

The Passenger

**A Shadowrun 2nd Edition Virtual Seattle
scenario**

by Wes Nicholson

With thanks to Chris Maxfield and Mark Somers

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Note for Event Co-Ordinator(s)

This scenario requires a balanced team to succeed. Where possible, each group should have at least one each of:

- A character with Armed Combat;
- A character with Firearms; and
- A spell caster.

Please ask your marshall(s) to arrange groups in that way.

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 found in *this font style*. 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.

Behind the Scenes

It's July 2055, and things are about to get very interesting in the Sixth World. In Chicago, all kinds of weird stuff is going on (read *Burning Bright* if you want to know what), but that's just the largest concentration of the would-be new order.

Seattle has not escaped the attention of the Universal Brotherhood or the powerful beings behind the movement. An insect shaman, Six Legs, has conjured a Force 6 Queen Wasp Spirit (Ouch!) and the spirit is now trying to go free so she can get on with taking over Seattle. Luckily, her Spirit Energy is not high right now, and Six Legs still has her under control - barely.

Street people have been disappearing in increasing numbers over the last few weeks, and there have been a few more kidnappings with no ransom demands being made. Those in the know are beginning to get worried.

Under the auspices of the Salish Council, and with the blessing of some really powerful beings (Ehran, Lofwyr and the like), some of the world's most eminent magical experts are coming together on Council Island for a VERY secret meeting to discuss what (meta)humanity can do to combat the menace that most of the population doesn't even know is there.

Claudia's group has been hired to play taxi driver for the VIPs to make sure they don't suffer any accidents while they're in Seattle.

Sadly, the plans for the meeting have been obtained by the Brotherhood, and at the Queen's behest they want to stop it (naturally). With everything else that's going on right now, the Brotherhood lacks the manpower to chase the VIPs, but the personal enemies of each VIP have received anonymous tipoffs that the visitors are coming, and when and where they can be found.

The experts will be able to save Seattle from the immediate threat **IF** they can get the Queen's truename. With all the other things they have to sort out about long term strategies for the whole world, they don't have the time to get the truename themselves.

Neither the Salish Council nor any of the experts have any idea they've been compromised at the start of the operation. This changes rapidly once the taxi service begins and the opponents seem to be better informed than they should be. That's the official reason the team will be hired on the spot by Mr Collins to protect the meeting. He has two reasons for not telling them what's really going on.

First off, the best way to get a spirit's truename is from an Astral Quest, and that's what the characters will be doing. If the team knows this before the start, mundanes will probably refuse to go (I sure would), and some magical characters might do so as well (and who could blame them, eh?). This would be a Bad Thing™, so they'll just be told it's a retrieval mission.

Second, Collins is a Coyote shaman and he therefore likes to play tricks for no other reason than

“because I can”. Sending people on an Astral Quest is a huge joke. The characters don’t need to know the second reason, even after the run, but they might figure it out.

How to use this Scenario

In most sections there is a sub section entitled **Tell it to them Straight**. These sub sections are intended to be read to the team pretty much as written, though you can paraphrase if you want. Just be sure the runners get all the information they should get.

Behind the Scenes is information intended just for you, so you know what’s going on. This information should help you to improvise if things go wrong.

Legwork is not used in this scenario since it isn’t appropriate.

Use of He/She

In any case where information is not gender specific, it has been typed using “she” or “her.” The information applies equally to males. Typing he/she or him/her is a pain in the rear, and alternating between the genders is confusing. There is no hidden reason for using the female pronoun.

Administrivia

At this point, every player must deduct one month’s worth of Lifestyle nuyen from their liquid cash, unless they have purchased a Permanent Lifestyle. Not enough cash? They were warned in Character Generation-- buy a lower level now or note that you are at Street Lifestyle, chummer. Maybe if you live to the end of this, you’ll be able to afford better...

Set the **Team Karma Pool** equal to the number of members.

Make sure you are completely familiar with the uses of Karma pools, on page 191 of the SR II book. In particular, note that you do **NOT** have to get an initial success to get a reroll of failures (Sorry to labour the point, but I have encountered it myself in a *Virtual Seattle* game at the GEN CON® Game Fair. According to the rules, having an initial success is only necessary if you want to **BUY** successes, not for rerolling failures.)

Have each player fill in the personal details questionnaire. Turn them in with your score packet at the end of the game. These have two uses.

One, the question about embarrassment is for you to use at the start of the Astral Quest.

Two, they will help us keep track of who is playing VS, and how they’re going.

If anyone guesses the first reason why you’re doing this, hurray for them - it won’t make any difference. Any time the characters are roleplaying among themselves, you should use the time to think up a good story for each secret. Don’t worry if this doesn’t happen, it’s really only adding colour to the story.

VERY IMPORTANT

As it is very important that characters finish this scenario, some tables will get through it fairly quickly. Don’t worry about this, spin it out a bit if you wish, or just explain to the players that finishing was vital and they did a good job, where the scenario was written for an average group.

Do not let things get bogged down in this scenario. If things are going too slow, speed them up. Finishing is paramount.

Character Deaths in *Virtual Seattle*

If a character dies in a *Virtual Seattle* game, the player has the option of creating a new one on the spot, and joining the run at the next convenient point.

Due to the nature of this run, dead characters can attend the quest as “spirits”. That is, the player can participate in team decisions and problem solving, but no physical actions.

Also, if the whole team is killed (unlikely), the game is over.

A note on assensing:

In this adventure, once the quest begins, astral abilities don’t work until the dreams, then everything is mundane unless otherwise noted in the text.

Beginning

Tell it to them Straight

Two days ago you were all summoned to Claudia's place for a job. She offered refreshments of the non-alcoholic kind, so you knew this was going to be tough. But so far it hasn't been.

All you had to do was pick up some passengers from various places and take them to Council Island. Claudia had passes for you all to get onto the Island for the next week, and she reminded you that no weapons of any kind are permitted on the island. None of you was tempted to test that out.

You've earned 10k each already from transporting a "Mr Martin", whom some of you thought you recognised, a "Mr Dufflemeyer", who you're sure you've seen before, Mr Arnold Ledbetter the ??????? personality, "Mr and Mrs Swooping Hawk", who the magically inclined among you recognised as Arthur White Eagle and Akiko Kano, and a "Mr Arthur Grimwald", whom none of you have ever seen before.

There was a bit of trouble with some of these people - they all seem to have enemies who wanted them stopped, but you got through.

Then there was the last passenger - a "Mr Collins". Picked up in the middle of nowhere, and two running gun battles plus a magical attack while you got him to the Island. But it didn't finish there. You were all ready to hand over your weapons to the Rangers yet again when "Mr Collins" told them to let you through with all your gear. TOLD them, not asked. Even more surprising was that the guard commander agreed with hardly a murmur, but made you hand over any really heavy weapons

Assault rifles and above MUST be handed in. No restrictions on melee weapons or cyberdecks etc.

Now, you look around at your surroundings and the other members of the team in bemused amazement. The small meeting room in the main lodge of Council Island is tastefully decorated in wood panels, with several paintings of Pacific Amerindian life adorning the walls. The table is made of a single slab of redwood and the matching chairs are upholstered in a dark burgundy leather. Even in "good" clothing you feel a bit out of place.

Suddenly the door opens. Two men stand in the doorway, finishing a conversation. You recognize the younger man as one of the leading advisors for the Council. The other is your last "fare", Mr Collins.

"Of course, sir," the younger man is saying. "It'll be done exactly as you request. Immediately." And with a respectful bow the man is gone, leaving Mr. Collins.

"My friends, you have proven yourselves to be competent and efficient. Now, I have need of some...ah...special services. The pay

is another 40k each, and I don't need you to kill anybody. Are you in?"

REF note: the group can haggle if they want, using negotiation against a target number of 6, opposed by Mr. Collins, whose negotiation is 8. The fee can go up to 65k each, or down to 30k each. If the team tries to buy in Claudia, Mr. Collins will applaud their team loyalty and offer her a full share. If consulted, Claudia will let the decision on taking the job up to the team; she's not there and they are.

"Good, now, this is my friend," he points to his left where a pretty woman is crossing the floor to his position. "Huntress. She will be assisting you on the first part of your journey. I need you to retrieve a piece of information for me - a simple name. If you could all join hands around the table..."

With Huntress at the head the seven of you join hands. Almost immediately the room around you fades away. You just have time to wonder where Huntress came from. You could swear she wasn't there a moment before Mr Collins pointed her out.

You are standing on a road that leads to a cave. Outside the cave is the largest dragon any of you have ever seen. It's the only dragon most of you have ever seen.

The dragon isn't the only thing you notice. Your chummers all look a little different than they did a moment ago. You take a moment to check your own appearance and it's no real surprise to see that you are different too. Huntress is nowhere to be seen.

Appearance

The characters have all been changed in some way as they came through the gateway. Here's a brief idea of how they look now, feel free to elaborate on this to add some colour, but don't alter anything that really matters.

Mundanes:

- **Trolls** now look like giants, holding large clubs the size of tree trunks.
- **Orks** look like large humans, wielding broadswords.
- **Elves** look like elves, and are armed with bows.
- **Dwarves** look like dwarves and are armed with battleaxes.
- **Humans** look (naturally enough) human, and are armed with swords and cudgels (if they have

armed combat) or bows (if they have some kind of firearms skill), or all three (if they have both).

Trolls and orks are wearing skins (think Hollywood caveman), elves are in Lincoln green, dwarves are in brown leather, and humans are in shiny armour (if they have only a sword and cudgel) or brown leather (if they have a bow).

The effective armour rating for whatever they are wearing is the same as it was back in Seattle.

Riggers (and only riggers) have a horse.

Physical adepts:

Unless the adept has a weapon focus, she looks the same as the mundanes (above). Weapon foci appear as finely crafted blades in this metaplane. Thus, a troll physad is wielding a fine blade instead of a huge club, and similarly for the other races. Human physads with foci do NOT have a bow, no matter what skills they have.

Dress for physads is the same as for mundanes.

Magical types:

Race doesn't matter here. Males are dressed in black robes, and have long grey beards. They are wearing peaked caps with stars and moons on them.

Females are dressed in flowing medieval court dresses, and hennins (the tall hats that have streamers flowing off them).

For both males and females, the effective armour value is whatever it was (not counting any magical armour) back in Seattle.

Each mage is carrying a wand for every focus (except spell locks) they own. (ie. Their foci appear as wands)

Mages with firearms skill or armed combat skill have a dagger.

Recovering from the surprise, you turn to face the dragon. It doesn't seem surprised to see you, and it is neither hostile nor particularly friendly as it speaks to you:

"Hail travellers, and well met. I haven't eaten in years" A big dragon grin here. "Tell me, why should I let you pass, and not just eat you up?"

It doesn't matter much what they answer here. You need to specifically challenge each character with their darkest secret and do lots of dragon chuckling as you embarrass them all before they make their Willpower (6) tests.

If everyone got at least one success, the dragon moves aside and lets them pass with this warning:

"Be resolute on your path, and be aware that not everything is at its first appearance"

If ANY player got no successes, the dragon moves reluctantly aside and passes on this message:

"Even though you are not worthy to undertake this journey, I must allow you to try. There is no other hope for your species. Be brave, and take nothing at face value"

Behind The Scenes

The runners have just entered the metaplanes through Huntress' power of Astral Gateway. The dragon is the dweller, and it will not let the runners past until it has embarrassed them all in front of their chummers. This is what the notes on the questionnaire were all about.

At the end of it, they must each make a Willpower test, target number 6, to go on the quest. Failure doesn't mean they can't go, but it will severely limit their Karma pools. You should STRONGLY suggest that each character use ALL their Karma pool to gain more successes, whether through rerolls or through adding dice to the rolls, or both. The Team Karma pool may not be used for this test. Say something along the lines of:

"The number of successes you get here will affect the rest of the 'run. I suggest you allocate your personal Karma pool to get the maximum number of successes you can."

Don't encourage them to buy successes, that's a permanent expenditure of a Karma pool point.

Record the number of successes each character gets on the test. When everyone has used up all their dice, allocate personal Karma pools for this game as follows:

No. of successes	Karma Pool
0	1
1-2	2
3-6	3
7+	4

Team Karma

In addition, the Team Karma has changed for this game. Team Karma is equal to the number of players times five, PLUS the total number of successes generated by all the characters in the test.

Important:

Experienced players will figure out immediately that this is not a refreshing pool, but if they don't figure it out - **tell them**.

Experienced players may also figure out the best way to use this pool is to buy successes with it. If they don't figure this out for themselves, that's tough luck. It's not essential to the game that they know this, so don't tell them. Also, this is NOT the only way the Team Karma pool can be used. It is available for anything any other Karma pool is available for, and this may be important if one or more characters did poorly on the dweller's test..

Use of weapons

Metahumans can fire their bows using either armed combat or firearms, whichever is better. Similarly, they use their melee weapons with the better of firearms or armed combat. Use the skill web if you have to.

Humans use firearms for bows, and armed combat for swords or daggers.

Concentrations and specializations do NOT count for any race, unless the character has the relevant skill. eg: a troll with armed combat(4), a concentration in blunt weapons (6), and a specialization in club or blackjack (8) can use her specialization. The same troll with a specialization in warhammer (8) (don't ask why she would, this is just an example :-)) uses her concentration (6), and if her concentration is in whip, with a specialization in monofil, she uses her base skill (4). Use your discretion as to what's OK here, but don't be too generous.

Weapon Damage Table

Weapon	Base Damage
Club or cudgel	(STR+1) M Stun
Sword	(STR+2) M
Weapon Focus	(STR+3+R/2) M
Bow	(STR+2) M
Battleaxe	(STR+2) M
Dagger	(STR) L

Magic

This is for your information. Let the characters find out for themselves as they try things.

Once past the dweller, all spells will function normally. All foci except spell locks are usable and all fetishes are accessible. Weapon foci function the same as normal, except they can't be taken astral (yet).

Astral perception (including assensing) and projection do not work, nor can spirits of any kind be conjured or summoned (yet). It costs nothing for a shamanic mage to try, after the group is past the dweller. Hermetics simply don't have the time to conjure an elemental.

Other stuff

Cyberware has NOT come through. All cyberware is natural limbs and organs instead.

Bioware has come through, unchanged.

Spell locks have not come through. All locked spells are inactive.

Natural abilities (eg Troll Dermal Armour) are unchanged

Off to Nothingbacon

Tell it to them Straight

The road winds its way through a serene countryside. In the distance, you can see the walls of a city. There are a few towers poking above the walls, and flags fly from every high point.

As you approach the city, the guards at the gates are waiting impatiently. One of them speaks to you.

"Well, come along then! You're late and everyone is waiting for you."

The guard won't answer any questions, but as soon as the last PC goes through the gates, they close and the guards follow the team into the town square.

The city:

The town is packed with people, market stalls everywhere, and an area set aside where nobody walks. A royal box has been set up on one side of what is obviously meant to be an arena of sorts, and as you look around, a trumpet blares and a herald's voice can be heard.

"Hear Ye! Hear Ye! All persons having business in the city of Nothingbacon pay heed.

"As you all know, by royal decree there shall be a tournament to find a band of escorts to take the Princess Leira to Sitalta. There are several competitions, each with a

prize. The grand prize is to be named King's Champions and to escort the princess on her journey.

"All are welcome to compete, either individually or as part of a team.

The rules of all the tournaments allow as many people to compete as want to. Each of the opposition groups will only field one competitor per event (unless the possessed group have been dealt with), but the PCs can field as many as they want.

GM Note: Keep a close eye on the time here. It is imperative that the team finish the job, even if they fail.

Event One (Place of Resolve):

Personal Karma Pools refresh

GM note: If a PC is injured while on the Astral Quest, normal healing (whether biotech or magic) can be used. If a PC dies on the Astral Plane; his body dies on the Material Plane. Normal overflow rules apply and there ARE people with magical healing in the lodge on Council Island.

There is an expectant hush as the herald announces the first competition.

"Oh Yea! Oh Yea! The first event shall be a demonstration of skill with the longbow. Step forward all who wish to participate."

Archery:

Prize - five gold coins

Points: First - 4; Second - 2; Third - 1;

Opponents -

Frederick the Red (Skill 5, Threat rating 3)

Marcus the Terrible (Skill 4, Threat rating 3)

Robin (Skill 6, Threat rating 6)

Rules :

Target number to hit the bull is 10, outer bull is 8, outer ring is 6. There is no need to call a shot - the dice rolls will determine where the arrow went.

Each shooter has four arrows

Each shooter must have their own bow (ie, only PCs with bows can do this one)

Combat pools may be used

GM Note: This next rule is in case anyone asks. It will not be announced in the general rules

Shooters may nominate, after their first shot, that they will attempt to split an arrow they've already fired. To do this, add 10 to the target numbers above. If a success is generated, it's worth ten bonus points in the competition. Thus, if the first arrow goes into the bull, and each subsequent arrow splits the one before it, the shooter scores 70 points (10 for the first arrow and 10 plus 10 bonus for each subsequent arrow).

Notes:

PC shooters use these skills, with the modifier to target numbers shown in (), in order of preference: Bow, Firearms, Armed Combat (+1), Unarmed Combat (+2), Strength (+4).

Pregenerated scores for NPCs.

	Frederick	Marcus	Robin
First shot	0	2	2
Second shot	0	1	0
Third shot	0	0	2
Fourth shot			
Total points	0	16	20

Event Two (Place of Battle):

Personal Karma pools refresh. Note: The karma pools do not refresh again until the next event. It would be fair to let the players know that. The pools do NOT refresh between every bout.

The pit:

Prize - seven gold coins

Points: First - 5; Second - 3;

Opponents -

Andreas the Barbarian (Skill 5, Threat rating 3)

Bruce the Smelly (Skill 4, Threat rating 3)

John Small (Skill 6, Threat rating 6)

Rules:

Blunt weapons only

Each gladiator must have his own weapon (ie only PCs with suitable weapons (not whips) can do this one.

Exception: If **NO** PC has a blunt weapon, one (and only one) of the PCs can enter this contest using Armed [if they have it], or Unarmed [last resort],

Combat. The PC will be at +2 to target numbers to hit her opponent. In this case, their opponent will have a +1 reach advantage in addition to any other advantages they might have.)

All bouts are one-on-one

Winners will be healed before their next bout
Combat pools may be used

NB: Use Armed combat here. Reach counts. John Small has Reach +1, other NPCs have no bonuses. NPCs have impact armour 1 for resistance.

Note on who fights who:

If the PCs have only one nomination, Andreas will face John Small first up, and Bruce will face the PC.

If the PCs have more than one competitor, it gets a bit messy. If the total number of competitors is odd, have everyone roll a d6 to see who gets a bye in the first round (highest gets it, and 6's reroll). The rolls for the Andreas, Bruce, and John are (1, 15, 4). If the total number of competitors is even, have the PCs face each other in the first round. This may seem harsh, but in reality it guarantees at least one PC makes it to the second round.

Repeat the process until you get to the final two competitors. The only change is that once someone has had a bye, they cannot have another one unless everyone else remaining in the event has had one (most unlikely).

If the final is two PCs, great - the team gets the points for first and second place, but they must still go through with the final combat.

GM Note: If everyone wants to get into this event, it could take a long time. Just summarise the NPC fights and do what you can to speed up the combats involving PCs. John Small will win the event unless a PC beats him.

The feast (Place of Charisma):

Personal Karma pools refresh

Entertainment and food. Use your imagination here, but it's like the Ren Faire or an SCA feast. If you've never been to anything like this, think of a medieval movie that had a feast. This is a chance for the characters to check out the competition:

Frederick's Marauders

- Frederick the Red (Firearms 5, all stats 5, Threat rating 3)
- Andreas the Barbarian (Armed Combat 5, all stats 4, Threat rating 3)
- Peter the Swift (Athletics 2, all stats 4, Threat rating 3)
- Dugril the Wise (Magic rating 6, all stats 4, Threat rating 4), Spells

Marcus's Misfits

- Marcus the Terrible (Firearms 4, all stats 5, Magic rating 6, Threat rating 3), Spells
- Bruce the Smelly (Armed Combat 4, all stats 4, Threat rating 3)
- Robert the Rabbit (Athletics 3, all stats 5, Threat rating 3)
- Gerard the Wild (Magic Rating 6, all stats 3, Threat rating 3), Spells

Robin's Bandits

- Robin (Firearms 6, all stats 5, Threat rating 6)
- John Small (Armed Combat 6, all stats 5, Threat rating 6)
- Allan Daleman (Firearms 6, Athletics 2, all stats 4, Threat rating 6)
- Friar Nip (Magic rating 6, all stats 4, Threat rating 6), Spells—Mana Bolt (5)

The Strangers (PCs)

Each group is invited to entertain the nobility. If nobody has a skill that could help here (singing, musical instrument, etc.), have all players roll 2d6 for their character. BEFORE they roll, they must nominate an entertainment form their character might have. The character gets a Raw Talent in that skill equal to the average of the 2 dice. Drop fractions. To use a Raw Talent in place of a skill, treat the Raw Talent as a skill, and add 2 to all target numbers.

GM Note: Any raw talent a PC has is for this scenario only. Characters cannot expect to keep these "free" skills once they are back in the physical world. Also, these talents cannot be anything that could be a game affecting skill. Eg: Whip cracking is inappropriate as it would be covered under Armed Combat (whip), but Singing may be appropriate (even if it's only under the shower)

No more events until tomorrow. Many people drink too much and fall asleep. To determine if a PC got drunk, have them make a Willpower roll, target number is the number of drinks they had. If they have at least one success, they are not drunk. Not drinking at all is considered very poor form by the king.

The attack (Place of Spirits):

Personal Karma Pools refresh

Mosquito spirits - trueforms, Force 6

Any PC who got drunk is at +2 to target numbers

Each PC is visited in their dreams that night by a malevolent spirit. Magical characters should use Astral Combat or banishing to deal with their opponent. Mundanes can use their best combat skill (ranged or not) to fight the spirit. We do NOT use Willpower here for mundanes, since the weapons aren't "real" in the first place.

Whenever the PCs check (right now or in the morning), Frederick and all his band are dead. Marcus and his troupe are slightly wounded. Robin and his band are unhurt. All wounded people will be healed before the tourney continues.

BIG CLUE:

Now that the spirits have been here, Astral stuff works, and spirits can be conjured or summoned. If the players don't figure this out, have them make an Intelligence (6) test to figure it out. Hermetics still don't have time to conjure an elemental, although pre-conjured ones can now be summoned.

Assensing most people around here reveals little that's not obvious. The princess is magically active, as are the Friar (who has a strange aura - see below), Gerard, and Marcus. Nothing else of note, except...

Assensing Robin or any of his band reveals strange auras. They are not magical (except the Friar), but all their auras have black bands running through them.

NB: Even if the PLAYERS know what this means, the characters most certainly do NOT. A Magic Theory (8) test will reveal the following (Remember the PCs may buy extra successes as long as they get one themselves):

Successes	Information
0	Hmm, I must have drunk more than I thought.
1-2	There must be something about the local environment to do that.
3-4	There's something not quite right about those people
5+	Robin and his people have been possessed, by something you don't understand!

What they can do about this:

- Nothing - the contest continues tomorrow.
- Report it - to who?
The King? He doesn't believe the story, and can't go astral to check it.
The princess? The characters can't get near her, and she won't come out to see them.

- Attack Robin and Co. - Probably. They're all fleshforms, and they will melt and give off a foul smelling odour if they are killed. This will be enough evidence to prove the PCs story when they are questioned about why they attacked the band.

Stats for Robin's Bandits in combat

Robin (Firearms 6 (uses a bow or sword as appropriate), all stats 5, Threat rating 6)

John Small (Armed Combat 6 (uses a club), all stats 5, Threat rating 6)

Allan Daleman (Firearms 6 (uses a bow or sword as appropriate), Athletics 2, all stats 4, Threat rating 6)

Friar Nip (Magic rating 6, Sorcery 6, all stats 4, Threat rating 6)

Spells: Mana Bolt (5)

The next day, the contests resume.

Event three (Place of Stamina):

Personal Karma pools refresh

Footrace

Prize - five gold coins

Points: First - 4; Second - 2; Third - 1

Opponents -

Robert the Rabbit (Skill 3, Threat rating 3)

Allan Daleman (Skill 2, Threat rating 6)*

* Only if Robin's Bandits aren't all dead

NB: Use Athletics (or the skill web). Target number is 6. Most successes wins.

Pregenerated scores for NPCs
(Relative placings shown in brackets).

Robert	Allan
1 (2)	2 (1)

Note: The placings are only relative to each other. PC entrants in the race will probably alter the absolute positions in which the athletes finish.

Event four (The Joust):

Personal Karma pools refresh. Note: The karma pools do not refresh again until the next event. It would be

fair to let the players know that. The pools do NOT refresh between every bout.

The knight's challenge (Place of Battle [again]):

Prize - seven gold coins

Points: First - 5; Second - 3;

Opponents -

Bruce the Smelly (Skill 4, Threat rating 3)

John Small (Skill 6, Threat rating 6)*

Marcus **

* Only if Robin's Bandits aren't all dead

** Only if Robin's Bandits are all dead

Rules:

Jousting steeds are provided.

All bouts are one-on-one

Winners will be healed before their next bout

Riggers can use the larger of rigging or combat pools, others use combat pools.

NB: Use Driving or Armed combat here. Reach counts, even for driving (hey, this is the metaplanes, so the regular rules don't apply). NPCs have no reach bonuses. NPCs have impact armour 1 for resistance. Base target number is 4. Most successes wins.

Event five (Place of Magic):

Personal Karma pools refresh

Magician's duel

Prize - seven gold coins

Points: First - 5; Second - 3;

Opponents -

Gerard the Wild (Skill 4, Threat rating 3). Uses Force 4 Stun bolts.

Friar Nip (Skill 7, Threat rating 6)*. Uses Force 5 Mana bolts.

Marcus **. Uses Force 5 Power Bolts.

* Only if Robin's Bandits aren't all dead

** Only if Robin's Bandits are all dead

Rules:

This is an-all-in melee

Last person standing wins

All individual spells are permitted

No area effect spells are permitted

End Game

The winners:

Whichever group has the most points now is declared the King's Champions.

The princess leaves tomorrow morning on her journey.

There is a celebration tonight to mark the end of the tourney, and all are invited.

Next morning

Behind the Scenes

Option 1 (The PCs won the tourney):

- If Robin's Bandits are still around:

The bandits issue a challenge at the city gates. Use melee (armed or unarmed) of 4, threat rating 6, for the bandits. They will fight until they are killed. The princess is mortally wounded in the battle.

- If Robin's Bandits are dead:

A stray arrow strikes down the princess as the group leaves.

As soon as the PCs rush to Leira's aid, she fades away, her shimmering form spelling out the true name of the queen spirit. The scene shimmers to black and the characters are all back on council island.

Option 2 (Robin's Bandits won the tourney):

Bad dreams tonight folks. Each PC has a vivid dream of Princess Leira being devoured by a huge insect with a three foot long proboscis. Robin and his bandits are standing in a circle, watching the whole thing.

Make sure they know it would be bad to allow the princess to leave with these guys. If the characters take the hint, go to the combat phase, but this time the PCs are the attackers. Allow them to set an ambush if they wish, but the princess will still be mortally wounded.

If the characters don't take the hint, the scene shimmers to black as soon as Robin and his band are out of sight. The characters are back on Council Island, the quest has failed.

Option 3 (If anyone else won the tourney):

This shouldn't be able to happen unless things went horribly wrong.

Go to sleep. Wake up back on Council Island. The quest has failed.

Tell it to them Straight:

IF THE TEAM GOT THE TRUE NAME

There is a shimmer and a shifting as the scene around you changes. Once again you are in the boardroom at Council Island. Collins and the young advisor are looking at you in keen anticipation: Huntress, after removing her hands from the grasp of your team mates, is rubbing her temples as if soothing a headache.

"Albrayanthia," Huntress says.

Collins gives a sharp bark of laughter and claps his hands. "Well done!" He warmly clasps each of you, shaking your hand with vigor. "Well done! We have her! Jackson, look after our young heroes."

IF THE TEAM DID NOT GET THE TRUE NAME

There is a shimmer and a shifting as the scene around you changes. Once again you are in the boardroom at Council Island. Collins and the young advisor are looking at you in keen anticipation: Huntress, after removing her hands from the grasp of your team mates, is rubbing her temples as if soothing a headache.

"We failed," Huntress says.

Collins shakes his head, staring down at the floor in thought. The advisor smiles weakly, "Maybe we can think of something else?"

"No, there is no time. It will be a battle..." his voice drifts off as silent thoughts, or memories flicker across his face. After a few moments he draws himself up.

"Come, Huntress. We must prepare. Jackson, pay them," and he is gone.

Money and Rewards:

- 1) give them the money they negotiated, plus the 10k they "already" earned.
- 2) IF THEY GOT THE TRUENAME, also let the players know that the runners are entitled to two selections from Claudia instead of one, OR they can take a Smartlink II or one unit of Orichalcum as their single item. All the other restrictions apply.
- 3) each PC gets a small plastic dome filled with water and white snow flakes, souvenir of Council Island. On the bottom is inscribed "To {your name}, thanks a bunch, DHC." This has absolutely no

magical value. Cash value = 2½ nuyen, worth = priceless.

Debriefing Claudia:

Wow! She is really impressed with their efforts - especially the Astral Quest. She doesn't understand everything about it, but she does know the runners have done something very special. If the team got her a share of the money, she's even happier.

GM Note: If the scenario has run short, use the debrief to soak up some time by having Claudia insist on an explanation of what happened.

Karma Awards:

- Give 0-3 individual Karma to each player based on role-playing and smart ideas.

Team Karma:

- All mundane characters get 7 Karma (if they didn't get the name) or 9 karma (if they did), plus the bonus skill Magic Theory (2). If, for some reason, the mundane PC already has Magic Theory, they get the Concentration "Metamagic" at two above their Magic Theory skill. Yes, we will include stuff in future scenarios so mundanes can use their new skill.
- All magically-capable characters may initiate as a Grade 0 Initiate for free, or for a horrendous 2 Karma (payable now or as soon as they have it) if they blew the truename. If the player does not want this (huh?), they get the same award as for mundanes, above.

Special Note: Please tell your players the following information:

Character who have the requisite amount of Karma MAY elect to take a second initiation to make Grade 1 right now. There are a couple of restrictions on this, however.

a. No initiate can advance beyond Grade 1 in this adventure. The process of initiation requires time as well as Karma, and with only a month between runs (game mechanics), there won't be time for a runner to do their everyday things as well as to go beyond Grade 1 before the next run.

b. There are no ordeals available to get to Grade 1 right now. So, the Karma cost will be 14 if the character has joined the group, and 21 if they have not (kinda makes you wonder why anyone wouldn't want to be in the group, nyet?).

Ordeals for higher grades of initiation will be available as part of future scenarios, or worked into the rules of what you can do between runs - it's not always going to cost (6 + x) times 2 (or 3) Good Karma.

Taking Grade 0 and Grade 1 together is the ONLY time initiates will be permitted to take two grades simultaneously. From here on, it takes time equal to one week per grade (ie two weeks to get Grade 2, three weeks more to get grade 3, etc.) as well as the Karma cost to increase initiate grades.

Encourage all new initiates to read the relevant part of the Grimoire (pages 38 -50) , if they have not already done so. Encourage them to ask questions of the co-ordinator or RPGA HQ if there is anything they don't understand (they're unlikely to have questions for you before the end of the session).

Be familiar with this material yourself, and be ready to answer any questions you might get. Or, direct the players to take their questions to whoever the event coordinator nominates, depending on which con you're running this at and who is available to help with questions. Initiation is a complicated issue, and understanding all the benefits of initiation is not an easy thing, even for experienced players.

Cast of Shadows - "Who's Who?"

The VIPs - for your info and in case any character figures out who Mr Collins is. Chances are you won't be using this.

Name	Recognition rolls
Collins, David (Daniel Howling Coyote)	Magic Theory (8), History (6)
Dufflemeyer, Siggy (Ignaz Yablonski)	Etiquette - Street (10), Corp (6)
Grimwald, Adam (Arthur Garrett)	Etiquette - Street(12), Corp (10), Studied at UCLA (4)
Ledbetter, Arnold (himself)	Any Etiquette (4)
Martin, Charles (Mullins Chadwick)	Etiquette - Street (12), Corp (10), Studied at Harvard (4)
Swooping Hawk, Albert (Arthur White Eagle)	Etiquette - Street (12), Corp (8), Magic Theory (6), Magic student (4)
Swooping Hawk, Yuri (Akiko Kano)	Etiquette - Street(12), Corp (8), Magic Theory (6), Magic student (4)

Virtual Seattle Character details

(Please complete this and hand it to your GM before the game starts)

Character's Name: _____

Player's Name: _____

Please list on the back of this sheet all *Virtual Seattle* events you have played this character in.

Please tick all the boxes that apply to this character:

Conjurer	<input type="checkbox"/>
Decker	<input type="checkbox"/>
Detective	<input type="checkbox"/>
Elementalist	<input type="checkbox"/>
Hermetic	<input type="checkbox"/>
Physad	<input type="checkbox"/>

Rigger	<input type="checkbox"/>
Rocker	<input type="checkbox"/>
Samurai	<input type="checkbox"/>
Shaman	<input type="checkbox"/>
Shamanic Adept	<input type="checkbox"/>
Sorcerer	<input type="checkbox"/>

What does your character fear most of all?

What's the best thing your character has ever done (in game or out)?

What's the worst thing your character has ever done (in game or out)?

Under what circumstances (if any) would this character sacrifice her own life? If there are none, please write "None".

Do you have any other *Virtual Seattle* characters?

If so, please list them.