

X

A Two-Round Shadowrun: Virtual Seattle 3.0 Scenario

by Matt Phillips, Rich Osterhout, et al.

APPENDICES & HANDOUTS

X ('eks) n. 1. the 24th letter of the English alphabet. 2. the Roman cardinal number representation for ten 3. an unknown quantity. **X** means many things to many people – what will it mean for you?

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This package contains all the appendices and handouts for the scenario. Some of the scenes are connected to the previous encounter by receiving a new lead or datafile. If required, those datafiles or other information is included in this package. Otherwise, use the section *Tell It To Them Straight* for information on setting the scene and transitioning the runners into the encounter.

This scenario is very difficult to run. It is up to you as the gamemaster to determine which scenes should be attempted, based on the makeup of the team. If the team consists mostly of combat heavy individuals, then scenes which deal mostly with negotiation or other charisma based skills should not be attempted. Some encounters are designed specifically to challenge certain characters – an eXample of this would be Scene IV, which is designed to remove initiate mages from the group. Please read through and become familiar with the entire scenario in order to know which scenes will be appropriate when dealing with your team.

You should be able to perform at least four of the scenes in a siX hour period of time. If you are ahead of schedule, you can attempt to finish more scenes. However, you should reserve at least one hour for the scene Picking Up The Pieces. Please allow players to roleplay their characters – if they are having fun and roleplaying, there is no reason to press and force them to complete more scenes.

Some scenes are dependent upon the character's actions in a previous scenario. Please be familiar with those scenes and be ready to ask to see the character's mission summary logs in order to determine how a scene should be played out. Also, some encounters may involve actions that you may wish to roll and determine the outcome before the encounter, or even the entire scenario, even starts in order to not tip the players that something important is about to happen.

Lastly, thank you for gamemastering this scenario and helping our players eXperience the finale of the Shadow War saga, and the RPGA Virtual Seattle campaign...

Rich Osterhout
Campaign Director,
Virtual Seattle

Synopsis

Scene I X-Treme Ops

An encounter where the team must use athletic based skills to retrieve a datafile. Characters that have high Athletics and Stealth skills will eXcel during this encounter. With Aztechnology in the miX, it is hoped that characters will be encouraged to perform tasks without using magic and drawing attention from the megacorp.

Scene II X-Factor

A brilliant scientist leaves his invention in the hands of The Blind Man. This encounter can be approached several ways – negotiation and charisma, acting, or as an infiltration and datasteal or eXtraction. Characters with charisma based skills will probably try to meet with the scientist for questioning, while other teams may wish to break in after hours and just access his datafiles. Either way, they have a chance at gaining some new special abilities!

Scene III Xenophobe

Creatures from another metaplane make their way to earth. This encounter is strictly for combat oriented characters. Characters without combat skills should be encouraged to stay outside. Note: it is recommended that you do this encounter prior to X-Factor, in case a character gains the Dual Natured effect, which would trap them inside the facility!

Scene IV X-terminate

A country home turns into a trap for initiate mages. Hey, it's a "red herring", and should challenge the characters – another combat based encounter, but this trap won't leave much room for error.

Scene V XeroX

A lead brings The Blind Man into the open – or does it? Based on the morality of the team, they will either attempt to kill The Blind Man, or capture him. Either way, this encounter will test their planning skills, and if they have a rigger, this is a "must do" scene.

Scene VI X Marks The Spot

A treasure hunt takes the characters into the sewers to negotiate for a prize. Sure, they could use force, but this scene should be accomplished through negotiation. Dealing with The Blind Man's agents are another matter.

Scene VII X-plicit Materials

A BTL studio is putting out something a little more potent – and it's a "killer". Designed for infiltration skills and a little combat, this is a typical shadowrun scene.

Scene VIII The EX

A humorous negotiation scene dealing with a troll and his estranged eX-wife. This is definitely a negotiation/charisma based encounter. It is designed to be completed fairly quickly, and interject a little humor into a long gaming session. This would be a good scene to play about four hours into the event.

Scene IX X-hibition

A premiere gala at the museum allows for an active night life. Definitely for those characters that live the high life and thrive on etiquette based skills such as "Face" characters. Any combat in this scene will cause the team's eventual capture and/or termination.

Scene X X-Files

Rescue an old friend – in a haunted graveyard? This scene wraps up dealing with the free spirit known as Entropy. Definitely an encounter for mages and shamans, and for characters that specialize in the paranormal.

Introduction Player Handout / Shadow War Background

For close to ten years, Claudia Tyger has managed one of the most diverse and talented stables of shadowrunners in the Seattle metroplex. She was, by and large, one of the most powerful fixers on the west coast of North America. With her own magical group, support organizations, and hundreds of contacts throughout the sprawl, there was little that went on without Claudia knowing about it. And, for the most part, she was left alone by corporations and governments, as she proscribed to many of the same morals and standards as they, and was useful when it came to hiring deniable assets.

About a year ago, a new force came upon the Seattle scene. Known in the shadows only as The Blind Man, this powerful man began to build a foothold in the UCAS's only Pacific Ocean port. No one seemed to know who he was, or anything about him. He did not deal directly with anyone, but rather worked through his network of professional fixers, assassins, thugs, and others. He seemed to develop a small base of operations overnight. His entry onto the Seattle scene went virtually unnoticed, except by a free spirit known as Entropy.

Long a nemesis of Claudia Tyger and her runners, Entropy reveled in the chaos that could be caused in the shadows by manipulating the former decker and her comrades. Whenever a trap had been laid for her runners or herself, a thread would always seem to lead back to the enigmatic spirit. Entropy saw in The Blind Man a mirror image of Claudia – cold, calculating, all knowing, ever present, and with no morals when it came to things like BTLs, drugs, prostitution, and many of the other vices metahumanity breeds upon. He is the epitome of organized crime, and has the power and ability to cause chaos and heartache for not only Claudia, but the other established organized crime syndicates themselves, the law, and the very families of those who partake in his wares. Thus, Entropy set upon a grand scheme to bring the two into conflict – it all started with the theft of a simple statue with a prototype BTL chip in it...

Since that night, The Blind Man and Claudia Tyger, with her runners, have been at war, a "Shadow War", to determine who will be in the right. While both sides have used trickery and questionable tactics in their pursuit of victory, Claudia is sure that her cause is more just, and therefore has called in all of her favors, all of her contacts, and all of her resources in an effort to bring The Blind Man and his organization to heel. If killing him is what it takes, then so be it.

Over the past months, and various missions, Tyger has gathered many tidbits of information and seemingly random data. A recent shadowrun by some of her elite runners revealed a treasure trove of data – putting it all together allowed Claudia to form an extensive dossier on The Blind Man, in real life known as Barnabas Hampton III. She has even been able to intercept many of his shipments and hit his operations hard.

Tonight is the night of final judgment. She has gathered as many of her runners as possible, and sunk everything she has into finding The Blind Man. She knows he is out there, somewhere, and by tracking down all the leads at once, she hopes to close the net and set the trap for him.

One way or another, the Shadow War ends tonight...

Scene I Player Handout / Introduction

Email relayed to your personal XLR-4 unit:

>>>>>[[Subject: Mission Assignment

Help sometimes comes from the strangest places. We have recently been contacted by Mr. Xavier, one of Seattle's more colorful characters and proprietor for X-Treme Sports. His company specializes in providing unusual or eXtreme sporting eXcursions.

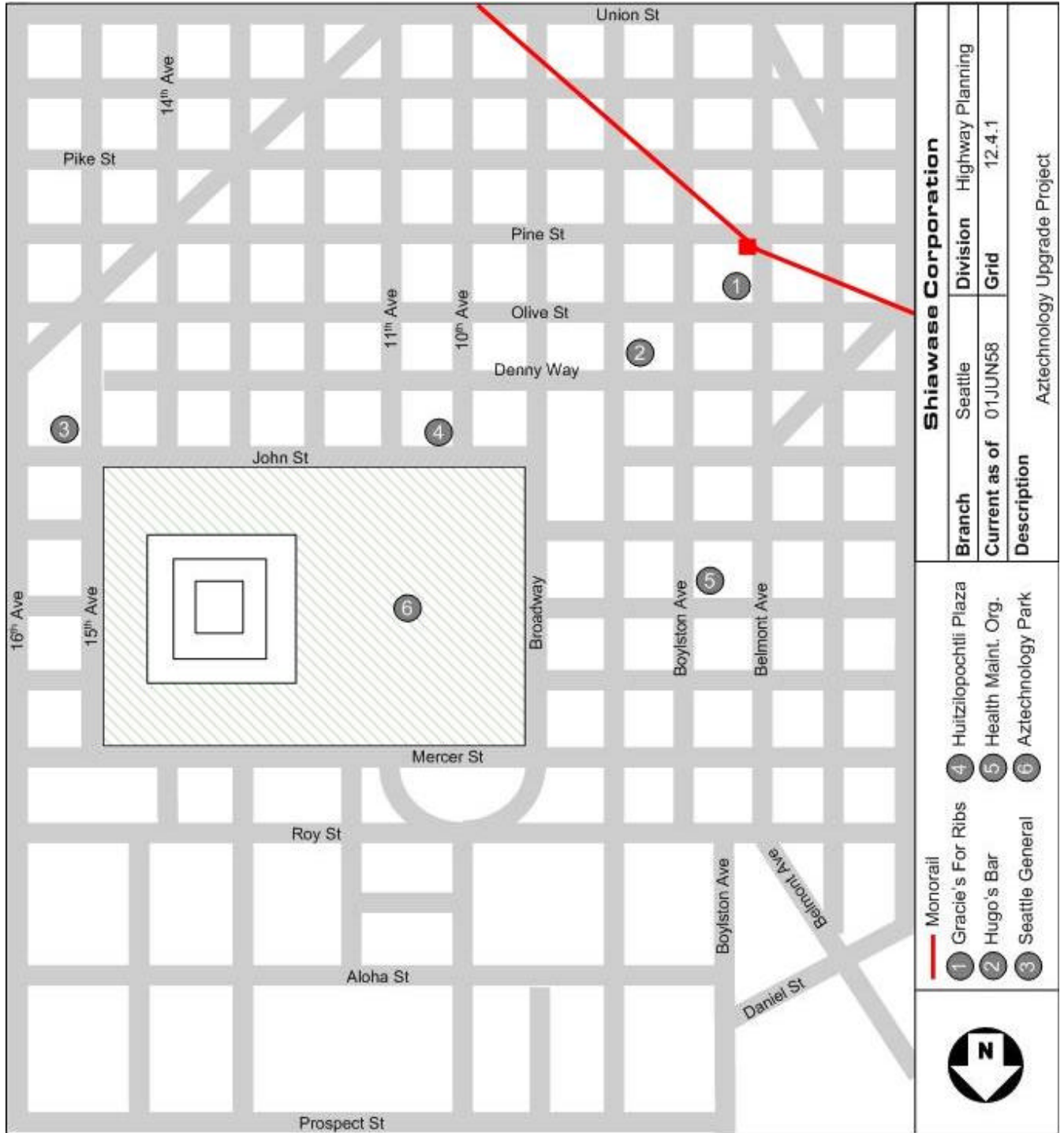
Xavier has contacted us with a proposition. He claims to have information about The Blind Man, but knows him by his real name, Barnabas Hampton. In eXchange for a little time and talent, he will share the information he has on Hampton's activities and location.

I cannot eXpress how important this information could be – I ask that you perform whatever task Xavier asks of you, and follow his directions.

XXX]]<<<<<<

–Tyger

Scene I Player Handout / Area Map



Scene II Player Handout / Introduction

Email relayed to your personal XLR-4 unit:

>>>>>[[Subject: Mission Assignment

One of my contacts has passed along some files and information on Hampton. It seems that he's been funneling a great deal of money into some research projects at the University of Seattle. Take a look at the attached file and I think you'll see why I might be concerned. Suggest you take a trip over to this research facility and look up Dr. Silvia and find out what you can. Maybe we can get a lead on The Blind Man and where he might strike ne **Xt**.

XXX]]<<<<<<

-Tyger

#attached file: univ.sea.financials [37 Mp]

Scene II GM Appendix

Positive SURGE Effects

2D6 Roll	Result
2	Goblinization
3	Roll 1D6: 1-3 Retractable Claws / 4-6 Marsupial Pouch
4	Roll 1D6: 1-3 Fangs / 4-6 Horns
5	Roll 1D6: 1-3 Resistant to Disease / 4-6 Resistant to Poison
6	Dermal Deposits
7	Roll 1D6: 1 Ambidexterity / 2-3 Sense of Direction / 4-5 Perfect Time / 6 Photographic Memory
8	Roll 1D6: 1-3 Feline Eyes / 4-6 Thermographic Vision
9	Roll 1D6: 1-3 High Frequency Hearing / 4-6 Low Frequency Hearing
10	Roll 1D6: 1-3 Improved Scent / 4-6 Improved Taste
11	Roll 1D6: Result / 2, round up provides Magic Resistance
12	Astral Sight

Negative SURGE Effects

2D6 Roll	Result
2	Roll 1D6: Result / 2, round up causes Aura Flare
3	Low Pain Tolerance
4	Critter Spook
5	Scales
6	Roll 1D6: 1-3 Mild Allergy / 4-5 Moderate Allergy / 6 Severe Allergy
7	Roll 1D6: 1-2 Color Blind / 3-4 Night Blindness / 5-6 Weak Immune System
8	Spirit Bane
9	Vestigial Tail
10	Slow Healer
11	Astral Hazing
12	Dual Natured

Note that the character may roll the same result on subsequent rolls, but must take a new sub-result (A character could roll a 6 on the Negative table twice and be both color blind and night blind, but can not be color blind twice). See the effect descriptions below for more information. Effects take place immediately – characters will have the benefits and detriments for the rest of the scenario.

Positive SURGE Effects:

AmbideXterity

Just like it sounds. This is the AmbideXterity Edge, 6 points, from Cannon Companion, pg 96. Characters can use a second weapon with only a +1 penalty, and no penalty on the primary weapon. No special off-hand skill use is required.

Astral Sight

As per the normal mage/physical adept ability.

Dermal Deposits

Similar to a troll's dermal armor. +1 to Body for Damage Resistance Tests. This is cumulative with an eXisting troll's armor.

Fangs

Can be used with Unarmed Combat with a -1 Reach penalty. Does (STR+1)L damage.

Feline Eyes

Provides natural low light vision – eyes glow in dark. If character has thermographic vision, this is replaced with the low light vision. Characters with eye replacements (bio/cyberware) are not affected.

Goblinization

Character goblinizes into an ork or troll (character's choice). If already a metahuman, character becomes metavariant as per Shadowrun Companion (character's choice). For eXample, a troll may choose Cyclops, Fomori, Giant, or Minotaur.

High Frequency Hearing

As normal cyberware ability. Characters with ear replacements are not affected.

Horns

GM's choice of type of horns. Can be used with Unarmed Combat with a -1 Reach penalty. Does (STR)M damage.

Improved Scent

As per the adept power. Cannot be stacked.

Improved Taste

As per the adept power. Cannot be stacked.

Low Frequency Hearing

As normal cyberware ability. Characters with ear replacements are not affected.

Magic Resistance

As per the adept ability. Each level provides an eXtra die for resisting spells.

Marsupial Pouch

Provides pouch for storing items of Concealability 6 or higher. Adds +4 to item's rating.

Perfect Time

As per the Edge of the same name.

Photographic Memory

As per the Edge of the same name.

Resistant to Disease

As per the Resistance to Pathogens Edge. This stacks with other bonuses.

Resistant to Poison

As per the Resistance to ToXins Edge. This stacks with other bonuses.

Retractable Claws

Can be used with Unarmed Combat with a -1 Reach penalty. Provides (STR+1)L damage.

Sense of Direction

As per the Edge of the same name.

Thermographic Vision

Provides natural thermographic vision. If the character has low light vision, this replaces it. Characters with eye replacements are not affected.

Negative SURGE Effects

Astral Hazing

Character creates a Background Count of (Essence/2) rounded up, which fades one point per hour after the character leaves. This cannot be taken by Awakened characters.

Aura Flare

This new SURGE effect causes the character's aura to be brighter than normal. Anyone attempting to astrally track or detect the character has a -2 modifier to all related target numbers. Detection spells also have a -2 modifier for affecting the target.

Color Blind

As per the Flaw of the same name.

Critter Spook

All animals fear the character – a +2 modifier is imposed for any tests to calm, control, or train an animal. In combat, the animals will always attack this character first.

Dual Natured

Can affect and be affected by astral entities. Grants astral perception and access to Aura Reading skill. Awakened characters can still astrally project if they have that ability. Note that this cannot be turned off – the character is always astrally active and can be targeted and attacked by spells and spirits from astral space. They will be blocked by astral barriers and wards, as well as special defenses such as living walls.

Low Pain Tolerance

As per the Flaw of the same name.

Mild Allergy

This creates a common allergy that will impose a Light wound whenever the character is eXposed to the material – GMs choice (common material).

Moderate Allergy

This creates a common allergy that will impose a Moderate wound whenever the character is eXposed to the material – GMs choice (common material).

Night Blindness

As per the Flaw of the same name.

Scales

No protective value. The character will shed monthly. GMs option on coloration and/or patterns.

Severe Allergy

This creates a common allergy that will impose a Serious wound whenever the character is eXposed to the material – GMs choice (common material).

Slow Healer

Imposes a +2 modifier to all Healing target numbers.

Spirit Bane

As per the Flaw of the same name, GMs choice.

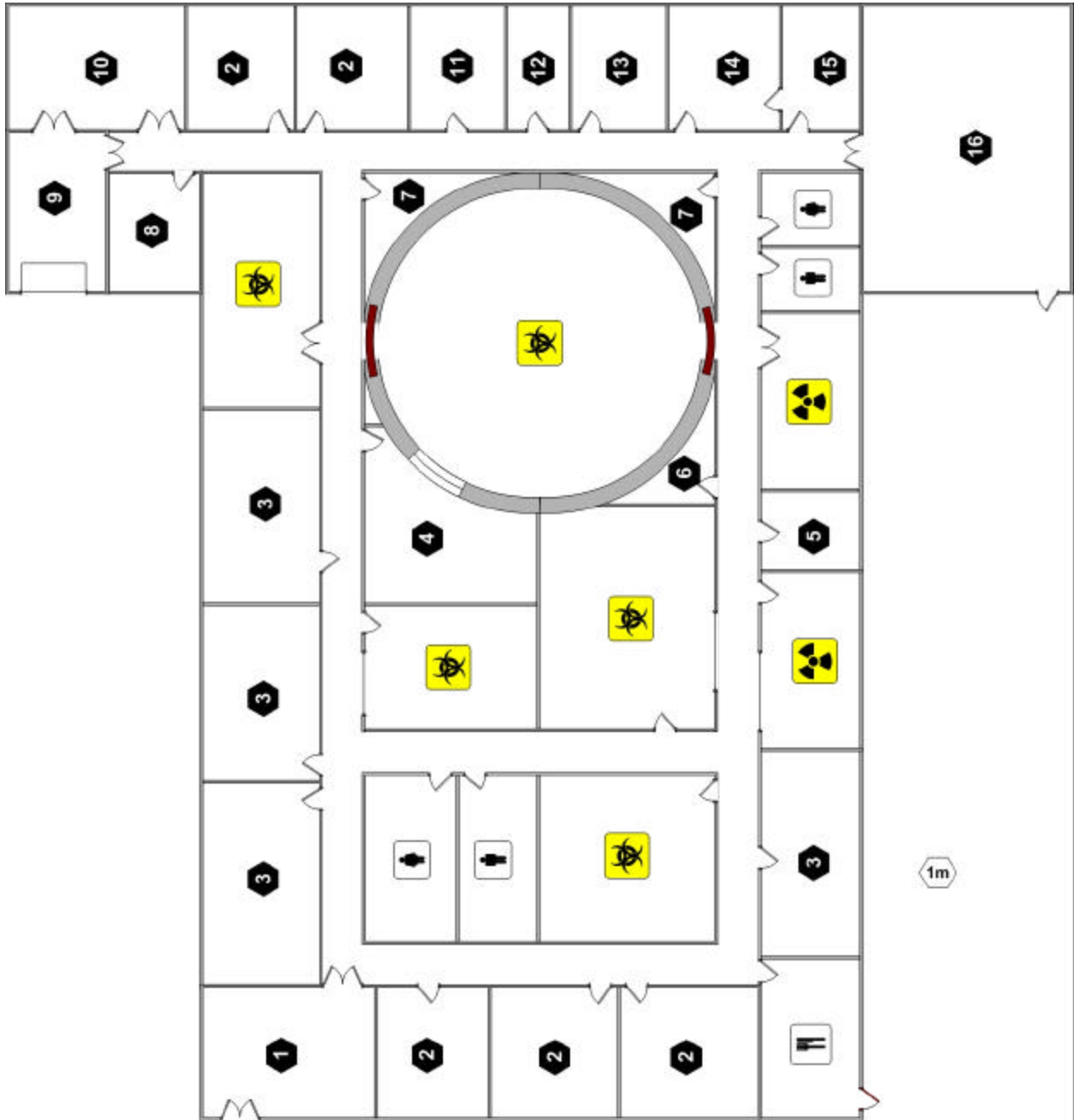
Vestigial Tail

Scaly, hairy, or hairless, this tail provides no benefit, but can be wagged. Clothing costs 20% more to account for modifications, and sitting for long periods of time becomes uncomfortable.

Weak Immune System

As per the Flaw of the same name.

Scene II Player Handout / Facility Map



Scene II GM Appendix / Facility Key

1. Main lobby, reception area
2. Standard Office (usually 2-3 graduate students per office)
3. Laboratories. Note that some of the laboratories have special safety features such as vacuum seals, fire suppression systems, et cetera. These fall into two categories: biohazard labs and radiation labs. The biohazard labs are sterile environments and contain equipment similar to hospital surgery rooms. The radiation labs have special shielding (the window in one lab has lead safety glass) and contain special equipment such as lasers, et cetera. The pressurized lab in the center is described further in the text.
4. Control and Observation room for the pressure lab. Detailed in text.
5. Electrical room. Holds the circuit breakers for the building and special circuits for the lasers and other specialized equipment.
6. Janitor's closet
7. Machinery room. These rooms contain the hydraulics and other machinery for moving the pressure doors and other special equipment in the pressure lab. See text for more details.
8. Facilities and maintenance office
9. Loading dock
10. General storage
11. System administrator / technical support office
12. Network access point and server room.
13. Assistant director's office
14. Director's office
15. Director's administrative assistant
16. Auditorium / classroom

Notes:

The room in the corner opposite the main lobby is the breakroom; it contains snack/soda machines, coffee machine, et cetera.

The biolab next to the janitor's closet currently holds all the specimens, both before and after treatment in the pressure lab.

Scene III Player Handout / Introduction

Email relayed to your personal XLR-4 unit:

>>>>>[[Subject: Mission Assignment

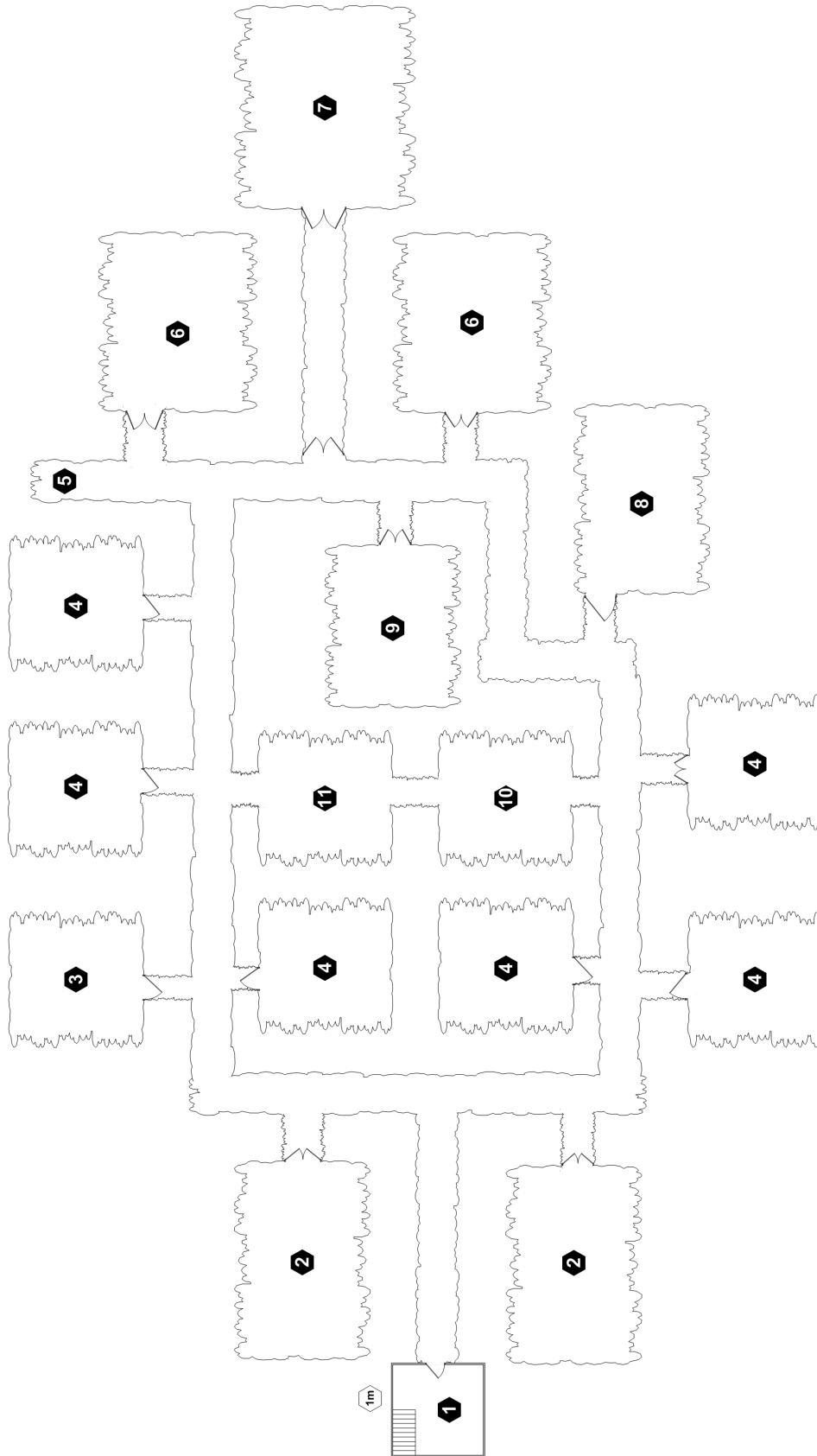
My sources indicate that The Blind Man has just been informed that no contact has been received from one of his facilities. The facility is located in the basement of Milt's Pest Control. While a real business, it is owned by The Blind Man solely as a front for the facility. No word has come out in over 48 hours, and my software indicates that there is a high probability that The Blind Man will personally visit the facility soon to discover the problem.

Suggest you check out the facility and possibly lay a trap for The Blind Man prior to his arrival. Feel free to destroy any BTL or drug production, and keep whatever you think you can fence for a profit...

XXX]]<<<<<

-Tyger

Scene III GM Appendix X / Facility Map



Scene III GM Appendix / Facility Key

1. Basement of Milt's Pest Control. Staircase leads up to storefront.
2. Laboratories
3. Power generator, air circulators, and other support equipment. See text for more information.
4. Offices and research libraries
5. Unfinished tunnel
6. Main Laboratories
7. Hermetic Library and summoning circles
8. Storage
9. Director's Office
10. Recreation / Break Room
11. Galley

Doors are all barrier rating 6 set into steel frames. No security present except for main door to basement, which contains a rating 8 maglock.

Tunnels are natural earth (rock) and shored up by lightweight structural steel girders where needed. Various PVC conduits conduct electrical power, air circulation and other services where needed and are mounted directly to the wall, similar to a military navy vessel.

Scene IV Player Handout / Introduction

Email relayed to your personal XLR-4 unit:

>>>>[[Subject: Mission Assignment

I just received an anonymous tip that The Blind Man is in the mood for purchasing a new home here in Seattle for overseeing his operations. The word on the street is that he will be checking out some of the larger estates up in the Snohomish district – evidently they are similar to his estates back east. I have checked around, and confirmed that there is indeed an estate that seems a likely candidate that just recently went on the market.

Suggest you check out the house and see about setting up an ambush for The Blind Man. He will probably send someone out to check on the house, but he may personally appear as well, and we have to be ready to take that chance! See the attached file for the location.

XXX]]<<<<<

–Tyger

#attached file: advert.home.sales. [3 Mp]

Scene V Player Handout / Introduction

Email relayed to your personal XLR-4 unit:

>>>>[[Subject: Mission Assignment

No time for pleasantries guys. One of the other teams has discovered that The Blind Man is meeting with a Mitsuhama contact over at the Mitsuhama CompleX in less than 2 hours. You are the closest team to the site – so this job is yours. I cannot stress the importance of this mission enough! This might very well be the biggest move in the Shadow War! If you succeed in your mission, The Blind Man will be stopped for good!

I want you to intercept The Blind Man on his way to the meet. You must stop him before he gets to the Mitsuhama CompleX. Once he makes it to the compleX you will not be able to snag him. I need you to bring him to me, dead or alive.

The meet is scheduled for eXactly two hours from now, so that does not give you much time. I have been compiling data from the other teams and have learned the following information that will help you in planning the operation:

- He will be traveling in a black BMW EXeter 960 limo License plate 463WE4
- He always travels with guards so be prepared for resistance.
- One of the your fellow teams discovered a backdoor code to gain access into the BMW's remote control interface – I don't have any riggers in your area that will be able to help you but if you have a rigger in the group he/she will know what to do with the code. If you don't have a rigger then don't dwell on the code, make an alternative plan. The code is attached to this message.
- The Blind Man sometimes shows up early – be set in positions at least a half hour before the meet.

Good luck chummers!!!

XXX]]<<<<<<

–Tyger

#attached file: code.file.063 [2 Mp]

Scene VI Player Handout / Introduction

Email relayed to your personal XLR-4 unit:

>>>>[[Subject: Mission Assignment

I know this is frustrating, but check out a place called “The Dive”. It is located on the border between downtown and Puyallup. Behind the bar, in the alley, is an access cover to the storm drain system. See the attached file. It contains a rough map to the location of someone (or something) called “Remp”. Evidently, this “Remp” has in its possession a gold plated Xylograph from Tibet. It is a form of primitive printing press. The important thing is that we’ve heard that The Blind Man knows about it also and has sent out a team to recover it.

You and your team should enter the sewers and track down “Remp”. Do what you need to try and get the Xylograph from him/her. Hopefully, you will be able to negotiate a mutually beneficial arrangement.

I have another team setting a trap for The Blind Man, and we intend to use the Xylograph as bait, so make sure it is unharmed. Once you’ve recovered the item, drop it off with the bartender at “The Dive” – he will pass it along to the other team’s contact and free you up to check out other leads.

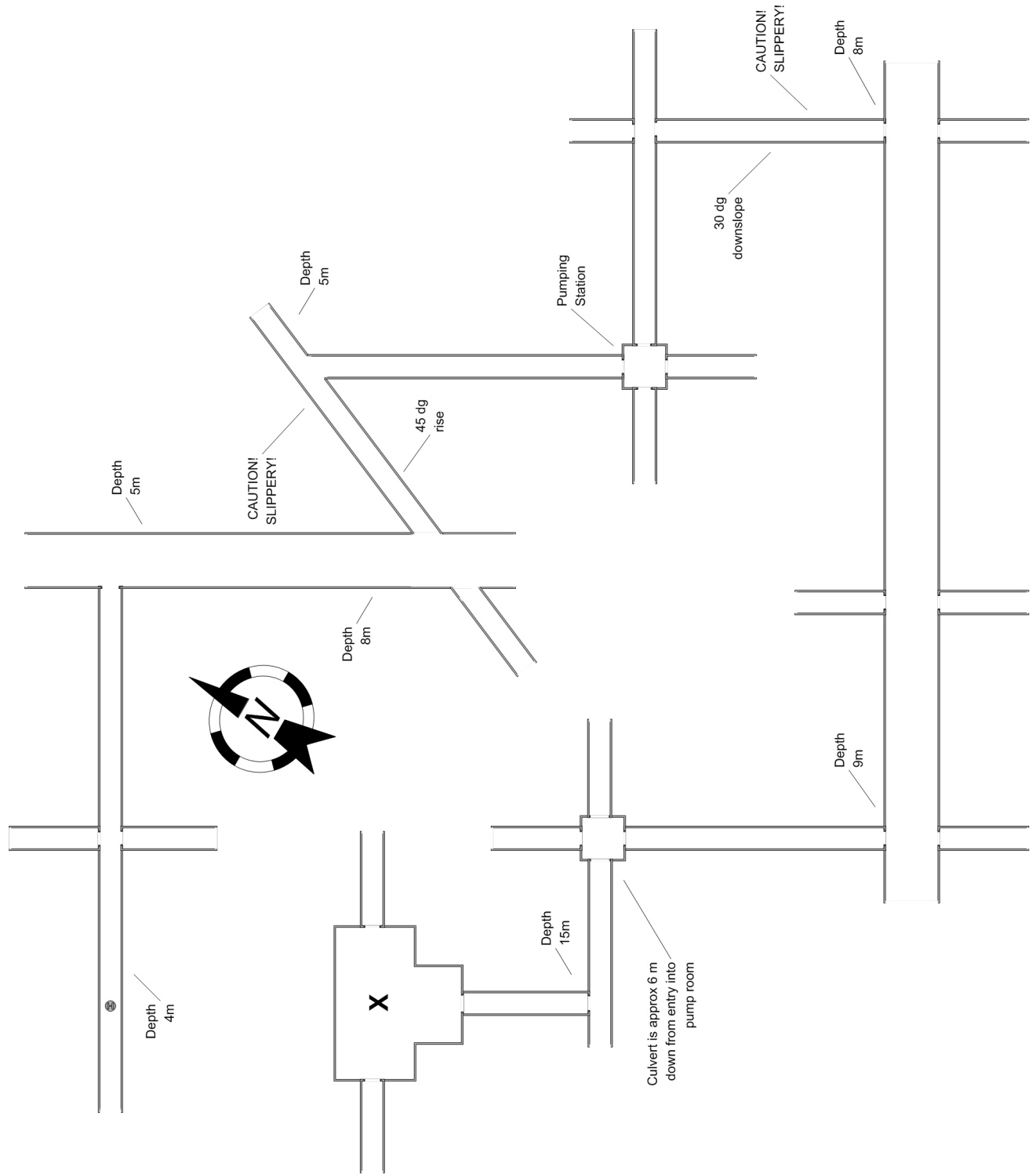
Remember, The Blind Man has sent his own agents in to retrieve the artifact – time is of the essence!

XXX]]<<<<<<

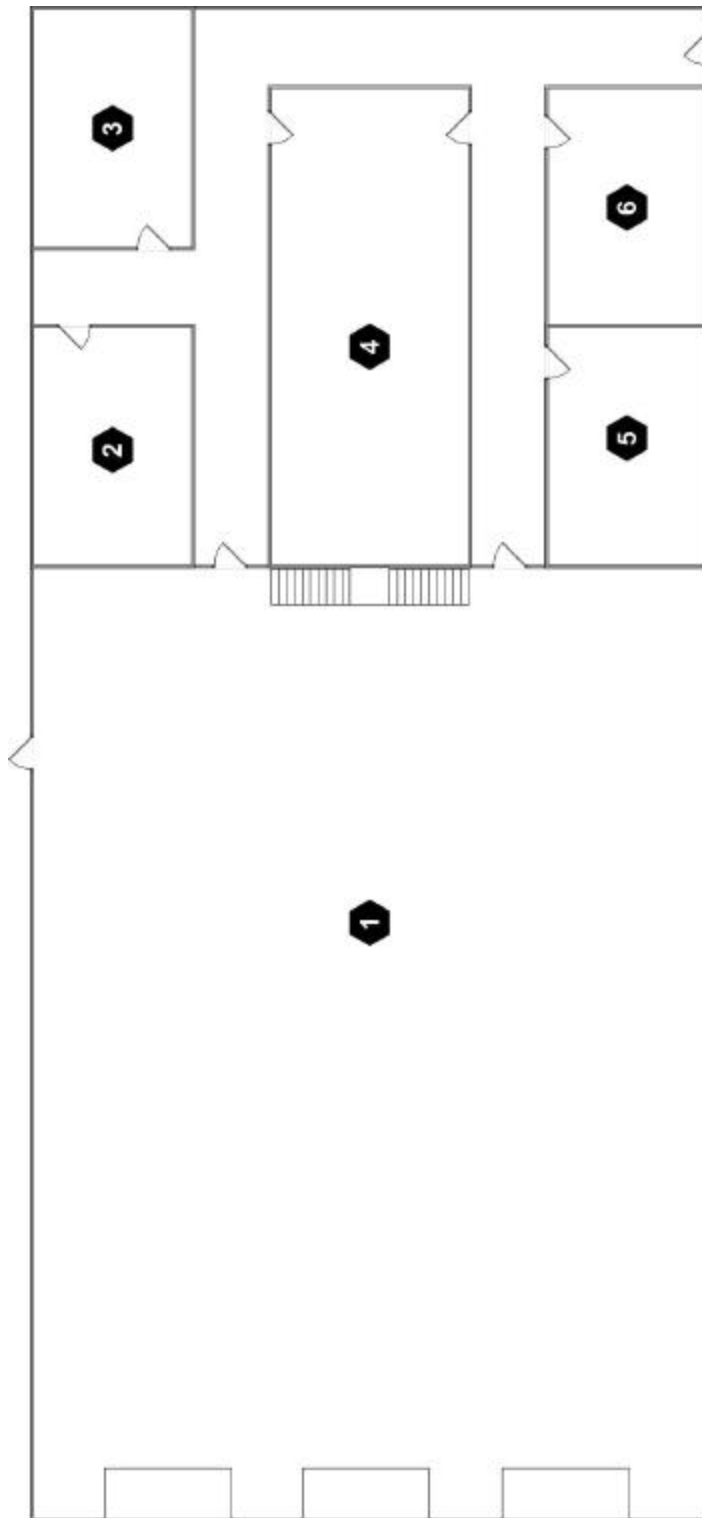
–Tyger

#attached file: sewers.map [54 Mp]

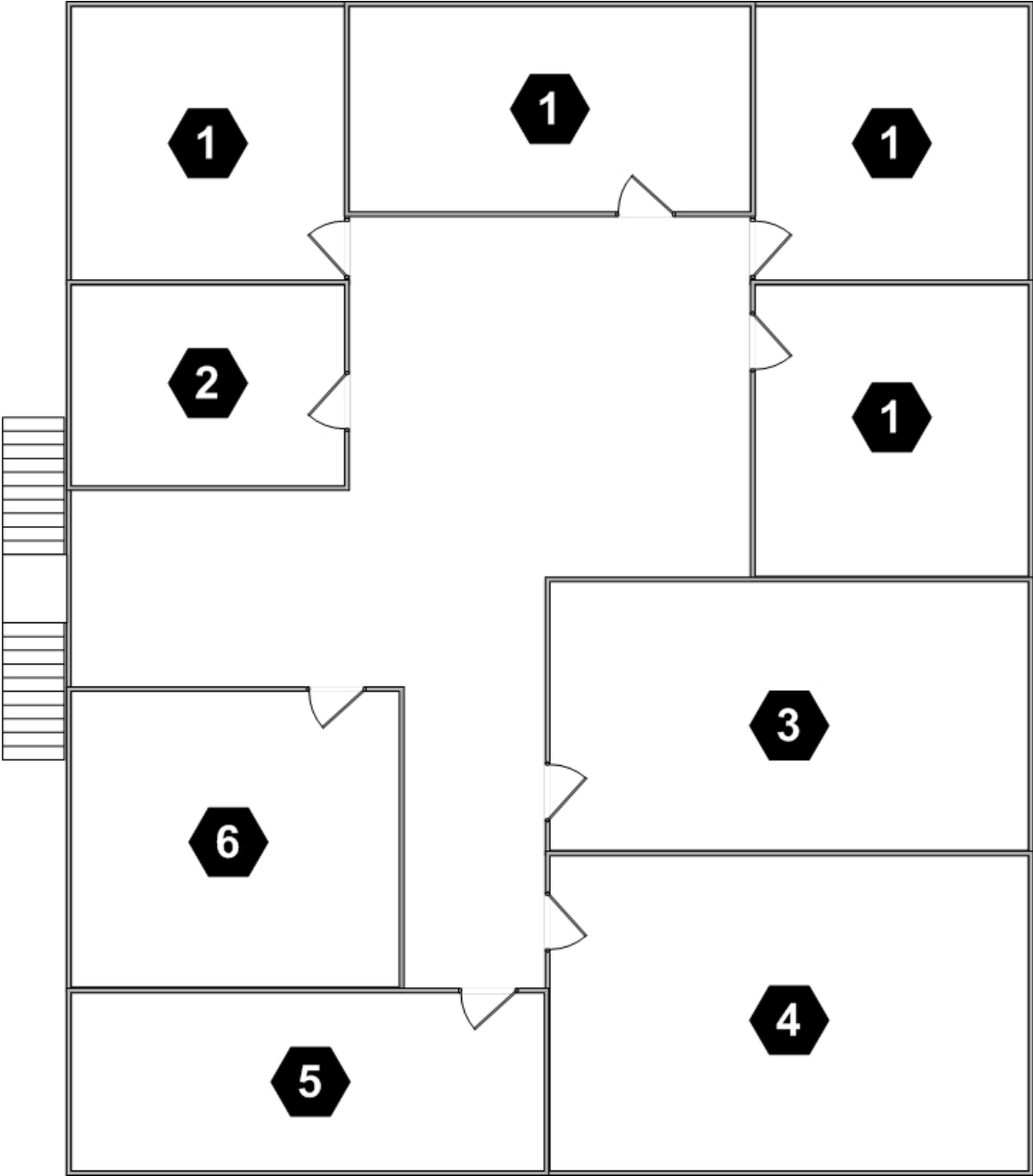
Scene VI Player Handout / Sewer Map



Scene VII Player Handout / Warehouse Map, 1st Floor



Scene VII Player Handout / Warehouse Map, 2nd Floor



Scene VII GM Appendix / Warehouse Key

1st Floor

1. Main warehouse floor
2. Office
3. Bathroom
4. Bulk chip reproduction machines
5. Storage
6. Master production room

2nd Floor

1. Studios
2. Editing room
3. Prop storage and dressing room
4. Administrative office
5. Producer's office
6. Trideo/simsense equipment and production servers

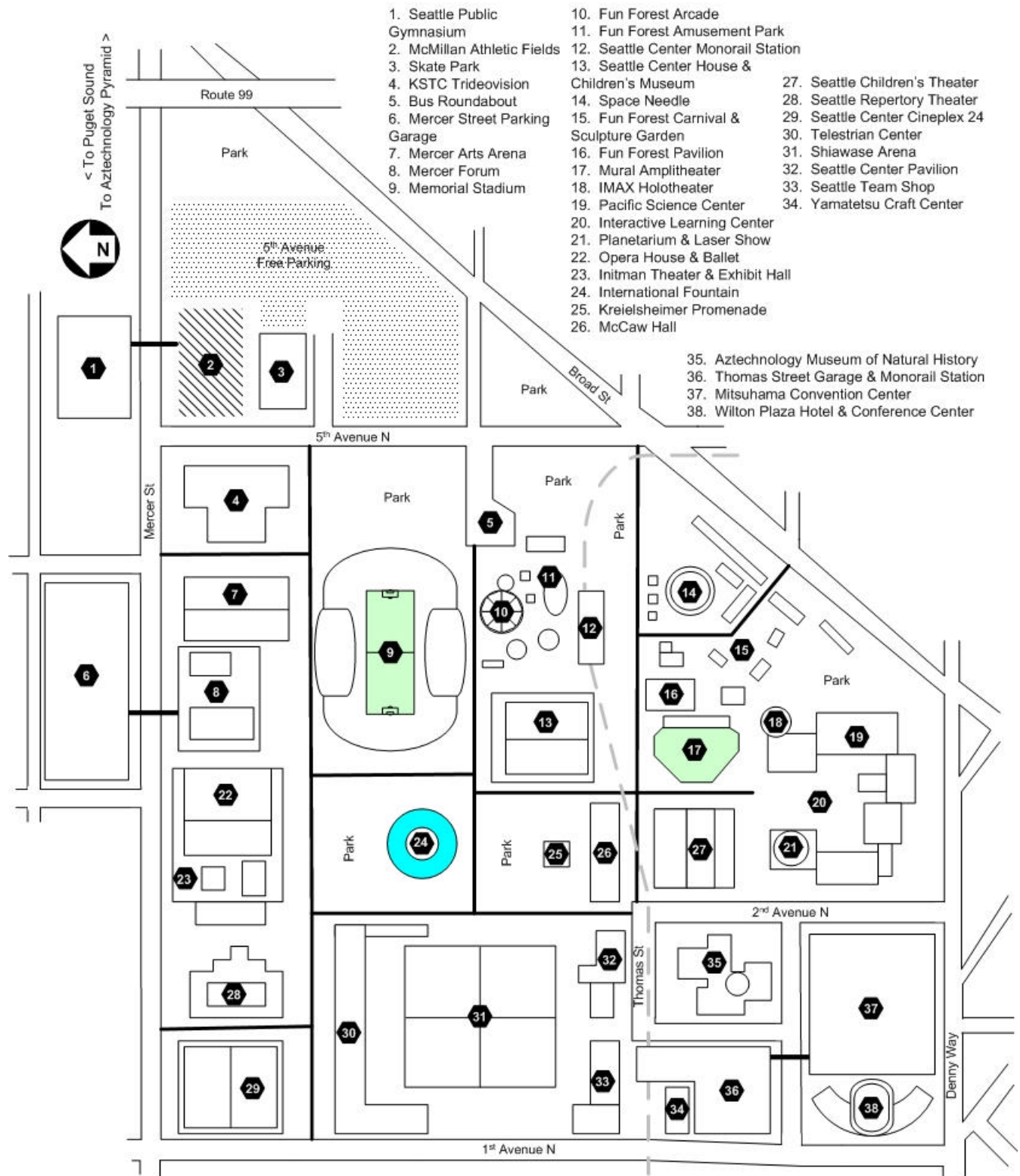
Scene VIII GM Appendix

In order for the runners to start this scene, they should receive a call from one of their contacts. Choose whichever contact would be most appropriate based on the information in the scene. The contact will eXplain that they have heard the word on the street that the runner and the fiXer Claudia Tyger are checking around for The Blind Man. The contact remembers overhearing Crazy Ed, the troll, bellyaching about the last job he did and the name “The Blind Man” was mentioned. The contact believes Crazy Ed may have some information on this “Blind Man’s” operations or whereabouts. The contact last saw Crazy Ed at the Circle X Bar and Grille. The runner is warned that Crazy Ed is a little, well, crazy – he is an eX-military eXplosives eXpert.

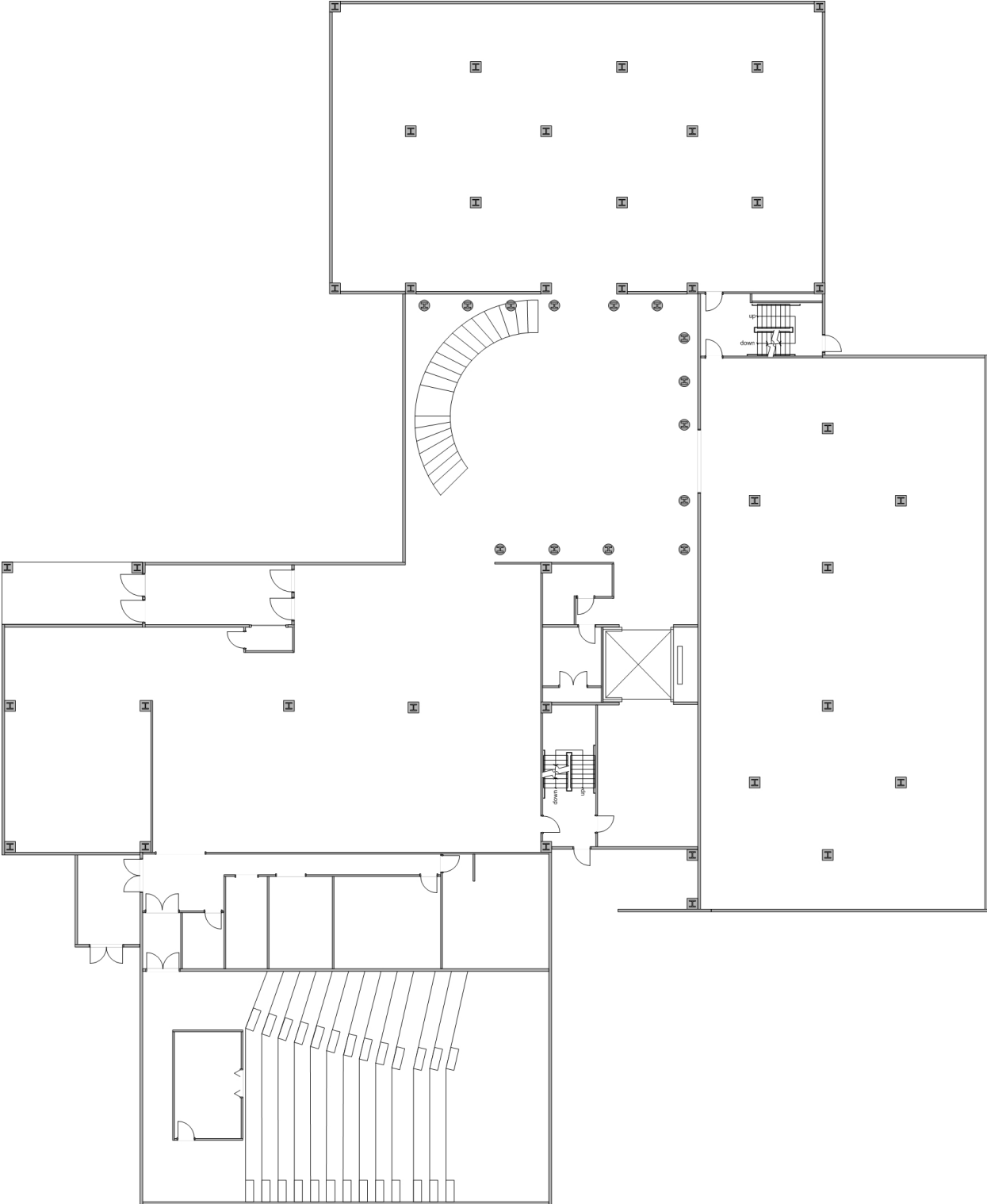
Scene IX Player Handout / Introduction

You can always count on your contacts when you need them, even when they don't know it. One of your contacts won an invitation to a black-tie event, the opening of a new eXhibit at the Museum of Natural History at the Seattle Center. It seems the Atlantean Foundation is sponsoring an eXhibit of eXtraordinary artifacts from ancient Mediterranean cultures. The Atlantean Foundation has recently concluded some eXcavations in their search for Atlantis, and these rare, never-before-seen objects will be displayed eXclusively for the elite of Seattle tonight only. Your contact thought it sounded like a bore, but you know from your information and Claudia that The Blind Man has strong ties with the Foundation and is fascinated with archeology and ancient artifacts. It seems a pretty good bet that Barnabas Hampton, the public persona of The Blind Man, will make an appearance at the affair. Time to break out the tuXedos, evening gowns, and a kilo of "schmooze"...

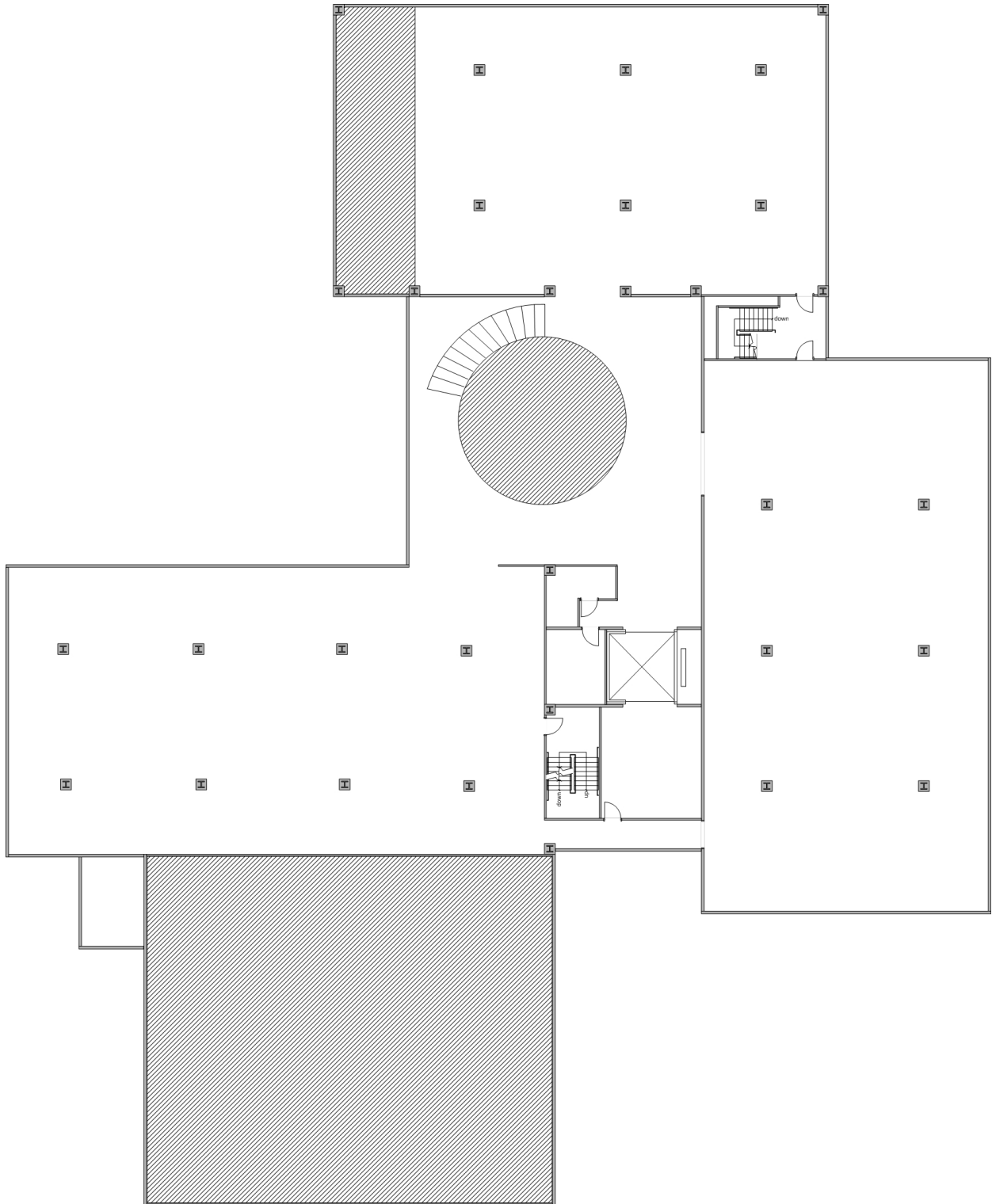
Scene IX Player Handout / Area Map



Scene IX Player Handout / Museum 1st Floor Map



Scene IX Player Handout / Museum 2nd Floor



Scene X Player Handout / Cemetery Map

