

Call of the Wild

A One-Round Shadowrun *Virtual Seattle* Adventure

by Wes Nicholson

Some jobs are hard, some jobs are easy. This looks like one of the easy ones. Go to Amazonia, catch a few para's, and bring them home. The Seattle Zoo is footing the bill and for once your ID's are legit. What could go wrong?

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

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

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

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

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

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

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

Tiering and Threat Rating

In order to provide the proper challenge for more experienced characters and players, the scenario may require adjustments in NPC statistics, number, or provisioning. First, begin by adding up the total Karma, divided by 10, of each character at the table. Add to this the Force rating of any conjured Elementals and or Ally Spirits and the Pilot rating of any drones/vehicles to be used in this scenario. Divide this number by the total number of characters and their "helpers" to determine the average "Threat Rating" for the scenario.

The Threat Rating is used to help balance out a scenario between new Shadowrunners and those elite few that have been in Claudia's employ for many years. It can be employed in a number of different ways, such as by determining the amount of guards or the Karma Pool of a major NPC. The Threat Rating also determines the overall experience level of the group as shown below:

	Threat Rating
Beginners	0-4
Veteran Shadowrunners	5-10
Elite Shadowrunners	10 +

Each scene of the scenario may be modified appropriately depending on the Threat Rating/Experience Level of the table. Remember that higher challenges usually result in higher rewards!

Adventure Summary and Background

The team has been hired by the University of Washington to escort a group of parazoologists and parobotanists on an expedition to Amazonia to capture some paranormal animals and return them to the Seattle Zoo. That's the basic idea, anyway. The Amazonians are happy to have the expedition visit as the university has paid hard currency for the permit and will pay even more for a successful conclusion.

Unfortunately, there are things going on that the Amazonians and the university don't know about. On the one hand, there is an Aztechnology special operations team in the jungle, heading eventually for Sao Paulo, where they intend to make as much trouble as they can manage. This team has to silence anyone they encounter to maintain secrecy. On the other hand, there is a guerrilla training camp (unknown to the Amazonians) in the jungle which also has to silence all who find it to maintain secrecy. Next up, Marcus

Autumn, one of the minor functionaries on the university team, has personal reasons for wanting this mission to go to hell-in-a-handbasket and he will be working behind the scenes to make sure as much mayhem as possible occurs. Last but not least, the intended subjects of this expedition are not without a few surprises of their own.

The weather is hot and humid, people wandering around in form fitting armor, or even bulky clothing (eg armor jackets and secure long coats), are going to start dehydrating very quickly. They need to either keep up the fluid intake (which means carrying lots of water every place they go, or shed some of the armor). Play this up right through the scenario.

It is strongly recommended that you have a selection of pregenerated characters available for this scenario – print the ones from the web site if need be. On the one hand, you can supply characters to players who didn't make one and on the other hand you can have replacement characters ready for any player who loses a character in this scenario. Rules for replacement characters are that it takes 24 hours game time to contact the 'runner and get them to the base camp. In that 24 hours game time, the player cannot participate in any actions although they may offer advice in any planning discussions (assume the new character is on a pocket sec or similar). Players who have their own backup character are welcome to use it if they wish, under the same 24 hour rule.

The level of paranoia should increase as this scenario unfolds.

There may be a potential problem with split parties where people will want to act on player knowledge rather than character knowledge. Mostly from a short distance there will be some players who will come up with all kinds of reasons they can get involved in something they're not involved in. You will have to enforce some strict interpretations about what's allowed, or take the PC (or PCs) who are involved away from the table so the others can't act on something their characters can't possibly know. The carnivorous plant encounter is a prime example of this if a PC goes with Michelle. Other PCs will want to rush to help, but HOW did they know anyone was in trouble? In all cases, if you were informed of any special precautions BEFORE the trouble starts, then the character can get involved after a delay of however many rounds is reasonable for the situation because it is then character knowledge that's driving the action.

At any time where more than three PCs are out of action, Professor Haijime will consider calling off the

expedition as being too dangerous. If that happens, the team gets their full pay, and Karma per the wrap up section. The agreed rate for this mission is 30,000 nuyen per character for a successful conclusion. See the wrap-up at the end for any adjustments, and note that Claudia has agreed with the terms of the contract. This is not a Shadowrun, it's a legitimate job, and no arguments about payment will be tolerated.

Special: Any initiate who wishes to do so may take this mission as an ordeal in lieu of any karma award. Tyger's Tail members must still give up a karma point, so that means they effectively lose one point for doing this run. Point all of this out to initiates and have them decide before you start the table. Any ordeals must be noted on character logs and signed off, with your RPGA number being legible, to count.

Administrivia

Each character must deduct one month's lifestyle, unless they have a permanent lifestyle. Characters that have insufficient funds must drop to a lower lifestyle for the next month.

Initiates must make an open-ended d6 roll. TN is 10 minus their grade level and if they exceed the TN then they may be noticed by a Megacorp. Roll to see which one, then roll 2d6 to see if they take any action. If the corp. is Aztechnology, they will attempt to kidnap the initiate at some point. For other corps, doubles means they will take some action – maybe capture, maybe recruitment, maybe assassination, depending on the corp. Any other roll means the corp sets up distant surveillance on the character.

Die Roll Corporation

1	Wuxing
2	Renraku
3	Aztechnology
4	Mitsuhamma
5	Saeder-Krupp
6	Ares Macrotechnology

A note about Nature Spirits. Any shaman who summons a nature spirit should not know how many services it has. This means you, the GM must roll up the spirit and simply tell the player that they have a spirit (or not). It is up to them to tell you if they want to reroll failures or not. The player still gets to make their own drain roll.

A note on magic. In the jungles of Amazonia, regrown with the help of fertility magic (see Predator and Prey),

there is an astral background count of 1 that will hinder all magical rolls (+1 to TN) for hermetics, adepts, aspected mages (other than below), and shamans of urban totems. Shamans of wilderness totems are not affected by the background count. Shamans (including aspected ones) of Gator, Gecko, Jaguar, Leopard, Puma, or Snake get a +1 bonus (-1 to TN) in all magical tests.

Introduction

The Titan

Tell it like it is

The C-260 Titan transport plane isn't the most comfortable way to get from Seattle to Sao Paulo, but at least travelling this way you got to bring most of your equipment without having to be concerned about security checks or the legality of it. You are all employees of Tyger Security Consultancies and as licensed security guards you were able to get your weapons, body ware, small drones, decks, and magical accoutrements onto the plane without the usual problems of where to hide it all. There was even room for a motorbike or two, but no larger vehicles.

The plane is packed with crates for the expedition and some holding cages for any paranormal animals you catch.

The University team consists of 11 people. Professor Haijime is the head of the group. He seems likeable enough, but has no real idea of what might happen once the team gets to the base camp in the Amazonian Highlands.

Troubleshooting:

Not much can go wrong here. The team has already taken the job, so there are a few minor things that might happen. One or more characters might have a fear of flying. You'll have to ad lib how they overcame that (being drugged so they slept the whole flight is a reliable fallback). One or more of them might want to have smuggled stuff aboard, even though they didn't need to. Start this one off by explaining the team were given three large crates (think about twice the size of the baggage containers that go in 747s) to hold their gear. Nobody cares what went in them. If they're still paranoid about it, let them smuggle anything small aboard. It's no big deal. Just make sure everyone writes down what they took, and what was in crates and where the stuff not in crates is.

Scene One

Sao Paulo to the camp

Tell it like it is

The plane lands in Sao Paulo with no problems, and clearing customs is merely a matter of Professor Haijime greasing the right palms. He is good at this type of work and has a large credstick balance so there's nothing to go wrong here.

Once the formalities have been completed, the transfer of the expedition's equipment and stores can begin. An Ares Dragon has been hired to do the task, and haul everything to the base camp, on a plateau in the Amazonian highlands. It's a two hour flight, less if the helicopter flies at max, but then it won't have the endurance to make the return flight. It will take four trips to haul everything out to the base camp; one of those trips is primarily for personnel. This is the first place the team is required to do anything – Haijime needs them to sort out what, and who, goes on which trip. The logistics are pretty simple, 17 people and all their camping equipment, stores, scientific equipment, and cages for the specimens, need to be moved about 450 km into the center of Amazonia, two hours flying time. It's going to take the best part of 24 hours to do this – 14 of those hours are flying time (no need to count the two hour return leg on the last trip) and the rest are loading and unloading at each end. There are plenty of people to help load in Sao Paulo, but nobody at the other end until some expedition staff gets there. There are no bookish types on this trip, they can all pitch in and help but it still takes time to load and unload two and half tons or so of gear – three and a bit times over.

Problems

Mr. Autumn's desire to see the expedition fail. He has planted a rather crude bomb in one of the crates in the hope of bringing down the Dragon somewhere over the jungle. He's not very good at this type of thing, and all he will succeed in doing is destroying a couple of crates (roll 2d6 and if you get double 1 or double 2 then one crate was PC's equipment) of your choice. A total of 5, 6, or 8 means at least one crate of scientific equipment was destroyed, all other numbers mean it was general supplies. No cages are damaged. The explosion will also make a hole in the fuselage that lets cold air in and makes handling +2 harder. The hole can be patched in Sao Paulo. Destroyed supplies can be replaced locally in Sao Paulo, but it will mean another round trip for the Dragon. Scientific equipment will take three days to replace from Seattle and will also mean another round

trip, but it will be at least two days after the rest of the loads have been moved.

Depending where in the flight the bomb goes off, the Dragon might be better off returning to Sao Paulo rather than continuing. Roll a d6, 1 or 2 means turn back, 3 to 6 means go on. This explosion will not happen on the first trip, nor on the trip that Autumn is on. That leaves you two or maybe three options – run it as you see fit.

Scene Two

Setting up Camp

Tell it like it is

(Note: Depending on what things went wrong in Scene 2 you may need to modify the first couple of sentences).

Well, all the stores and equipment that survived are finally here on the plateau. The helicopter has left and won't be coming back until this little soiree is over.

Now you have to get the camp squared away and secured in case any more nasty surprises are in store. Accommodation is in four person tents. Orks and trolls sleep two to a tent. There is a large marquee which is the mess tent and doubles as a workroom outside of meal hours. A couple of large tents house the labs and the kitchen is an outdoor affair with awnings to keep the sun and rain off. There is a large supply of bug repellent and you've already dived into that. A small shipping container with a refrigeration unit serves as the storage for perishable food, somewhere to keep the water cool, and somewhere to store biosamples when the scientists get to work. It's a solar powered unit so luckily there's no explosive fuel to worry about. Most of the sedatives to keep the paranormals quiet don't need refrigeration and are stored with the medical supplies. There's no toilet – the cook and one of the scientists dug a hole about 2 meters deep and put a privacy curtain up around it. You have to wonder what the arrangements will be out in the jungle when you get there. Apart from what your team brought in, the only weapons are a couple of rifles that fire tranquilizer darts. The scientists are all pitching in to pitch tents and sorting out who shares with whom. Your contract allows you to change that if you believe there's a need. Your contract allows you to do pretty much whatever you think is necessary to protect the scientists from any threat. That includes canceling the expedition if you feel the need, but to do so without full justification would ruin your company's reputation.

Problems

Depending on what the team does in the way of precautions, things can go wrong once the scientists begin their treks into the jungle. Within the camp, Autumn intends to sabotage the refrigeration unit and will succeed on day three (after the treks into the jungle start) unless it is specifically protected in some way. He won't do this when everyone is around, he'll pick his moment. Wrecking the fridge won't stop the expedition, but unless someone comes up with a novel approach (magical means, digging a deep pit, etc.), it will mean the fresh food will begin to go off. It will also mean the water gets to ambient temperature unless someone can think of a way to keep it cool (Evaporative cooling will work and water is plentiful in these parts). Finally, all biosamples already collected will be wasted and collecting any more will be pointless until the unit is fixed. Capturing live specimens is still the main goal of the expedition. The unit can't be repaired here, a new one will have to come from Sao Paulo – 24 hour delay.

Throughout the scenario, Autumn will try to sabotage anything he can where he sees an opportunity, including releasing captive animals. Play this as you see fit.

Scene Three

Preparing for a walk in the Jungle

Behind the Scenes

In which we roll dice for Teams 1 and 3. 2 (on 2d6) means they find the guerrilla camp at the appropriate point in Scene 5 (roll it now so it doesn't seem related to anything specific). Other issues depend on the makeup of each group, and who stays behind.

Tell it like it is

Camp is set up, you've survived the tribulations so far and it's day one of what the scientists call the "real" work. The scientists are in three groups and all seem keen to get started on their respective projects. Maybe over breakfast (which smells wonderful incidentally) you can sort out where they all want to go and how you're going to get them there and back intact.

Problems

While all the scientists are keen to get any new information on any type of paranormal life, each team has its own priorities, and none of them are compatible. There are a couple of obvious options, and no doubt others that clever teams will come up with. Clever

plans should be rewarded – don't go out of your way to thwart some well thought out solution.

Team 1 wants to head into the jungle and look for traces of leopards or the like. Team 2 wants to head down the escarpment to the river and hunt up a macaréu (yes, really) (Editor's Note: A macareu is the Amazonian version of the behemoth; see Predator and Prey). Team 3 wants to go into the jungle and seek out Awakened plant life. This isn't going to be found anywhere near where Awakened cats would be, since the plants the Team are looking for are carnivorous and they won't be competing with the fauna for food. At least, that's what the scientists say and they are the experts. More importantly, they are paying the bill so what they say goes – up to a point. To get anything really useful, each team will need to go at least a day's walk away from camp, which means a day to walk back as well, and it also means lugging food for up to five days and sleeping mats as well as scientific equipment.

Note: Some tables may wonder why the helicopter wasn't kept around to fly the groups to their start points. Two reasons – one that the Dragon is large and expensive to have playing taxi (yes, a smaller helo could have been brought in but see reason two). Reason two is that insertion by helicopter will scare off any smart or cunning creatures in about a day's walking radius of the insertion point so nothing would be accomplished. Should it be necessary to get the Dragon back to lift in a cage or lift out an unconscious animal that will take four hours to get to the site from Sao Paulo. This factors in the need to get the crew and prep the plane. Unlike the ferrying trip, the helo isn't ready to go at a moment's notice.

A possible solution is that Teams 1 and 3 could start out together since they don't know at this point where they are likely to find their respective subjects. This solution works up the point where something is found of interest to one team. It might last a day or two, depending on dice rolls. While this is going on, Team 2 could head for the river. To do this involves either splitting the security team up or letting one group go off unguarded. Both are possible and both have their dangers.

Perhaps a magic heavy team will send spirits along to guard one group while they guard another, or maybe split the PCs and have spirits with each group.

Another possible solution is for the PCs to tell the scientists that everyone is going to do one thing, then move on to the next. This doesn't involve splitting anyone up, other than personnel who remain at the base

camp no matter what (eg, Amos Santos (the cook) and any security folk who have just come off watch).

The PCs may come up with other solutions, play those as you see fit using the information you have.

One useful piece of information that some good negotiating/role-playing should get out of the scientists is that once Team 3 has some sample flora, they will be content to remain in camp and work with their samples for at least a couple of days before they want to go after more. The same applies to the other teams if they get material to work with, up to and including live specimens (spoor, hairballs, shed fur are more likely for Team 1– at least first up). Won't the PCs just love having a live Macaréu in the camp – remember the scientists have drugs and the expertise to keep paranormals docile.

By now some groups will be wondering about the macaréu. No, the scientists are not planning on taking it back to Seattle – that would be too dangerous. Or would it? It would be nearly impossible to do, as the macaréu is so heavy it cannot survive for long out of the water. After a day of taking observations, Team 2 will whistle up a chopper (if they didn't get it to stay) to take the macaréu back to the river and release it. Team 2 will then remain in camp for the rest of the scenario, until the other teams are ready to leave. This may impact on August's plans.

Scene Four

The aspects of the hunt

Behind the Scenes

Once the table has decided how to keep the scientists happy and also safe, they will need to follow a path. The encounters listed below can happen in any order, depending on what the consensus was.

Note that whatever the order of things, three days into the expedition Autumn will sabotage the refrigeration unit if he can. When the team(s) are about set out, Autumn will develop diarrhea and break out into a sweat, claiming he needs to stay in camp and recover and that he'll catch up later. Amos Santos, the camp cook, will also remain at base camp. There's nothing he can do in the jungle and he can keep an eye on the camp.

Pretty much the only way to catch Autumn is if someone is suspicious (and everyone should be with all that has gone wrong already) they may want to try interrogating all the scientists, and Amos. Or, the PCs may choose to Mind Probe them all (Haijime will

object but if it catches the rat he's a firm believer that the end justifies the means). Or, someone may leave a spirit or two to watch over the base camp. Or any other plan that seems like it should have a chance of working. Autumn will probably cave in under interrogation if it's done seriously (roll for it using his Willpower). If he does get caught, he did it to discredit Haijime because he believes the head job at the faculty should have been his.

a.) At the river

It's a full day's hike to the river, but once there the scientists know what to look for and it will take them only another day to find some traces of what they believe is a macaréu. Whatever else is going on during this time, the group won't be molested by any jungle creatures other than the ever-present mosquitoes.

By day three (one to get there, one to find the traces) the scientists will be looking for ways to set a trap to catch the macaréu. They will request the chopper in Sao Paulo be put on standby to come out to base camp and haul the big cage to the river. This has to happen after the macaréu is sedated as it will just get scared off if the cage is flown in ahead of time.

The trap will be a success, and the macaréu can be subdued with the dart gun around dusk on day four. That's when the fun begins. The Dragon can be flown in right away, but the cage can't easily be dropped to the team for recovery of the macaréu until morning. This won't bother the scientists as they have enough drugs to keep it quiet and they can start their research right here at the river's edge. The macaréu is too heavy to move out of the water but it has to be dragged into the shallows so it doesn't drown. The scientists will spot right away that this is not a full grown specimen, measuring only some 3 meters long. They won't think what this might mean – the PC(s) guarding them might.

Yep, that's right. About an hour after the macaréu is captured, Mummy's coming to look for junior. She can smell just fine and will charge right out of the water at whatever camp or location the group has the young one at. Unless a watch has specifically been set, the mother macaréu will get surprise, and she will surge out of the water and grab the nearest person (probably a scientist). The only useful thing the scientists can do is be cannon fodder. If she can get away with one party member, the mother will leave and come back later (1d3 hours). Play up the paranoia here, especially if she gets more than one surprise attack. Eventually, the remainder of the party will flee, or the mother will get caught in the act, in which case this is a straight up combat. The mother Macaréu will fight until she is dead, or the team are either dead or driven off.

Macaréu stats

B 10/2, Q 4 X 3, S 25, C -, I 2/2, W 5, E 6, R 3, Init 3 + 1d6, Dmg 7D Karma pool – Average of PCs in the group – rounded up.

B 10/2 means natural armor rating of 2 in addition to B 10.

b.) In the jungle – cat or plant spotting

It's a full day's hike through the steaming jungle to the likely spot to look for traces of cats or plants. Roll a d6, 1-3 means it's a cat area, 4-6 means plants. If it's cats and the group is happy to stay, continue this section. If it's plants, or the group wants to continue and look for plants, go to c.). If they decide to split up, the parazoologists get this section and the parobotanists get the next one. If they do split up, roll 2d6 for each group again. Double one means they find the guerrilla camp.

All big cats are secretive creatures who cover their tracks exceptionally well and Awakened cats are even more difficult to find. Once the camp is asleep the noises of the jungle will soon include the growls of predators, but on this first night there won't be any success in tracking them down. The team will all be tired from their hike – even those who have augmentation will be exhausted due to the unfamiliar terrain and oppressive humidity so there won't be the energy needed to go chasing noises in the dark. What will become obvious to the PCs (the scientists knew it already and assumed since they knew it so did everyone else) is that this part of the expedition will involve a lot of night work once the scientists are ready to set traps.

Day one on station, and the team will be woken, or startled if they are on watch, at daybreak by the overflight of a huge bird which lets out a piercing cry as it passes over the campsite. It has a large wingspan and enormous body with a cruel hooked beak and it screeches loudly enough to waken even the deepest sleeper. The bird will be gone before any scientists drag themselves from their sleeping bags and only those who were awake and looked up will see the bird. From the description, the scientists will determine it was a Roc, but it wasn't. It was a Thunderbird and it is heading for the base camp.

It just wants food and will grab anything (or anyone) it can. If there are lots of people in camp, a scientist is more likely to get grabbed than any team member but it will depend on who's there and what they are doing. Autumn will not get grabbed. Amos will be the Thunderbird's next meal if it's only him and Autumn in camp. Autumn will call for help on the radio if this happens. If there are lots of people in camp, and grabbing one isn't easy, the Thunderbird will use its electrical projection power. Should be a one-sided combat.

Thunderbird stats

B 5, Q 7 X 2, S 8, C -, I 2/4, W 3, E (6), R 5, Init 5 + 1d6, Dmg 6M Karma Pool – average of PCs in the group, rounded up.

Power: Electrical Projection (LOS, Area effect [6m radius]) 6M Dmg plus 6 turns of disorientation (+6 to TN in addition to any other plusses). Cannot be dodged or defended against. Can be resisted (Body only, Armor doesn't help).

The cats

Timing for this will depend on other events, but it should be one or two days into the mission, or at least that many days out of base camp if everyone did the macaréu or something else first. Once the scientists are happy with the area, camp is set up (make sure that one scientist grabs a PC to help dig the latrine), and everything is set up to find a cat, thing will settle into a dull routine for a day or so. During that time, and unbeknownst to the group, a mated pair of awakened leopards is stalking the camp, looking for an easy meal, or two. After one to two days (at night so it could be anywhere in between these times), the cats have worked out how to get fed. If there are individuals going off into the bush to perform their ablutions, the first one to go will be the target no matter if they are a scientist or a PC. If the group always go off in pairs, or more, then the cats will choose a small group (no more than three) as their prey. Have one of the scientists need to “go” if need be to get the action started.

Cat tactics are pretty simple. They don't know what the latrine is, but they do know it gets frequent visits from small numbers of prey. A small (meta)human will be preferred over a large one. The male leopard will be in hiding somewhere near the latrine and will use his Fear power to scare the victim back into camp. You'll have to play this up because the idea is the victim has to run right through camp, with the male in hot pursuit. The female leopard is waiting just on the opposite side of the camp from the latrine, ready to pounce on the victim. If it looks like they are going for a tent or somewhere safe, she will use her confusion power to get them to stick around. Whoever else is awake will no doubt want to react to the male leopard. Let them, but they shouldn't have weapons ready (unless they specifically had someone on guard) and they'll need to roll surprise (the male has five successes). The male will wheel around and head back into the jungle, while the female deals with the victim on her own, quietly. By the time the camp settles down again, they should notice one of their number is missing but the leopards are long gone. They can be tracked, since there's a large lump of meat being

dragged along but if the leopards know they are being followed they will abandon the meal, hoping to come back later. If they have more than a half hour head start (depends how long people chase the male), the victim will have been hauled into a tree. The trail stops at the base of the tree, and if anyone goes up for a look they will see the dead body but no leopard.

Possible problems

The only real “problem” is if some superfast PC gets the drop on the male leopard, or some really smart PC hangs back and spots the female. If it gets to combat, the leopards will use their Fear and Confusion powers for best effect and try to flee rather than fight. But, it is possible a lucky team could take one (or both) down. If this happens, it depends on whether they knock the leopards out or kill them. If there are one or more unconscious leopard(s), then helicopter retrieval will be required to get them back to base camp. This can be called for now (but won't arrive until morning) or called for in the morning. If either leopard is dead, the team will have an unpleasant encounter on the way back to base camp.

When it occurs depends on how they are getting out. If the helo was pre-booked, the Man of the Woods will manifest when the helo arrives and use its Accident power on the helo before attempting to destroy whatever is left of the group. If the helo was not pre-booked, there's a four hour window for the Man of the Woods to wreak havoc with Accident, Confusion, and Fear powers. It won't reveal itself but can be spotted by magically active PCs or any spirits that are present. If the team is walking out, the Man of the Woods has a whole day (or more if this was a continuation from the plant encounter) to do whatever is needed to exact revenge against the interlopers.

Note: VERY IMPORTANT

This is repetition, but it cannot be overemphasized. If both leopards are still alive (even if captured) the Man of the Woods will NOT make an appearance in this part of the scenario.

Stats for Awakened Leopards

B 5, Q 5 x 4, S 5, C -, I 2/4, W 2, E (6), R 5, Init 5 +3d6, Dmg 9S Karma Pool – average of PCs in the group, rounded up.

Powers: Male – Concealment, Stealth, Fear; Female – Concealment, Stealth, Confusion

Stats for Man of the Woods

Force – Average Karma Pool of the table, rounded down. Spirit Energy – half Force, rounded up.

B F+4, or 10 (whichever is higher), Q (F-2) x 2, S F+4, C F, I F, W F, E (F)A, R F-1, Init F-1 + 1d6, Dmg Force S Karma Pool – 1.5 times average of PCs in the group, rounded up.

Powers: Accident, Alienation, Concealment, Confusion, Fear, Immunity to Normal Weapons, Magical Guard, Manifestation, Movement.

Note: The Man of the Woods is a free spirit and as such it cannot be harmed by normal means. All firearms are ineffective; all melee attacks must be made with Willpower, assuming the Man of the Woods gets into a melee situation.

c.) Plants

Note: This could be one or two days out from base camp, depending on what happened above. (Paraphrase accordingly).

Tell it like it is

It's another day's trek through the greenery to the next likely location for finding carnivorous plants. You can't imagine why any sane (meta)human would actively seek out a plant that wants to eat you, but the pay is good so you keep quiet.

Mid afternoon, the scientists seem to think you're in the right area and making camp might be a good idea. You're in a small clearing and there's a tiny stream running along one side-- that means lots of fresh water. It's probably full of liver fluke, but you have tablets for that.

Let the team set up camp and arrange themselves as they wish. Get dinner started and everyone sorted out before moving on.

After dinner, one of the parobotanists (Michelle Devereaux) excuses herself to take a short walk into the bushes to answer a call of nature. If a female PC (or more than one) offers to accompany her, that will be OK. She doesn't want a male to go with her and she HAS to go. If it turns out that two females head off, and no male PC makes a comment, then Lucky Bologna will wonder aloud why women always go to the bathroom in pairs (or however many went).

Michelle is actually answering a call from a hungry plant. It's basically an overgrown Venus fly trap and it attracts prey by planting thoughts in the subconscious. The plant is only 10 meters into the jungle, and it chose this spot because lots of animals come to the stream to drink. Michelle has no chance against the plant if she's alone. She won't even have time to scream. The

digestive juices are quite corrosive and death will take less than a minute. By the time anyone wonders why she's taken so long it will be too late. If she has company, the plant will attempt to capture two (or more) meals. It has six active pods at the moment. To resist the plant's call, a PC must get three or more successes on Willpower (TN 5). Success means the PC can resist the plant and drag Michelle (or someone else) out of danger. Failure means capture by the plant and one minute left to live unless an escape can be effected. The plant swallows its prey headfirst by striking out with tendrils that have the pods on the end. It then secretes the digestive juices and begins its meal. Normal clothing is no barrier to the acidic juices. Armor slows it down, but only for areas that are covered (remember the head is in first). If someone is wearing an envirosuit or similar that will give them full protection, although why they would be wearing one in the stifling heat is a mystery.

How to escape

Physical struggle is one way. Opposed strength test (TN 4). Each combat round the PC stays in the pod, they take one point of physical damage. This may not affect them immediately (pain editors and the like) but after 10 rounds the PC is unconscious and still taking damage.

PCs with headware comms can call for help if they think of it. The pod is not a radio dead zone. Calling for help is a free action, but the PC has to think of it himself. Nobody in camp will call them for at least two minutes and that will be too late.

Magical attacks are also possible. The inside of the pod is mostly dark, and it's dark outside, but the pod is not totally closed (imagine a pair of legs sticking out) and some light can get in. Anything else that seems reasonable should be given a chance to work. You'll need to run this as you see fit.

Once a PC has successfully escaped, they have whatever is left of the one minute to get Michelle (and any other companion) out in more or less one piece.

If whoever went out (one or two) doesn't come back in five minutes, Lucky will start to get worried and go looking. Someone should go with him. Finding what's left of the females won't be a major issue but saving them (her) is out of the question.

Whether or not this sub group is short a member (or two), they sure have what they came for. A few judicious hacks with a machete (without killing the plant) and the parobotanists will be ready to leave next

morning. They will be adamant the PCs not destroy the plant as it belongs here and was only doing what it needed to survive. If the PCs overrule on the basis of safety, they will regret it the next morning.

Getting out

This depends on whether there are one (or more) injured (or unconscious/dead) people. Calling in a helo is an option, and this can have been done ahead of time so it turns up first thing in the morning. If nobody thought of that, then it's a four hour wait.

Walking out is also an option if everyone is able to walk and the group is willing to leave any dead members behind (they probably shouldn't but let's not moralize).

If the plant was killed (and **ONLY** if it was killed), the group will have a nasty encounter on the way out. When they have it depends on how they are getting out. If the helo was pre-booked, the Man of the Woods will manifest when the helo arrives and use its Accident power on the helo before attempting to destroy whatever is left of the group. If the helo was not pre-booked, there's a four hour window for the Man of the Woods to wreak havoc with Accident, Confusion, and Fear powers. It won't reveal itself but can be spotted by magically active PCs or any spirits that are present. If the team is walking out, the Man of the Woods has a whole day (or more if this was a continuation from the cats) to do whatever is needed to exact revenge against the interlopers.

Note: VERY IMPORTANT.

This is repetition but it cannot be overemphasized. If the plant was not killed, but was only damaged (either in combat and/or by the taking of samples) the Man of the Woods will NOT make an appearance in this part of the scenario.

Plant stats

B 3 (plus 1 per pod), Q -, S 4, C -, I -, W -, E (6), R 3, Init 3 +1d6, Dmg Special Karma Pool – None.

Power: Pheromones, W5, three or more successes to resist.

Damage note: The plant does one box on the Physical track every six seconds, no resistance roll (pain editors and such still work)

Man of the Woods stats

Force – Average Karma Pool of the table, rounded down. Spirit Energy – half Force, rounded up.

B F+4, or 10 (whichever is higher), Q (F-2) x 2, S F+4, C F, I F, W F, E (F)A, R F-1, Init F-1 + 1d6, Dmg Force S Karma Pool – 1.5 times average of PCs in the group, rounded up.

Powers: Accident, Alienation, Concealment, Confusion, Fear, Immunity to Normal Weapons, Magical Guard, Manifestation, Movement.

Note: The Man of the Woods is a free spirit and as such it cannot be harmed by normal means. All firearms are ineffective, all melee attacks must be made with Willpower, assuming the Man of the Woods gets into a melee situation.

d.) The Guerrilla camp

If the dice dictate that someone stumbles on the guerrilla camp, it plays out like this (if the dice didn't dictate it, this encounter never happens). Deep in the jungle is an overgrown temple. There are some game trails around it, and no evidence of human presence (the guerrillas use the game trails if they go out). If anyone goes in through the main entrance, they can see right off that there have been people here in the recent past. There are footprints in the dirt inside, and a quick search will discover a secret panel. If opened, the panel reveals a ladder descending into darkness. It is a nice, shiny ladder, and obviously not part of the original structure. Opening the panel also triggers a silent alarm in the base, which is below the temple. Smart groups will leave, in which case they get ambushed a little later on. Whichever scientists are with the group will want to leave – they aren't archaeologists and this isn't their area of expertise, or even interest. But, if one or more people decide to descend the ladder, at the base they find a steel door, unlocked. The door has an electronic lock and a motor drive, both of which are obvious. On the other side of the door is a tunnel, 20 meters long and lit by fluorescent tubes. Rusted pipes are attached to both walls but there is clearly nothing in them as they have holes all along them. There is another door at the far end. A perception (10) check will reveal the presence of a hidden camera halfway along the tunnel. This tunnel is a trap that can be set off by the guerrillas whenever they choose. The pipes are indeed empty at the moment, but they are in reality a 20m long flamethrower. The guerrillas are watching the group through the camera and will trigger the flamethrower when the team is around the half way point, right after they remotely lock both doors. Damage is 8M per flamethrower (there is one on each wall). All the air in the corridor will be used up in three passes through the initiative order (Flame throwers go on 23), or one turn. There should be nobody left alive after this, but if there is, the guerrillas will come in and mop up. Spirits are not affected by the fire, and don't need to breathe. That could save at least some of a party.

If the group opened the door and then left, they will be ambushed in the jungle a little over an hour later. The number of guerrillas is equal to twice the

number of PCs in the group – scientists don't count. As the guerrillas have laid an ambush, they get the surprise bonus when rolling. The guerrillas have four points of cover (and therefore +2 to their attack rolls) and will try to take out anyone with a big gun first, anyone with fetishes next (OK, they're not all that smart), and anyone else third. First round of attacks will be grenades, then guns. This means landing the grenades at the feet of preferred targets in round one. The guerrillas fight until one side or the other is wiped out.

If the group either did not open the door, or did not even go into the temple, there will be no ambush.

Stats for Guerrillas

B 5, Q 4, S 5, C 3, I 3, W 3, E 6, R 3, Init 3 + 1d6, Dmg by weapon Karma Pool – average of PCs in the group, rounded up. Combat Pool - 5

Relevant skills: Stealth (5), Thrown Weapons (4), Edged weapons (4), Rifle (4), Pistol (4)

Each guerrilla has six offensive grenades (10S), an FN-HAR (8M) with two full clips APDS ammo (35 rnds per clip), Browning Maxpower (9M) with three clips (10 rounds each), Cougar fineblade (Dikote, 7M, halves armour). Unused weapons/ammo are available as loot.

Guerrillas are wearing armor jackets (5/3) and tropical clothes other than this.

Scene Five

Heading for Home

Tell it like it is

Eventually, after about ten days in the jungle, the scientists have what they came for. Lots of notes, and a sample or two, and they are ready to pack up and go home.

Tonight, after dinner, it's packing time. Professor Haijime has said to leave all the unused supplies and anything else that's not needed any longer so as to save one round trip for the Dragon.

Tomorrow night you sleep in a REAL bed in Sao Paulo, then it's back to Seattle. You can't wait to leave this stinking, hot jungle behind.

Problems

While the packing is going on, the Aztlan death squad is preparing their attack. This is the final scene, and the Azzies want the Dragon so they can swoop into Sao Paulo and stop sneaking through the jungle. They will fight until one side or the other is wiped out.

Hopefully the team has set a watch of some kind. The death squad has magic enough to take out watcher spirits, so those alone will not do the job although nature spirits or elementals will be of use. Current interpretation of the rules regarding spirits is that the

summoner is aware of any attack on a nature spirit or elemental but not on a watcher. If you as GM feel differently, have the Azzies suppress the watchers rather than blast them.

If a noticed initiate is present, the Azzies will attempt to capture them alive, but kill everyone else.

Most of the university people won't be able to help out much here, except perhaps to provide numbers for friends in melee (but the Azzies won't be coming into camp if they can help it).

The Azzies will take out anyone who survives the Storm attacks first, knowing them to be the biggest threats. If there is no Storm attack, then it will be anyone who survives the Confusion power. After that, the Azzies will go for anyone who is magical first (they have astrally scouted the group) unless they are masked, then anyone who is armed.

Stats for Azzie Death squad

Soldiers (9, 12 for Elite tables)

B 5, Q 6, S 6, C 3, I 5, W 6, E 0.5, R 5(11), Init 11 + 4d6, Dmg by weapon Karma Pool – average of PCs in the group, rounded up. Combat Pool – 8

Wired Reflexes (3), Smartlink II

Relevant skills: Stealth (4), Thrown Weapons (4), Edged weapons (4), Rifle (8), Pistol (8), Pilot(3)

Gear: Armor Jacket (5/3), tropical clothing, eight offensive grenades (10S), an FN-HAR (8M) with four full clips APDS ammo (35 rnds per clip), Predator II (9M), six clips (15 rounds each) normal ammo, Cougar fineblade (Dikote, 8M, halves armour). Unused weapons/ammo are available as loot.

Leopard Shamans (two for Beginner tier, three (all Grade 3 initiates) for Veteran, four (all Grade 4 initiates) for Elite)

B 3, Q 4, S 4, C 6, I 6(8), W 6(10), E 6, R 5(6), M(6/9/10 depending on tier) Init 5(6) + 3d6, Dmg by weapon Karma Pool – average of PCs in the group, rounded up. Combat Pool – 8(11), Spell Pool 8/9/9 depending on tier.

Relevant skills: Stealth (4), Edged weapons (2), Pistol (3), Sorcery (8), Conjuring (6). Shielding as appropriate for higher than beginner tables.

Totem bonuses - +2 dice for combat and health spells, +2 dice when conjuring nature spirits after dark. +1 bonus to all magical die rolls due to background count.

-1 die for resisting Illusions.

Gear: Armor Jacket (5/3), tropical clothing, Predator II (9M), four clips (15 rounds each) normal ammo, Cougar fineblade (Dikote, 6M, halves armour), Sustaining foci (2 each, rating 2 and 4). Elite tables, the shamans have rating 3 weapon foci instead of dikoted knives, Dmg is 5M but it can affect spirits and dual natured beings. Unused weapons/ammo are available as loot, however

the weapon foci (if present) were bonded with blood magic and are worthless outside of Aztlan. Most 'runners will want to destroy them.

Spells: Manabolt (6), Powerbolt (6), Stunbolt(8), Treat(6), Increase Intelligence(2), Increase Willpower(4).

Note:

Before ambushing the camp, the shamans will each summon a Force 5 Forest spirit (Accident, Concealment, Confusion, Fear, Guard, Materialization) to assist with any spirits or to generally cause mayhem. For Elite tables, these spirits will be Force 6 and be Great Form (all powers area effect PLUS the spirit has Storm power). This will be used by two spirits on the first pass, while the other two use confusion, and then the spirits will switch powers. This is only if there are no spirits on the PCs side – those will be dealt with in the astral first except at least one Great Spirit will use Storm on the PCs each pass. Storm does 5S damage (resisted with Body) and armor doesn't count. Combat pool can be used to dodge.

Once the combat is over, surviving PCs and scientists will not be troubled further on the journey back to Seattle.

Picking Up The Pieces

There are many possible endings to this scenario. There may be one or more cats to take back. There could be a small or large number of dead bodies to take home for funerals. The PCs may have called off the expedition if the body count starts to mount. Most of this is just a question of how many trips for the Dragon, who goes on what trip, and the same issues as when the group was coming to the base camp from Sao Paulo.

The End

Karma Award Summary

To award Karma for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Note that this scenario has many different objectives, and not all may be accomplished in the time permitted. While the total possible Karma awards are listed below, these are for exceptional tables that are able to achieve ALL the objectives in a timely manner due to planning and proper execution. An average team

may only accomplish a few of the objectives – do NOT award Karma for objectives not completed!

Award the total value (objectives plus roleplaying) to each character.

	Karma
Uncovering Autumn	1
Saving Michelle	1
Saving the cat team	1
Saving the macaréu team	1
Killing the carnivorous plant – minus one for any surviving characters involved.	
Defeating the death squad	2
Destroying the weapon foci (elite tables only)	1
 Total Karma for objectives	 6 (7 elite)

Discretionary roleplaying award: 0 - 2
 Personal Karma points (maximum two per PC) may be awarded for outstanding acts of bravery or for right place right time (both of these must be to a surviving PC not a replacement), or for something which causes a moment of levity at the table (this can be awarded to replacement PCs if necessary).

If Haijime calls off the expedition – total is 3 plus any personal karma awards.

Total possible Karma 8 (9 elite)
 Note that members of the Tyger's Tail must take one less karma than awarded, which may mean losing one if the karma ordeal was taken.

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold/fenced for 30% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, summoned spirits and elementals, and so forth may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certified. Contacts must be specifically defined by level, name, and affiliation.
3. Theft is against the law and professional code of Shadowrunners. Items which are worth more than

1,000 nuyen, that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. Claudia will not tolerate such unprofessional conduct and will terminate any arrangements with the character, thus removing him/her from the campaign. For other stolen items which meet the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or monies acquired for things which it later finds unreasonable but which were allowed at the time.

Please remember that in Virtual Seattle, the total amount of rewards allowed per character is 100,000 nuyen. This includes any negotiated payments for completing the run plus any other goods, tangible or intangible, which the character decides to keep. If a certain item is valued in excess of 100,000 nuyen, then the character may take that single item, foregoing any other payments or compensation and must add the amount over 100,000 nuyen to the “pool” to be distributed among the other runners. This restriction does not apply where the item is taken by a Tyger Team, although the overall limit of 100,000 nuyen per player character still applies and items taken by a Tyger Team count towards that limit.

Scene Five

- Rating 2 Sustaining Focus (2, 3, or 4 depending on tier), value 30k each (12k each if fenced)
- Rating 4 Sustaining Focus (2, 3, or 4 depending on tier), value 60k each (24k each if fenced)

Payment

- For successful mission – 30k per PC, plus Haijime as level 1 contact.
- For unsuccessful mission where Haijime called it off – 30k per PC
- For unsuccessful mission where PCs called it off and 6 or more scientists died or were incapacitated – 30k per PC
- For unsuccessful mission where PCs called it off and 5 or less scientists died or were incapacitated – 20k per PC

GM Aid

Cast of Characters

Note: Each team has a medkit and a dart gun (10D stun) when they go into the jungle. The first named person in each team is the team leader.

Professor Shigahiro Haijime (Parazoologist and expedition leader)

B 3, Q 3, S 3, C 4, I 6, W 5, E 6, R 4, Init 4 + 1d6, Dmg 4M (Machete) Karma Pool – 2 Combat Pool - 7

Relevant skills: Parazoology (8), Parabotany (3), Athletics (3), Machete (3).

Haijime will accompany either Team 1 or Team 3, or both, depending on how the treks are worked out.

Amos Santos (Cook, medic, general gofer).

B 4, Q 3, S 4, C 3, I 3, W 3, E 6, R 3, Init 3 + 1d6, Dmg 5M Stun (frying pan or other cooking utensil), 4L (knives or other sharp cooking implements) Karma Pool – 2 Combat Pool - 4

Relevant skills: Cooking (4), Wilderness Survival (3), Brawling (3), Biotech (5).

Team 1 – the cat team:

Sergei Bogomiakov (Parazoologist)

B 4, Q 3, S 3, C 3, I 5 W 5, E 6, R 4, Init 4 + 1d6, Dmg 4M (Machete) Karma Pool – 2 Combat Pool - 6

Relevant skills: Parazoology (6), Athletics (3), Machete (2), Firearms (3)[dart gun].

Kathryn Blake (Parazoologist)

B 3, Q 4, S 4, C 5, I 5, W 5, E 6, R 4, Init 4 + 1d6, Dmg 5M (Machete) or 4M (karate, using Vicious Blow to do Physical damage) Karma Pool – 3 Combat Pool - 7

Relevant skills: Parazoology (5), Athletics (3), Machete (2), Karate (6).

Gerhardt Schalkwyk (Parazoologist)

B 3, Q 3, S 4, C 3, I 5, W 4, E 6, R 4, Init 4 + 1d6, Dmg 5M (Machete) Karma Pool – 1 Combat Pool - 6

Relevant skills: Parazoology (5), Athletics (3), Machete (2), Biotech (3).

Team 2 – the macaréu team

Lisa Ferguson (Parazoologist)

B 3, Q 3, S 3, C 3, I 6, W 6, E 6, R 4, Init 4 + 1d6, Dmg 4M (Machete) Karma Pool – 2 Combat Pool - 7

Relevant skills: Parazoology (6), Athletics (3), Machete (2)

Marcus Autumn (Parazoologist and saboteur)

B 3, Q 2, S 3, C 3, I 6, W 4, E 6, R 4, Init 4 + 1d6, Dmg 4M (Machete) Karma Pool – 2 Combat Pool - 6

Relevant skills: Parazoology (5), Athletics (2), Machete (2), Explosives (2), Explosives B/R (1), Stealth (2)

Tom Frankham (Parazoologist)

B 4, Q 3, S 4, C 3, I 5, W 5, E 6, R 4, Init 4 + 1d6, Dmg 5M (Machete) Karma Pool – 1 Combat Pool - 6

Relevant skills: Parazoology (5), Athletics (3), Machete (2), Biotech (3).

Lloyd Townsend (Parazoologist)

B 4, Q 3, S 3, C 3, I 5 W 5, E 6, R 4, Init 4 + 1d6, Dmg 4M (Machete) Karma Pool – 2 Combat Pool - 6

Relevant skills: Parazoology (5), Athletics (3), Machete (2), Firearms (3)[dart gun].

Team 3 – the plant team

Stefan Romanov (Parabotanist)

B 3, Q 4, S 3, C 4, I 6, W 5, E 6, R 5, Init 5 + 1d6, Dmg 4M (Machete) Karma Pool – 2 Combat Pool - 7

Relevant skills: Parobotany (6), Parazoology (2), Athletics (4), Machete (2)

Michelle Devereaux (Parabotanist)

B 3, Q 3, S 3, C 3, I 5, W 5, E 6, R 4, Init 4 + 1d6, Dmg 4M (Machete) Karma Pool – 2 Combat Pool - 6

Relevant skills: Parobotany (5), Athletics (3), Machete (2), Firearms (3)[dart gun]

Lucky Bologne (Parabotanist)

B 4, Q 3, S 4, C 3, I 5, W 6, E 6, R 4, Init 4 + 1d6, Dmg 5M (Machete) Karma Pool – 1 Combat Pool - 7

Relevant skills: Parobotany (4), Athletics (3), Machete (2), Biotech (3)