

Skin Game

A Two Round Shadowrun: Virtual Seattle 2.0 Scenario

Round 1

VS02-SA10

by Peter Bangarth

Trouble in Tsimshian. Mining executives are dying and no one knows why. A luxury, all expenses paid hunting trip is part of the cover for the investigators. Kick back in the lodge, ask some questions of the locals, buy some cool tourist trinkets... sounds like a relaxing run for once.

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This is a RPGA Network adventure game. A four to five-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 or four 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 of each player character and dividing by 10 (round up). Add to this the Force rating of any conjured Elementals (Hermetic mages may have one (1) Elemental of their Charisma in Force rating which does not figure into this calculation – this is to help offset the Shaman's ability to summon a single spirit at any one time) 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" (round up) to determine the average "Threat Rating" for the scenario.

Example: Player character 1 has a total Karma of 27, PC 2 has 35, PC 3 has 15, PC 4 has 24, and PC 5 is new with only 1 point. PC 2 is a hermetic mage with a Charisma of 5 and 3 Elementals, Force 5, 5, and 3. Since PC 2 has a Charisma of 5, one of the Elementals does not count towards the TR. PC 1 is a rigger with a drone of Pilot rating 3. The TR for this party is therefore:

$$\begin{aligned} \text{PC1+PC2+PC3+PC4+PC5} &= 27+35+15+24+1 \\ \text{Average} &= 102 / 10 = 10 \\ \text{Extras} &= \text{Elementals (5 + 3) + Pilots (3)} = 11 \\ \text{Total} &= 10 + 11 = 21 \text{ and finally,} \\ \text{TR} &= 21 / (5 \text{ PCs, 2 Elementals, 1 Drone}) = 3 \end{aligned}$$

The Threat Rating (TR) 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:

	TR
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!

Administrivia

Lifestyle:

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.

Please consult the current Virtual Seattle information for the effects of Lifestyle on Charisma based rolls and character interaction, hospitalization costs, et cetera.

Initiates:

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

For more information on Initiates and "corporate recruitment" see the latest Virtual Seattle information.

Adventure Summary and Background

Tsimshian is a nation on the west coast of North America, encompassing the northern part of what was once British Columbia, and part of the Alaska 'panhandle'. Tsimshian was originally a member of NAN, but separated from that organization years ago. It did so ostensibly to exert more control over its natural resources and environment than it could within the organization. In reality, the government wished to explore profitable relations with corporate concerns without interference from outside.

The current situation stems from one such agreement gone bad. Northwest Resource Consortium (NRC), a division of Mitsuhama-Benguet Mining, acquired the rights to a large region in the interior for clear-cut logging and mining operations. The logging is secondary to acquisition of rich deposits of nickel, aluminum, copper and zinc and a small deposit, discovered after the fact, of gem-quality actinolite. Actinolite has been used as a cheap substitute for the more valuable jadeite, and can draw several hundred nuyen per kilo.

As logging and mining operations became increasingly automated, job losses led the government to push for adding a tourist angle to the company's operations, to employ the local labor force. This has been actualized in a luxury hunting/fishing lodge on the Skeena River, halfway between Old Metakatla (formerly Terrace) and Kitwanga. The director of the tourist facility, Ms. Heike Johansen, has creatively enhanced the popularity of the resort by seeding local fauna popular for hunters, such as bears, with fertility drugs. There is no end to the trophies great white hunters can take home.

The Johnson for the PCs, Mr. Thomas MacMillan, is a middle-level manager for NRC who has also found a way to increase profits: by cutting costs. Some of those savings never make it back to the company coffers or into tax reports to the federal government. He has had some toxic wastes from the mining operation dumped to the south of the contract region, just outside the company's boundaries, instead of being shipped to a facility down south for processing of the toxins. The odd flight in the middle of the night goes south, and returns lighter an hour later. This has had an effect on the local fauna in the form of mutations and toxic critters. The REAL problem, however, is that the toxic material is leaching into

a small valley which since nearly the beginning of the Sixth World has been the personal domain of a very nasty Forest free spirit (Shadow motivation), whose true name is Tkshamsem (say it like it looks, with the 'a' drawn out as in 'ahh'), after a mythological Tsimshian hero. Tkshamsem is powerful, hateful, and totally slotted off by the pollution. Tkshamsem would get at the airplanes dumping the wastes, if it could. Tkshamsem cannot use forest spirit powers on the aircraft because the flying aircraft is not in the forest domain (see MITS p. 114). The rigger pilots have the annoying standard operating procedure of polarizing their windows while rigging, thus preventing Tkshamsem from seeing them to stun them with a stunball. Similarly, the aircraft is locked and cannot be entered easily while in flight. And Tkshamsem has twice tried to take human form in the moving aircraft, only to narrowly miss materializing in extremely dangerous situations, once in the engine compartment and once in the tail rotor. The thermals and downdrafts in the mountainous environment make synchronizing astral location with the physical aircraft too tricky. Tkshamsem IS practicing, though. It is also saving up karma to learn a whopping good Lightning Bolt spell.

All that the locals know about this spirit is that there is a valley out to the south of Old Metakatla, to which nobody goes anymore, because nobody comes back from there. No spirits sent there by the local shamans come back, either. It is bad mojo and everybody stays away. Everybody, that is, except Billy Bob Nusquat. Billy Bob is a strapping young ork who has lived his whole life in the region, hunting, trapping, and logging. When his logging job became redundant, he took a part-time job in the mail room of the logging company, and took up taxidermy for the tourist hunters. He is really quite good at that. Really good. He gets a lot of practice, on all kinds of animals.

Billy Bob is not the smartest of people, and he sort of forgot about the fact nobody went into that valley. So one day, three years ago, he wandered into the valley, and Tkshamsem went for him, to consume him in its usual gristly way. But... Billy Bob has an "Edge". Forest spirits like him. Tkshamsem likes him. And Tkshamsem also saw in Billy Bob what others had not thought to look for: latent magical talent. So Tkshamsem went to work, building Billy Bob into all that he could be, because she wanted to (for Billy Bob 'it' became a 'she'), and because she wanted to find the source of the pollution and make it pay. To use him for her purposes, Tkshamsem has become Billy

Bob's teacher, guide into the mysteries of metamagic, and lover. Billy Bob loves her absolutely and without reservation. He would do anything for her. She has tailored Billy Bob's adept nature along the Twisted Way, and when he was ready, and she knew who was spoiling her domain, she formed a spirit pact with him.

The ritual that maintains and strengthens that pact requires Billy Bob to collect managers from the mining company and bring them to Tkshamsem. Billy Bob, as a mail room worker, has access to the managerial offices during the day, and can study the work habits of his prey, as he would study the animals of the forest. He 'accidentally' bumps a manager, using his Delayed Strike (silent) power. Later, when the manager would be working late, or heading home, the strike takes effect, and he falls unconscious, to be easily picked up and taken to his fate. This leaves no astral trace or physical evidence.

In the forest, usually nearby, Tkshamsem possesses the unfortunate manager, and wakes him. Then Billy Bob the taxidermist skillfully skins the man alive, while Tkshamsem feeds on the fear and pain of the man, and provides her spirit power to keep him alive all the way through the ritual (by enhancing his Body). When he is totally stripped of his skin, the manager is then eaten by Billy Bob and Tkshamsem. Billy Bob's taxidermy shop has several animals on display in the main shop, but one room, in the basement, has a 'special' gallery.

The spirit pact is fuelled, Tkshamsem gets her jollies, and the corp is increasingly being pressured, she thinks, to either pack up and leave, or find out what the problem is and change their behavior. Tkshamsem does not fear for herself, and she has tailored Billy Bob so that he is devilishly difficult to detect, or to destroy if he is detected.

Five managers have disappeared without a trace or clue in the last two months. Those that remain are worried and have personal guards. It doesn't help. The local constabulary can't figure it out, and in fact is not particularly inclined to worry about it, since it is only 'anglo' suits that are disappearing. The corporate security staff is also stymied. The local government in Old Metakatla, headed by Chief Matthew John, has little inclination to press for a resolution, as the resort is not being targeted, and they see that as the best use of the region, even hoping the mining and forestry will leave. Head Office is making noises about sending in a specialist team. This worries Mr. MacMillan, because that team may find evidence of his skimming of profits, and may also inform local authorities of his illegal dumping

operation. He would like the matter to be resolved discreetly. So, biting the bullet of lost income, he hires the PCs with his own money to find the perpetrator(s) and deal with them permanently.

This pair of scenarios is designed to force the players to think of another way to deal with the enemy than frontal assault. The pair of Billy Bob and Tkshamsem is so powerful that no PC team, of any karma pool level whatsoever, can defeat them in open combat. They must be dealt with indirectly, divided and conquered, fooled, traded with... whatever. Those who fight them will die. The GM is encouraged to study the various skills of the antagonists carefully, so that if a confrontation is forced by the PCs, the PCs will be dealt with as swiftly and brutally as possible.

Conversely, for a team that thinks and researches, opportunities are provided to defeat the antagonists 'relatively easily', even if the PC party has no magically active members at all.

Round 1 is a more linear scenario than Round 2; nevertheless, there is some flexibility in flow of play which may require the GM to fabricate an appropriate segue from one scene to the next. In Round 1, the PCs are hired in Seattle by Mr. Johnson; travel to Tsimshian, probably by the prepaid sea route as part of their cover as tourist hunters, in which case they encounter ship problems and an opportunity to make a friend useful later; engage in at least one hunting expedition, with surprising twists; go to town to have their trophies stuffed at the taxidermy shop; make discreet 'touristy' enquiries and learn a few things; and confront Billy Bob just as he is snatching Mr. Johnson -- of all people -- , providing an opportunity to see what awesome power the antagonists really have.

Introduction

Tell It To Them Straight: *The painful haze parts slowly, an annoying buzz cutting insistently through it... the telecom wakes you from yet another stupor induced by too much partying and too little sleep. "Someday," you promise yourself, "someday..."*

It's Claudia. About time! The runs have been few and far between lately. "The Johnson needs a few good people, discreet and efficient. All I could find was you." She laughs and continues, "Don't get all drekked-out! I wouldn't use you at all if I didn't think you were competent. Here's the address. Identify yourself as 'One of the tourists'." It's one of those bars set up downtown for just such meets... lots of security and screening against snoopers. "The team will be [fill in the names of the PC's at the table]. The job will be investigation under cover, some potential risk. I've negotiated a base payment for the team of 35,000¥ each, with a like share for me, should the details of the assignment be acceptable to you. There are some perks you get I won't be able to share." She smiles. "The meet is set for 17:00 this afternoon, just three hours from now, so get pretty sweetheart."

Biz

The meeting place is downtown, ritzy and well staffed. Weapons will not be allowed. The PCs will be assured that the meeting place is secure and that all items left at the door will be returned. Itemized receipts are available if asked for. Cyberweapons will be nullified by armbands using technology similar to the gauss grenade. After the security check and request for 'identification', the PCs will be led to a well appointed room, in which drinks and edibles are available. In the room is a corporate executive who rises as they enter and comes to shake their hands.

The suit rises and comes over to shake your hands. Rare occurrence, that. He identifies himself as Mr. Johnson and motions you to sit. "Please, eat and drink what you like. The services in this establishment are top quality" he says. No drek! There doesn't seem to be any soy substitute on the refreshment table here at all!

"Let me explain the situation for which I need your services. I represent Northwest Resource Consortium, a firm with mining and forestry

services in Tsimshian. In recent weeks our local office onsite has experienced several disappearances. Five middle-level managers have gone missing.

"There is no evidence of foul play, no indication of extractions, and no sign in the local community or back with relatives in their respective homes in the UCAS. Our security services have come up with nothing. The local authorities indicate they have fared no better. There are not the best relations between the company and the local people, although they are improving now that jobs are being created in our new luxury hunting and fishing lodge. I suspect the local police have done a cursory investigation and won't do any more.

"Understandably, the remaining managers are concerned. They have armed guards, but the last disappearance happened to a guarded executive, who was last seen, by his guards, going to bed. There is likely soon to be a full investigation by the parent company, with the possibility of cancellation of the local resource extraction plan. This would have unwanted repercussions in the local company's profits and reputation.

"It has been decided that, before the full investigation, a private investigation team be sent undercover to see if something can be found by someone not linked to the corporation.

"This is where you come in. I would have tourist visas arranged for all of you to be guests, at the corporation's expense, at Skeena Lodge, the luxury hunting and fishing resort established in the area. The visas will provide IDs for you and allow you to carry personal weapons across the borders of Tsimshian.

Perhaps people not associated with the corporation or with the police will be able to find information that has been overlooked so far. It is believed by all investigators involved so far that no matter or individual internal to the corporation is responsible for the disappearances. As tourists, especially with a trophy or two to mount, you would have access to the town and be expected to poke around, buy souvenirs, take pictures, ask questions of the natives. We would like you to explore the possibility of eco-terrorists, disgruntled locals, or other as yet unknown local factors that may be involved. Were you to discover the source of the disappearances, you would be expected to eliminate it.

Retrieval of the disappeared individuals may be cause for a bonus. A maximum of one week is available for this line of investigation before another is chosen.

I have authorization to pay each of you 35,000¥ and provide a one week all expenses paid hunting vacation package at the lodge, which includes accommodation, food and drinks, recreation facilities, guides for trekking and hunting, professional preservation of hunting trophies by a taxidermist in town, and round trip travel from Seattle. The standard tourist package involves a flight from Seattle to Port Hardy on northern Vancouver Island, and a ferry ride up the scenic coast to Kitimat in Tsimshian. There a luxury vehicle and driver will take you up along the Skeena River to Old Metakatla and the lodge. 10,000¥ would be paid in advance, and 25,000¥ upon successful completion of the assignment. Ms. Tyger has accepted this payment option pending your approval of the task. Do you have any questions?

Details

Information that can be learned from the Johnson, contacts, or by matrix research: (No particular order here.)

1. No astral signatures in the victims' offices or residences.
2. The nearest town is Old Metakatla (formerly Terrace, British Columbia), on the Skeena River.
3. Northwest Resource Consortium is a division of Mitsuhama-Benguet Mining.
4. All the managers are 'anglos', white UCAS citizens. Personal information can be provided. (See player handout #1) (There is data in the handout which may seem to be pertinent, but there really is no connection or pattern. Billy Bob hunts randomly.)
5. Mitsuhama provided technology necessary for allowing the hugely profitable manganese mining operation off the coast of Queen Charlotte Islands. This essentially saved the Tsimshian economy some ten years ago. Since then, MCT has had first right of refusal for any and all resource-based business in Tsimshian.
6. There is no known eco-terrorist organization targeting MCT or its affiliates right now.
7. Local employment levels have grown over 200% since the establishment of Skeena Lodge. The town's economy is flourishing as a result.

8. Mr. Johnson is in fact Thomas MacMillan, Director of Mining Operations for NRC, and therefore one of the potential targets according to the pattern of disappearances.
9. The more skilled positions in the company tend to be held by non-natives, usually from the UCAS.
10. The guards of the manager who disappeared while in their care stayed in his home that night, one always on active watch, but heard nothing.
11. The visas invalidate after the job is done.
12. Mr. Johnson understands that Ms. Tyger has found the offer of 35,000¥ acceptable, and therefore sees no need to bargain. (Serious negotiation on the part of the PCs, or a solid win in a negotiation test (target 6) will earn an additional 5000 ¥ at the end of the scenario.
13. Mr. Johnson gives the PCs a telecom # to use to reach him, and also a pass code to use with security forces in the mining company, but only under extreme circumstances, as the whole idea is for the team to be undercover.
14. Astral assensing of all corporate employees turned up no anomalies.

Scene One (A): They Went to Sea in a Sieve

Tell It To Them Straight: *The flight to Port Hardy was uneventful. The only tense moment was when the Salish-Sidhe border guard wondered what on Earth you would be hunting with THOSE weapons. But the visas worked, and you are safely on board the ship. You've been traveling for a few hours, and the scenery from here on deck is stunning. So many trees! And islands, rocks, even dolphins and whales in the water. Is this really a business trip?*

Give the players a moment to role-play tourists, if they want.

Too good to be true, chummers. A huge explosion sounds from somewhere inside the ship, and klaxons start clanging. People are screaming and milling around. A voice comes on the intercom, "All passengers please move in an orderly fashion to the nearest lifeboat and wait for assistance in boarding the lifeboat." Well, that's all people needed... the scramble begins.

Biz

An explosion in the engine room has blown a hole the size of a basketball in the hull of the ship.

The good news is that the in-rushing water has doused the fire. The bad news is... the ship is sinking, and they are about a kilometer from shore.

The ship will go down unless the hole is fixed. The passengers will do severe damage to each other in the panic, and the crew will not be able to deal with either problem effectively.

If the PCs use their skills to ensure that they get a lifeboat, then they make it to shore safely and are picked up by another ship in about ten hours. The ship sinks and many lives are lost.

If the PC's use their skills or leadership abilities to ensure the passengers make it onto lifeboats properly, the ship sinks, but all lives are saved. Everyone is picked up by another ship in ten hours. Any reasonable plan should be allowed to help the passengers. Have the players roll some dice if you think they need it.

If the PCs use their skills to fix the hole in the engine room, then the ship is saved, as well as all life on board. The ship cannot progress until the engines are fixed. The passengers will be picked

up by another ship in ten hours. Any reasonable plan should be allowed to keep the ship afloat, even though wallowing. The ship is incapable of movement on its own, and so a summoned water spirit or elemental will not be able to use its movement power to aid the ship, as any multiplier times 0 is still 0. The ship is too heavy even for several spirits to move just by pushing. Again, do the dice rolls only if necessary. The grateful Captain, William Twosons, some two hours after the ship is saved, awards the PCs with lifetime passes for travel on Salish-Sidhe Ship Lines. He also becomes a Level 1 contact for each of the PCs.

In the latter two cases, a toothless, old woman thanks the PCs for their help. If pressed, she identifies herself as Mary Eagle. She will not divulge any further information about herself. She is not magically active.

Depending on the time the players have taken to get to this point, The GM may choose to play out the interrogation by SS Ship Line officials of the passengers regarding the disaster. If the PCs saved the ship, then there is also the option of news reporters, trid cameras, notoriety... If the GM feels there is time, then any obvious use of magic to help the ship will draw another initiate test, as was done at the start of the scenario. Heh, heh. Do this only if the PC's appear to enjoy the notoriety and acclaim. They are supposed to be SHADOWrunners.

Should the PCs try to avoid all this publicity, allow them to do so.

Checking into luxury quarters at the lodge is uneventful.

Details

1. Have the PCs make a Perception(6) test to detect that the ship is wallowing and beginning to list to port (left as you face the front). Reduce the target by 2 for those PCs who have significant driving/boating skills.
2. Possible ways to fix the hole in the hull:
 - a) magical: *freeze water, barrier, magic fingers, fix*
 - b) physical: maneuver construction materials in cargo hold to block hole
3. Mary Eagle lives in Old Metakatla, and will figure in Round 2 if the PCs meet her here. She is the Matriarch of the Eagle Clan there, and wields considerable power in social affairs.

Scene One (B):

They Went by Air in a Flash

Tell It To Them Straight: *Mr. Johnson is concerned that you would like to use a mode of entry into Tsimshian that is less common for the typical lodge patron, but he offers to pay for flights from Seattle to Vancouver, with transfer to Kitimat, where you will be met at the airport.*

Biz

Allow the PCs time to gather gear, make inquiries, whatever.

The flight from Seattle to Vancouver is no problem. Some hour or hour-and-a-half into the flight from Vancouver to Kitimat (on a much smaller airplane belonging to Tsimshian Airways) a teenage boy near the PCs exclaims, "**Ohh... look at that bird!**" The distance to the trees and the bird flying above them, coupled with the movement of the airplane makes it difficult to see for sure, but the bird seems to be an eagle as big as some of the trees!

The boy, newly magically active and learning to cast spells, decides to have some fun and tweak the bird with a stunbolt, Force 5. If the boy succeeds in doing this, the bird is a Thunderbird, and will not take kindly to 'tweaking'. It will cast Ball Lightning at the airplane, taking out one of the engines and forcing a landing, fortunately with no serious injuries. The passengers will be picked up by boat four hours later.

If the PCs prevent the boy from casting the spell (by convincing him, cajoling him, threatening him...) then a toothless, old woman walking by on the way to the bathroom will thank the intervener. If pressed, she will identify herself as Mary Eagle, but will say no more of herself.

A car will be waiting for the PCs at the airport in Kitimat as per Scene One (A).

Checking into luxury quarters at the lodge is uneventful.

Details

1. PCs can make a Perception (5) test to notice that the eagle is a Thunderbird.
2. The PCs, even mundane ones, can detect that the boy is casting a spell (see SR3 p. 162), with a Perception (5) test, and interrupt him if any of the PCs rolls an initiative higher than 15. (If none can roll higher than that, then they are in deep drek later, anyway.) He is young and easily distracted.

3. Mary Eagle lives in Old Metakatla, and will figure in Round 2 if the PCs meet her here. She is the Matriarch of the Eagle Clan there, and wields considerable power in social affairs.

4. Thunderbird stats:

B	Q	S	C	I	W	E	R
4	7X2	8	---	2/4	4	6Z	5

INIT: 5 + 1D6

Attacks: 6M Combat Pool: 7 Karma Pool: 3

Powers: Innate Spell (Ball Lightning)

Notes: Movement multiplier for flying is 5

These stats are provided only for the unlikely case that a fight with the bird erupts. (Maybe a PC decides to interrupt the Thunderbird's spell with one of her own!)

Scene One (C):

They Went by Land on Their Own

Tell It To Them Straight: *Hundreds and hundreds and hundreds of kilometers of trees! Drek, you are bored! The crossing into Salish-Sidhe territory from Seattle was easy, once you showed your tourist visas for Tsimshian, but the border guards did take your visa numbers and warn you to check in again at the border with Tsimshian, so that you will be known to have left Salish-Sidhe territory.*

Now the border point finally appears ahead and there, on the other side, you see... more trees. Maybe you should have listened to Mr. Johnson when he tried to convince you of the logic of using the typical mode of entry into Tsimshian. "6,234,546 trees on the road, 6,234,546 trees..."

Biz

Since there is no public transit into Tsimshian, the PCs will have to provide their own transportation if they insist on going by land. There is really no encounter to deal with if the team has decided to drive, but give them a hard time at the border, with guards who are suspicious of tourists who take the time to drive.

Driving avoids the trouble of the ship and airplane, but the PCs do not get the chance to curry favor with Mary Eagle or the the ship Captain.

If the GM enjoys playing border points, then she is free to do each one: Seattle out, Salish-Sidhe in, Salish-Sidhe out, Tsimshian in. It would serve the PCs right for not taking the way Mr. Johnson suggests.

Arrival at the hunting lodge will be as per Scene One (A), but the PCs will have to ask directions to it, rather than be guided there. **“Slot off, anglos”** should be heard a lot.

Checking into luxury quarters at the lodge is uneventful.

Details

‘Never be kind to border guards’. They live by and for suspicion. Anything the PCs do to set themselves apart should be cause for suspicion. Anything the PCs do to blend in should be cause for suspicion. Toy with them. Ask to see the visas, then the weapons allowed by the visas. **“What the DREK are you gonna hunt with these!?”** should be heard a lot.

If a fight is forced here by the PCs, or a chase, the scenario will come to an end with dead or arrested PCs. Play it how you like. Come on, you’ve always wanted to call a military air strike on the PCs, haven’t you?

The PCs will drive up the Skeena River, through Old Metakatla, to the lodge. Build up the sheer luxury of the place. There have to be a lot of hunters and fishers to make this place pay.

Scene Two: A Hunting We Will Go

Tell It To Them Straight: *The morning breaks bright and... well, alright, the morning is a typical Tsimshian mix of fog, rain and wind, but the weather clears by the time a sumptuous breakfast is served to you. You could get used to runs like this.*

An older native man in jeans, weathered jacket and wide brimmed hat approaches your table. “Hi. I’m your guide for your hunting expeditions. Folks around here call me Old Joe. You can call me Old Joe. Wanna talk about what you wanna hunt?”

Biz

Old Joe is an experienced guide and can lead the party to whatever kind of game they seek. He is also not above sampling the breakfast provided.

The hunt will involve several hours of walking through woods and hills and mountains and

streams, so do your best to pass on the idyllic nature of the countryside, mixed with the boredom of hours of walking through it. Old Joe is willing to talk, but says it is a lot harder to hunt things if they hear you coming. Some info Old Joe might be able to pass on is in the Details section below.

Somewhere during the hunt: Old Joe says **“Whoa!”** He squats to look at something on the ground, and says, **“Drek, that’s a big...”** At which point the PCs are required to make a Reaction test for surprise. They are attacked by a Toxic Greater Wolverine. (Dah dah dahhhh!) The Wolverine is ambushing the party and therefore it has TN=2 for surprise, whereas the PCs TN=4. The Wolverine is into Surprise, so use Karma Pool, if necessary, to get lots of successes in its Reaction test. There probably will be at least some PCs who cannot attack the Wolverine in the first combat phase. Attack one of them first. Remember, since they are technically surprised by all the opponents (the one Wolverine), they cannot use Combat Pool or act against it (even in counterattack) in the first Combat Phase of the first Round. (Some players may complain, but see SR3 p. 109, last paragraph of Surprise. Amaze them with your knowledge of the rule book by ripping this reference off the tip of your tongue!) This should hurt, without killing anyone. Spread the Wolverine’s attacks around if for some reason a PC is in real danger of death.

Old Joe is automatically surprised and doesn’t take part in the combat. Fortunately for him, he is not attacked. Ignore this if the combat is going really badly for the party. In that case have Old Joe line up the Wolverine and put a bullet through its eye. If asked why he didn’t do this earlier: **“I didn’t want to stick my nose in your fun. It’s your hunt!”**

The PCs can have the creature tagged and taken back for mounting. Old Joe should encourage this with comments about its size, and how weird it looks. It would make a really interesting trophy. This scene should take the better part of the day, but if the PCs wish to continue hunting, or if the events of the adventure call for extra days, repeats of the hunt with ordinary animals can happen. Just assume the hunters succeed.

Details

1. Possible game includes bear, mule deer, wild boar, mountain goat.
2. Whichever game is selected, Old Joe will know it can be found to the south and east and will guide the party that direction.

3. Killed game does not have to be carried back by the hunters. It is tagged by radio transceiver and picked up by helicopter. (This IS a luxury resort.) The helicopter is specially equipped to dampen the noise of its flight. (Don't want to scare away the trophies!)
4. At some point in the hunt, Old Joe will pull up with a start, seem to realize where they are headed, and change direction. Play this as you see fit, but if the party needs it, give them a Perception (4) test to notice his hesitation and change of direction. If they press Old Joe for a reason, he will reluctantly tell them that the valley ahead is one to be avoided. He doesn't know what is there, but nobody who has gone there in the last 50 years has returned to tell of it. "Folks in these parts just know better, now, that's all." Old Joe will not go there, and if the party insists on going there, he will "sit 'n' wait here for a couple of days 'n' then go back and tell 'em you're dead."

At this point, it is possible a determined group will go to the valley. Let the spirit scare them away as per Scene 5 (except it is in its Personal Domain so really scary!), or kill them if they persist (See Round 2 for description of the personal domain). For some fun, try possessing one of them (in Personal Domain she can do this even if they don't agree) and have that PC attack the rest.

5. There never seems to be any problem finding game. It's as if they are breeding way faster than they should, because a lot of young game seems to be taken these days.
6. Mutated animals seem to be showing up, too, but hunters don't seem to want to keep them as trophies.
7. **Toxic Greater Wolverine** stats: (already Enhanced)

B	Q	S	C	I	W	E	R
7	10X5	9	---	2/4	2	6	7

Surprise: 10 dice

INIT: 7 + 4D6

Attacks: 9S **Combat Pool:** 8 **Karma Pool:** 3

Powers: Enhanced Physical Attributes (Quickness for 6D6 turns); Enhanced Reactions; Enhanced Senses (Improved Scent)

Toxic Induced Powers: **primary:** Enhanced Physical Attribute (Strength); **secondary:** Corrosive Saliva (maximum of 3 times in this encounter).

Notes: The use of the Corrosive Saliva Power is a free action and treated as a ranged attack which is dodged and resisted by Quickness, not Body.

Use this Power as much as you can to tick off the players as they lose armor permanently.

This thing is the size of a lion!

8. The Wolverine is hiding in thick brush for the ambush, so astrally perceiving/projecting characters should still have great difficulty detecting it because of the surrounding biomass of the plants. Give them a Perception roll, TN=14, if you feel they deserve it.

Scene Three: Spoils of the Hunt

Tell It To Them Straight: **Old Metakatla is a bustling town of several hundred people. It appears as if it had once been much larger, but large tracts of it have been reclaimed by the forest... in fact it appears as if parts were purposefully cleared to allow the forest to return.**

The info desk provided a truck and driver to take you and your trophy(ies) to the taxidermist. Late afternoon, you arrive in front of a building labeled 'Billy Bob's Taxidermy – a Stuffer Shack with a Difference'.

Biz

The PCs may come to this scene or Scene 4 first, depending on how they wish to conduct their business.

The display window has small mammals and birds on display. Inside the walls have various moose and bear heads and fishes mounted on them. The mounted animals appear very lifelike.

Working at a stuffed raccoon on a table cluttered with tools and bits of fur, a strapping young ork looks up as the PCs enter, wipes his hands in his apron and comes to greet them with a big smile.

"Hey, folks, what can I do for you?" he says with a big friendly smile.

There is a loading door at the back. The truck will have already gone there with the trophy(ies).

Billy Bob is a big, friendly country boy who will do what he can to please his customers, but

comes across as neither bright nor educated. (See Edges and Flaws.)

Details

1. The business name was not Billy Bob's idea. Old Bini (Round 2), a friend of his, came up with the idea. Billy Bob still gets a bug chuckle out of it anytime a customer mentions it.
2. Astral perception in this place does NOT feel good. There is a lot of fear- and death-residue here. Give it a background count of 2.
3. Billy Bob is Masked, and at his Initiate and Magic Attribute levels, it is highly unlikely anyone can penetrate the masking. Don't even bother rolling if they think to try this.
4. The nasties stored in the basement cannot be seen from the upper level, and astral scouting will not be able to determine exactly what is down there, given the nature of the business. As far as such scouting might get, the searcher will perceive "more dead things" down there.
5. Typical quotes from Billy Bob:
 - a) "I just do my job."
 - b) "I don't know nuthin' 'bout any disappearances an' anybody with smarts won't know nuthin' neither."
 - c) "Just enough brains to save its hide." (Alluding to the fact that the brains are often used to tan the hide of the animal from which they were taken.) This is accompanied by laughter at his own good joke.
6. The finished trophy(ies) will be sent to the address(es) provided by the owner(s). (included in price of hunting package).

Scene Four: Friendly Natives

Tell It To Them Straight: *Old Metakatla is a bustling town of several hundred people. It appears as if it had once been much larger, but large tracts of it have been reclaimed by the forest... in fact it appears as if parts were purposefully cleared to allow the forest to return.*

Aside from a lot of totem poles and longish buildings with drawings on the front, this looks like a lot of small towns. There are gas stations, bars, restaurants and stores, especially stores that look like your typical tourist traps. The lodge seems to have made a big impact on the local economy.

A car and driver from the lodge take you wherever you want to go.

Biz

The PCs may come to this scene or Scene 3 first, depending on how they wish to conduct their business.

A map of the town is really not necessary. Just assume the PCs find a bar, or a souvenir shop, or whatever they are looking for. This is a typical town in that pretty well any kind of shop, service or administrative facility is available. Detailing them all is impossible here, and not necessary. Just give the PCs whatever they look for, if it sounds reasonable. Sell them lots of trinkets. They can buy real leather goods in town, but these will cost some nuyen. The townspeople are natives, and do not behave as downtown Seattle residents do. Do whatever you do normally to project a small-town, slower-pace life. If you feel like injecting a native 'feel', then notes in Round 2 may help.

The Town Hall is actually the Chief's Lodge, and is detailed in Round 2. If the PCs choose to go there, use the description found in Round 2, as well as for people found there.

Moving through the town, there will be tangential encounters with individuals and groups.

Young men in groups tend to say things like "Slot off, Anglos". Store owners tend to want to sell things. The information available from townspeople is listed below. Get a sense of the PCs interrogation skills and Charisma, but don't use dice unless the players are itching to do so.

Personnel at the hunting lodge know nothing, except for the director of the lodge, Ms. Heike Johansen, who will not be available for interview.

The opportunity exists for the PCs to fight a local gang of toughs if they want to. (One too many "Slot off, anglos!") It should be no contest. If the PCs do take the insults personally and draw a fight, then the local authorities will be much less inclined to deal with them in Round 2.

Details

1. "It's not my business what happens to them executive types up at the mines."
2. "The spirits are getting revenge for the company desecrating nature. I don't know how... they just are. Mark my words."
3. "Since the hunting lodge has come, there has been a better life in the town."
4. "Since the hunting lodge has come, there has been more game than ever before."
5. "All this mess with the anglos is gonna bring trouble down on us."

6. "Slot off, anglos."
7. "There's a special on moccasins this week!" (Moccasins are not native to the west coast.)

Scene Five: Let Your Fingers Do the Walking

Biz

If the PCs choose to hack through the Matrix to seek info from the corporation, the hunting lodge, or local authorities, then the following info can be found. Make appropriate Computer Skill/Hacking tests. Ask if there are any particular questions the PCs want answered. If the answers aren't below, you are free to wing it. The provided TNs are to give relative difficulties in procuring the information. Judge according to what the PCs are doing for actual numbers. Having a particularly appropriate skill should lower the target number.

Details

1. Mining Company

- a) Toxic materials are being dumped to the south. TN= 11
- b) Head of mining operations is Mr. Thomas MacMillan. TN= 4 (picture TN = 5)
- c) Two of the remaining managers are having an affair. TN= 8 (red herring as far as plot goes)
- d) The mining operation is very profitable (Millions of nuyen per quarter). TN= 3
- e) MacMillan is skimming profits from the corporation. TN = 15. (This could lead to some good role playing as the PCs make MacMillan squirm. He has no more money to give them.
- f) None of the missing executives participated in hunting or fishing at the lodge. TN = 5
- g) There are 5 remaining executives at the level of those missing or higher.

2. Hunting Lodge

- a) Preferred species for trophies are being seeded with fertility drugs. TN = 11
- b) Head of Lodge is Ms. Heike Johansen TN=2
- c) According to feedback from customers, the best taxidermist in town is Billy Bob Nusquat. TN = 3

3. Local Authorities

- a) The Chief is Matthew John. TN=2
- b) The local community is divided between two "secret societies", to one of which everyone belongs: Dog Eaters and Spirit Dancers (see Round 2 for information). TN= 6
- c) The Chief belongs to the Dog Eaters secret society and is a member of Clan Eagle TN= 8 (see Round 2 for Clan information)
- d) Local sentiment regarding the mining company has improved since the lodge provided jobs, but many of the townspeople don't want the mining to continue. There have been repeated attempts in Council to put through a resolution to petition the federal government to cancel the mining contract with NRC. No success so far. TN = 4

Scene Six: Zigged When He Should Have Zagged

Tell It To Them Straight: *Your portable telecom unit rings. It's Mr. Johnson. "Just checking in with you. I'm having this bad feeling that...that...uhhnnnggh!" *Swish-thunk!* *Swish-thunk!* The telecom unit goes dead. The call came from Mr. Johnson's contact number at the mining company offices.*

Biz

This is the tricky scene, in which all hell can break loose if the GM is inattentive or the PCs are too macho. This scene is meant to demonstrate to the PCs that they face an enemy of staggering power and that they must find some way other than direct confrontation to deal with this foe. At one and the same time, therefore, the GM must play the antagonists for all they are worth, and play the scene such that most any attempt the PCs make to extract Mr. Johnson without combat should be allowed to work. Don't worry; they will get a chance to try combat in Round 2 once they have a chance to set up the situation in their favor.

A good time to bring this scene into play is when the PCs are going to do something you don't want them to do, or going someplace weird, or time is running out for the game. Obviously, this should not happen right as the team is talking to Billy Bob, but sometime after that meeting.

Should the PCs grab their chauffeured vehicle and rush to the corporate office building, they see a tall humanoid figure carrying a smaller human form over its shoulder heading for the forest near the office building. Any concerted effort to stop Billy Bob before he makes it to the forest with his victim will cause Billy Bob to be shocked and drop his victim, continuing running into the forest, shouting **“Naks... Naks... help me!”** (Naks is Tsimshian for wife... well OK, spouse! Anyone with Tsimshian language ability or the language chip for it will know this.)

If the PCs do not react immediately, they will have to track the fleeing Billy Bob, and deal with him and Tkshamsem in the forest. This is bad for the PCs.

If the PCs go to the office building, they will find security forces barring the way. The pass code will allow them entry to find MacMillan's office a bloody mess with two security guards pinned to the wall with an arrow through the throat of each. Either Billy Bob was a bit careless in his timing this time--or maybe MacMillan decided to change his routine.

If, after Billy Bob drops his victim and runs into the forest, the PCs attempt pursuit read the following:

“As you approach the forest, a huge mass of branches and leaves coalesces and grows before you. It speaks in a commanding voice: ‘Leave the boy. You have spoiled the hunt. Be content with that. Come further and you are part of the hunt.’”

This is the crucial point at which the party may decide to fight. The entity is Tkshamsem, of course, materializing as a forest spirit. If the party decides to press the issue, roll initiative and have Tkshamsem use spells (as she cannot use regular forest spirit powers out of the forest), and have Billy Bob fire arrows from within the forest. Remember Billy Bob's various powers, especially those designed to resist damage and magic, and Quick Draw which allows him to fire two arrows per combat phase. Billy Bob was rattled by the PCs catching him, and will fire both arrows at one individual, if necessary, to kill.

A Force 15 Stunball on the party, at Deadly damage, with 16 dice in the success test, should start things off on the right foot. If it appears as if all the PCs are going to pass out, have a couple of them stay conscious with Serious Stun damage. Since only the GM knows the net number of successes, this should be easy to manipulate. Alternatively, for less experienced teams, set the damage level to Serious. Those who stay standing will be able to still save the day if they

immediately and clearly start to gather up their buddies and Johnson and leave. A hint that they can do this might be Tkshamsem and Billy Bob starting to back into the forest.

There is healing or first aid available back at the corporate offices to keep anyone who has taken Deadly damage from dying permanently.

If the conscious PCs run, abandoning the unconscious PCs and Johnson, well... the bad guys have a large larder back at Tkshamsem's place.

If the PCs continue the fight, kill those fighting and save the unconscious for a snack.

Details

1. A Perception (6) test for the PC on the phone allows him to recognize the sound of two arrows striking targets. TN = 4 if the PC has Projectile Weapon skill.
Go ahead... you really want to make arrow noises for the PCs, don't you?
2. At first sight of the fleeing figure the PC's can make a Perception (6) test to see that it is Billy Bob carrying someone, and a Perception (9) test to see it is Mr. Johnson/MacMillan being carted off.
3. Astral perception will show the power of Tkshamsem. (She appears as Force 15.) Build it up... the party should know they face trouble here. (“Oh, DREK! That thing is Force WHAT?”)
4. Tkshamsem has a Spell Pool of 15, of which 7 will be set aside for spell defense on her and Billy Bob, and 8 ready to use with a spell. If the PC party is heavy on REALLY big guns, have her protected by a sustained Armor spell at Force 15, adding 15 points of armor to her Immunity to Normal Weapons of 16. Remember that this will increase her target numbers by +2 for all but damage resistance.

Picking Up The Pieces

This is the first of two connected rounds, and ends in the middle of the adventure, and so there is little explaining to do here. Essentially, the scenario ends when Mr. Johnson (MacMillan) is saved ... or not.

Things to carry over into Round 2:

1. Did the party meet Mary Eagle?
2. Did the party get into a fight with locals?
3. Did the party save Mr. Johnson?

If not, then the power of Tkshamsem and Billy Bob increases! (That is a major part

of why they made a spirit pact!) Add one point of Adept Power to whatever power(s) of Billy Bob seem(s) most likely to trouble the particular group you are running, and add one point of Spirit Energy to Tkshamsem. As well, there would be the need during Round 2 to negotiate with his successor for the remaining pay, as Mr. Johnson was not acting on behalf of the company to begin with. Failure costs.

4. Used Karma Pool does not refresh between Round 1 and Round 2, for the PCs or for the antagonists.

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
Save the ship or the airplane	2
Rescue MacMillan	1
Total Karma for objectives	3
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. 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 One (A)

- Possible lifetime passes on Salish-Sidhe Ship Lines
- Possible Level 1 Contact, Capt. William Twosons of SSSL.

Scene Three

The characters can sell the stuffed toxic wolverine from their hunt to the Seattle University for 2,000 nuyen.

Cast of Characters

Billy Bob, Ork Physical Adept

Body: 14 (+1)
 Quickness: 6
 Strength: 12
 Charisma: 2
 Intelligence: 2
 Willpower: 6
 Essence: 6
 Magic: 19
 Reaction: 5
 Initiative: 5 + 1d6
 Combat Pool: 8

 Potency Pool: 6
 Karma Pool: TR*2

Edges (role playing hooks)

Spirit Affinity (forest)
 Toughness
 Friendly Face

Skills

Stealth: 8
 Athletics: 8
 Centering: 5
 Singing: 5
 (centering art)
 Brawling: 6
 Edged Weapon: 7
 Rifle: 4
 Projectile Weapons: 6
 Bow: 9
 Car: 3
 Motorboat: 3
 Hunting: 6
 Trapping: 4
 Taxidermy: 5
 Human: 8
 Logging: 4
 Corporate mail
 room procedures: 2

Other Abilities

Low-light vision

Role Playing Guide

Billy Bob is a nice, simple boy from the backwoods who would have been happy to live out his life hunting and trapping. His Twisted Way is a fabrication of Tkshamsem, and is superimposed onto his real character. For this reason, he is at once a nice guy, and deadly devious. He doesn't want any of his people to know what he is. So he can be secretive, even with them. See Edges and Flaws.

Possessed by Tkshamsem

Body: 29 (+1)
 Quickness: 21
 Strength: 27
 Charisma: 8
 Intelligence: 8
 Willpower: 8
 Essence: 6
 Magic: 19
 Reaction: 14
 Initiative: 14 +1d6
 Combat Pool: 18
 Spell Pool: 15
 Potency Pool: 6
 Karma Pool: TR*2

Flaws (role playing hooks)

Uncouth
 Uneducated
 Dark Secret

Adept Powers (6+7 initiate+3 potency+3 spirit pact
 +3 karma = 22 points)

Quick strike: 3.0
 Delay damage (silent): 2.0
 Mystic armor (6): 3.0
 Quick draw: 0.5
 Improved Body (5): 2.5
 Free fall (4): 1.0
 Traceless walk: 0.5
 Empathic sense: 0.5
 Iron will (2): 1.0
 Spell shroud (4): 1.0
 Magic resistance (5): 5.0
 Improved Strength (4) 2.0

Metamagic Techniques

Centering
 Stealth
 Athletics
 Projectile weapons
 Unarmed combat
 Edged weapons

Masking

Gear (pertinent to combat)

armored winter coveralls + armored jacket (7/5)
 Ranger-X bow – damage 16M

in personal domain

Body: 36 (+1)
 Quickness: 28
 Strength: 34
 Charisma: 8
 Intelligence: 8
 Willpower: 8
 Essence: 6
 Magic: 19
 Reaction: 18
 Initiative: 18 + 1d6
 Combat Pool: 22
 Spell Pool: 22
 Potency Pool: 6
 Karma Pool: TR*2

Tkshamsem
Shadow Free Forest Spirit

Force: 8 Spirit energy: 7

Attributes

Astral

[in personal domain]

Body: 12
Quickness: 6 X 2
Strength: 12
Charisma: 8
Intelligence: 8
Willpower: 8
Essence: 8
Reaction: 9
Initiative: 35 [42] + 1d6
Combat Pool: 11
Spell Pool: 15 [22]
Karma Pool: TR*3

Materialized

[in personal domain]

Body: 19 [26]
Quickness: 13 [20] X 2
Strength: 19 [26]
Charisma: 8
Intelligence: 8
Willpower: 8
Essence: 8
Reaction: 13 [20]
Initiative: 16 + 1d6
Combat Pool: 14 [18]
Spell Pool: 15 [22]
Karma Pool: TR*3

Human Form

[in personal domain]

Body: 10[17]
Quickness: 10 [17] X 2
Strength: 10 [17]
Charisma: 15 [22]
Intelligence: 15 [22]
Willpower: 15 [22]
Essence: 8
Reaction: 12 [19]
Initiative: 22 + 1d6
Combat Pool: 20 [29]
Spell Pool: 15 [22]
Karma Pool: TR*3

Spirit Powers

Forest Spirit Powers

Accident
Concealment
Confusion
Fear
Guard
Materialization (Immunity to Normal Weapons: 16)
Search

Astral Gateway

Possession

Human Form (Immunity to Normal Weapons: forest – 14, non-forest – 6)

Personal Domain

Sorcery

Skill: 8
Unaffected by drain
Spells: armor, control animals, decrease charisma, heal, invisibility, nutrition, stunball
(all known at Force 15)

Notes

1. Tkshamsem's spells were chosen over time to help in procuring and sustaining sources of energy and pleasure. Only recently has there been a need to acquire combat spells. As Karma permits, they will now be learned.

Role Playing Guide

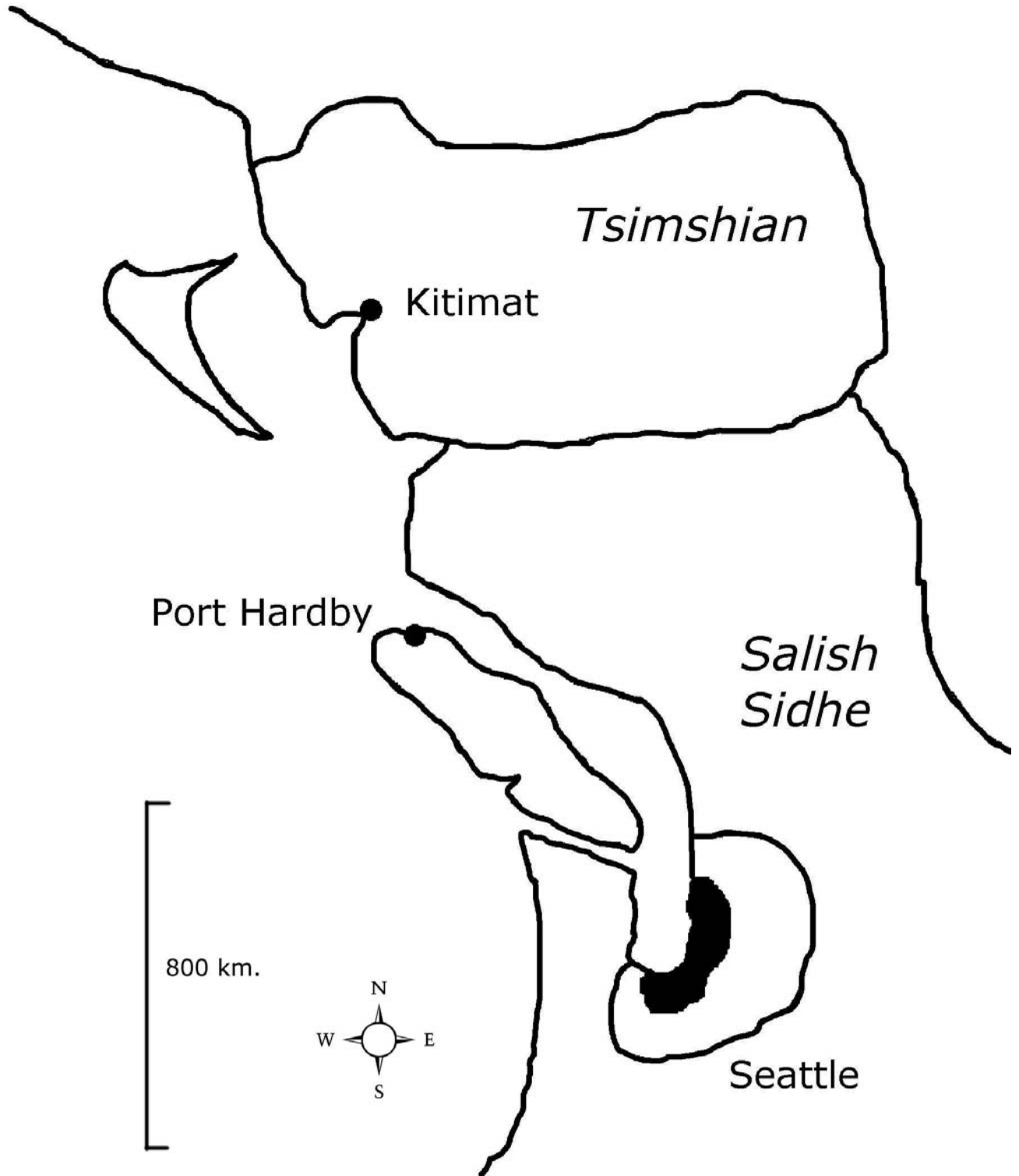
Tkshamsem is a powerful spirit and knows it. No person or animal has ever seriously challenged it. It waits, and sooner or later sustenance and pleasure come to it. The pollution that invades its personal domain is a mere trickle, but enough to incense it. It has begun to seek farther and farther afield for victims, just because it hates even more than it did before. Why it took the name of a hero from Human mythology is unknown. It has taken Billy Bob as its servant, in its eyes, but to Billy it plays the role of lover, because there just is SOMETHING about the boy. If it cares about anything in the universe other than itself, it is Billy Bob. But not enough to get in the way of increasing its personal power and pleasure. In the final analysis, Billy Bob is expendable.

Player Handout #1

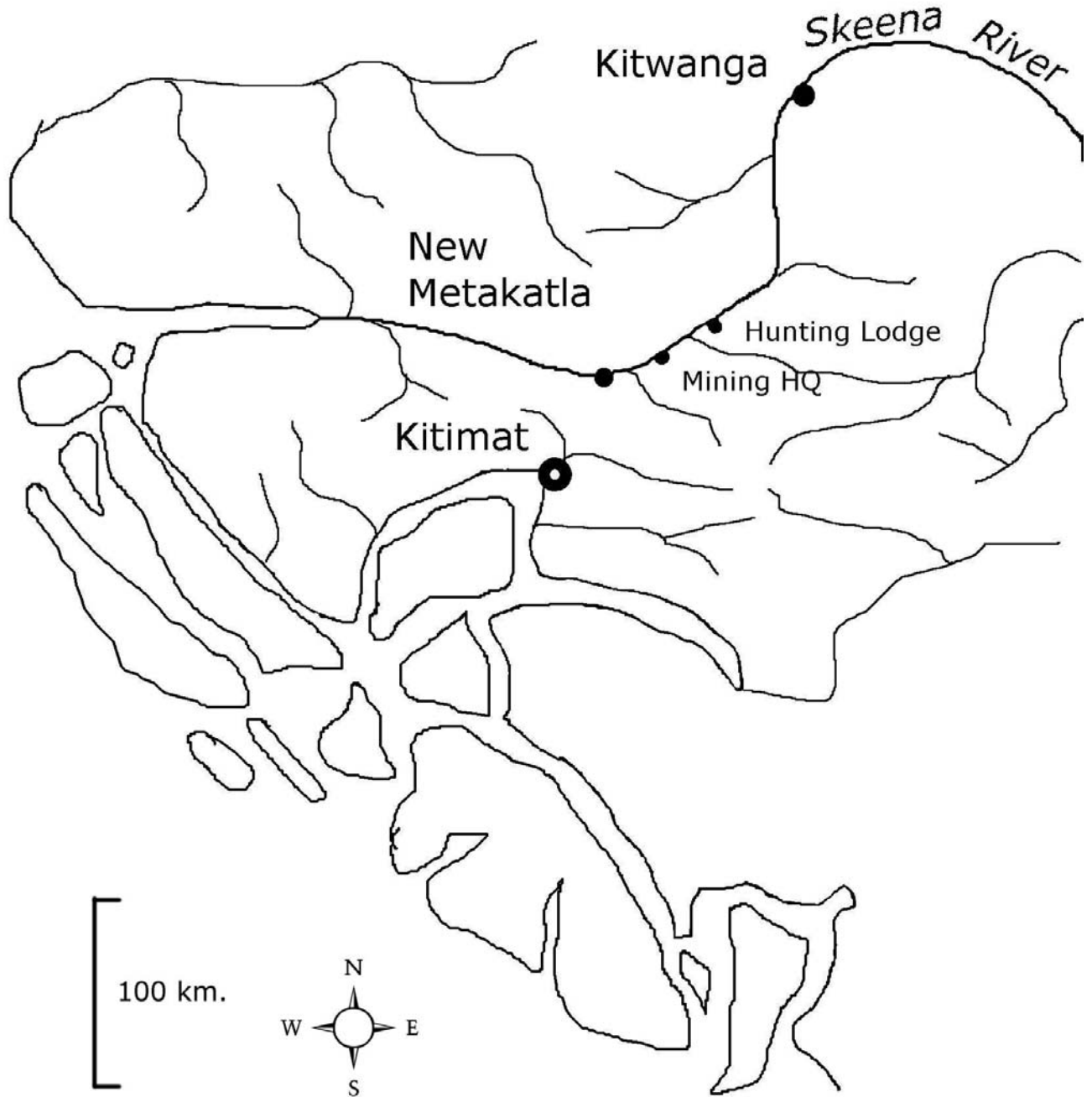
Missing Corporate Personnel

1. Joe Pantoriano Age: 47 Disappeared 53 days ago
Human; Shipping and Transport Manager
Married; no children; house in Old Metakatla up for sale for a week, wife moved back to UCAS 7 days ago; personal effects shipped to UCAS 4 days ago.
Disappeared sometime after 17:00, last seen by truck driver Tom Neshtahat at loading docks; no sign of struggle or foul play
2. Marjorie Lipton Age: 39 Disappeared 37 days ago
Human; Chief of Accounting
Unmarried; apartment in Old Metakatla; personal effects still in apartment
Disappeared sometime between 08:00 and 09:00, last seen by guard at front gate, discovered missing at meeting at 09:00; no sign of struggle or foul play
3. Zoltan Korda Age: 35 Disappeared 29 days ago
Dwarf; Director of Mining Operations
Unmarried; apartment in Corporate Staff building; personal effects still in apartment
Disappeared sometime after 19:00 from staff vehicle; vehicle found in ditch at side of road from mine shaft #3 to offices; safety air bag had deployed; trace amount of blood matching records of Korda found on steering wheel; too far gone to be used as ritual tracking material
4. Benton Stuyvesant Age: 29 Disappeared 19 days ago
Human; Personnel Manager
Unmarried; house in Old Metakatla; personal effects still in house.
Disappeared sometime after 15:30 from corporate offices; last seen by several staff heading to men's room; dent in cubicle wall possibly from that time
5. Mekton Polidopoulos Age: 44 Disappeared 9 days ago
Human; Personnel Manager
Unmarried; house in Old Metakatla; personal effects still in house.
Disappeared sometime after 22:00 from bedroom; personal guards in house heard nothing; no signs of struggle or foul play

Athabaskan Council



Player Handout #3



GM Aid – Area Surrounding New Metakatla

