

# X

## A Two-Round Shadowrun: Virtual Seattle 3.0 Scenario

by Matt Phillips, Rich Osterhout, et al.

**X** ('eks) n. 1. the 24<sup>th</sup> 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 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 earned Karma of all players at the table. Divide this number by 10, and then divide again by the total number of characters to determine the average "Threat Rating" for the scenario. Always round up.

**EX**ample:

Player character 1 has a total karma of 27, PC 2 has 22, PC 3 has 15, and PC 4 is new with 0 points.

$$PC1+PC2+PC3+PC4 = 64$$

$$64/10 = 7$$

$$TR = 7/4 = 2$$

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:

|                  |       |
|------------------|-------|
| eXperience Level | TR    |
| Green            | 1-5   |
| Streetwise       | 6-16  |
| Veteran          | 17-26 |
| Elite            | 27+   |

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!

## Spirits & Elementals

Mages may keep any conjured elementals or watchers from one scenario to the neXt. Before each scenario hermetic mages may also preconjure a number of elementals up to their normal limit

based on Charisma. If they have any elementals left over from a previous scenario, they must either dismiss the unwanted ones or reduce the number of new elementals accordingly so that the maximum number (Charisma) is not violated. Preconjured elementals may not exceed half the mage's Charisma (rounded down) in Force rating. Thus, a mage with a Charisma of 6 may pre-conjure elementals of Force 3 or less at the standard costs. No drain rolls need to be made for such conjuring, but the Conjuring roll must still be made in order to determine the number of services, as normal.

## **Administrivia**

*With much regret, this is the last Virtual Seattle scenario for the RPGA. As such, you don't have to concern yourself with the players' lifestyle, etc for future runs.*

# Adventure Summary and Background

Welcome to one of the most challenging and complex scenario ever written for Virtual Seattle. This scenario is the last RPGA event for the Virtual Seattle / Shadowrun campaign. You, the GM, have the important job of making sure that all the players have an event to remember – something that will make them feel that they have accomplished something with their characters and the time and investment they have put into them. You will do this through this scenario, which consists of a variety of scenes. While it is designed to run during two standard RPGA rounds, you are certainly free to run it for longer periods of time at your venue. When running this event, you should make sure to reserve at least one hour for the conclusion and completing the mission summary sheets and other associated paperwork.

Everything is up to you – you choose the scenes to run (hopefully based on the makeup of your players and their characters) and what order to run them in. Only the introduction and the conclusion are fixed. You can spend as much time as you need on a scene – this means that some tables may play four or five (or more!) scenes if they are moving quickly, while other tables may only play one or two scenes if they are enjoying themselves roleplaying, doing legwork, and/or developing elaborate strategies. Don't feel you have to put them through each and every scene – if you only do one scene, then so be it, as long as you and the players are having fun with it.

Each scene has a background section that will give you the information you need to run that portion. It may also contain a brief introduction for the players, the normal “Tell It To Them Straight”, which you should paraphrase as necessary to accommodate the role playing of the players. Other information needed and any handouts or playing aids (for both the GM and the players) can be found in the corresponding areas of the support pack.

This scenario also concludes the Shadow War story line. If the players are not familiar with the story line, you may give them Player Handout 1, which summarizes what has happened up to this point. If you, as the GM, are also not familiar, you should read this handout NOW before proceeding.

This scenario opens with Claudia ready to make a final push and end this “war” once and for all – she

has called in all of her markers and gathered as many shadowrunners from her “stable” as she can. She has the information, the resources, and the drive to coordinate the next few days to track down and neutralize The Blind Man and his forces.

## Introduction *X-ordium*

### Tell It To Them Straight

“Thanks for responding so quickly,” Claudia stated as she maneuvered her wheelchair onto the makeshift stage in the warehouse. “Well, tonight's the night – tonight is the night we make a stand and take down The Blind Man. We've made some blows against some of his important assets, but at a great cost. Now, I've called in a lot of markers and pulled together some resources, and I think we're ready to strike the final blow. The only problem is, as you are well aware, The Blind Man is very elusive, and there is no telling where he will be at any time. I have done my best to dig up information on his location, and I've come up with a few good possibilities. I've already sent some other teams out, and now it's your turn. Take the data and track down The Blind Man, then either take him out, or take him down.

From one of our previous encounters, we managed to co-op some new experimental wrist computer units. The XLR-4 will provide you with the means to stay in contact with your teammates and allow you to receive new data in the field. As teams report in, I may receive information that will help you in your mission.

Now, let's have each one of your teams send up a representative to pick up the wrist comps and a datapack...”

### Behind The Scenes

This introduction (or “eXordium”!) should be modified depending on the number of players involved. If you have more than one table of players, you can save time and have one of the GMs perform this as part of the marshalling activities.

After the opening monologue, you should give the players the handout for the scene you wish them to do first. If the players are unfamiliar with the Shadow War storyline, you should also give them Player Handout 1 also.

# Scene I

## *X-Treme Ops*

### Tell It To Them Straight

*This looks like fun*, you think to yourself as you pull up. You are standing in front of a small business called *X-Treme Sports*. In the back, you can see a helicopter pad and a small hanger. Your information has led you to come down here and talk to a Mr. **X**avier about a potential lead; but you have your suspicions... You walk in and the secretary immediately leads you back to a small conference room. In here are two men. The first man is a big athletic looking guy standing in the corner. He looks vaguely familiar, but you're not sure from where. He also has a funny grin on his face; he nods as you look him over. The other man sitting at the table is obviously the boss and he motions you to sit. You wait in silence as the other members of your team join you at the table.

"Hello Gentlemen, my name is Ale**X** **X**avier. Over here is one of my trusted employees, whom I'm sure you recognize: Dirk Danger. I am the owner of *X-Treme Sports*.

Let me go right to the point. I know where you can find information about Barnabas Hampton, the individual you so colorfully refer to as The Blind Man, and I am willing to help you. I have recently learned that Hampton has tendered a private offer to buy the Seattle Screamers Urban Brawl team franchise. I know where you can find information about this offer. Ms. Claudia has e**X**pressed her interest in this obtaining this information.

I also want the same data that she does. So, the offer is this: I will provide you with the means to retrieve the data. You may keep any information you retrieve but I, too, would like copies of the information.

So do we have ourselves a deal?"

### Behind The Scenes

The Seattle Screamers Urban Brawl team franchise is secretly up for sale. The Blind Man, in an attempt to satisfy his appetite for competition and sports, has decided to tender an offer for the team. The other leading contender is Ale**X** **X**avier, a successful businessman who also owns such properties as *X-Treme Sports*. He has discovered that The Blind Man has made his offer and wants to know what it is so that he can outbid him. Ale**X**

has learned of the conflict between The Blind Man and Claudia, and has offered an e**X**change of sorts.

In return for the use of some of Claudia's talent, he will provide further information on The Blind Man's whereabouts, operations, and/or activities. His offer is thus: he will provide the use of a helicopter, pilot if necessary, parachutes, other specialized equipment, and some important information on their target – the offices of the Seattle Screamers team, on the 39th floor of the Huitzilopochtli Plaza<sup>1</sup>, across the street from the Aztechnology Pyramid. In return, the runners are to discover the amount of money The Blind Man has offered to pay for the franchise. Sound simple? Sure, but read on.

**X**avier has learned that there is a flaw in one of the security sensor arrays on a 39th floor window – conveniently located on the same floor as the Screamer's owner's office – magical security, however, is still in place. **X**avier employs a former Urban Brawler named Dirk Danger "Double D", who was once a member of the Chicago Shatters team but has long since retired. Double D is now Ale**X**'s best pilot and will take the runners to the target zone (the roof of the Huitzilopochtli Plaza). From the roof, the runners will rappel down to the 39th floor target window. Once they have gained entry, they can proceed as needed to the Seattle Screamers Urban Brawl team's office where they can search the company computer for the data. Once they have found the information, they then use a specially packed parachute for a base jump out the 39<sup>th</sup> floor window to the Aztechnology Park, where they must arrange for a quick escape from Azzie forces.

With help on planning from Double D this encounter should go in 6 phases:

- 1) Bungee to the roof of the building
- 2) Rappel down to the window
- 3) Open the window and gain access
- 4) Steal the data off the computer
- 5) Base jump out of the building
- 6) Evade Azzie forces upon landing and escape to the shadows.

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<sup>1</sup> Pronounced *wheat-zeela-pacht-lee*. This is the same building from the Dave Runn story line, so players that have played any of those three scenarios will recognize the name of this building. GMs should check the character's mission log sheets to see who has played *See Dave Runn*, *Run Dave Run*, or *Don't Be A Dave* scenarios.

Each of the phases is described below. Some of these phases may vary depending on the players input but the focus of this scene is on skill use and eXtreme sports.

Make sure to read the Legwork section following the scene breakdown for important background information and for items of interest that the characters may inquire about.

#### *Phase 1 – Bungee Fun*

Double D will eXplain to the runners that he can fly them to the Huitzilopochtli Plaza, but that the helicopter will not be able to remain in the area since it is private airspace for the Azzies. His suggestion is for the runners to bungee jump down to the roof of the Plaza (they drop down within a few feet of the rooftop and then quick-release the bungee cord). Then the helicopter can make a quick get-away without attracting much attention.

To successfully bungee jump, have characters make an Athletics (10) test. If they fail the test they land on the roof and take a 5M Stun attack. Resist as per normal damage rules, using impact armor for resistance. Furthermore the character must make a Quickness (4) test to prevent falling off the roof because s/he slammed down on the slanted roof so hard.

Remember - active magical foci, spells, or astral entities on the roof will attract the attention of the watchers!

#### *Phase 2 – The 39<sup>th</sup> Floor Window*

From the roof, the runners can rappel down the side of the building to the 39th floor and the target window. The characters should decide a way to cut the window. The alarm on the window is not functioning and thus can be opened without problem. Note, however, that the ward for the building will warn of any active spells, foci, or spirits. Those that wish to use a Levitation spell or similar magical means will certainly set off the ward and/or alert patrolling watchers.

Double D will outfit each character with a specially packed parachute (see below). They can depend on this should something happen to cause the character to fall before gaining entry. Once inside the 39th floor, the runners will have to quickly find the Seattle Screamers Urban Brawl offices, steal the data off the computer and leave.

#### *Phase 3 – Window*

This phase is pretty straightforward. The runners are now dangling 39 stories above the street and need to open the window. If they brought a glass cutter or a reasonable tool let them roll some dice and gain entry into the building. The window is a rating 8 barrier with no security alarm. If they break the window and it falls to the ground below, it will alert guards, who will show up on the scene in 10 minutes. Most likely with air, ground and interior building support! If the window blows inward it might not be heard depending on how much noise they make blowing it in (i.e. panther assault cannon = bad idea).

#### *Phase 4 – Inside*

The runners will find themselves in the Seattle Screamers Urban Brawl office reception area. They will have to bypass a rating 6 maglock (keypad/card reader) leading into the general manager's office. Once in the office, the computer is easy to find. In the office the runners will note a sports memorabilia case with various autographed sports items. If the runners want to steal the items they will have to bypass additional security alarms on the case (rating 8). Base time to disable the case alarm is 20 minutes divided by the number of success. If they fail the security test, guards will be alerted and arrive via the elevators in 2 minutes.

#### *Phase 5 – The Long Way Down*

Before the run, Double D gave the runners a specially packed parachute designed for a base jump from the 39th floor. The parachute is specifically designed for a 39th floor jump. In order to successfully base jump, the runners will make a parachute skill roll. If they fail the first roll they get one addition roll. See chart below for TN to successfully jump. One success is needed to deploy the parachute. For each success in the test the runners may apply a success to reduce the distance they miss their intended landing spot by, or they may apply a success to resist the fall damage.

With a successful parachute skill roll the character takes 10M damage. Runners may use ½ impact armor to lower the TN, then apply only Body dice to the resistance roll. They may also apply net successes from the jump test as automatic successes to stage down damage. If they failed both parachute skill rolls and hit the ground they are dead, no rolling is necessary.

The wind is blowing North-West and the runners will land a number of meters off course according to

the chart below. The runners may apply success from original parachute skill roll to augment how far off course they are. Divide the number of success +1 to the distance off course they blow. (i.e. runner has 3 success, divide the distance off course by 4).

Mages may also use an appropriate spirit (wind, air) to help aid the movement of their fall. Where they specifically land on the map is up to you, but take into account how many meters they drift from their intended landing spot. Some possibilities include getting tangled in a tree, landing on a person walking in the park, or landing in the middle of a street!

At this point if a mage uses a spell to save his or a team mate's life from hitting the ground, he might attract some attention but will have time to make a quick get away (see neXt phase).

| Jump Point | TN <sup>2</sup> | Base Scatter<br>Distance                               |
|------------|-----------------|--|
| 42nd Floor | 6               | 63 Meters  |
| 39th Floor | 4               | 58 Meters  |
| 30th Floor | 8               | 45 Meters  |
| 20th Floor | 14              | 30 Meters  |
| 11th Floor | 20              | 15 Meters  |
| 10th Floor | Death           | Your body smacks the pavement right on intended target |

(TN based on parachute skill, if using default skills use appropriate modifiers)

#### Phase 6 – Evade

At this point the runner should end up in the park in front of the Aztechnology Pyramid. The runners should have come up with some type of a get-away (or else they are in trouble). They will be spotted by Aztechnology guards and will have to make a quick eXit. Provided they came up with a reasonable escape, they should get away. If the runners don't use their heads and make no effort to evade and escape, bring out the Aztechnology guards in all their fun and glory!

For a fun climaX the runners might have a short high speed vehicle pursuit on their hands if time allows.

<sup>2</sup> Target number is based on Parachute skill. If using default attribute (Body), use appropriate +4 modifier. If a knowsoft (obtained from *X-treme Sports*) is used, apply a +2 modifier.

## Legwork

### *X-treme Sports*

*X-treme Sports* is an eXtreme sports charter company based in Seattle. They book private tours for thrill seekers looking for all types of eXcitement.

Typical charters include rock climbing, base jumping, gliding, and other eXtreme sports. The company has every piece of equipment a thrill seeker would need. They have several helicopters, parachute equipment in every flavor, climbing equipment, and even skillssofts for those without the skills of their own. If it involves eXtreme athletics, *X-treme Sports* would have the gear! This equipment is available to the runner for the duration of the scene at no charge. Skillssofts, parachutes, and climbing gear can be purchased for 50% off standard book price!! Note that due to the specialized nature of the business, *X-treme Sports* has access to special knowsofts which, while not providing the motor skills necessary as an activesoft would, provides eXpert knowledge and stored eXperiences enough to assist in many of the eXtreme activities. Parachuting knowsofts will help those without any skill significantly.

### *Double D*

Double D is a very large Australian human who was in the Urban Brawl circuit before retirement. He acts as the primary tour guide and general manager for the company. He has a great deal of knowledge of eXtreme sports. Double D is polite and loves a good adrenalin rush. He is very hyper and eXcitable. He also loves to show off his mad piloting skills to “greenies” in his helicopter.

Double D will help the runners plan their entry into the building. Be sure to play up his machismo and eXtreme sports attitude. Things like “no problem mate, I’ve seen amateurs base jump from lower altitudes than that”

### *The Huitzilopochtli Plaza*

The Huitzilopochtli Plaza is a 42 story tall building with no landing pad on top. Security for the building is top notch and under Aztechnology's control. The building is made up of residential and various businesses levels. The building is a public place, meaning you are free to go in. However, people are not allowed access to anything beyond the front lobby without proper identification and permission.

Entry into the building will be very tough. The only way the runners should be able to get in will be to take advantage of the security hole on the 39th floor window. If the runners decide to enter through

a different means, other than the window, improvise whatever security is needed to represent the most difficult building they have ever tried to infiltrate. Don't hold back as this building uses top notch security and employs Aztechnology guards.

The Huitzilopochtli Plaza is surrounded by a ward (Force 10). This ward will prevent a mage astrally projecting to enter the building. Spells cast through the barrier at a target on the other side have +10 TN to cast the spell! Spirits will not cross the ward, due to its construction techniques. This is because it was created through the use of blood magic, by Aztechnology mages. If the barrier is attacked, a Jaguar Mage will show up to investigate in one round. If he finds the runners, sufficient support will arrive soon after to "spank" them.

Outside and inside the ward there are watchers in the area. They have been told to look for active spells in the vicinity of the building. If a mage casts a spell a watcher (Force 3) will shortly appear and ask him to cancel the spell. If the spell continues the Jaguar mage will be alerted. The point here is that the runners should be persuaded to use mundane methods for entry into the building.



## Scene II

### X-Factor

#### Behind The Scenes

##### *Background*

The Blind Man has a fascination with magic, and has been searching for a way to see if mystical powers can be awakened in someone not previously known to be active. Another of his reasons for coming out to Seattle was the work being done by Professor Jonas Silvia at the University of Seattle. Dr. Silvia has been researching the eXpression of genomes, particularly those involved with metavariants and the ability to use magic, whether as an adept or magician.

His research lately has revolved around eXposing subjects to a special energy field consisting of electricity, radiation, and astral background count, which is caused through the eXposure of magical foci. This is further modified through applying a radioactive field enclosed in an electromagnetic field. Finally, pulsing an X-band maser through the field causes a warp, or unstable area, where astral and mundane space reverberates. Subjects spending time in this warp bubble seem to have a higher incidence of eXpressing latent genetic codes. Silvia has dubbed his device a mana field eXciter.

The Blind Man has paid some large grants to the professor's project, and as the saying goes, "follow the money". From financial records discovered from previous shadowruns, Claudia and/or rival factions have discovered the connection between The Blind Man and Dr. Silvia. While Dr. Silvia is unaware of the true intentions or purposes of The Blind Man's backing, he has met him (in his public role – Barnabas Hampton) and discussed much of his research.

The runners will follow these leads to the research center just off the university campus. Security is provided by, you guessed it, The Blind Man's own contract security forces. He also has some of his hand-picked bodyguards to watch over the facility, and Dr. Silvia in particular. While eXploring the facility, they will enter the room where the mana field eXciter resides. Once inside, one of The Blind Man's minions will secure the doors and activate the device, thus eXposing the runners to the device and risking changing them through SURGE. The runners' goal will be to either meet with the doctor to question him about TBM or get a

look at the doctor's files to discover more about TBM's activities.

##### *Introduction*

The scene starts with the runners receiving the handout that appears to be some financial files with the Seattle University logo on them, as well as a note from one of Claudia's contacts that reveals that TBM has some large monetary contributions flowing into the university and specific programs. From this, the runners should attempt to discover more about the funded programs and do one (or a combination) of the following:

- meet with the doctor and question him about TBM and his involvement (this type of approach will focus on negotiation/interrogation/charisma based skills, or perhaps acting, etc. if the runners pose as colleagues or officials)
- kidnap/eXtract the doctor for questioning (similar to above, but more emphasis on forceful interrogation)
- recover or copy the doctor's files (insertion and datasteal)

If the runners are having a problem deciding what to do or what should be done, base your guidance on the tactics above and match them against the team's skills. If there is no-one that really possesses the required skills, then go for the last choice – a more typical shadowrun. You should be prepared for any type of plan the runners wish to pursue, following the guidance and information found in the scenario. The important event here is the trap...

##### *Mission Overview*

Once the runners discover the research labs of Dr. Silvia, they may try several approaches to get the information they need. What they don't realize is that one of Silvia's assistants is actually an agent of TBM, working undercover, who is supposed to watch out for the doctor and the program as a whole. This agent is Wendy Cruz, and she will be at the labs whenever the runners decide to make an appearance – if during regular hours, she is there assisting Silvia, and will offer to give them a tour of the facility (provided the runners are there on peaceful terms); if during non-business hours, then she will be there working late (or early, depending on the time). If the doctor is in the facility, then her job is to be his bodyguard and prevent any eXtractions or harm to come to him. If the doctor is not there (i.e. they are after the files or some other

evidence), then she is there to protect the program and the files.

In either case, Wendy is an accomplished deep cover operative with superb acting skills and the knowledge needed to pull off a job. She is a physical adept, but has sacrificed a little to get a datajack and knowsoft link with head memory. This allows her to pose as a corporate wage slave and download any necessary background skills into her head memory. She has self-initiated and learned how to mask her aura as a mundane, so she will pass as normal during a cursory glance. Unfortunately for the runners, she knows who they are – she has been tipped off by TBM's agents to expect guests soon, and so will attempt to neutralize the runners and find out what they know or just get them out of the way.

At some point during this scenario, Wendy's job will be to manipulate the runners into entering the test chamber with the mana field eXciter. Once in the room, she will shut and seal all the eXits from the room and engage the device. If she is giving them a tour of the labs, she will wait inside the door for them to enter, and then slip out when the last one is in the room, sealing the door behind her. Once the eXits are sealed, she will make her way to the control room, where the runners will see her adjusting some controls and then finally engaging the device, causing a low humming sound which builds to a high pitched warble. Finally, a bright flash of light will indicate the firing and release of magical energies, causing the team to check for SURGE effects, as well as pass out from the eXposure to the field (24D Stun).

Other ways to get them into the room might include leading them on a chase (if she has the doctor or his files with her) and having her run through the room, or herding them by chasing them with guards or drones so that they "pick" the room to run into. In such cases, Wendy will already be in the control room, and be able to shut and lock the eXits upon their entry. The computer files can be obtained either before or after being trapped in the room, but if the team is there to talk with the doctor, then Cruz will wait until they are done in order to learn their purpose, and then try to lead them into the lab – either with the tour trick or some other means. Perhaps she just offers to see them outside, and walks casually through the room...

### *The Room*

The room that holds the mana field eXciter is roughly 10 meters in diameter. The ceiling is five meters high, and standard fluorescent fixtures

provide the stark white lighting for the room. The center of the room holds the eXciter, which looks like it could be a piece of modern sculpture. Anyone with a skill in astronomy, astrophysics, or similar skill will recognize and swear that it is an astral projector (the big ball thingy with holes that shines the stars on the inside ceiling of a planetarium). There are two doorways to the room, exactly opposite each other. The doors are of the pocket variety and slide out of the wall to seal the room. They are designed like pressurized security doors (the lab used to be used to study atmospheric and oceanic pressures) and have a barrier rating of 18. They are controlled by either an electronic panel to the right side of the door, or from the control booth next door. Note that Cruz has deactivated the inner panels. The panels themselves have a barrier rating of 10, but the wiring has all been removed/rerouted to prevent hotwiring or otherwise damaging this panel. Cruz has also slaved a remote control to the door controls, which she carries with her at all times – if being chased, she can time it so that she triggers the door ahead of her to start closing, providing just enough time for her to slip through before closing tightly. The walls are all built to withstand high pressure as well, and therefore are also rated as a rating 18 barrier. Although a couple of kilos of C-12 would be sufficient to breach the walls or doors, there is the small matter of the size of the room, and the fact that the circular construction would assist in focusing any blasts, thus pretty much reducing anyone into the room into a thin, red paste...mmm chunky salsa!!

The adjoining control room has the controls necessary for controlling the doors, lighting, temperature, air flow, pressure, and of course, the eXciter. There is a thick plasteel window set in the wall about two meters from the floor, approximately one meter high and two meters wide, for viewing the activity in the lab room.

### *SURGE*

Once the team is trapped in the room, Cruz will activate the eXciter, if only because she knows it will knock them all unconscious – the fact that she will be performing the first (meta)human testing of the machine does not even occur to her.

Step 1: Make a SURGE test for each character

Have each character make an Essence(8) test (the artificial nature of the machine amplifies the effects normally found in nature – and let's face it, we wanna see if someone ends up with a pointy tail and horns, right?)

Round up for determining the amount of dice to use for the test. Karma dice can not be used. Apply the following modifiers:

| Character | Modifier                      |
|-----------|-------------------------------|
| Awakened  | + (Magic Rating / 2) round up |
| Metahuman | +2                            |

#### Step 2: Determine SURGE Effect

If the character achieves at least one success, they will undergo SURGE as they are unconscious. When they wake up, they will discover what has happened. The character will receive one negative and one positive SURGE effect pair for each success rolled on the test above – if all siX dice (maXimum Essence of 6) achieve the target number, then the character will have siX positive and siX negative SURGE effects. Effects are chosen randomly by rolling 2D6 and referencing the tables provided in the appendiX section.

#### *The Doctor*

Doctor Silvia knows nothing about the shadowy side of Barnabas Hampton. He only knows that Hampton is one of the major contributors to his work, and is therefore not only thankful but loyal as well. He lives a very private life, and when not working, tends to stay in his secure apartment – provided by the university through funding from Hampton.

Silvia has been working on his genetic eXperiments for many years now, and will be very open about talking about his research and the benefits that may result from it (see *The Files* below for more information on his eXperiments). When asked about Hampton, however, he will become more reserved and comment that he has no information that would be of interest to the characters – he will only tell them that Mr. Hampton is a very generous man and interested in the pursuit of knowledge.

Depending on how the characters approach the doctor will determine how much information he freely gives them and what they will have to work out of him. Basically, the information that they must discover will lead them to the neXt encounter, so you will have to adapt the information at that point. If the hook for the neXt encounter deals with The Blind Man, then the doctor only knows that he heard Hampton mention something to one of his bodyguards about not being able to make an appointment for today because he had to deal with “a matter of some importance” or “meet with so-and-

so” somewhere else in town. If the neXt encounter deals with the Hampton persona, then you can be a little more revealing about the information leading to the neXt encounter.

**Dr. Jonas Silvia**, Professor of genetic engineering, University of Seattle

Archetype: Scientist

Human male, average height and weight

Age: 47

B 3 S 2 Q 4 I 5 W 4 C 4 R 4 IN 1d6

No Combat Skills

No Noted Skills

Cyberware: average headware for senior research scientist.

Other information: none

#### *The Files*

If the characters desire to search Dr. Silvia's computer files for information, they will find more than enough to download. The system is isolated from the MatriX directly, but does share a private network node with the university. If the characters desire to do so, they could use an access point from the campus to get into the doctor's computer system, but what fun would that be? If they do this, then kudos for them, and they can bypass the chance to be affected by SURGE.

Otherwise, the files can be obtained from any access point inside the facility. In this case, however, the breach will be detected by Cruz and she will attempt to stop the interlopers and herd them into the SURGE lab.

There are two things that the characters can search for. Obviously, there is plenty of data concerning the doctor's eXperiments. Everything that they have done over the last three years is stored in the system. For every 500 megapulses downloaded, the characters can fence this data for 25,000 nuyen. Anything less than this size does not contain enough data to be useful. There is a total of 3,500 megapulses available for download. Anyone eXamining the datafiles can understand the basics of the work with a successful Biology or Parazoology (10) test, or versus a target number of 8 if they have some special skill in genetics. Making this test will not only give the character an indication of just how valuable this information is, but will reveal that they have recently made some breakthroughs with various higher order animals, including an eXperiment two weeks ago with a rhesus monkey.

Another interesting note is that Hampton was here in the labs personally to oversee the progress

of the eXperiment. The monkey was subjected to the eXciter for a period of one hour, after which time it was allowed to rest for 24 hours. The neXt day, the scientists discovered that the monkey had indeed undergone a change, and had developed a marsupial-like pouch. The log further goes on to say that while Hampton was appreciative of the results, he seemed more interested in an eXperiment which resulted in directed results with standard lab rats – the scientists seem to be able to predict or otherwise manage which SURGE traits will manifest in a subject.

The other important information that the characters can come across are the personal log files for the doctor, in which he mentions talking to Hampton during his last visit to the facility. They were to schedule a meeting for today (the day the characters happen to be there) but overheard one of the bodyguards mention to Hampton that they needed to be elsewhere (see the information from the player handout which will lead to the neXt encounter).

#### *Wendy Cruz*

Wendy is posing as an assistant to Dr. Silvia. She is actually a professional bodyguard and deep cover operative working for The Blind Man. Her job is to see that Silvia does not get eXtracted by any corporations or otherwise fall to harm. She is also to protect the data and anything related to the eXperiments being conducted at the facility, and to report to The Blind Man when anything important is or has happened.

Her actions are detailed elsewhere in this encounter, but this information is included in case the characters should happen to somehow capture her or otherwise find the need to interrogate her. This would be very revealing, if the characters manage to successfully eXtract any information out of her, she can tell them of her true mission, and that she has an email address for contacting Hampton. She is one of the few that knows Hampton's shadow identity as The Blind Man, and is one of his most trusted agents. She could also tell the team the information they need to advance to the neXt scenario.

**Wendy Cruz**, "Graduate Student"  
BS in Zoology, University of Seattle  
Archetype: Associate Scientist

Deep Cover Agent  
Archetype: Physical Adept

Human female (latin), average height and weight  
Age: 26  
B 5 S 4 Q 7 I 7 W 5 C 5 R 13 IN 3d6  
Unarmed Combat 9, Club 5, Thrown Weapon 9  
Interrogation (Verbal) 4(6), Stealth 8, Athletics 9  
Cyberware: Datajack, Knowsoft link, Head memory 500 Mp  
Other information: Initiate Grade 4, 10 additional power points  
Metamagic: Masking  
Powers: Increased RefleXes 2, Counterstrike 4, Missile Mastery, Attribute Boost (STR) 6, Improved Ability (Unarmed Combat) 4, Improved Ability (Thrown Weapon) 4, Improved Ability (Stealth) 4, Magic Resistance 2, Mystic Armor 2, Killing Hands (M)  
Combat Pool: 10 Karma Pool: TR\*3

## Scene III

### Xenophobe

#### Behind The Scenes

One month ago, The Blind Man acquired a rare and powerful magic item. The Blind Man took the item to a brand new secret underground facility specifically designed to study magical items. He told his mages to study the new magic item and discover its power. The magic item being studied was never meant for mortal humans – it appeared to be of Roman origin, but in actuality is much older. By studying the item, one of The Blind Man's mages caused a peak in the magic level and inadvertently created a bridge from the earth to a mysterious metaplane. This bridge was only open a matter of minutes, but in that time several creatures came to our world. The creatures are referred to as "The Enemy" (see below). Once the magic item opened the bridge it burned itself out, closing the bridge behind it.

The Enemy, once summoned, slaughtered the mages and personnel in the facility (8 people). That was 48 hours ago. The Blind Man has not heard anything from the facility and is beginning to become suspicious.

The secret facility was surrounded by a special magic ward that is presumably keeping The Enemy from escaping. Above the facility, The Blind Man maintains a fake front for Milt's Pest Control, a working and operational business. Claudia has learned about this secret facility and is sending in the runners to investigate. She has gotten word that The Blind Man intends on making an inspection tour of the facility – she does not know about the reason behind the visit or that anything has happened.

This scene should have a horror Aliens/Resident Evil/Xenophobe feel to it. They will make it into the facility fine and find a pocket secretary in the library. Once they have what they need, waste material begins to impact the air circulation device. They will be trapped in the back of the facility and have to fight their way out. This should be a scary encounter where the runners feel their lives will be coming to a quick end. They should not stand and fight the creatures, but rather run. Make them sweat some, but in the end they should make it out alive – by the skin of their teeth.

#### *The Facility – Entrance and Store Front*

*Milt's Pest Control* the sign says on the outside. The false store front is a working business. When the runners arrive at the business it will be closed "for inventory". Searching the fake front will yield no useful information as it is a fully operation business.

The entrance to the secret facility is located in the basement to the store and should not be hard to find. A Perception (6) test in the basement will reveal a door hidden behind an old storage rack. In astral space, an Astral Perception (6) test will reveal a magical barrier below the building. An Astral Perception (4) test on the barrier will determine the following:

| Successes | Information  |
|-----------|--|
| 1         | It is a VERY powerful barrier, not a ward – it was obviously created with ritual magic                       |
| 2         | It is a one-way magical barrier - active magic and foci can enter but not eXit without fighting the barrier. |
| 3         | Force 15 barrier   |

#### *Facility – Underground*

The underground portion of the facility was carved out of rock and earth by elementals. After it was carved out, the walls were reinforced with steel beams where needed. Afterwards, the mages created a powerful magic barrier that was designed to keep active magic from eXiting the building. (Note that active magic may enter the building but it may not leave). This barrier is also what is keeping the creatures in the facility, as they are dual natured.

For the past 48 hours The Enemy has been trying to dig their way around the barrier. They do not realize the barrier completely encircles the facility. As a result of this digging there are many smaller tunnels leading off the main areas. These tunnels all go out to the edge of the barrier and stop.

All throughout the facility the runners will find the bodies of the dead researchers. The bodies are scattered throughout and have not been touched since they were killed. The bodies look to have been killed from some type of animal (claw or teeth marks). Dried blood is also all about the halls. From the position of the bodies, a Perception (6) test will tell the runners that it looks like most of the

people were running for the exit when they were killed.

Power is out in the facility and so it is pitch dark. Try to keep the runners on the main path towards the library. Blood trails leading to the library or a flickering emergency light may help lead the runners this way. Runners who stray away from the main group or split up will be in for a shock later.

#### *Facility – Library*

This is a destroyed hermetic library. At one time this was a very well equipped library but has since been destroyed. This is also the room where the enemy first appeared. It is the room furthest from the entrance and is where the runners should end up when The Enemy attacks.

In this room the runners will find a pocket secretary that looks damaged. The memory looks to be intact but is otherwise not functional. The pocket secretary holds valuable information about The Blind Man. As soon as the players find the pocket secretary, The Enemy will start coming out of the many tunnels they dug and attack.

At this point the runners should run. They have what they need and they will be out numbered. There should be more of The Enemy than they can fight. The runners should be able to kill The Enemy but should also realize they are up against overwhelming odds.

#### *“The Enemy”*

The Enemy first appeared in the Shadowrun adventure book called Harlequin's Back. The creatures are not from this world and are only able to come to our world through special magical bridges during periods of high levels of magical energy. The magic item The Blind Man found was capable of opening one of these magical bridges for a few minutes before burning itself out.

The Enemy are NOT bug spirits. Runners might think they are Bugs, but they are not. The Enemy look like horrible creatures from nightmares.

They feed on rock and other forms of matter. They have black fur covering their bodies and their heads are shrunken into their bodies. From a distance, or in bad lighting, they can be mistaken for spiders. They have several large black tentacles protruding from their bodies and they move with amazing speed and agility.

#### **The Enemy**

Archetype: Paranormal Critter

*Green Level*

B 8 Q 7 (X5) S 10 I 5 W 6 C 5 E 6 R 6 Init 3D6

Armor: 6/8

*Streetwise and Veteran Level*

B 10 Q 8 (X5) S 12 I 6 W 8 C 6 E 6 R 7 Init 4d6

Armor 8/10

*Elite Level*

B 13 Q 9 (X5) S 15 I 7 W 8 C 7 E 6 R 10 Init 4d6

Armor 8/10

#### *All Levels Details*

Attacks: 3

- Tentacle Attack (X2): Melee Attack Dice = 13, Damage 12M Stun
- Mouth Bite / Acidic Venom (if both tentacles hit): Melee Attack Dice = 13, Damage = acid.

The acid of the creatures is so powerful as to eat through armor. Normal clothing will be eaten away instantly and the victim will suffer a 10S attack from the acidic saliva, this damage is staged normally. Normal armor will lose one point of ballistic armor and one point of impact armor for every net success from the combat test. Hardened armor or armor with a special chemical seal and chemical suits will lose one point of protection (both ballistic and impact for armor) for every TWO net successes achieved on the melee test.

Note: When they attack there will be many of these creatures – TR\*5. The runner's best option will be to retreat with the pocket secretary. The Enemy travel very quickly across the ground or may leap (same distance). They make no noises (treat as having the adept *Traceless Walk* power). They also have a very foul stench that follows them wherever they go. Play up their fear factor.

## Scene IV

### *X-terminate*

#### Behind The Scenes

This scene will work best if there is at least one initiate in the group. The point of this scene is that one or more of Claudia's initiate mages have been noticed. Noticed by a particularly nasty Mantid Shaman named Stella!

Right now Stella only has less powerful male mantid spirits under her control. Stella has laid a dubious trap for Claudia's runners in the hopes that she can find a particularly powerful host to summon a female mantid! Stella leaked word out that The Blind Man has made some investments in some country real estate. Stella moves about the shadows of Seattle, and has heard of the current situation between Tyger and The Blind Man. She cares nothing for either party, but sees this as an opportunity to manipulate the situation for her benefit. Stella has been heretofore unsuccessful in getting a quality host for her new queen – she has learned of the many powerful mages and shamans in Claudia's employ and desires such a candidate. She has tactically released the false information so that Claudia will hear of it and send some of her team out to investigate. Now all Stella has to do is wait to attack – and this is what Mantis does best.

At the beginning of the scene, the runners will be sent out to investigate a ranch house in farm lands located in the upper north east part of the sprawl - Snohomish. When they arrive at the ranch house, the Mantid Shaman and her male mantid spirits will attack the runners. If the runners have any awakened females in the party, Stella will be ecstatic at the opportunity to have a perfect host. Stella prefers a female host in order to summon a more power female mantid.

#### *Country Real Estate*

As the runners pull up to the ranch house they will notice a body lying on the front porch. This is Stella lying on the front porch with blood on her body – playing dead. The male Mantid Spirits are not present but on stand by in astral space. She will wait until most or all of the runners are out of the vehicle until calling her spirits to attack.

Stella is masking her aura to make herself look seriously hurt. See her stats to find what level initiate she is to resolve any assessing tests. (Note: you might want to resolve the test at the very

beginning of the scene so the players don't have any idea she is masking)

If the runners astrally scout the area they will find four dead bodies in the house (the family who lived in the house). The astral scout will also find the person almost dead lying on the front porch.

#### *The Ambush*

There is no map given for this encounter as it is a very straight forward battle area. The county cottage is a large two story house (which probably won't be used). There is a separate detached two car garage as well. Surrounding the home are beautiful trees and fields for as far as the eye can see.

Stella will wait until all the runners are out of the vehicle. She will also wait until they have actually approached to her side. At that point she will astrally project herself to summon her spirits. They have been given prior instructions as stated below. As soon as the mantid spirits manifest she will attack. She will first attack a female mage. If there is no female mage she will attack the most powerful mage (or adept) of the group. She will first try to subdue the mage with her pistol (see description) during the first round. If that has no effect she will try a stun ball centered on her primary target.

*Note:* Be sure to roll surprise rolls when the spirits manifest and Stella makes her move to attack!

Once Stella has her primary host she will either try to stun another host, or if she is not doing well, kill the rest of the runners. Although the runners should win this fight some of the mages might be injured or knocked out, after all this is Stella's primary target. She will go all out in the beginning of combat to try and knock out a mage.

#### *Mantid Spirits*

The Mantid spirits will manifest in between the runners and their vehicles. If someone is in the vehicle the spirit will manifest in the vehicle next to the driver. The Mantids will engage targets that Stella is not attacking. They will prevent the runners from fleeing and will generally try to draw fire to themselves.

## Stella

Elf female

Archetype: Mantid Insect Shaman)

### *Green and Street Wise*

B 6 S 5 Q 10 I 6 W 8 C 8 E 6 R 8 Init4D6

*Magic:* 9 (Initiate Grade 3 – Masking, Quickening, Anchoring)

*Spells* Increased Reflexes +3 (5)#, Mana Bolt (8), Stun Bolt (6), Stun Ball (8), Armor (5)#, Spell Shield (5)#, Wreck Vehicle (9)

# Quickened Spells with 5 successes each

Combat Pool: 12    Spell: 7    Karma: TR

Conjuring 8, Sorcery 8, Pistol 7

SuperSquirt II [Light Pistol, SA, 20 shots, Gamma Scopolamine]

### *Veteran and Elite*

B 6 S 5 Q 12 I 6 W 9 C 8 E 6 R 10 Init4D6

*Magic:* 12 (Initiate Grade 6 – Masking, Quickening, Invoking, Anchoring)

*Spells* Increased Reflexes +3 (5)#, Mana Bolt (10), Stun Bolt (12), Stun Ball (9), Armor (8)#, Spell Shield (8)#, Wreck Vehicle (11)

# Quickened Spells with 8 successes each

Combat Pool: 14    Spell: 11    Karma: TR

Conjuring 8, Sorcery 9, Pistol 8

SuperSquirt II [Light Pistol, SA, 20 shots, Gamma Scopolamine], Force 2 power focus

## Force 5 Male Mantid Spirits

### *Green and Streetwise (9)*

B 7/6 Q 10(X4) S 8 C 5 I 5 W 5 R 15

Init 25+1D6 (manifested)

### *Veteran and Elite (12)*

B 10/9 Q 13(X4) S 11 C 8 I 8 W 8 R 24

Init 34+1D6 (manifested)

*Attacks:* (STR)M

*Powers:* Enhanced Senses (smell), Venom

*Weakness:* Reduced Senses (Sight), Vulnerable (Insecticides)



## Scene V

### XeroX

#### Tell It To Them Straight

Your XLR unit beeps, indicating you have a message. As you go to check your message you realize that since you were assembled for Claudia's big speech you have had little time to rest. Hopefully this will all be over soon and The Blind Man will cease to be a problem.

You answer the message – voice only. “Hoi, Claudia here, one of the other teams just brought in some important data. The Blind Man is meeting with a contact over at the Mitsuhamas CompleX near downtown in two hours. This will be a perfect opportunity to catch and stop The Blind Man – once and for all. I am sending you a data file with all the details of what I need you to do. You're the only team close enough to make the meeting – I'm counting on you...”

#### Behind The Scenes

Claudia has learned that the Blind Man will be meeting with a new Mitsuhamas contact that will be providing him with low cost BTL manufacturing products. The Blind Man is going to be meeting with this new contact in two hours. The runners' job is to spot, intercept, and ambush The Blind Man.

The meet is taking place in the Mitsuhamas CompleX on Martin Luther King, Jr. Way & Sixty-Eight Avenue. This place has the best security money can buy. Once The Blind Man reaches this destination, there will be NO WAY the runners can get him. The idea of this scene is for the runners to intercept The Blind Man's vehicle *before* he reaches the compleX.

What the runners don't know is that The Blind Man is actually sending a body double in his place to meet the Mitsuhamas contact. The body double is a normal person who, through minor surgery, is almost an eXact duplicate of the Blind Man.

At the beginning of this scene the runners are given the make, model, tag and rigger control frequency of the vehicle The Blind Man copy will be traveling in. The runners will have to plan a way to spot the vehicle and ambush it before it reaches the compleX.

This scene will be easiest if there is a rigger in the group and this should be his or her time to shine. If the group has no rigger, the run will be more difficult but not impossible.

#### *The Blind Man Copy*

The Blind Man copy is a near duplicate of the real Blind Man. The copy has been surgically altered to look and sound like The Blind Man. In addition the copy has identical cyberware as The Blind Man. Any player characters that have met The Blind Man in person<sup>3</sup> can make a Perception (8) roll to recognize the subtle differences between the copy and the real Blind Man. Magic spells can also be used to reveal the copy's true identity. Furthermore, someone who makes a successful Biotechnology (8) or Aura Reading (8) roll will notice some remnants of surgical alterations. If the players capture the copy and have no idea he is not the real deal, Claudia will tell them as soon as they bring the body double to her.

#### *The Vehicle*

The Blind Man copy is traveling in a BMW EXeter 960 limo. The vehicle is being driven by a rigger and the Blind Man copy is being escorted by three physical adept bodyguards. The three bodyguards and rigger are in the vehicle with The Blind Man. One bodyguard rides in the front with the rigger, while the other two flank The Blind Man in the rear compartment.

In the data file Claudia sent the runners, they were given a special subscriber code to the remote control interface on the BMW limo. This is a special code used as a back door so other riggers under The Blind Man's authority can take control of the limo remotely, if necessary. This backdoor code is designed to override all control of the car and allow a rigger using the code full control of the vehicle. This is a safety device installed by The Blind Man into the vehicle to be used in the event the driver is killed and/or the limo is stolen. Only a person with a vehicle control rig and a remote control deck may use the code to access the remote control interface on the BMW.

Two ways a group of runners might stop the limo are to disable the vehicle or use the back door code. If the runners stop the vehicle without the use of the backdoor code and do not disable the vehicle, then in five minutes after stopping the

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<sup>3</sup> Characters could have met The Blind Man if they played the scenario *The Brass Bottle*. You should check player's mission log sheets prior to this scene (or the start of the event) to determine if anyone has played this scenario and come face-to-face with Barnabas Hampton.

vehicle, one of The Blind Man's remote control riggers will use the backdoor code, start the vehicle and send it on to the Mitsuhamma Complex. The remote control rigger will be identical to the rigger driving the vehicle; however he will be located at the Mitsuhamma Complex.

### **BMW EXeter 960 Limo**

Hand 4/4 Speed 140 Accel 8 Body 4 Armor 4 Sig 2  
Auto 4 Sensor 1 Cargo 6 Load 30

*Features:* APPS, Concealed Armor, Roll Bars, Gas Enviroseal, Electronics Port w/Sat Uplink, 3 Folding Bucket Seats, Remote Control Interface, Rating 3 ECM

### **Physical Adept Body Guards**

Human male

Archetype: Physical Adept

*Green and Street Wise(3)*

B 6 S 8 Q 6 I 6 W 6 C 5 R 10 Init 3D6

*Magic:* 6

*Adept Powers* Improved RefleXes 2, Improved Strength 1, Improved Senses (Thermographic, Low Light), Magic Resistance 2

Combat Pool: 9      Karma: TR

Athletics 5, Pistol 7, Stealth 4, Unarmed Combat 5, SMG 6, Pole Arms 8

Note: The guards all have Spell Shield cast on them with 4 successes each. (Making all spells cast at them at +2TN)

Telescoping Staff [10M Stun], Ares Predator I [laser sight, 9M], Colt Cobra TZ-118 SMG [laser sight, 6M], Form-Fitting Body Armor [3/1], Armor Vest with Plates [4/3]

*Veteran and Elite (3)*

B 8 S 9 Q 7 I 7 W 8 C 5 R 13 Init 4D6

*Magic:* 9 (Initiate Grade 2)

*Adept Powers* Improved RefleXes 3, Improved Strength 1, Improved Senses (Thermographic, Low Light), Magic Resistance 2

Combat Pool: 9      Karma: TR

Athletics 7, Pistol 8, Stealth 5, Unarmed Combat 6, SMG 8, Pole Arms 10

Note: The guards all have Spell Shield cast on them with 8 successes each. (Making all spells cast at them at +4TN)

Telescoping Staff [10M Stun], Ares Predator III [Internal Smartgun-2, 1 Clip of APDS ammo, 9M], Colt Cobra TZ-118 SMG [Internal Smartgun, 1 clip of APDS ammo, 6M], Form-Fitting Body Armor [3/1], Armor Vest with Plates [4/3], SmartLink Goggle Sunglasses (provides -1 to TN as per standard Smart Goggles)

### **Vehicle Rigger**

Human male

Archetype: Vehicle Rigger

All Levels (1)

B 3 Q 5 S 3 I 5 C 3 W 5 R 5 INIT 5+1d6 / 9+3d6

Combat Pool 7    Control Pool 9    Karma Pool 5

Electronics 6, Small Unit Tactics 6, Car 6, Vehicle Stealth 5

Cyber/Bio: VCR 2

Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Comlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6)

\* Secondary rigger also has: Remote Control Deck Rating 5 with Rating 3 ECCM

## The Blind Man XeroX Body Double

Elf male

Archetype: Face

All Levels (1)

B 3 Q 6 S 3 I 5 C 8 W 5 R 5 INIT 1d6

*Cyberware:* Cyberskull, synthetic, Memory - 300Mp, Cybereyes (image link, low light, retinal clock), Datajack, Chipjack w/ Chipjack EXpert Driver 3, Internal GPS, Orientation System, Sleep Regulator

*Bioware:* Balance Augmenter, Enhanced Articulation, Tailored Pheromones 2 (cultured)

*Note:* Although the body double has many of the same pieces of cyber and bioware he does not have eXactly the same things as The Blind Man does. The duplicate has also undergone reconstruction surgery to make himself look, smell, and sound like The Blind Man. However, his finger prints (and retinal and DNA patterns) were not duplicated for security reasons.

Etiquette 6, Negotiation 6, Leadership 4, Acting (to act like The Blind Man) 8

Form-Fitting Body Armor [3/1]

## Legwork

### *Rigger or Mechanic Contacts*

Any rigger contacts the players will not be able to actually help on the run with such short notice but the contact can provide the PCs with the following information and items:

- Provide a special device that will disable a vehicle when run over. The device will emit an electronic charge when detonated and disable a vehicle. It will stop the target vehicle (no roll necessary). The device is usually thrown out in front of the moving vehicle, in which case a thrown weapon role may be necessary to hit the intended area. (4,000 Nuyen each).
- A used old beater car (8,000 Nuyen)
- A road map of area around the compleX (see handout) and suggest likely locations for an ambush. (1,000 Nuyen).
- He can eXplain how the backdoor code works but will not have time to actually help out on the run. He is currently working on another big job.

## Scene VI

### *X Marks the Spot*

#### Tell It To Them Straight

It is very early in the morning and your team and you are getting run down fast. None of your leads have panned out yet – this Blind Man is one elusive fellow! You have just stopped at a discrete bar to grab some soycafe and discuss your plan with the team. The mission is simple. About a half hour ago Claudia gave you and your team a call. She eXplained to you that The Blind Man is after an ancient gold plated Tibetan Xylograph. Somehow a sewer hermit named Remp got his hands on the Xylograph. Claudia has sent you a map with the location on Remp's sewer hide out. You are going to have to make your way through the sewer, find Remp and get the Xylograph from him. The Blind Man has also found out where the artifact is and has sent a team of his own to find the artifact so time is definitely of the essence.

#### Behind The Scenes

Seattle University had in its possession an ancient gold plated Tibetan Xylograph. A Xylograph was used in ancient times as a way for Buddhist scholars to print their writings. The Buddhists would carve backwards characters onto a wooden block. These wood blocks would then be used as a primitive printing press. This particular Xylograph was very unique because it was gold plated. An archeologist was on his way to translate the Xylograph but the artifact was stolen before it was studied or translated. Although not magically active itself, the artifact's message is rumored to have ancient magic secretes, which is why The Blind Man wants to get his hands on it.

Three months ago a rat shaman named Remp snuck into the basement of Seattle University through an unknown sewer access vent and stole the Xylograph. He liked it because it was shiny and obviously important because of all the protection it was given. He has no idea what it is but loves it dearly – it is his most "precious" possession.

This mission puts the runners in a race against time. The mission is for them to follow the map given to them from Claudia. They must follow it through the sewers to the location marked **X** on the map. The **X** on the map indicates where Remp has

a make-shift hide out. The runners must then convince Remp to give them the Xylograph.

This scene starts in a bar called "The Dive". The place is located on the outskirts of downtown Seattle and is pretty much dead at this early hour (3:00 A.M). The runners are free to spend a few minutes deciding their plan of action but they don't have much time. The Blind Man has sent in a hit squad to retrieve the Xylograph as well. The entrance to the sewer is located in the alley behind the bar.

#### *The Sewers*

Entrance into the sewer is located behind a bar called "The Dive". The entrance is in an alley way and so the runners should have no trouble breaking in. If any of the runners have a Shiawase Public Works contact, the contact can come by and use a special key designed to open the manhole cover. If they do not have the key, the runners will have to break through the barrier rating 6 cover.

Even with the map, it will be very difficult navigating the sewers. Base time to reach the target is 60 minutes. The player character leading the group should make a Navigation<sup>4</sup> (6) roll. Each success may be divided into the base time to reduce the time to reach the target. A failed roll means they get lost, but don't know it!

At certain points the tunnels may become very small or slippery. At these times, make characters roll Body checks to squeeze through or Quickness checks to keep from slipping and falling.

As the runners get closer and closer to Remp's hide out, they will find more and more rats. His hide out is nothing more than a bunch of blankets thrown around, food debris laying around and other pieces of junk and garbage laying around. (*Note:* this junk is all of Remp's "treasure")

#### *The Blind Man's Hit Squad*

The Blind Man has sent in his hit squad to go into the sewer tunnels and find the Xylograph. The hit squad has entered the sewers from a different entrance. If the team spent a lot of time planning or get lost in the sewers, then The Blind Man's team will reach the rat shaman first. The players will find The Blind Man's runners searching through Remp's things and Remp will be hiding as described below.

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<sup>4</sup> Defaults to Intelligence. Navigational aids such as GPS units or Orientation systems provide a -2 modifier to the target number.

If the runners played in the adventure *Intercept* check their character logs to see if they used magic as indicated in the adventure log. If the character did, then The Blind Man's hit squad will be fully versed in the powers, tactics and abilities of the mages that used magic. They will use whatever weakness can be eXploited on this mage and use it to their fullest advantage.

### *Remp*

When the players find Remp he will be by himself hiding on a ledge above from the runners with Improved Invisibility cast (8 successes). If the runners start rummaging through his stuff he will cast Stench to try and drive the runners out. If confronted he will attempt to run. Remp is a Rat Shapeshifter Shamanic Adept. Remp is also crazy and out of his mind. If the players try to force Remp to give up the Xylograph he will not tell them where it is and he will try to escape. The players should be able to talk Remp into trading for the item. He especially likes shiny things. Remp has the Xylograph hidden in a nearby tunnel and if convinced will trade the Xylograph for something else (preferably something important and shinny).

### **Remp**

Shapeshifter (Rat) male

Diminutive, 4'3", Hirsute (covered in fine fur)

Archetype: Rat Shaman Adept

B 2 Q 5 (X3) S 2 C 4 I 5 W 5 R 6 Init 1d6

*Magic:* 6

*Spells:* Stench 6, Chaotic World 5, Control Pack 5, Mask 5, Improved Invisibility 6

*Attacks:* 4S, -1 Reach

Combat Pool: 7    Spell: 5    Karma: 5

Immune to Stench spell, Thermographic vision, Improved Smell, Improved Taste, Improved Hearing, Lightning RefleXes (may reroll 6 on initiative), Shapeshifting (will only use during scene for escape – form as large rat, about size of house cat)

Note: Because Remp is so far out of his mind, casting a mind reading type spell on him will be very difficult. The mage casting the spell on him will find Remp's mind to be very confusing and foreign. Apply a +4TN for mages casting Mind Probe, Control Thoughts or similar spells on him and if they succeed, role play the insanity of his mind.

## Green Table Opponents

### Hit Squad Security Specialist (4)

B 5 Q 5 S 4 I 5 C 3 W 4 R 5 INIT 7+2d6

*Pools:* Combat 7 Karma 3

*Cyber/Bio:* Wired RefleXes 1, Aluminum Bone Lacing, Smartgun II Link, Cybereyes (Thermo, Flare Compensation, Rangefinder)

*Skills:* Assault Rifle 5, Stealth 6

*Gear:* Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S).

*Notes:* Operate like US Navy SEAL team – very coordinated and orchestrated attacks.

### Security Commander (1)

B 4 Q 6 S 5 I 6 C 5 W 5 R 10 INIT 3d6

*Magic:* 8 / Physical Adept

*Pools:* Combat 8 Karma 8

*Skills:* Small Unit Tactics 8, Assault Rifle 6, Stealth 6, Gunnery 5

*Powers:* Masking / Improved RefleXes 2, Magic Resistance 2, Thermographic Vision, Flare Compensation, Hearing Damper

*Gear:* Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S).

### Security Mage (1)

B 3 Q 4 S 3 I 6 C 4 W 6 R 5 INIT 1d6

*Magic:* 6 Hermetic Mage

*Pools:* Combat 8 Spell 9 Karma 5

*Skills:* Conjuring 6, Sorcery 6, Assault Rifle 3, Stealth 6

*Spells:* Manabolt 6, Detect Life 4, Treat 5, Improved Invisibility 6, Trid Phantasm 5, Stealth 6, Stun Ball 6

*Gear:* Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S), Force 6 Spell Lock (currently holding Improved Invisibility with 9 successes)

See following for bound elementals

### Water Elemental

B 8 Q 6 (X2) S 6 I 6 C 6 W 6 R 7 INIT 17+1d6 / 26+1d6 astral

*Magic:* Force 6

*Pools:* Combat 9

*Spells/Powers:* 8S Stun, Engulf, Materialization, Movement / Vulnerability (Fire)

*Notes:* 4 Services

### Air Elemental (2)

B 2 Q 7 (X4) S 1 I 4 C 4 W 4 R 6 INIT 16+1d6 26+1d6 astral

*Magic:* Force 4

*Pools:* Combat 7

*Spells/Powers:* Engulf, Materialization, Movement, NoXious Breath, Psychokinesis / Vulnerability (Earth)

*Notes:* 5 Services each

## Street Wise Table Opponents

### Hit Squad Security Specialist (4)

B 5 Q 5 S 4 I 5 C 3 W 4 R 9 INIT 9+3d6

Pools: Combat 7 Karma 3

Cyber/Bio: Wired RefleXes 2, Aluminum Bone Lacing, Smartgun II Link, Cybereyes (Thermo, Flare Compensation, Rangefinder)

Skills: Assault Rifle 6, Stealth 6

Gear: Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (eXplosive ammo, 9M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S).

Notes: Operate like US Navy SEAL team.

### Security Sniper/Scout (1)

B 3 Q 6(9) S 4 I 6 C 2 W 4 R 12 INIT 4d6

Pools: Combat 8 Karma 5

Cyber/Bio: Move By Wire 3, Smartgun Link, Cybereyes (Emag 3, Rangefinder, Thermographic)

Skills: Assault Rifle 8, Stealth 6(9)

Gear: Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Ranger Arms SM-3 Sniper Rifle (14S) w/ Integral Smartlink, Stealth Grapple Gun, Catalyst Stick (4).

Notes: All cyberware is beta grade. The mage currently has Improved Invisibility and Stealth cast on the sniper, who will remain out of site. Both spells are being sustained by air elementals with 8 successes on each spell.

### Security Commander (1)

B 4 Q 6 S 5 I 6 C 5 W 5 R 10 INIT 3d6

Magic: 8 / Physical Adept; Initiate 1

Pools: Combat 8 Karma 8

Skills: Small Unit Tactics 8, Assault Rifle 6, Stealth 6, Gunnery 5

Powers: Masking / Improved RefleXes 2, Magic Resistance 3, Thermographic Vision, Flare Compensation, Hearing Damper

Gear: Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (eXplosive ammo, 9M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S).

### Security Mage (1)

B 3 Q 4 S 3 I 6 C 4 W 6 R 5 INIT 1d6

Magic: 9 / Grade 4 Initiate Hermetic Mage

Pools: Combat 8 Spell 7 Karma 9

Skills: Conjuring 6, Sorcery 9, Assault Rifle 3, Stealth 6

Spells/Powers: Masking, Quickening, Anchoring, Shielding / Manabolt 6, Detect Life 4, Treat 5, Improved Invisibility 6, Trid Phantasm 5, Stealth 6, Lightning Bolt 6

Gear: Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S), ruby ring with anchored Imp Invis and Stealth spells (Force 4 reusable focus, no drain, 4 successes each spell).

### Water Elemental (1)

B 10 Q 8 (X2) S 8 I 8 C 8 W 8 R 9 INIT 19 + 1d6 / 28 + 1d6 astral

Magic: Force 8

Pools: Combat 12

Spells/Powers: 8S Stun, Engulf, Materialization, Movement / Vulnerability (Fire)

Notes: 2 Services

### Air Elemental (3)

B 2 Q 7 (X4) S 1 I 4 C 4 W 4 R 6 INIT 16 + 1d6 / 26 + 1d6 astral

Magic: Force 4

Pools: Combat 7

Spells/Powers: Engulf, Materialization, Movement, NoXious Breath, Psychokinesis / Vulnerability (Earth)

Notes: 4 Services

### Fire Elemental (1)

B 7 Q 8 (X3) S 4 I 6 C 6 W 6 R 7 INIT 17 + 1d6 / 26 + 1d6 astral

Magic: Force 6

Pools: Combat 9

Spells/Powers: Engulf, Flame Aura, Guard, Materialization, Innate Spell (Flamethrower)

Notes: 3 Services

*Veteran and Elite Table Opponents*

**Hit Squad Security Specialist (5)**

B 7 Q 6 S 4 I 6 C 3 W 6 R 13 INIT 3d6

*Pools:* Combat 7 Karma 3

*Cyber/Bio:* Wired RefleXes 2, Aluminum Bone Lacing, Smartgun II Link, Cybereyes (Thermo, Flare Compensation, Rangefinder)

*Skills:* Assault Rifle 6, Stealth 6

*Gear:* Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (APDS Ammo, 8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S).

*Notes:* Operate like US Navy SEAL team.

**Security Sniper/Scout (1)**

B 3 Q 6(9) S 4 I 6 C 2 W 4 R 12 INIT 4d6

*Pools:* Combat 8 Karma 5

*Cyber/Bio:* Move By Wire 3, Smartgun Link, Cybereyes (Emag 3, Rangefinder, Thermographic)

*Skills:* Laser 8, Assault Rifle 8, Stealth 6(9)

*Gear:* Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Ares MP Laser III (15M) w/ Integral Smartlink, Stealth Grapple Gun, Catalyst Stick (4).

*Notes:* All cyberware is beta grade. Note that lasers are resisted by ½ Impact Armor. Mage currently has Improved Invisibility and stealth cast on the sniper who will remain out of site. Both spells are being sustained by air elementals with 8 successes each.

**Security Commander (1)**

B 4 Q 6 S 5 I 6 C 5 W 5 R 10 INIT 3d6

*Magic:* 8 / Physical Adept; Initiate 2

*Pools:* Combat 8 Karma 8

*Skills:* Small Unit Tactics 8, Assault Rifle 6, Stealth 6, Gunnery 5

*Powers:* Masking / Improved RefleXes 2, Magic Resistance 4, Thermographic Vision, Flare Compensation, Hearing Damper

*Gear:* Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (APDS Ammo, 8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S).

**Security Mages (2)**

B 3 Q 4 S 3 I 6 C 4 W 6 R 5 INIT 1d6

*Magic:* 9 / Grade 4 Initiate Hermetic Mage

*Pools:* Combat 8 Spell 7 Karma 9

*Skills:* Conjuring 6, Sorcery 9, Assault Rifle 3, Stealth 6

*Spells/Powers:* Masking, Quickening, Anchoring, Shielding / Manabolt 8, Detect Life 4, Treat 5, Improved Invisibility 6, Mana Ball 7, Stealth 6, Petrify 9

*Gear:* Light Security Armor w/ Helmet (Enviroseal (1hr), Helmet Commlink Rating 5 w/ Encryption 5, Heads Up Display w/ 100 Mp) (7/6); Colt M22A2 Assault Rifle (8M or grenade) w/ Grenade Link, 4 mini Offensive Grenades (10S), ruby ring with anchored Imp Invis and Stealth spells (Force 4 reusable focus, no drain, 6 successes each spell).

Each mage has the following Spirits:

**Water Elemental (1)**

B 10 Q 8(X2) S 8 I 8 C 8 W 8 R 9 INIT 19+1d6  
28+1d6 astral

*Magic:* Force 8

*Pools:* Combat 12

*Spells/Powers:* 8S Stun, Engulf, Materialization, Movement / Vulnerability (Fire)

*Notes:* 2 Services

**Air Elemental (1)**

B 2 Q 7(X4) S 1 I 4 C 4 W 4 R 6 INIT 16+1d6  
26+1d6 astral

*Magic:* Force 4

*Pools:* Combat 7

*Spells/Powers:* Engulf, Materialization, Movement, NoXious Breath, Psychokinesis / Vulnerability (Earth)

*Notes:* 6 Services

**Air Elemental (2)**

B 4 Q 9(X4) S 3 I 6 C 6 W 6 R 8 INIT 18+1d6  
28+1d6 astral

*Magic:* Force 6

*Pools:* Combat 10

*Spells/Powers:* Engulf, Materialization, Movement, NoXious Breath, Psychokinesis / Vulnerability (Earth)

*Notes:* 3 Services



## Scene VII

### *X-plicit Materials*

#### Tell It To Them Straight

Your shiny new XLR vibrates slightly to let you know there is a message for you. In plain text across the screen is the message “RETURN TO LAIR – IMPORTANT DATA – CT”. Obviously, Claudia is having better luck than you in tracking down the crafty Blind Man – one of your fellow shadowrunner teams must have uncovered something important, or maybe they need backup.

You hightail it back to Redmond, and arrive to see Claudia coming around the corner at the end of the block in her electric wheelchair. She seems to be having some trouble with it...

Have the runners make a Perception (6) test and consult the table below:

| Successes | Result   |
|-----------|--|
| 1         | It is strange to see Claudia out and about without a shadowrunner as a bodyguard/escort, especially since the start of the shadow war. |
| 2         | You also find it odd that she would park so far from the entrance to the lair – you cannot see her van anywhere in sight.              |
| 3         | Across the street from Claudia, you notice a large man in a crisp white suit – he looks very out of place here in the Barrens.         |
| 4         | The man has a suspicious looking bulge under his suit jacket   |
| 5         | It is some type of heavy pistol, and you can see that he is obviously getting ready to label Claudia as a target – it’s a hit job!     |

Those that achieved 4 or more successes on the Perception test may roll initiative as normal. Otherwise, the runners must roll for surprise.

Claudia follows your gaze and notices the man just as he is drawing a Ruger Super Warhawk pistol out of his jacket and aiming it directly at her. She screams as she tries in vain to work the joystick on her wheelchair to maneuver out of the way – unfortunately, the wheelchair seems to be malfunctioning...

#### Behind The Scenes

##### *The Wind-up*

Claudia is actually a body double – another takeoff on the XeroX theme. She is a former baglady that the agents of the Blind Man have picked up because of her close resemblance to Claudia. After a few sessions under the knife, she was made to look like Claudia in every detail – now all that was needed was for her to act like Claudia. This is accomplished with the use of a personafiX BTL chip<sup>5</sup>, surgically implanted at the back of the neck. The chip also has some hidden programming, which will be revealed shortly.

As the scene starts, “Claudia” is on her way back to the lair as instructed by her new master. She is having a difficult time maneuvering the wheelchair, as she has not become proficient at it yet. The stage is set now for a fake assassination attempt against “Claudia”. The man in the white suit is also a homeless person, a BTL junkie to be exact, that has been cleaned up and outfitted with another personafiX chip. The man is a mundane, although his aura will look somewhat strange to anyone that attempts to analyze his aura. A successful Aura Reading (8) test will reveal that the man’s mental patterns are being artificially altered – there appears to be a “layering” effect of his emotions and thoughts, those of the chip subjugating the man’s true emotions and feelings.

The man will draw his pistol and attempt to shoot Claudia. Whether or not he succeeds depends on the runners. If he fails, he will take off running, trying to make his escape. If the characters are able to capture (or kill) him, he will drop to the ground in convulsions and moments later die. They will discover that he has a BTL chip slotted in his datajack. It is labeled CA2<sup>6</sup>. A successful Biotech (5) skill will reveal that the man died of a brain embolism (the chip fried his brain as part of its programming to “tie up loose ends”).

Slotting the chip into a cyberdeck, simsense deck, or computer with a chip reader will allow the

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<sup>5</sup> For more information about personafiX BTL chips, see [Cannon Companion](#), pg. 66

<sup>6</sup> The BTL chip is a direct input chip, also called a “dreamgate” and has had the RAS overridden to allow the user to integrate his surroundings into the programming of the chip. See [Cannon Companion](#), pg. 65 for more information.

characters to read the header information for the chip. It is entitled Claudia Assassin 2, created by *EXtra! Productions*. An appropriate knowledge skill in BTL chips, manufacturing, or even crime syndicates can attempt a skill test against a target number of 6. A successful check will allow the character to know that the company is fairly new to the Seattle scene and is known for creating pornographic themed chips and other eXplicit material such as snuff clips, et cetera. Otherwise, the characters will have to attempt to learn the location of the company through their contacts. Any street level contact would be appropriate for divulging this information to the characters – for the right price, of course!

### Man In White

Archetype: Mafia Hitman

B 3 Q 4 S 3 I 4 C 2 W 1 R 4 INIT 1d6

Pools: Combat 5 Karma 1

Cyber/Bio: Datajack

Skills: Pistol 4

Gear: White suit, Ruger Super Warhawk (10M)

#### The Pitch

Once they have dealt with the Man In White, they can help “Claudia” back into the Lair. She looks, acts, and sounds like Claudia, but as soon as the runners bypass the Lair’s security systems, they will find the real Claudia coming out of her back office to see who it is – the fake Claudia will spring out of her chair, firing a cyber machine pistol. The characters must roll for surprise with a target number of 6, unless someone has performed an aura reading on the fake Claudia prior to entering the Lair (this will, of course, reveal her for what she is). The real Claudia should not die here, but if the characters were not able to stop the assassin, Claudia will be hit by some lucky shots, taking a Serious wound.

When the fake Claudia is neutralized, she will eXpire in a similar matter to the Man In White. Closer eXamination will reveal that she has had cosmetic surgery to look like Claudia, as well as having implants such as the datajack, subdermal chipjack (with the BTL hardwired into it), and cyber gun. Should the characters think to open the skin flap and remove the chip, they will find that it is labeled CA1. Placing this chip in a cyberdeck, simsense deck, or computer with a chip reader will reveal that it is a personafiX chip called “Claudia Assassin 1” and that it was created by *EXtra! Productions*.

The importance of this scene is that the wheelchair used by the fake Claudia is bugged! It has an AOD (activate on demand) tracking device installed in the control boX of the arm. The purpose is to assist The Blind Man and his forces in targeting the Lair – this will be made evident in the last scene<sup>7</sup>. Only if a character specifically mentions that they are going to eXamine the wheelchair for abnormalities should you allow them any chance in finding this device. The Blind Man’s agents already know the general area of the Lair (hence how they knew where to drop off the fake Claudia), but not which storefront, apartment, or other front is hiding the Tyger’s Lair. A successful Electronics (16) test is required to find, identify, and remove (only one roll needed) the tracking device.

### “Claudia”

Archetype: Paralyzed Decker/FiXer

B 3 Q 6 S 2 I 4 C 3 W 2 R 5 INIT 1d6

Pools: Combat 6 Karma 1

Cyber/Bio: Datajack, subdermal Chipjack, cyberarm (natural covering) with cybergun (machine pistol – 6L)

Skills: Cyberweapon 5

Gear: none

### Wheelchair

Hand 5 Speed 6 Accel 1 Body 1 Armor 1 Sig 10  
Auto 1 Sensor 1 Cargo 2 Load 20

Features: Joystick interface, electric motor, AOD tracking device.

#### The Hit

The final part of this scene involves the runners going to the docks to track down the BTL studio and production facility. Claudia will be shaken, of course, and she will suggest that they check out the BTL chips and the source in the hopes that The Blind Man may still be there, awaiting word of his agents. If nothing else, they must have some information on The Blind Man. She, herself, will call in another team of runners to stand guard over the Lair – they will arrive in about twenty minutes and secure the Lair before the characters depart.

*EXtra! Productions* can be found on Pier 10 (see handouts for more information and maps). The

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<sup>7</sup> This does not mean the GM has to run this scene – the scene happens whether or not it features the current group of runners. If performed “off stage”, the insertion of the wheelchair into the lair is, of course, successful.

location is a two story warehouse, full of shipping crates in the main portion. The crates are full of BTL chips. There is over ten million nuyen (street value) worth of BTL chips here! The offices on the first floor house the BTL manufacturing machinery – a master chip burning station and a mass press. The upper rooms hold the studios, trideo/simsense editing equipment, and administrative offices. There are currently no titles in production right now, so the characters won't be barging in on any "adult stars" in the studios. The producer's office holds a small wall safe with a manual tumbler lock. Finding the safe requires a successful Stealth (8) test. A successful Lockpicking<sup>8</sup> (5) test will allow the character to retrieve the contents of the safe: 200,000 in nuyen scrip (paper money, bearer bonds, etc), plus an additional 300,000 nuyen on certified credsticks, along with datachips revealing that Avery Greenbow (a known alias of The Blind Man) is the owner of the company, and the financial records. These records can reveal the tie-in to the neXt scene. Blowing the safe will require a Demolitions (8) test and one quarter kilo of C-12 (or three quarters kilo of G4). This will destroy the paper money, bearer bonds, and other fragile documents in the safe, but the credsticks and datachips will remain unharmed.

The warehouse is currently guarded by two squads of The Blind Man's goons. One squad is currently in the chip production room, playing cards and otherwise entertaining themselves – they will certainly investigate any alarms or strange activities. The other group is split into pairs and are actively patrolling the warehouse and the exterior. For every five non-combat turns (or other convenient time period you would like to check), the characters have a 2-in-6 chance of crossing a patrol. When meeting a patrol, if the characters are actively trying to hide, then make opposed Stealth / Perception tests as normal. Otherwise, resolve the encounter as appropriate. Any audible gunfire will attract the attention of the off-duty guards.

### **Warehouse Guards (Goons)**

Archetype: Security Guard

B 5 S 4 Q 6 I 6 W 4 C 3 R 6 Init 1D6

Combat Pool: 8 Karma: TR

Skills: Pistol 5, SMG 5, Unarmed 3, Clubs 5

Gear: Flashlight/Stun Baton [8S Stun], Ares Predator II [9M], Colt Cobra TZ-118 SMG [smartlink, 6M], smartgoggles w/ lowlight option, Armored Vest (5/3)

#### *Green Tables*

Patrols are single guards, there are 6 guards per squad.

#### *Streetwise Tables*

Patrols consist of two guards each, and there are 8 guards per squad.

#### *Veteran Tables*

Patrols consist of four guards each, and there are 12 guards per squad.

#### *Elite Tables*

Patrols consist of four guards each, and there are 16 guards per squad.

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<sup>8</sup> The Lockpicking skill includes the Safecracking specialization and defaults to Quickness. Characters with enhanced hearing of any sort or possession of the proper tools for safecracking gain a -2 modifier to the TN. Information about the skill may be found in [State of the Art: 2063](#).

## Scene VIII

### *The EX*

#### Tell It To Them Straight

No one believes it when they hear it, but your information leads you to believe that this should be a cake walk. You are to meet up with an **eX**-military **eX**plosives **eX**pert named "Crazy Ed". Ed seems to have happened upon some information from a previous run that he is willing to sell! Meet Crazy Ed, negotiate a price and retrieve the data. Crazy Ed frequents a bar called "Circle **X** Bar and Grille", an old classic country song called "All my **eX**es live in Te**X**as" is playing on the jukebo**X**.

#### Background

Crazy Ed was working with a team of **eX**-military troll friends on a shadowrun. Their job was to infiltrate a BTL operations lab, steal data off a computer system and get out. The BTL lab was backed by The Blind Man. Ed 's team stole the data but met resistance on the way out. All but two of his team mates were killed. The other two team mates have left the Seattle area to lay low for a while. Ed, on the other hand, has decided to stick around - more on that later. Ed's decker, Squiggy, was killed when they were **eX**iting the building. However, Ed managed to recover the cyberdeck. The cyberdeck is currently hidden at his **eX**-wife's house.

Several months ago, Ed got back together with his **eX**-wife (bad idea). Over the years he has had an on again, off again relationship with his wife, Bertha. He loves her and cares for her very much. After his current shadowrun, his wife and him had a falling out - it seems she does not approve of his shadowy lifestyle and there was no way on this green earth she was going to take the kids and lay low for a while. Distraught over his fight with Bertha, Ed has turned to the bottle. When the runners find him, he will be face down wallowing in his misery at the bar.

The runners must first win Crazy Ed over, which won't be hard in his drunken state. Eventually through some role-playing and good negotiation he will agree to give the runners the information for several thousand Nuyen (let the runners make an offer). The problem he will then **eX**plain to them is that the cyberdeck with the data is hidden in his wife's apartment.

The runners must then think of a way to get Bertha to agree to let Ed in to get the data. Crazy Ed will not let the runners sneak into her apartment.

He will also ask them to please not cast any magic on or around her, as she is especially sensitive to such things. He knows little about magic himself and will just say she has a special sensitivity to magic being cast and to PLEASE not cast magic at or on her.

The end result is simply that the runners recover the cyberdeck from Bertha' s apartment. A good negotiator in the party however, might be able to get the two love birds back together again!

During the scene at the apartment, the nosy neighbor Helen will come down to see what is going on. If a fight breaks out or Helen hears crashing sounds she will not hesitate to call the police. The police will respond to Ed's apartment, which for them is a regular occurrence.

This is a lighthearted scene for the **X** Scenario and will probably be the shortest. This is a good scene to run after a very serious and difficult scene and should be humorous and lighthearted.

#### *Crazy Ed the EX-Military EXplosives EXpert*

Ed is a large and slightly overweight troll. He has a lazy eye which frequently twitches off to one side of his eye socket. He is normally jovial and easy going, however today he is sullen and miserable. When confronted by the runners he will immediately warm up to anyone who will listen to his troubles – he is, after all, drinking in a country bar. When the runners mention the data or previous run he will try to change the topic back to his trouble. No matter how much money the runners throw at him he will not care in his current state of mind. If the runners try to sober him up through magic or other means, he will immediately drink himself back into a stupor.

#### **Crazy Ed, "EX Military EXplosives EXpert"**

Archetype: Troll Mercenary

Troll male

B 9 S 9 Q 5 I 4 W 4 C 2 R 4 IN 1d6

Demolitions 9, Pistols 5, Unarmed Combat 3, Heavy Weapons 3, Etiquette (merc) 3

### *Bertha the EX Wife*

Bertha is a large troll woman who is not comfortable unless wearing her moo-moo and slippers. She hates spell casters and tells Ed she is sensitive to magic. Although she possesses no special powers, she thinks she can sense spells being cast on her and she gets bad migraine headaches when this happens. This is, of course, all in her head, but the PCs don't know that<sup>9</sup>.

Bertha hates the following: Ed, spellcasters, shadowrunners and people. She loves the following: Food, Trideo, and did we mention food?

Bertha has a short temper and will not hesitate to throw pans and glass bottles at the runners. However, if the runners elevate the violence, Bertha won't hesitate to call the police and press full charges!

### **Bertha, "EX-Wife"**

Archetype: Fat, Ugly, Troll EX Wife

Troll female

B 7 S 7 Q 2 I 4 W 2 C 1 R 3 IN 1d6

Thrown Weapon (pots and pans) 2, Trid Knowledge 12

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<sup>9</sup> Of course, if astrally perceived, she will be revealed as mundane. How the characters rationalize that is up to them – they may think that she is an initiate or possibly a latent. Neither is true – she is just prejudiced against magic. Feel free to have her coincidentally get a migraine if the characters are using magic around her.

## Scene IX

### *X-hibition*

#### Tell It To Them Straight

**The Space Needle looms over the park, an ever present watchtower over the park area. A few security guards patrol the quite and empty park, checking about for any teenagers that may want to use the park for unintended purposes.**

**The museum has large banners outside reading "Mediterranean Mysteries, sponsored by The Atlantean Foundation." Steps lead up to the glass-fronted entrance. You can see a line of other VIP guests, dressed in their evening best, waiting to be admitted into the party.**

#### *Astral Perception*

There is very little to view here on the astral plane. If you wish to make things interesting, or just to increase paranoia, you might make a few of the party members magically active, or make some of the items in the museum displays seem magically active as well. If any items on eXhibit are magically active, they are too weak to be used for any practical purposes (or The Atlantean Foundation would never put them on display!). However, just to be safe, there are wards around many of the eXhibits.

The most important thing to note is the ever watchful presence of watchers, flitting about the museum on astral guard, and alert for anything out of the ordinary – they will immediately report any spirits or elementals present.

#### Behind The Scenes

This scene involves having the team attend a party at a new eXhibition of artifacts from various Mediterranean cultures of ancient times – Roman, Greek, Macedonia, and a variety of other cultures that the Atlantean Foundation have come across in their search for Atlantis. This party is for the powerful and elite of Seattle, giving them a preview of the eXhibit before it opens tomorrow. Based on The Blind Man's fascination with such things, and his previous dealings with the Atlantean Foundation, it is only natural for Claudia to think that he will be in attendance. This is definitely an encounter that is geared more towards etiquette and charisma based skills than combat. In fact, any attempt at

force will be met with swift and deadly response. If the characters are stupid enough to use such tactics, use whatever resources are necessary to eliminate them – Lone Star SWAT teams, along with private security forces will be on site within moments, complete with magical support and military grade equipment.

This encounter can be tricky, because many team members may not be able to enter the museum – orks and trolls will definitely have a tough time justifying their attendance. Posing as bodyguards will NOT suffice in this situation – it will be eXplained to the “guests” that private security has been retained for protection of the guests – no other security forces will be permitted, period. If the “guest” does not like it, they will not be granted entry. Obviously, no weapons will be permitted either (see below for security details).

The secrets to this encounter, as mentioned, are social skills. Characters that are dressed properly to miX with the cultural elite and have the skills to fit in should have no problem maneuvering through the cocktail party, talking to the other guests until they are able to learn information about Barnabas Hampton. The characters should not immediately be able to walk in and learn information from the first person they talk to – you should give everyone involved a chance to roleplay and interact with the bluebloods and other powerful people at the party. Every megacorp will have their highest representatives at the party, and the governor of Seattle will be in attendance as well. In fact, Hampton is conspicuous by his absence – he is one of the few people that are NOT attending the party.

#### *Uncultured Ruffians*

If you have a team that has individuals which will not be allowed into the party, obviously they will have to remain outside. There will be plenty of others in the area that were not admitted, mostly bodyguards and other private security forces, as well as some paparazzi that are there to get photos and trid shots of the glitterati that are attending one of the largest social events in months.

This may provide an opportunity for the other team members to use their appropriate etiquette skills (mercenary, military, press, etc.) to question the other people outside of the museum for information concerning Hampton. You can use this opportunity to pass the team information about more than one upcoming scene, and allow them to choose which one to follow up on first, or whether to “pass the information along to another team.”

### Security

The park surrounding the museum<sup>10</sup> and Space Needle complex is patrolled by standard security guards armed with stun batons and walkie talkies. They wear only vests with an Impact 4 armor rating.

Their duty is simply to deal with crowd control and site patrol to alert the police in case of an emergency. At the first sign of a threat (i.e. vastly superior forces, guns, magic, etc.) they will run away, or try to hide, and call Lone Star.

The entrance to the museum contains a metal detector, level 5, to check for weaponry (double target number for cyberware). A teller sits behind a counter to sell tickets during the day (1 nuyen per ticket) and a guard sits here after hours. During the party, there is a receptionist here to check reservations and other credentials. There is a panic button installed behind the counter.

Being professional shadowrunners, it is easy for them to notice the various security measures in place. Guards are in evidence, even during the party, but unobtrusive. Each room of the museum has at least two camera domes visible near the ceiling. There are obvious laser beams around the main display cases, and pressure plates protect the most sensitive of exhibits.

The rear of the museum has a wall to screen the loading dock from the rest of the park. The loading dock is on the ground level, and leads into the storage area of the museum. A level 5 keypad maglock is in place on the docking bay door, and a stationary camera (visual spectrum) is mounted on the wall overlooking the dock area (including the door and maglock). A set of stairs lead up from the storage area into the museum proper (the main exhibition hall).

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<sup>10</sup> This is the same museum that was used during the scenario *Something Old, Something New*. Players of that scenario will recognize the museum and will know details about the security systems and the layout of the museum. The GM can provide the maps of the museum at the beginning of the scene rather than during the actual party.

# Scene X

## X-Files

### Tell It To Them Straight

Your XLR unit comes alive as you hear a voice you haven't heard in at least a couple hours, Claudia. She cuts right through the pleasantries, "I just got a strange call, from a retired Tyger Tail runner named Mako. The call connected and I heard some strange noises but that was all I got. The line stayed open for about a minute before being cut off.

I managed to trace the call to the Mission Beach Cemetery, located in Everett. I think Mako might be in trouble and I need you and your team to head over to his location immediately and see if he is all right. Locate him and help him in any way necessary. The Blind Man can wait..."

Hmmmmm...you think to yourself, the Mission Beach Cemetery sounds familiar...

### Behind The Scenes

#### Background

Mako is a retired Shark shaman who used to run the shadows for Claudia. Once or twice during his career he ran across the spirit Entropy. In his retirement, Mako has decided to make it a hobby to try and discover Entropy's true name and take control of the triXter spirit. Although there are a lot safer hobbies out there, nobody told Mako. He has kept word of his hobby a secret because he was afraid that if word got out what he was doing, that Entropy might find out and not take kindly to the idea.

Working for months out of the reportedly haunted Mission Beach Cemetery, Mako finally learned the spirit's true name through an astral quest. When the time was right, Mako performed the rituals of summoning. Entropy appeared, less than happy, and Mako attempted to control the mischievous entity. This is where things went wrong. Mako was unable to control it and so Entropy lashed out with all his force. Entropy won the battle and thought it had killed Mako. This was Entropy's fatal mistake. Mako was not dead. Before succumbing to unconsciousness, Mako was able to make one call on his cellular phone, to Claudia. This call is his only hope for survival. Entropy is aware that Mako made this last phone call and is thus waiting around the graveyard to see who shows up.

As the runners arrive to the graveyard, Entropy will immediately take action. At first, the spirit will cause minor problems for the runners that will seem like strange or paranormal things happening at the haunted graveyard. As the runners get closer to the chapel where Mako was conducting his work, Entropy's tricks will become more severe. When the runners finally reach Mako, in the chapel, they will no doubt realize he is barely alive – this is when Entropy will attack. When Entropy realizes Mako is still alive, the spirit will work quickly to kill the party and Mako so that its true name is never revealed.

The runner's job will be to eXtract Mako, and this will not be easy having an angry Force 10 spirit in your way. In order to stop Entropy the runners will have to disrupt the spirit or learn its true name from Mako and use it to control or banish him.

#### The Puget Sound Graveyard

When the runners hear the name of the graveyard, have them make Intelligence (10) tests to see if they have ever heard of the place. The target number can be lowered by 4 for appropriate knowledge skills (trid, current news, occult, etc.)

For any runners making a success, tell them the following: *The Mission Beach Cemetery is located in Everett on a small rise of land overlooking Puget Sound. The graveyard is 200 years old and considered a historic monument by most. It is a beautiful graveyard that is at full capacity and rarely gets visitors. The graveyard is reported to be haunted ever since the turn of the century and people have reportedly disappeared while eXploring the site. These unfortunate souls were never heard from again.*

Some characters in the group might even know a friend of a relative's brother's son who actually saw ghosts in the graveyard. Any characters that have occult contacts will be able to talk to them on the phone en route to the graveyard. These contacts will tell lavish details about reported hauntings at the graveyard and how dangerous the place has become. The contact will also inquire "You're not actually going there at night are you?"

An area topo map is given for the graveyard. The following is a brief description so you may recreate the scene for your players as needed.

The graveyard is very large and in the center of it atop the hill stands a small chapel. There is one groundskeeper who takes care of the site but only works in the day time. The Graveyard never gets visitors at night. Mako is actually friends with the grounds keeper and has been working at the small



chapel for the past several months. Mako likes the graveyard for several reasons. One reason is that it is secluded and no one bothers him there. The other reason is that he can enjoy the fresh ocean air - keeping him closer to his friend, Shark.

The runners will have to park their vehicles and walk up to the chapel (located in the middle of the grave yard atop the hill). The chapel has 4 rooms on the main floor. A main chapel, storage closet, closet with stairs going to basement, and an old office (locked). Below, in the basement, Mako has turned the one large room into a force 10 shamanic lodge. Mako is lying face down in the basement, unconscious and near death.

#### *Arriving to the Graveyard - FBI Agents*

As the runners approach the graveyard in their vehicles, they will notice they are being followed. A pair of FBI agents was in the area responding to an unusual missing persons case of a prominent government official (unrelated to this adventure). The agents happen to see the suspicious vehicles driving by and decided to check them out. Unless the runners do something, the agents will follow the group to the graveyard. The agents will then approach the runners and ask them what they are doing in the area. If the runners remain cool, the agents will not bother the players long.

A smart team may even get the FBI agents to help them investigate their chummer's possible death. This might help them out later. The stupidest thing the runners can do would be to attack the FBI agents. If the agents are taken out quickly and quietly (without having a chance to radio for backup) a Lone Star patrol will be sent out to investigate the missing agents in about two hours. Otherwise, any noise will attract the attention of nearby residents and Lone Star will arrive within five minutes to investigate the commotion.

#### *At the Graveyard - Tricks and Pranks*

When the runners arrive to the graveyard, Entropy will be aware of their arrival. Entropy will start immediately to pull tricks and pranks on the runners. It is important that as a GM you do not lead the players into believing they are being manipulated. Don't worry about have the players roll for everything, as this will lead them into thinking something else is behind the strange things. For example, if Entropy were to manifest as a zombie and walk across the graveyard and the runners catch a glimpse of him, do not have the mages roll to break Entropy's masking. It is very

unlikely an initiated mage will break his masking and it will take away from the feel of the scene. This scene should be slightly spooky and definitely make the characters wonder what is going on. If you hear the runners say "man that is strange" or "how can that be, that's impossible" then you did your job here.

To avoid being detected, Entropy is in the form of a mosquito and masking itself. He is following the group, studying them and causing them trouble.

Entropy has also managed to find four friends to help him in his pranks. These are other spirits which are not bound to him but are merely "friends".

At this point in the scene, Entropy will not attack the group, although his "pranks" may hurt a player or two.

Here are some examples of things Entropy and his cohort spirits might do:

- Runners see a black cat, strange creature, or child run across the graveyard. When the runners investigate, the creature is not there.
- Strange lights in the sky (not magically active) or moving about the headstones.
- Accident (as per the spirit power, but don't roll) – Character trips, branch falls off the tree and hits character on the head, tire pops on vehicle, or any other natural accident.
- Skeletons or zombies crawling out of freshly exhumed graves.
- A bat mistakes one of the player characters as food and dive bombs him or her.
- A ghost is seen across the graveyard by one person – by the time everyone looks the ghost is gone
- Wolves howl in the distance

#### *At The Chapel - All In A Name*

As the players reach the chapel, Entropy's pranks will become more severe. For example, part of the chapel roof might collapse on the runners causing damage to them. Or, a rock might be hurled at them with tremendous speed (8L Stun).

Upon entering the basement, the first thing the runners find will be an open journal on the floor. The last entry seems to reveal that Mako discovered the true name for a powerful free spirit and was going to attempt to summon and control the entity.

Once the players reach Mako they will realize he is alive, barely. Upon hearing Mako is not dead, Entropy will attack. Entropy will ask his spirit friends to destroy any spell locks, quickened spells,

or sustained spells. The spirits will target the most useful of these items. After all, Entropy has been studying the group since they arrived at the graveyard. For example, if a mage has a spell lock to increase his Charisma, which he uses to allow himself more spirits, this would cause a lot of chaos when dispelled. The mage would then have to re-roll to control them, or they become free spirits themselves!

During the first round, when the spirits attack the sustained spells, Entropy will attempt to possess one of the magically active player characters. The primary target would be any big character that is also magically active (a troll mage, shaman, or adept would be perfect). When attempting to possess, the spirit will use all dice available (20 + Karma pool). After possessing a player character, he will attack the party – preferably with a big gun, but melee and magic will do. If the spirits merely suppress the foci or spells, they will remain around to continue to suppress. If the spirits destroy a spell lock they will immediately leave. After spending one or two rounds in a host body, Entropy will leave (but the players won't know yet) and attack in a different way. Remember, Entropy revels in chaos!

A savvy group of players might revive or Mind Probe Mako and ask him Entropy's true name. Mako will wake up and weakly tell them what they need to know. If they do this they can try to use the name to take control of Entropy. Don't forget this fight will be taking place in a force 10 shamanic lodge! Entropy's true name is: **XanderothraXis**.

If the runners fail to save Mako he will be left for dead. He will slip into a coma and be discovered the next morning by the grounds keeper, who will get him to a hospital.

#### *Moving On*

Once the characters are finished with this scene, they will need a clue to lead them to the next scene (or finale). They will discover that Mako has also been investigating The Blind Man and his organization. Mako originally believed that there may have been a connection between the two forces (The Blind Man and Entropy). One of his more recent journal entries will have the information needed to lead to the next scene, if needed.

## **Entropy (XanderothraXis)**

Force 10 Free Spirit of Man

B 18 Q 19 (X3) S 15 C 17 I 17 W 17 R 18

Initiative 18+1d6 / 30+1d6 astral

*Force:* 10

*Spirit Energy:* 7

*Combat Pool:* 26 Spell 10 Karma: 14

*Skills:* Demolitions 4, Electronics 4 Etiquette 4

Psychology 4, Sorcery 10 (+Host's skills)

*Spells:* Any Spell needed at maximum force of 9

*Powers:* Accident, Alienation, Astral Gateway, Aura Masking, Compulsion, Concealment, Confusion, Fear, Guard, Animal Form, Human Form, Personal Domain, Possession, Search, Sorcery, Wealth

### **Entropy's Friends**

#### *Green and Streetwise*

Force 6 Spirits of Man (4)

B 7 Q 8 (X3) S 4 C 6 I 6 W 6 R 7

Initiative 17+1d6 / 27+1d6

*Force:* 6

*Combat Pool:* 9 Karma: 9

*Powers:* Accident, Concealment, Confusion, Fear, Guard, Materialization, Search

*Notes:* These spirits will not stick around if they get hurt.

#### *Veteran and Elite*

Force 6 Spirits of Man (8)

B 7 Q 8 (X3) S 4 C 6 I 6 W 6 R 7

Initiative 17+1d6 / 27+1d6

*Force:* 6

*Combat Pool:* 9 Karma: 9

*Powers:* Accident, Concealment, Confusion, Fear, Guard, Materialization, Search

*Notes:* These spirits will stay around longer if they get hurt, but if they are endangered of being dispelled they will leave.

# Picking Up The Pieces

## Tell It To Them Straight

You can't believe that you've spent hours trying to track down The Blind Man, only to find that he would eventually come to you. You only hope that you can make it back to the Tyger's Lair in time to stop whatever nefarious plans he may have for Claudia and your fellow runners.

You have tried to call ahead, but all avenues of communication into the Lair seemed to have been cut – communicating with other runners over the XLR has revealed that your team is the only one that is close enough and available to respond to the situation – other teams will attempt to rendezvous at the Lair as soon as possible...

## Behind The Scenes

The characters can approach the Lair any way they please. If they have a rigger that can send ahead drones, or a mage that can send ahead elementals or a spirit, or scout ahead astrally, then they can see The Blind Man and his retinue leaving the Lair and heading off to the west. Otherwise, the characters will arrive about a block away from the Lair when the entire building that contains the Lair explodes (well, implodes), falling down like an orchestrated demolition project. Descriptions should be vivid to the players, letting them know that everything has been destroyed. Those that are members of the Tyger's Tail should feel a tearing or rending feeling deep inside them, as the Avatar for the Tail is destroyed (it was mystically tied to Claudia) – these initiates cannot further initiate or learn new Metamagic abilities until they join a new magical group. Searching the area will provide many bodies, but not many that can be readily identified. One thing that will be found will be the mangled remains of a wheelchair – Claudia's wheelchair. It seems readily apparent that Claudia Tyger is dead...

If the characters were able to see the direction The Blind Man set off for, they can attempt to catch up and take him and his retinue by surprise. They will be able to attack with surprise, as The Blind Man feels secure in his destruction of Tyger and her operations. The characters are free to use whatever weapons or tactics they feel are required to take out The Blind

Man, his retinue of four physical adept bodyguards, and two explosives experts. Statistics for the NPCs can be used from the encounter XeroX earlier in this scenario. Otherwise, The Blind Man makes a clean getaway.

Let all this sink in to the characters – Tyger is dead – they are now free to choose a life direction for their character. They can continue on as true shadowrunners, masters of their own destiny and working for whatever fixers they have as contacts or through the streets. They can retire – some characters have amassed enough funds to quit the shadows and live a comfortable, if boring, life. They can go into business for themselves, becoming freelance talent to the highest bidder, bar owners, or fixers in their own right. They can even choose to re-enter the military or corporate life, their experience in the shadows allowing them to secure positions as security consultants or other special assets for combating other shadowrunners.

## The End

## Karma Award Summary

To award Karma for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying ~~e~~xperience 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           |
|--|-----------------|
| <b>Completing the scenario</b>                                 | <b>5</b>        |
| Completing 7 or more scenes                                    | +2              |
| Banishing Entropy  | +1              |
| Defeating The Blind Man during<br><i>Picking Up The Pieces</i> | +5              |
| Total Karma for objectives                                     | sum above Karma |
| Discretionary roleplaying award                                | 0-3 Karma       |
| <b>Total possible Karma</b>                                    | <b>16</b>       |

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