

What If They Get Off The Isle?

A One-Round Shadowrun: Virtual Seattle 2.0 Scenario

by Ed De Jesus

Shadowrunners on vacation,---that will be the day, but what else could drag a Tyger team down into the Caribbean League, unless it's about another big payday.

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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

In the late 20th century, before magic had returned, scientists liked to create. One thing they created was life -- in the form of cloning. It started with sheep and ended with humanity as we know it today. During those early years, the scientists tried to clone just about everything. Books and movies were written on this subject like *The Isle of Dr. Moreau* and *Jurassic Park*, until life imitated art. Most research was funded by governments, regardless of what they told the public. Rumors

still abound about all that research. Where was it conducted? What did they try to clone? With the fall of the world economy in the early 21st century, and the return of magic, the governments sold off their research to the soon-to-be mega-corps, and that's how we arrive to today. Now in 2063, what are they interested in?

Where was the research conducted? One place was the island of Montserrat. This island lies approximately 270 miles southeast of Puerto Rico, just off the coast of Antigua. Montserrat covers approximately 100 square miles. The island was once the sight of an active volcano that first erupted in 1995 and continued its activity until 2018. During this time, the south half of the island was evacuated of its inhabitants. The United States took the opportunity to expand the exclusion zone until the whole island was evacuated. This let them set up their laboratories in relative safety and security, since no-one was allowed onto the island and no-one wanted to visit a live volcano, except for volcanologists, which the government dealt with easily. Now the volcano is dormant once again, and the island has become overgrown with dense vegetation and a tropical rainforest – it is very hot and humid. The craggy cliffs, sculpted by lava flows, are some of the few areas devoid of vegetation. Montserrat has passed through many corporate hands since its sale in 2005. The last registered owner was Ares Macrotechnology, Research & Development. They recently sold it to a small corp named BIOCHEM, who have detected a small radio signal coming from the isle. Since they do not have anyone they can afford to lose, they contacted a fixer to hire a team to retrieve the homing signal. This is where the Shadowrunners come into play.

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

1
2
3
4
5
6

Corporation

Wuxing
Renraku
Aztechnology
Mitsuhamma
Saeder-Krupp
Ares Macrotechnology

Introduction

You've been running the shadows for a long time. Your last mission was a success. Everybody receives 5,000 nuyen, but the wounds some of you obtained are a testament that perhaps it will be time to retire soon. (If asked, all wounds have been healed since the run.)

While you're sleeping, relaxing, club hopping, training, etc. you receive a familiar hum over your encrypted telecom at 11:27am. It's Claudia. You are all part of a conference call with her. "Hoi chummers, I know you are all in need of a vacation from your last run. How does Antigua in the Caribbean sound?" (wait for response) "Great, that's just what I wanted to hear from my favorite chummers. Mr. Johnson has requested a meet at 6:30pm in The Eye of the Needle. You will be attending the IMC dinner. Black tie is required."

Debugging

This is exactly what it seems, a starting gift of 5,000 nuyen and then a vacation offer. The runners' last mission was a nightmare operation that the runners pulled off by the skin of their teeth. The run paid off a lot more, but Claudia had to grease a few wheels to keep the team out of hot water with the Star and Guardsmen. That left a small payday, so Claudia picked up the Doc Wagon cost for injuries to the team. This will also help out any new Characters to pick up needed gear. When the Johnson told her about Antigua, she thought of them. If any player refuses mission tell him thanks. They're free to keep the 5,000 nuyen, but no vacation. Their run is over. Then continue with the other players.

Scene One

Before you arrive to the meet, you need to get a black-tie formal dinner outfit, if you don't already have one. Is anyone going to attend this secure meet armed? Anything that's more dangerous than a holdout pistol will bring heat their way. A quick datascan on the matrix, as well as a simple phone call or an Etiquette(4) test, will let them know this. All weapons will be required to be checked at the door. Cyberweaponry, if the user has a permit, will require the use of a deactivation bracelet or other means of temporarily disabling the weapon).

You arrive at 6:30pm to The Eye of the Needle. Black-tie is required and enforced. This is the luxury restaurant at the top of the Space Needle. The circular restaurant and bar is located just beneath the observation deck, and is reached by several gilded elevators from the ground or the observation deck. The restaurant slowly rotates, and the view is breathtaking at 158 meters up. By the time the meal is over, you will have experienced a birds-eye view of Downtown Seattle and Puget Sound. The Maitre'd stops and asks if you have reservations. Once he knows you are attending the IMC dinner, he leads you to the correct private dining room. There Mr. Johnson awaits. As you enter the room, you see a white noise generator set in the center of the most magnificent banquet spread you have ever seen. There's something for everyone: Pacific Crab Cakes, Oyster Shooters in Skyy Vodka Cocktail Sauce, Chanterelle Vegetable Napoleon, Sautéed Chanterelle Mushrooms in Garlic, Butter, and Parsley, Medallions of Beef Tenderloin, Artichoke Potato Cakes, Pinot Noir Demi-glace, and yes, cheeseburgers and fried chicken. This is all real food, and there is also a wet bar along the back wall. Once you've gotten food and drinks, Mr. Johnson beckons them to the table.

"I am, of course, Mr. Johnson. I want to thank you ahead of time for arriving so promptly. My employer has tasked my office with the recovery of an item that was lost. One of our overseas couriers crashed on an isle in the Caribbean League domain. It is unknown whether the courier has survived. However, the item he was carrying has an active homing signal and needs to be retrieved. It is a simple mission. Retrieve it and bring it back. I am prepared to compensate you 30,000 nuyen each for assistance in this matter." (Maximum

60,000 nuyen if the players attempt to negotiate through standard opposed test versus target number of 9. (For Mr. Johnson's statistics, see below.) Each net success grants an additional 10,000 nuyen up to the maximum. Ingenious role playing, of course, can be used in place of dice rolling.)

Upon team acceptance: Mr. Johnson slides over a datapad and a credstick with 7,500 nuyen for each player as retainer (and an additional credstick with the remaining 1/4 of the negotiated nuyen if they did so.) After all, he does have to pay for dinner. **You may use the room for as long as you like. The dinner has been paid for. Mr. Johnson then excuses himself and leaves.**

Information on datapad: Location of island (approximately 480 kilometers or 270 miles southeast of Puerto Rico) and approximate location (within 2 meters) of homing signal on a GPS map. The isle is located deep inside of the Caribbean League domain. Also a private LTG #52-7353 to contact Mr. Johnson upon completion of mission for remainder of payment. Hand them Player's Handout 1.

Debugging

What is IMC? Stands for I am a Chummer, a two fold joke; in Seattle, chummer means friend-pal, in the League it means shark bait / fish food -- an insult.

Is anyone going to attend this secure meet armed? If so, they will not be able to board the elevators and will be detained in the lobby by security guards. If the runners resist, Knight Errant special forces will be dispatched. Characters can witness other guests being scanned by two well-dressed gentleman wearing K-E logos and insignia on their sport jackets – they may look like department store security guards, but are wearing armored clothing and the lobby is monitored via camera. The area is also set up to detect invisible forms through technological means other than visual sensors. Astral entities and other such tactics will not draw attention, however, if a character insists on bringing up an army of elementals or wants to astrally scout out the place, remember that this restaurant IS a favored location for many of Seattle's elite and powerful, including a dragon or two, and they really don't like things sniffing around them in astral space. The long and short of this is to remind the group that this is just a meet.

Scene Two

Antigua

The Maitre'd (retired Street Samurai)
B-5 Q-9 S-9 C-6 I-5 W-6 E-3.2 R-9 I-9+3d6
Skills: Pistol (Savalette) 3(5), Unarmed 4
Cyber/Bioware: Muscle Aug 4, Boosted Reflexes 2, Cybereyes (natural appearance, thermo, camera), Smartlink I
Armor: Secure Clothing provides (4/2)
Weapon: Savalette Guardian (15 APDS, 9M)
Gear: Cell phone, ID credstick, PanicButton keychain

The main restaurant has a couple of K-E security guards in blazers / sport coats as in the lobby, and the restaurant is watched with video feeds and sensors...plus the fact that other clientele in here will have personal security guards, some will be mages/shamans of Seattle's elite (read: high level and powerful), and throw in a dragon for desert...

Mr. Johnson is a mid-level Exec for Biochem Inc. R&D. A small corp that just acquired the isle that they need to go to. He has no idea what they have been hired to retrieve, just that the item has an active homing signal and the corp wants it. He will tell them anything that they need to hear to ensure they take the mission. He has no other people who can go. The maximum he can offer is 60,000 nuyen and upgraded first class round trip tickets to Antigua. For every ten thousand over the 30,000 he requires daily check-in to see how their progress is (so for 60K, the team will need to check in every 8 hours). Time granted to complete the mission is two weeks. They lose one week if they succeeded in negotiating for the full 60K -- he is, after all, paying for results. Otherwise he is giving the runners an extra week for just legwork in Antigua, kind of a free vacation.

Mr. Johnson (Harold Wasserman, Biochem Inc.)
B-4 Q-3 S-3 C-6 I-5 W-4 E-5.1 R-4 I-1d6
Skills: Negotiation: 9
Gear: pocket secretary, ID credstick, certified credsticks and datapad.

Waiting for you at the lair is a package containing: passports, tickets, datachip and weapon permits for Sea-Tac International Airport and Caribbean International Airport (for the return trip). Claudia is not at the lair at this time. The passports establish false ID's complete with SIN. The tickets are for a suborbital first class round trip on Air Caribbean to Puerto Rico, and regional air service to Antigua. They leave at 8:15 am. The weapon permits allow the user to travel with up to two personal protection devices in locked baggage check. Note that any cyberweaponry will have to be temporarily deactivated during the flight. The datachip contains the following: contact information, car and hotel reservations. Hand the team Player's Handout 2.

Contact info: Legs is a tour guide with her own Helicopter. You can meet with her at the Rusty Conch, a beach-side bar at Saint John's. Her LTG# 97-6754 leave a message and she'll get back to you about daily trips.

Car Reservations: 1 Volkswagen Superkombi 3 van/commuter variant for entire visit.

Hotel Reservations: Pine Grove Resort is about 26 km (16 miles) from Saint John's, just north of Nelson's Dockyard. It is a small cottage with a fully stocked kitchen overlooking the southern coast of the island.

Well, the team better start packing. They have a plane to catch. Depending on what time they leave the restaurant, this is all the time they get to hustle up any type of data or gear they might be able to get. When they are ready, continue.

You pass through Sea-Tac International without any problems and board the suborbital. You have enjoyed the first-class treatment the entire flight. The captain announces you will be landing soon and to please fasten your seatbelts. Ten minutes later, your arrival into Puerto Rico goes smoothly. Your passports are in order, however there is a slight problem with your weapon permits. You are taken into a detaining room where you are left alone. Three minutes

later, an older Inspector walks in and says, "your permits have expired."

What do you do? Don't make them sweat too much, it's just a formality. 100 nuyen per weapon, due to the permits being expired. Not really, but it does sound better than a bribe. The permits allow the runners to carry their PPD's (Personal Protection Devices) without being arrested and having to pay even more, should they have need to use them.

Once clear of "customs" you transfer to your small island hopper and travel the last half hour uneventfully. The small commuter jet finally lands on Antigua and you're under way.

Scene Three The Vacation

The Superkombi easily holds the entire team and their gear. The Pine Grove Resort is about 26 km (16 miles) from Saint John's just north of Nelson's Dockyard. As you round a bend, you see several small cottages overlooking a beautiful cliffside view of the ocean. You must remember to thank Claudia again for suggesting this assignment / vacation.

You are greeted at the front desk by a young Jamaican female elf. She is wearing a short white cotton sarong, a dolphin necklace and her long silver hair is in braided dreads. "Haile, welcome to Pine Grove Resort, me nom lyesha how be of service?" Pause "Yea mon, your cottage be ready. Oonu have entire guest house, which directly overlooks dat water. As asked kitchen is full, however bra nyam breakfast served daily and room service always ready mon. Call down the front desk. I an' fix you right. Here're dat passkeys be. Like Bobbie get your bags? Cho mon, enjoy your stay."

Once the team gets settled, let them do whatever they feel like, this is supposed to be a vacation. Bobbie is a young man in his late teens; he knows his way around the island and makes a good tour guide. Feel free to abuse the Jamaican/Latin accents, after all they are in the Caribbean League. Iyesha is a novice obeyifa (shamanist totem is Dolphin). She finds any magical character interesting and will make small talk. She is also a talismonger, should any player want a love potion.

When they finally get down to business they will need to contact either Legs or find another way to get to the isle.

The Rusty Conch is a beach-side bar back in Saint John's. The drive takes about 20 minutes to get across. When they finally arrive, they see an attractive redheaded woman with long shapely legs, sitting in a bathing suit, drinking a Rum Runner. This is Legs. She is talking to a dwarf who is dressed in what appears to be a tropical shirt, baggy white shorts and a Panama Jack hat. Upon seeing the team, she excuses herself from the dwarf and walks right up to them.

"Hoi breddas, how do you like the island?" "Would any of you like a drink?" Legs is very laid-back. She is cruising at the speed of the island. "Lets get down to biz, 5k upfront, No piracy, and I'm the only one who flies my bird. I have one of the fastest birds in da League."

Everything in the Caribbean League is negotiable. However, the lowest she is willing to go is 3k. She does have to cover gas, you know. Once the deal is made, she makes arrangements to pick up the team and they head off to the isle.

Scene Four Montserrat

You've managed to navigate across the open water without being accosted by pirates or any other indigence life in the gulf. Upon spying the outcroppings of the island, you head toward the inlet on the northern tip. The craggy cliffs are devoid of all vegetation, and you'd swear you were flying into the mouth of a dormant volcano. You can see large undersea life in the waters around the isle.

The isle is, for now, a dormant volcano. It is approximately 100 square miles. The helicopter flight was tricky to navigate. With the rising waterfall to your left and the dense vegetation, it's a miracle that you were able to get into this location at all. Your landing area is quite unremarkable, except for the fact that it's an old overgrown helipad. There is no obvious trail leading into the island. The vegetation is strange, and you've never seen it before. It is extremely warm in this lush, tropical paradise and rainforest.

From the helipad the GPS signal is approximately 8.4 kilometers (5 miles) through

densely grown vegetation. Legs tells you that she will be waiting here with her chopper. The trip is long and arduous, and it is very hot. You travel approximately a half mile before you reach a small lagoon, where you see the remains of a boat dock. The area is overgrown and badly weathered due to the elements, but it could withstand the docking of a vessel. Through the opening, you realize it is low tide. You can see the high tide water marks (approximately 3 meters) on the cliff walls above you. The channel narrows as you go down river, until it bursts past the craggy walls and the ocean lies before you.

You manage to reach the location of the GPS signal just before nightfall. The only signs of wreckage that you find are a badly rusted shell of a jeep attached to a tree by a vine and a moss encrusted cable. The cable is on a downward slope attempting to pull the jeep free of the undergrowth which has consumed it. The winch cable hook is embedded in the trunk and is grown over as well. Inspection of the hull shows it has no gas or power. Upon further inspection you find the headlights were left on, and the key in the ignition is in the ON position. What remains of the seats are torn and shredded, and the driver's seat has dark brown stains. Remnants of shredded clothing with dark stains and a pair of broken glasses are the only other items found in the jeep.

Fifteen meters behind the jeep and buried approximately 1.5 meters below ground is the GPS signal.

It is now nightfall, and the team must dig it up. Without tools, it will probably take several hours, and they will be really tired. With tools, it will only take approximately 30 minutes.

Your team uncovers what appears to be a large aerosol can. The markings on the can have faded, but the signal is definitely coming from the can. Upon inspection, it turns out it is a shaving cream can and the bottom is removable. It has a slight odor of mint coming from the dispenser.

If the team opens the can, they will hear an audible hiss as the Freon gas begins to escape. If they close it in time, no harm comes to the contents. If they completely open the can, all the Freon escapes, and they discover that the base holds six test tubes. They contain some type of biological materials – without the proper

equipment, there is no way to determine what the tubes contain. A Biology (8) test will allow the character to identify them as tissue samples, but no further details. The test tube transporter without the Freon will not be able to keep the contents at the safe temperature for transport. (The team now needs to find more Freon within six hours.)

The team is exhausted from their long journey. Are they going to rest or continue? (YOU NEED TO ASK.)

Yes, rest: While the team rests, the guard on duty will hear a noise off to his left. Using any type of vision, he/she will see a small reptile 1.2 meters tall, an iguana, but much bigger. This is a “Chupacabras.” It kind of looks like a monkey, but with hairy scales instead of fur, and its head ruffles out into a spiky fin fan down its back, making it appear even bigger. Its large red eyes watch from the concealment of the jungle, and then it charges at the guard. Hopefully, the team has been awakened by the guard. Otherwise, they will be awakened by the guard’s screams. (Battle with two “Chupacabras”)

No, continue: As they start their long return to the helipad, the point man sees out of the corner of his eye a small reptile 1.2 meters tall, an iguana, but bigger. This is a “Chupacabras.” It kind of looks like a monkey, but with hairy scales instead of fur, and its head ruffles out into a spiky fin fan down its back, making it appear even bigger. Its large red eyes watch you, and then it charges at the team. (Battle with six “Chupacabras” which attack the party from all directions)

Chupacabras base stats: B/A: 5/8, Q: 4(x4), S: 3, C: 1, I: 3/5, W: 6, E: 2d6, R: 5, INTV: 6+1d6

Attack: 3L, concealment, essence drain, immunity to pathogens, immunity to poisons, paralyzing touch, invulnerability (fire based attacks)**.

**The large, spiky fin fan down the back of the creature is the result of both genetic manipulation and natural selection. The broad web membrane aids in dissipating excess heat from the body, thus allowing the creature to withstand the high temperatures of fire and even small lava pools which circle the island after short eruptions, as well as granting it mobility during daylight hours. The creature is, however, still nocturnal, and the one drawback of the fin is that the extra dissipation of heat makes them a very large target to

creatures with thermographic vision – it doubles their normal heat signature.

Now what? Realization should have hit the team by now, that this isle is NOT a safe place to be. Getting out will be much harder than getting in. The group is haggard, exhausted, hungry, possibly even injured. What the heck were “Chupacabras” anyway? If examined closely, it can be assumed it is some type of meta-lizard (dinosaur??). A Paranormal Animals (4, 2 successes) or Parazoology (4, 2 successes) will reveal that it is indeed a Chupacabras, an awakened creature, but that there are some interesting differences, such as the large webbed fin down its back. A Paranormal Animals (6, 3 successes) or Parazoology (5, 2 successes) and Zoology (5, 2 successes) will reveal the significance of the fin.

As the team struggles through the dense jungle, they come to the realization that except for some nocturnal bird noises, they hear almost no other sounds. It is eerily quiet. A dense fog has enveloped the isle and them (visibility reduced to ½). They arrive back to the helipad, only to discover that the helicopter is gone. Pause and give them a minute to let this sink in.

You immediately discover that the helicopter is missing. There is no trace of the helicopter to be found. It can be assumed your pilot has left with it. There is absolutely no trace of any debris around the helipad. Upon closer inspection, tracks can be seen coming out of the woods to the helipad, but they are not human. There are no other tracks except you and your team leading away from the helipad. What are you going to do?

Debugging

Give the players some time to figure out what they might possibly do. Clues are all around that the isle was inhabited, at least at some time. Who built the boat dock? What do you mean an overgrown helipad? Why was there a jeep in the middle of nowhere tied to a tree? If the players seem truly stumped, give them some of the above hints to get them to start thinking.

Scene Five The Compound

Getting to the compound: The team should be able to find a trail/road leading from the helipad heading directly to the compound. It’s about a one hour hike, fairly a straight shot leading through high tall grass.

As you exit the tall grass/jungle foliage you crest a hill and see the most amazing sight ever – a family of Juggernauts are grazing. As they start to move you can feel the ground shake. The five Juggernauts begin to head away from the area in search of more food. Off to your left, through the tall grass you can see a fenced-in compound. With your vision enhancements and/or binoculars, you can see a helicopter on the far side of the compound. Closer inspection of the compound reveals that the main entrance is down and a herd of large wild burros are milling about around the front, making it appear as if they are looking for food. Movement can be seen near the building entrance.

(Are we going to make it? Let the team attempt to get close to the main gate before this happens.) ***All of a sudden, out of the building comes a huge reptile. He’s moving fast. Before the lead Burro can turn to fend off the savage attack, the huge maw of a Macareu clamps down and snaps his neck while flinging the body into the compound. The rest of the herd turns and starts running away from the compound and directly toward the area where you and your team are currently standing!*** Question: How do you stop a charging Borax? (Answer: You take away his credstick). What’s a player to do? The Borax Burros are foaming at the mouth ready to spit to defend themselves. Once the players have safely escaped the rampaging Borax Burros continue.

The Macareu is now eating the Wild Burro while laying between the entrance and the Helicopter -- what are you going to do?

You need to come up with a plan to get to the helicopter, and not get eaten by a 3 meter tall Awakened Croc.

Let the players look at the map, and start the clock. The team is now on a timeline if they

haven't come up with a plan in your set time frame (eg: 3 initiative passes) they will find themselves being surrounded by Martichoras.

Here's just one idea: How about the team circles around to the back service entrance where they can make a mad dash across the back of the compound, past the old Martichoras cage and to the helicopter. Did I forget to mention the tall grass which the team has been moving in? he he he. Insert evil grin here.

The chase is on! The team should realize that the helicopter looks like theirs. **You begin to hear movement around in the tall grass. The Macareu is no longer eating and appears to be looking your way. The helicopter appears to be in good condition except that the pilot door is lying on the ground, and a trail of blood leads to the Martichoras's containment area. The blood trail ends at a closed steel door.**

Here is where it gets messy. The movement the team hears is a pack of five Martichoras which came upon the team's scent. The Macareu smells the Martichoras's in front of him and behind him which is why he hasn't moved yet. The Alpha Martichoras is in the compound between buildings C and D near the helicopter across from the containment area, where the pilot is awaiting rescue.

What happened to the pilot? Legs was waiting for the team's return, when she heard movement. Out of the brush came two Martichoras. She sprinted to the helicopter. One of the Martichoras savagely clawed her leg as she leapt into the helicopter, shutting the door behind her. The Martichoras circled the helicopter as she started it. One of them (Alpha Male) charged the pilot's door, while the other was blown off of the helipad into the lagoon by the jet exhaust. As Legs took off, the Alpha Male smashed the pilot's door, injuring her further. The Alpha Male fell off before she set the helicopter down in the middle of the compound area. Seeing the secure steel door, Legs barely escaped into the building, slamming the door behind her, just before the Alpha Martichoras arrived. The rest of the pack arrived shortly thereafter.

What the team needs to do:

1. They need to get to the helicopter.
2. They should save the pilot.
3. They need to get off the island.

4. They need to make sure that they have the aerosol can (to complete mission and be paid).

The runners need to come up with a plan. It should be next to impossible to defeat a single Macareu, let alone six Martichoras as well. This is where they will need to use guile and intelligence and speed since five Martichoras are in the tall grass with them. Regardless, once they figure out a plan, run with it. They really only have one Martichoras to fight and that's the Alpha Male between Legs and the helicopter. Wish them good luck.

If the runners enter the compound and explore it, refer to GM Handouts #1 & 2 for descriptions.

Picking Up The Pieces

Conclusion 1:

Your team makes it! You arrive shortly in Antigua. The pilot is taken care of, and you've arranged transport with your smuggled goods back to Seattle. You use the LTG to contact Mr. Johnson. Mr. Johnson pays you the remainder of the money due, along with a bonus of 20,000 nuyen, if the container is intact. If the container is not intact, the bonus is NOT paid. The bonus is an additional 20,000 nuyen for all, not each.

Conclusion 2:

Should only be used if no one makes it off the island.

Your team doesn't quite make it. You put up a valiant fight. Legs had activated a homing signal. The rescue team recorded your final moments for cinematic history. The unknown Shadowrunners were never retrieved. Mr. Johnson, having failed to live up to his end of the bargain, was also never retrieved.

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.

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

	Karma
Delivering the canister:	1
Delivering viable samples:	2
Leaving Pilot behind:	-1
Total Karma for objectives	sum above Karma
Discretionary roleplaying award	0-3 Karma
Total possible Karma	6

Note that members of the Tyger's Tail must take one less karma than awarded.

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 certed. 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.

Appendix 1: Cast of Characters

Scene One

The Maitre'd (retired Street Samurai)

B-5 Q-9 S-9 C-6 I-5 W-6 E-3.2 R-9 I-9+3d6

Skills: Pistol (Savalette) 3(5), Unarmed 4

Cyber/Bioware: Muscle Aug 4, Boosted Reflexes 2, Cybereyes (natural appearance, thermo, camera), Smartlink 1

Armor: Secure Clothing provides (4/2)

Weapon: Savalette Guardian (15 APDS, 9M)

Gear: Cell phone, ID credstick, PanicButton keychain

The Staff x5 two teams (Knight Errant) base stats:

B-5 Q-9 S-9 C-6 I-5 W-6 E-3.2 R-9 I-9+3d6

Skills: Rifle (AK-97) 6(8), Brawling 6 Military Tactics (Swat Team)6(8)

Cyber/Bioware: Muscle Aug 4, Boosted Reflexes 2, Cybereyes (natural appearance, thermo, camera), Smartlink 2

Armor: Heavy Security Armor with Helmets, Enviro-sealed provides (9/9)

Weapon: **AK-97** (30 APDS, 9M)

Gear: Cell phone, ID credstick,

The Patrons (as many as you want/need M/F mixed races (bodyguards) base stats:

B-5 Q-9 S-9 C-6 I-5 W-6 E-3.2 R-9 I-9+3d6

Skills: Pistol (Ares Predator 3) 3(5), Unarmed 4

Cyber/Bioware: Muscle Aug 4, Boosted Reflexes 2, Cybereyes (natural appearance, thermo, camera), Smartlink 2

Armor: Secure Tres Chic Clothing provides (4/2)

Weapon: Only bodyguards Ares Predator 3 (15 APDS, 9M)

Gear: Cell phone, ID credstick,

Mr. Johnson (Harold Wasserman, Biochem Inc.)

B-4 Q-3 S-3 C-6 I-5 W-4 E-5.1 R-4 I-1d6

Skills: Negotiation: 9

Weapon: None

Gear: pocket secretary, ID credstick, certified credsticks and datapad.

Scene Three / Four

Legs (Freelance Rigger)

B-4 Q-6 S-5 C-5 I-6 W-5 E-2.2 M-0 R-7 I-1d6

Skills: Rotorcraft 8, Gunnery 6, Athletics 6, Pistol 6, Electronics 5,

Cyber/Bioware: Vehicle Control Rig 2, Orientation System, Enhanced Articulation, Smartlink 2

Armor: Combat Flightsuit provides (4 ballistic / 1 impact)

Weapon: Savalette Guardian (15 APDS, 9M)

Gear: pocket secretary, ID credstick, certified credsticks, datapad, Hughes Stallion Helicopter refitted.

Chupacabras

B/A: 5/8, Q: 4(x4), S: 3, C: 1, I: 3/5, W: 6, E: 2d6, R: 5, INTV: 6+1d6

Attack: 3L, concealment, essence drain, immunity to pathogens, immunity to poisons, paralyzing touch, invulnerability (fire based attacks)**.

**The large, spiky fin fan down the back of the creature is the result of both genetic manipulation and natural selection. The broad web membrane aids in dissipating excess heat from the body, thus allowing the creature to withstand the high temperatures of fire and even small lava pools which circle the island after short eruptions, as well as granting it mobility during daylight hours. The creature is, however, still nocturnal, and the one drawback of the fin is that the extra dissipation of heat makes them a very large target to creatures with thermographic vision – it doubles their normal heat signature.

Scene Five

Juggernaut

B-18/12 Q-4x3 S-42 C-x I-1/3 W-9 E-7 R-4

Attacks 10D

Powers: Enhanced Physical Attributes (Quickness, once each per day, for [Essence x 2]d6 turns), Hardened Armor, Immunity to cold, fire, pathogens and poisons.

Weaknesses: none

Identification: The Juggernaut is a giant variation of the common armadillo that reaches lengths of 14 meters or more. An aggressive hunter, the juggernaut prefers live prey, though it can subsist on almost any substance from plants to animals to rocks to scrap metal. Its immense size, as well as the jointed armor that covers its body, makes the juggernaut tough to kill.

An early failure of Ares experimentation, these Juggernauts have lost most of their senses. They tend to graze and eat smaller herbivores such as squirrels and monkeys. They have become little more than omnivorous elephant-like herd animals. They were originally designed to stop vehicles with their substantial size and armor, but lost their enhanced senses in the process.

Borax Burro aka: Large Wild Burro

B-4/2 Q-3x4 S-4 C-x I-2/4 W-6 E-6 R-4

Attacks 6M Physical (Bite)

Powers: Corrosive Saliva, Enhanced Movement

Identification: The borax burro stands about a meter and a half high at the shoulders. It has a bristly, erect mane on its neck, a scanty tail with a bushy tassel, long ears and varied coloring and markings. The borax burro is frequently confused with the smaller, mundane wild burro (*Equus asinus*) by those not familiar with the two species.

These creatures are descendants of normal burros that were brought to the island by early colonists.

Since the evacuation of the island and the Awakening, they have grown wild and travel in small herds throughout the center of the island and the grasslands.

Macareu (Amazonian Behemoth)

B-10/4 Q-4x3 S-25 C-1/M I-2 W-5 E-6 R-3

Attacks 7D

Powers: Hardened Armor

Weaknesses: none

Identification: A territorial animal with aggressive hunting habits, the Macareu is a large paraspecies of the caiman crocodile. Standing 3 meters high at the shoulders and 4.9 meters long, the Macareu is covered in a thick, leathery skin. Its preferred method of hunting is to remain motionless just below the water's surface, where it waits for unsuspecting creatures to pass.

This creature naturally inhabits the island.

Martichoras

B-8 Q-6x3 S-8 C-X I-3/4 W-3 E-6 R-6

Attacks 7S Bite, 6M Claw +1 Reach (versus Impact armor) / Tail, +2 Reach (see Venom)

Powers: Enhanced Senses (low-light vision), Venom (14D Stun)

Weaknesses: none

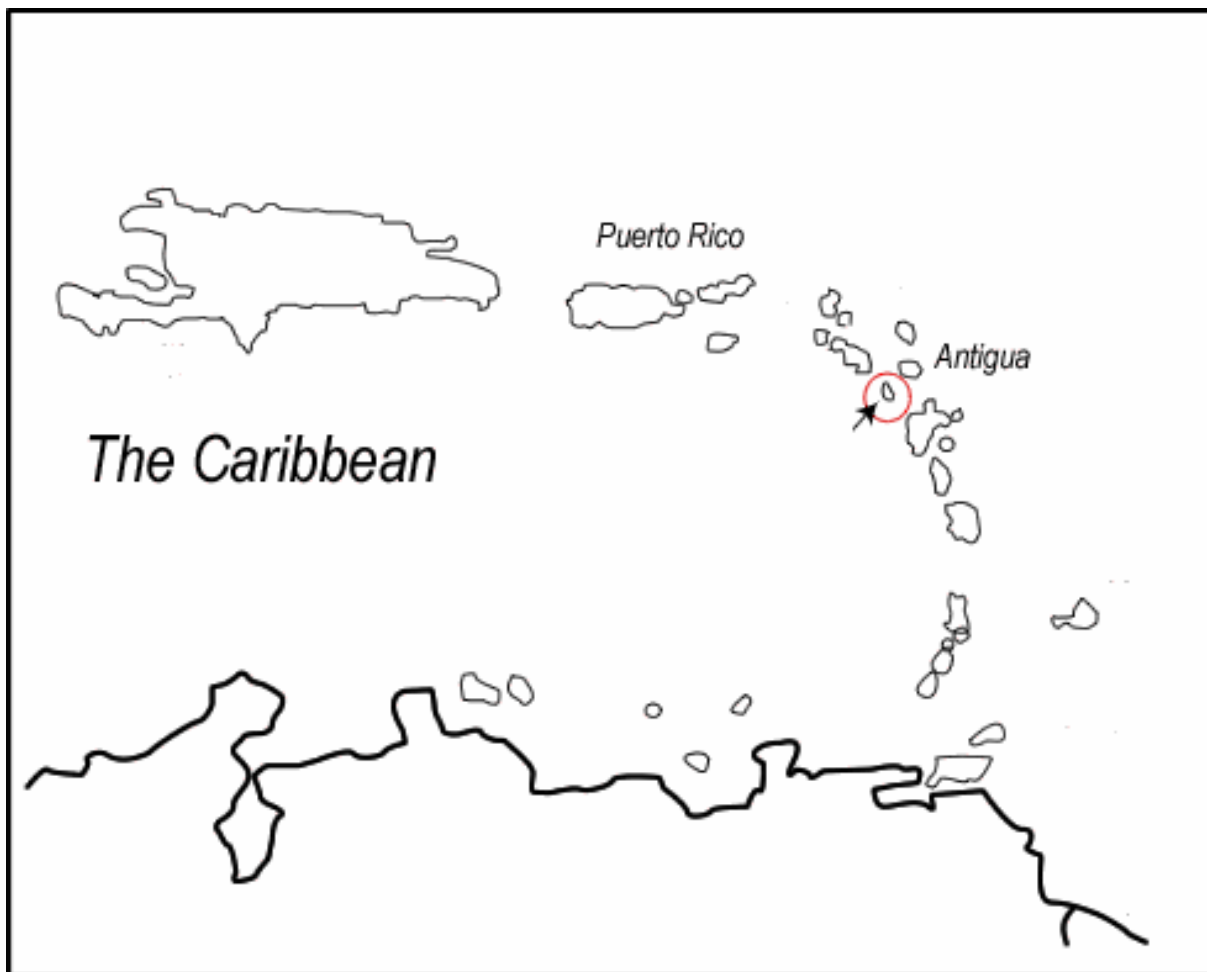
Identification: The Martichoras is an aggressive carnivore that grows to a length of 2.2 meters and a height of 1.1 meters at the shoulder. Resembling a lion, it has longer fur and a wider mouth with multiple rows of teeth as well as a bunch of porcupine-like spines that grow from the tip of its tail. Very fast, it prefers to run its prey to ground instead of lurking in ambush.

These specimens were genetically bred by Ares for security duty. As such, they have been cured of their allergies and the venom has been modified to stun potential prey. The tail spines can penetrate anything less than military grade armor, with a successful hit causing 14D Stun damage and is treated as a natural toxin. The original goal was to train them to stun with their tail barbs or kill with their claws and bites on command.

Player Handout #1: Caribbean League (East) Area Map

Location of the island (approximately 480 kilometers or 270 miles southeast of Puerto Rico). The isle is located deep inside of the Caribbean League domain. Also provided is a private LTG #52-7353 to contact Mr. Johnson upon completion of mission for remainder of payment.

Circled island is Montserrat, location of beacon signal.



Player Handout #2: Travel Itinerary & Contacts

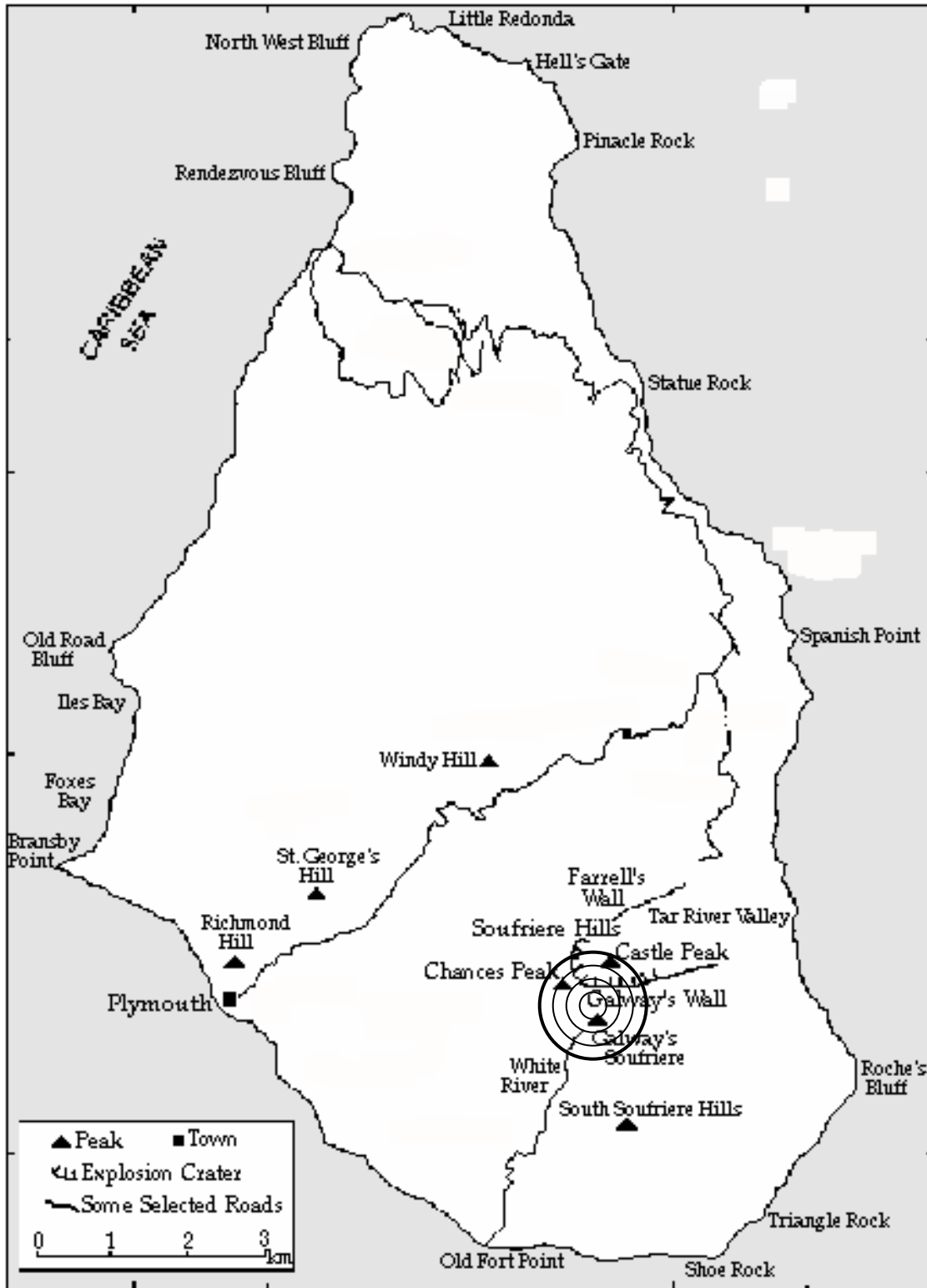
Contact info: Legs is a tour guide with her own Helicopter. You can meet with her at the Rusty Conch, a beach-side bar at Saint John's. Her LTG# 97-6754 leave a message and she'll get back to you about daily trips.

Car Reservations: 1 Volkswagen Superkombi 3 van/commuter variant for entire visit.

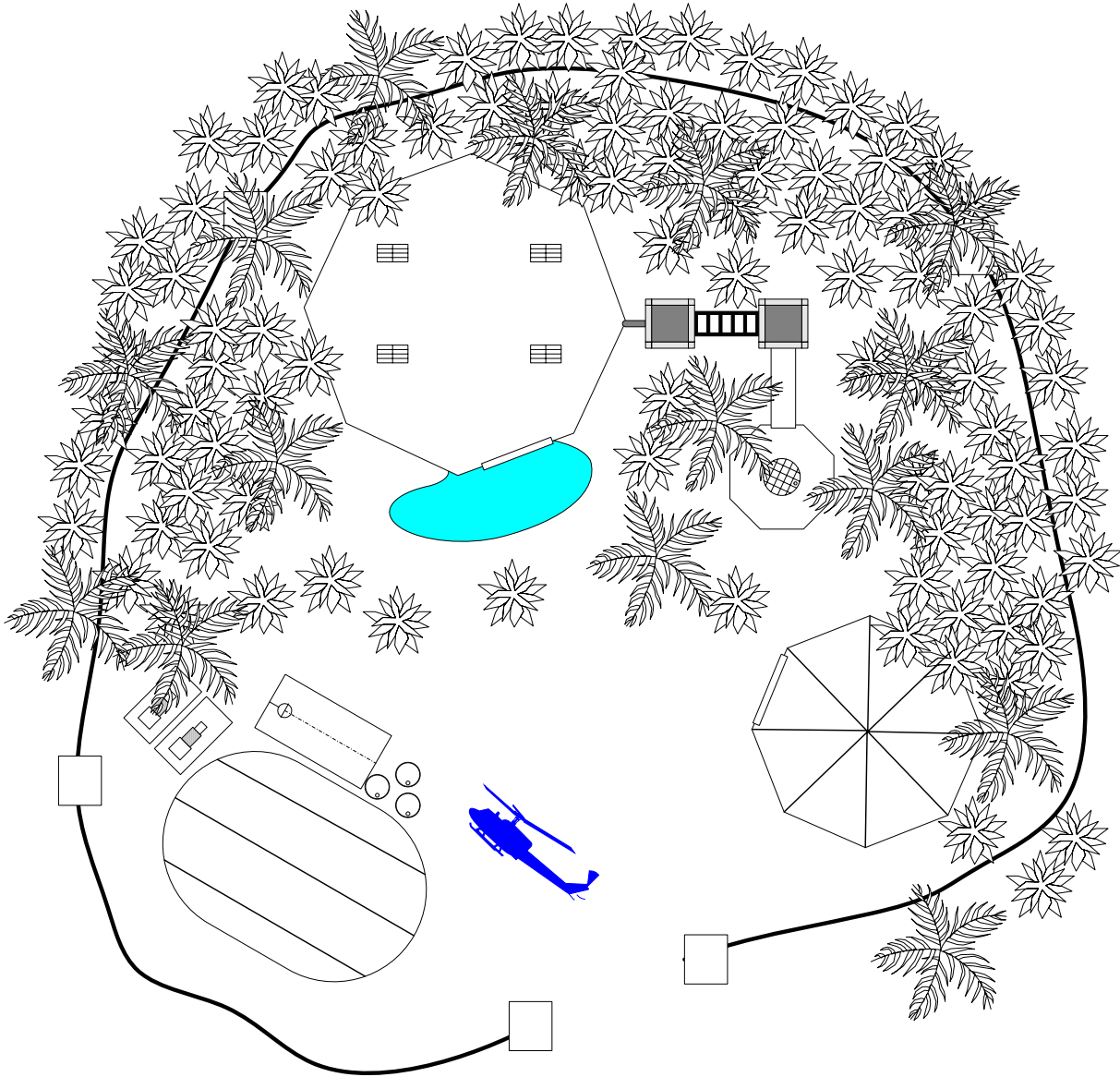
Hotel Reservations: Pine Grove Resort is about 26 km (16 miles) from Saint John's, just north of Nelson's Dockyard. It is a small cottage with a fully stocked kitchen overlooking the southern coast of the island.

Player Handout #3: Montserrat Island Map

GPS Triangulated to valley north of Galway's Soufriere



GM Handout #1: Complex Map



Tall Grasslands

GM Handout #2: Complex Description

The compound is what is left of the Ares research facility and delta clinic. A 3 meter high mesh wire fence surrounds the compound and at one time was electrified. The main gate has been totally removed and tracks of various animals can be found around the compound – large feline, reptilian, and hoof prints are all present. The high field grasses have begun to encroach upon the clearing, and bushes and other lush jungle vegetation has taken hold throughout the compound, on top of the buildings, and all around.

Building A:

This is the main building containing the labs and the Delta Clinic. This is where the Macareu lives. The front doors of the facility have been broken down and a small pool of water has collected in the opening of the building, providing the perfect nesting area for the Macareu.

Building B:

This is the topside electrical entrance leading to a now non-functional equipment area. It is connected to the main building via a catwalk that is 4 meters off the group. Inside the small building are the remains of various animals, their bones picked clean. This was one of the lairs for the Martichoras before the Macareu showed up. It has been abandoned for months.

Building C:

This was a holding pen for the paranormal animals; Martichoras were the last experiment the researchers were working on. Right now this is where Legs is holding her ground until rescued. Upon hearing either gunfire or the helicopter starting she will attempt to get back to her bird. If the team leaves her behind while she is trying to get to them, have her torn apart by any remaining Martichoras while the team watches. It sounds brutal, but if they aren't going to rescue her, then they can watch her die. They will have some explaining to do to Legs friends. For future adventures treat them as "Hung Out to Dry" in this area of the Caribbean League (everything east of Puerto Rico).

Building D:

This is the garage; no vehicles are to be found. However, there is one case of Freon in one of the cabinets. The large cylinder outside held the petroleum for the vehicles and generators, and it has long been empty; its rusted hulk is all that remains. There are three intact drums of gasoline, however, but no pumping mechanism. Two small emergency generators power the garage and the electric fence. Both are currently seized up.

Critical Summary Event

This is a critical summary event; please have judges fill it out and return it to the Virtual Seattle Editor for future adventure information.

Please list players by real name and character name:

1
2
3
4
5
6

Please circle one selection from each question below:

- | | | |
|---|-----|----|
| 1. Did the characters survive? | Yes | No |
| 2. Did the characters complete the mission? | Yes | No |
| 3. Did the characters damage the contents of the canister? | Yes | No |
| 4. Did the characters discover the Delta Clinic inside the facility in Scene 5? | Yes | No |
| 5. How? | | |
| 6. Did the characters rescue "Legs"? | Yes | No |

Please respond via email to bitrunner@cfl.rr.com or send via US Post to
Rich Osterhout
Virtual Seattle Summary
8601 LSU Lane
Orlando FL 32817.