergy (Sunlight, Mod), Reduced Senses (Blind)
Combat Pool: 7 Karma Pool: 2

GHOUl SHAMAN (1)

B: 6 Q: 4x4 S: 5 C: 4 I: 5 W: 5 R: 4 E: 6Z I: 4+1D6

Powers: Enhanced Senses (Smell, Hearing)
Weaknesses: Allergy (Sunlight, Mod), Reduced Senses (Sight)
Spells: Mana Bolt: 4, Control Thoughts: 4, Others: 3 or 4
Combat Pool: 7 Spell Pool: 5 Karma Pool: 5

DELIVERING THE GOODS

Once the team has secured the body of Dr Carling they may wish to examine it - certainly they'll want to make sure it's the right body. After all, they have gone to a lot of trouble to get the damn thing.

If the runners closely examine the body have them make their Biotech rolls. They can determine the following:

0 successes	Urgh! This thing stinks!
1 success	The body might be that of Robert Carling.
2 successes	The body is definitely that of Carling.
3+ successes	Apart from registered chrome, there's a fingertip compartment in the thumb of the left hand.

Should they discover the thumb compartment and wish to open it, let them try. If they have a fingertip compartment it is easy, but if they have never done it before they will find that it's more fiddly than it looks. In this case a successful Quickness (6) or Biotech (4) test will open up the compartment. Inside is a microchip, which seems in quite good condition. The team can choose to do with the microchip as they like, but smart runners will realise that this is probably what they are after.

If they download the data and browse it, they will find that it is case data, with annotations by Carling. At first glance it seems boring. A closer look reveals that it is data from a number of sensitive cases from the last couple of decades.

If the characters did not come onto the island with a least one vehicle with suitable storage space, they may have a bit of fun sneaking the body off the island. A call to Claudia will solve this, if they think of it. She can arrange suitable transport if need be, but it will cost them 1,000¥ (she has to pay the driver). Whatever happens, the ferry schedules will determine how long it takes to get back to the mainland. Just as they are getting off the ferry on the way back, Lone Star will be doing a spot check on vehicles. A subtle 100¥ bribe should avoid any problems, unless they've managed to make themselves wanted felons. If that is the case, let them make a run for it and get away after a suitably dramatic chase.

Claudia will arrange for them to drop off the "goods" to their employers. The meeting will take place in a Tacoma warehouse. The people who do the pick up will go to lengths to make sure that they can't be identified - or they'll hire a fixer as their go-between. They will check the body (in a way that the characters can't see what they're doing) and make sure that the microchip is there.

Should the runners have been stupid enough to have turned up without the microchip then things could get nasty. You may decide what happens from the runners' actions, but at the very least the team will be told that the delivery is unacceptable and that there will be no payment. Feel free to maim, disfigure or kill any runners who are unjustifiably rude or violent.

If everything is satisfactory, the payments will be transferred to Claudia. The team can confirm this with a quick phone call. The bonuses for discretion and

subtlety will arrive a few days later, of course. With brief words of gratitude, their mysterious contacts will leave with the body. It is almost impossible to follow them - they are professionals.

That having been done, the runners can relax, spend their ill-gotten gains and lick any wounds that they may have.

WRAP IT UP (IN A SHROUD?)

There may well be a number of loose ends to tidy up at the end of this game. There are plenty of opportunities for characters to get themselves into deep trouble with the law and, even worse, the Mob.

For a start, any characters who got involved in a fight with the Bigio wiseguys should note on their character sheets that they have made enemies of the Bigio family.

Next, anyone who offered to help Dean Chetwood should give a brief narrative of what they intend to do. Should Lone Star get involved and actually question Glenys Chetwood, she will break down and confess. If the narrative is good enough then reward an extra karma to each of the characters involved.

Team Karma Awards are as follows:

- 1 for survival
- 1 for dealing with the Mafia without violence
- 1 for defeating the ghouls
- 1 for helping the ghost of Dean Chetwood after completion
- 1 for avoiding suspicion whilst investigating.
- 1 for deducing that Carling had a thumbnail compartment.
- 1 for only delivering the microchip OR
- 2 for recovering the whole body and delivering it OR
- 0 for somehow not getting the left thumb
- 1 for upsetting Carling's family.
- 1 for taking copies of Carling's microchip.

Individual karma awards should be allocated as per standard SR3 rules. Remember that any members of Tyger's Tale must reduce their karma award by one.

Payment is 20,000¥ for successful delivery of the body, with the 5,000¥ bonus if the job was done without anyone knowing that the body taken was that of Robert Carling. They will get nothing if they didn't get the left thumb or they took the microchip. Should anyone take a copy of the data in Carling's microchip and sell it off, they will get a further 15,000¥. Particularly greedy runners may even try to cash in on the bounty offered for ghouls, which is around 10,000¥ per body, if they

can somehow get the dead ghouls to a Lone Star station.