

# **CARPE TIGRIS**

**A Two-Round Virtual Seattle Adventure**

**By Chris Maxfield and Mark Somers**

In 2050, a team of runners performed a data steal on a megacorp facility in Tocomo that resulted in unfortunate, unintentional, third party casualties, some fatal. Two of the fatal casualties were the wife and the young daughter of Edmund Kim, a young and ambitious financial expert. No one was ever brought to justice for these deaths. The time has come.

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

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

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

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

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

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

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

## The Story

### Background

In 2050, a team of runners performed a data steal on a megacorp facility in Tacoma that resulted in unfortunate, unintentional, third party casualties, some fatal. Two of the fatal casualties were the wife and the young daughter of Edmund Kim, a young and ambitious financial expert. No one was ever brought to justice for these deaths.

Kim fled the tragedy, trying to escape his pain by fleeing Seattle. He settled in Boston and dedicated all of his ample time and energy to building a business empire. In the decade that followed, Kim was very successful at acquiring wealth and influence, but not so successful at escaping his pain. He could never resolve his grief. For ten years, his pain twisted and grew, preying on both his waking thoughts and his troubled dreams. Finally, in 2060, after he had bought the mid-level Seattle cyberware company Cascade Neuronics, Kim decided to use his accumulated wealth and power to discover, hunt down and punish those responsible for his pain.

For over a year, Kim has expended a great deal of nuyen and personal energy in discovering the names of the runners that were to blame for his loss. The team's decker had used the street name Bayonet -- but Bayonet had disappeared from the Matrix, and the shadows, not long after the Everett operation. Kim has, however, discovered Bayonet now operates in Seattle as a fixer under the name of Claudia Tyger. He has also discovered the identities of three of the other runners: the team's Face, David Wolfcall; the team's shaman, Katrina "Kat" Koshkova; and the team's Street Sam, Peter "Taxman" Garamond.

As the game starts, Kim has failed to capture Katrina or Peter. They are a happily married couple (through the runner's help if they played the VS module "Once Upon A Time...") and they enjoy spontaneity in their relationship. They've disappeared (without telling anyone) to a cabin in the Cascades for an extended and romantic rendezvous. On the other hand Kim has succeeded in capturing David Wolfcall. His team of hired Seoulpa thugs grabbed Wolfcall off the street, roped him tight and attached the other end of the rope to a truck. They then dragged him through the streets, flaying him alive and killing him. Claudia had had a brief romantic affair with David and when she heard about David's hideous death, she immediately began investigating. She had achieved very little before she herself was ambushed in the Matrix and physically kidnapped from her home, the Tyger's Lair.

Kim had Claudia taken to a prepared facility in his other recent Seattle acquisition, York Gardens, where he is using Cascade Neuronics advanced simsense equipment (programmable ASIST biofeedback) to reprogram / brainwash Claudia. Through this reprogramming, Kim is causing the reprogrammed Claudia to destroy, by her own corrupted will, everything of any meaning to her. Once all the damage is done, he intends to remove this programming, reveal to her what she has done, and then kill her. So far, the brainwashed Claudia has had little time to do much damage but she has purged a few bank accounts and initiated a plan to kill the runners. The reprogramming has not been completely successful and the old Claudia can sometimes surface from her madness to try to warn or help the runners. Claudia is both an opponent and an ally of the runners in this game.

Unknown to Kim, he has gained an invisible partner in his revenge. A free spirit known as Entropy has become interested in Kim's activities. (If the players have played the module *Discommoded*, then their characters have interacted with Entropy, though they may not know it.) Entropy has been secretly assisting Kim achieve his goals but has perverted them to its own desires. Kim has no conscious knowledge of Entropy's existence or help. Entropy is a shadow / trickster Free Spirit, a reveler in chaos. Its goal is to extend its influence into the realm it itself can never go - the Matrix. To achieve this end it has organized the kidnapping and corrupting of several deckers, using Kim and his Cascade Neuronics technology as his tools. These deckers, once reprogrammed, are to be agents of chaos in the Matrix, cyber-manifestations of Entropy. If Entropy succeeds, it will gain several Potency points. Luckily for the runners, Entropy's Potency is currently zero.

### **Game Synopsis**

The story opens with the runners completing a standard mission. A null perspiration job. They head back to meet Claudia at an agreed location. However, the reprogrammed Claudia has organized another team to ambush the runners at the meet. Claudia has been undergoing reprogramming for just one day at this point in real-time (but an eternity in the Matrix). As the runners enter the trap, Claudia manages briefly to escape her conditioning to warn the runners of their peril. Once they escape, the runners must decide what to do about the ambush. They find Claudia unreachable and so they have to either chose to find her or just relax and wait for her to call them. If the runners just relax, things start to go very wrong as the reprogrammed Claudia sabotages their lives, their bank accounts, their identities and takes out further contracts on them.

Eventually the runners will have to either go permanently to ground or try to find Claudia. Finding Claudia is not easy. First, the runners must encounter the feisty and protective Miss Maddie. Once in the Tyger's Lair, the runners will discover a potential reason for Claudia's sadness: the death of an old friend. By following the only trail of clues they have, the runners will meet the dead guy's girlfriend. From her, the identity of the Seoulpa thug who murdered Claudia's friend and kidnapped Claudia will be discovered. In defeating or negotiating with the Seoulpa thug, the runners will confront a strange new paranormal creature with the appearance of an ordinary human. From the Seoulpa thug, they will gain the information they need to locate Claudia. This is the end of the first Round.

The second Round opens with the runners planning the rescue of Claudia. Once in, they will encounter more of the strange human-appearing creatures: Entropy's brood. If they succeed in reaching Claudia, they will find her and two other deckers plugged into strange cybernetic equipment. The runners must decide whether or not to rescue these other deckers, along with Claudia. They then try to escape the Gardens in strange circumstances with a very sick Claudia. Eventually the runners will have to stop to take care of her. When they do, Entropy will strike. Entropy is an extremely powerful free spirit but he has vulnerabilities. If the runners use tactics and smarts, they can defeat Entropy. If they do, they'll have made an Enemy. Round 2 and the game ends with Claudia recuperating and the realization that the runners will have to do something permanent about the creature known as Entropy.

### **Running the Game**

Throughout the game, the runners will receive bizarre messages from Claudia. These are the only visible signs, to the runners, of the struggle going on in Claudia's reprogrammed, schizophrenic mind. If one of the runners has a pocketsec or some other method of receiving email, these messages arrive as email signed by Claudia's weretiger icon. These messages may arrive as voice mail if that is the only method of contacting the runners. If the runners drop their phones/pocketsecs for new ones, these messages cease for a scene and then resume on the new devices.

As the runners collect hints of a being called Entropy they may begin to investigate the name. Use the Entropy Legwork Table in the GM's Annex for this research. Any Legwork in the game requires the runner's Etiquette (or appropriate specialization) rolled against the indicated Legwork target number. Relevant skills (examples are shown) assist the runners with finding and talking to the right people and information

sources, and so these skills are rolled complimentary to the Etiquette test. If a runner doing Legwork does not have one of the listed Legwork table's appropriate contacts (or similar) then penalize the Etiquette test target number by 1 to 4 points, depending on how similar the runner's actual contacts are to the table's appropriate contacts.

DJ Dee provides a vital resource for the runners normally supplied by Claudia – the Matrix. However, DJ Dee should not replace the sweat and legwork that the runners can do for themselves. If the runners do not accept DJ Dee's help then that is their choice, so play the game with much less information - especially without any York Gardens security information.

Time this game. Keep checking your watch and keep telling the players how long each scene is taking (estimate it). Keep conveying the idea that their time is short. As a piece of proactive paranoia, ask for the players to write down and pass to you the worst thing that could happen to their characters – from the character's point-of-view.

If you like, don't limit your imagination to what is written in this module. A malicious decker, even one fighting with herself, can create some pretty nasty havoc for the runners. Spice the story with random (but not irretrievable) mishaps for the runners.

This game can be played in one of two flavors. Either as a dark, dangerous and unpleasant story, or as a surreal, bizarre even comical story. Choose the flavour to suit the players. The first Round is more of a mystery investigation / roleplaying style of game. Make sure you convey to the players the atmosphere of a puzzle and the requirement for active but patient (if sometimes frustrating) investigation. If the players do not favor such a style of game, let them find the clues easily and intersperse the session with the Optional Encounter combats. Invent your own encounters if you wish to give the player's additional challenges. The second Round is more linear and potentially fairly combat intensive. If the players prefer less combat, allow them to roleplay more often and to plan their way around most of the potential combats. In both Rounds allow the emphasis to be on either roleplaying & negotiation, stealth & planning, or hack & slash depending on the players' preferences.

Lastly, adjust the force ratings, skill levels and karma pools of the opposition to avoid killing the runners (too easily, anyway) or to give high-powered runners credible opponents.

## ROUND ONE

### Scene 1 - Ordinary Business

*This introduction scene is designed to lull the runners into a feeling of normality. It is the final stage in an unspecified, standard retrieval job.*

Read or paraphrase the following for the players:

*The retrieval target (a corporate mid-level exec, Ms Spenthrick) has been tracked to this old warehouse in an old industrial complex. You have defeated all but two of the security holding Ms Spenthrick (several motionless forms lie on the ground around you). Ms Spenthrick is being held, by the last two conscious guards, in the warehouse's small office (the interview room). You are near the office door. You know the two guards inside are security trained but have no significant cyber, no magic and are armed only with Browning Maxpowers.*

The target is a voluntary retrieval. There is no backup support on the way for the guards. Let the runners choose whether to fight (should be easy), negotiate (the guards are smart and wary, but they are also scared and want to live, and so a deal could be reached), or stealth/trick the release of the target. The office is located up against one side of the warehouse with an external window (physically latched on the inside). The office door is a standard internal door with a rating 2 pushbutton lock. The office also has a skylight/ventilation panel in the center of its ceiling leading to the greater volume of the double story internal space of the warehouse. This skylight is closed but not locked and a lithe human can slide through it when open.

Once the runners have rescued the unimpressed Ms Spenthrick, go to **What The Frag!**

#### **Security Men (2)**

These two security guards (both human males) are the last left standing following an assault on their complex by the runners. All they know is that they have been ordered to keep a well-dressed and sharp-tongued woman in custody in an interview room. They've heard their comrades dropping one by one – they have a radio link – and they are extremely nervous. The woman hasn't helped either – the cold-hearted madam has been making pointed comments about their life expectancy ever since they first learned the complex was under attack.

The guards – Jin Qiyung and Dave Meredith – have no over-exaggerated notions of heroism. They just want to get out of this situation alive and as undamaged as possible. If the runners approach the situation reasonably, the pair will surrender their captive without a fight. On the other hand, if the runners are after a rumble, then the two guards won't go down quietly.

**Attributes** – Body: 4, Quickness: 4, Strength: 4, Charisma: 3, Intelligence: 4, Willpower: 4, Reaction: 4, Essence: 6, Initiative: 4+1D6

**Active Skills** – Brawling: 4, Clubs: 3, Pistols: 3

**Knowledge Skills** – Corporate Background: 3

**Gear** – Armor Jacket [5/3], Browning Max-Power [Heavy Pistol, 10(c), 9M], Stun Baton [8S Stun, +1 reach]

**Edges** – None

**Flaws** – Expendable and knows it

**Dice Pools** – Combat: 6, Karma: 1

**Professional Rating** – 3

## Scene 2 - What the Frag!

*This scene sets the mystery for the rest of the story. It is an ambush organized by the reprogrammed Claudia. The ambusher's objective is to kill the runners. However, the runners should escape with several questions for Claudia.*

Read or paraphrase the following for the players:

***You hand over Ms Spenthrick (thankfully) at the agreed delivery point then head off to see Claudia for your payment. As arranged by Claudia earlier today, you head for the meet with her at the Magician's Rest restaurant in Auburn. With some cred in your pockets, maybe you can take Claudia out on the town and have some fun. She's been a bit down for the last few days and she wouldn't tell you why. Anyway, the owner, Wesley Nickerson, is a good chummer, serves great food and always raises a smile on Claudia.***

The runners are walking into a trap here. Another shadow team has set up an ambush to be triggered when the runners have entered the restaurant. The ambushers waiting to take out the runners are a group of former security officers. They worked for a subsidiary of Fuchi, which went down the gurgler when the megacorp hemorrhaged. Left with no employment prospects, they turned their hand to freelancing. As they haven't been in the game for all that long, it would be an overstatement to call them shadowrunners or mercenaries. They themselves would be loath to call themselves runners – as former security personnel they have a low opinion of the breed (who are, after all, their natural enemy).

The team consists of eight members, including a sniper and a combat magician. The sniper and the team leader are waiting on the roof of a two-story block of offices across the road from the Magician's Feast restaurant. Another team member is waiting inside the ground floor office of that building. Inside the Magician's Feast, the magician and two members are having a meal, waiting for the runners. As a fallback, there are another two members in a van at the back of the restaurant. These two have the heavy weapons.

The plan is to wait until the last two runners are entering the restaurant. The sniper (armed with an assault rifle – a sniper rifle would be overkill at this short range) will pick off the rearmost runner and the chap on the ground will provide assistance. At the same time, the magician and her companions will do their utmost to ruin the evening of the runners inside the restaurant.

Unfortunately, for the ambushers, the sniper is allergic to cats – and the roof is a favorite haunt of the neighborhood moggies. This will cause him to sneeze disastrously, resulting in his first two shots missing. Meanwhile, inside the restaurant, a lovely little child has tied the waiter's shoelaces together, causing this unfortunate soul to turn and perform a spectacular pratfall in front of the magician and her two chummers. Needless to say, this is the only bit of luck that the runners will receive. From then on, the fight is on for real.

If the runners are smart (or, more likely, paranoid) and check out the restaurant and its surroundings before they enter, they have a chance of noticing some of the external ambushers. The Sixth Sense physad power or a Detect Enemies spell may alert any relevant runners – make the rolls for them and indicate any “uneasiness” they feel; treat those individuals as having five successes on the table below. Anyone actively looking may make a perception check, with Stealth as complimentary, against a target number of 12 (the ambushers are well positioned). From the number of successes:

0: everything looks normal at the Magician's Rest and you can smell those mouth-watering buffalo wings already;

1–2: something is not quite right (a hint of movement, a shadowed outline) but the runner cannot identify exactly what;

3–4: the runner has noticed some of the ambushers who are possibly positioned to ambush someone;

5+: the runner has spotted some of the ambushers, identified their deployment pattern and suspect that the ambushers could be focused on the runners themselves.

If any of the runners achieve any successes, have Claudia's first message immediately arrive as described in the next paragraph.

As the runners enter the restaurant (if they have not spotted any ambushers), the runner's leader (or another appropriate character) receives an urgent email / voice message on his pocketsec / phone (choose whichever is appropriate for the runner). It is Claudia (by her weretiger icon / her voice). Pass the player Claudia's Message 1. If the runners have not made the perception check in the paragraph above, they may do so now against a reduced target number of 8. If the players do not say they are being careful in searching for the ambushers, then the ambushers will be alerted and the runners lose the automatic surprise that they'd otherwise have in a counter-ambush. If they do use caution to search (no need to roll) then they may keep their automatic surprise.

The runners' options at this point are several. They may try to run, sneak away, hide then sneak, negotiate/bluster, or fight. If the runners try to run, the ambushers will attack. Whatever they try to do, the runners now have automatic surprise on the ambushers. Allow the confrontation to fall as the players choose:

- If a battle is engaged in the restaurant, Wesley will join in with his Control Actions and Sleep spells, and an elemental or two, protecting his patrons and restaurant, and discretely helping the runners. The two ambushers out the back will enter (if they're able) to help their comrades. The three out the front will not enter though they will maintain readiness to attack. Wesley will approach the runners after this and give them a good talkin' to for disturbing his restaurant and his patrons.
- If the runners attempt escape or exit via the front entrance, the sniper will shoot the runners, starting with the toughest/most dangerous looking runner. Luckily for the runners, the sniper suffers a bout of allergy and sneezes at that point in time. This is enough warning for the runners, let the sniper aim to kill after this, if they are still in sight. Nevertheless, try not kill any of the runners this early in the game (unless it's self inflicted :) but scare the bejeezus out of them. If necessary, have Wesley attempt Control Actions on the sniper to keep the runners alive.
- The runners can try to avoid a conflict in a public restaurant by using stealth and magic to quietly slide away. They will still have to contend with the magician's astral perception.
- The runners could try to trick / negotiate their way out of the ambush. The ambushers are smart and

professional, and will not engage in needless suicidal destruction and bloodshed if they are convinced this would be inevitable. Wesley will help mediate here, if given the opportunity, in his cheerful but canny way.

If there is any conflict, two Lone Star patrol cars with two officers each will arrive after only a few seconds (2d6 turns). If the runners have hung round, Wesley will approach them telling them that they must get away quickly before the Star arrives (and before he kicks their hoops from sunset to sunrise) and they should tell Claudia that she owes him for all the fraggin' damage. Wesley knows nothing about the ambush or anything special about Claudia.

After this ambush fiasco, the runner's should try to contact Claudia. Phoning her will only result in Claudia's voice-mailbox message. Email will receive no reply. If the runners decide to just lie low, go to **While Rome Burns**.

If the runner's try to locate Claudia, go to **Please Explain!**

### *Wesley Nickerson (Former Wage Mage) – 4th Grade Initiate*

Wesley Nickerson, known to friends and close associates as "Uncle Wes" and owner of the Magician's Feast restaurant in Auburn, is a jovial old cove who was at one time a wage mage in the employ of Renraku. Taking advantage of a lucrative retirement package – magicians are extremely well paid – he invested his funds and time in the restaurant business. A slightly built dwarf, Wesley takes a simple delight in pandering to popular stereotypes and cultivates a luxurious beard, of which he is inordinately proud. His hair is now thinning and graying with age (at 62, Wesley is a spike baby), his eyes sparkle with an inherent joy in life, and his long pointy nose lends a certain cheeky charm to his features. In fact, Wesley is almost the spitting image of the popular conception of a garden gnome – a fact that has not escaped his notice. The cheerful little fellow plays up on this image, especially when dealing with the children of the restaurant's patrons.

Despite his harmless visage, Wesley is a magician of no mean talent, and he has a keen and incisive mind. Very little escapes his notice and he has a remarkably good memory. From his years working for Renraku he has a good contact base amongst the sprawl's magical denizens – both legitimate and otherwise. Just how extensive his shadow contact base extends is a secret that Wesley keeps under his (pointed?) hat.

**Attributes** – Body: 4, Quickness: 3, Strength: 2, Charisma: 5, Intelligence: 6, Willpower: 7, Reaction: 4, Essence: 6, Magic: 10, Initiative: 4+1D6

**Active Skills** – Centering: 4, Conjuring: 7, Etiquette (Magic): 4 (6), Sorcery: 8

**Knowledge Skills** – Chef: 4, Identify Magicians: 3, Magic Rumourmill: 4, Magic Theory: 5, Northwest Cuisine: 4

**Metamagics** – Centering, Invoking, Masking, Shielding

**Spells** – Analyze Truth: 4, Clairaudience Ext: 4, Clairvoyance Ext: 4, Control Actions: 6, Mind Probe: 6, Sleep: 6

**Gear** – Detection Spell Focus 4, Power Focus 3, Spell Sustaining Focus 4 (Analyze Truth – 6 successes)

**Edges** – Photographic Memory

**Flaws** – None

**Dice Pools** – Astral: 4, Astral Combat: 9, Combat: 8, Karma: 10, Spell: 8

**Professional Rating** – 3

## The Ambushers

### *Team Leader (Colin Calhoun)*

**Attributes** – Body: 4, Quickness: 4, Strength: 4, Charisma: 5, Intelligence: 6, Willpower: 5, Reaction: 6 (8), Essence: 2.3, Initiative: 8+2D6

**Active Skills** – Assault Rifles: 4, Athletics: 3, Brawling: 4, Car: 3, Etiquette: 5, Intimidation: 3, Interrogation: 3, Leadership: 4, Negotiation: 3, Pistols: 5, Shotguns: 4, SMGs: 5, Stealth: 4

**Knowledge Skills** – Corporate Background: 3, Small Unit Tactics: 4

**Cyberware** – Datajack, Smartgun Link, Wired Reflexes 1

**Gear** – Ares Predator II [Heavy Pistol, 15(c), 9M, Smartlink], Armor Jacket [5/3], Commlink, HK-227 [SMG, 28(c), 7M, Smartlink]

**Edges** – None

**Flaws** – None

**Dice Pools** – Combat: 7, Karma: 3

**Professional Rating** – 4

### *Team Sniper (Kenny 'Kickstart' Lubowski)*

**Attributes** – Body: 4, Quickness: 6, Strength: 4, Charisma: 4, Intelligence: 5, Willpower: 6, Reaction: 6 (7), Essence: 5.1, Bio Index: 1, Initiative: 7+2D6

**Active Skills** – Assault Rifles: 6, Athletics: 4, Brawling: 3, Etiquette: 3, Pistols: 6, Rifles: 6, SMGs: 6, Stealth: 6

**Knowledge Skills** – Corporate Background: 3, Identify Gun: 3, Small Unit Tactics: 3

**Bio and Cyberware** – Cybereye Replacement [Low-Light Vision, Flare Compensation, Optical Magnification 3, Rangefinder], Enhanced Articulation, Smartgun Link II, Synaptic Accelerator I

**Gear** – Ares Predator II [Heavy Pistol, 15(c), 9M, Smartlink II], Armor Jacket [5/3], Commlink, FN-HAR [Assault Rifle, 30(c), 8M, Smartlink II]

**Edges** – None

**Flaws** – Moderate Allergy to Cats

**Dice Pools** – Combat: 8, Karma: 2

**Professional Rating** – 4

### *Team Magician (Alexandra Roussos)*

**Attributes** – Body: 3, Quickness: 4, Strength: 3, Charisma: 6, Intelligence: 6, Willpower: 6, Reaction: 5, Essence: 6, Magic: 6, Initiative: 5+4D6

**Active Skills** – Brawling: 3, Conjuring: 6, Etiquette: 4, Sorcery: 6, Stealth: 3

**Knowledge Skills** – Corporate background: 2, Magic Theory: 4, Shadowrunner Culture: 2

**Spells** – Agony: 4, Barrier: 4, Control Thoughts: 6, Increase Reflexes: 3, Mana Bolt: 6, Sleep: 4, Power Bolt: 5

**Gear** – Combat Spell Focus 3, Spell Sustaining Focus 3 (Increase Reflexes), Air Elemental [Force 4, 5 services owed]

**Edges** – None

**Flaws** – None

**Dice Pools** – Astral Combat: 9, Combat: 8, Karma: 3, Spell: 6

**Professional Rating** – 4

### *Team Members [5] (Art Beckley, Judy 'Judo' Morwell, Paul Estevez, Quentin Ho, Tcheky Rostov)*

**Attributes** – Body: 5, Quickness: 5, Strength: 5, Charisma: 3, Intelligence: 4, Willpower: 4, Reaction: 4 (6), Essence: 2.3, Initiative: 6+2D6

**Active Skills** – Brawling: 5, Car: 3, Etiquette: 3, Intimidation: 3, Pistols: 4, Shotguns: 4, SMGs: 4, Stealth: 3

**Knowledge Skills** – Corporate Background: 2, Small Unit Tactics: 3

**Cyberware** – Cybereye Replacement [Low-Light Vision, Flare Compensation], Smartgun Link, Wired Reflexes 1

**Gear** – Ares Predator II [Heavy Pistol, 15(c), 9M, Smartlink], Armor Jacket [5/3], Commlink, HK-227

[SMG, 28(c), 7M, Smartlink] (*Note: SMGs are in the van*)

**Edges** – None

**Flaws** – None

**Dice Pools** – Combat: 6, Karma: 2

**Professional Rating** – 3

### ***Lone Star Patrol Officers [4]***

**Attributes** – Body: 4, Quickness: 4, Strength: 4, Charisma: 2, Intelligence: 3, Willpower: 4, Reaction: 3, Essence: 6, Initiative: 3+1D6

**Active Skills** – Brawling: 3, Car: 3, Clubs: 3, Etiquette(street): 2(4), Negotiation: 2, Pistols: 3, Shotguns: 3, SMGs: 2.

**Knowledge Skills** – Police Procedures: 4, Street Background: 3, Small Unit Tactics: 2

**Gear** – Armor Vest w/Plates (4/3 + Helmet), Commlink, Ruger Super Warhawk [SA, 10M, Laser Sight], Stun Baton (6S Stun).

**Edges** – None

**Flaws** – None

**Dice Pools** – Combat: 5, Karma: 1

**Professional Rating** – 2

## **Scene - 3 Please Explain!**

*The purpose of this scene is to have a bit of roleplaying while encouraging the runners to commit to a choice between searching for Claudia or taking the easier path of waiting for her to contact them. It is here that the runners discover some crucial information. Ensure that if they rummage around they find the news article about David Woldcall and the images.*

Read or paraphrase the following for the players:

***With some heavy questions for Claudia, you make your way to the Tyger's Lair. Why was there an ambush? Why didn't Claudia warn you sooner? How did anyone else know that you were going to be there? Who wants your scalp and why? And what did Claudia mean by 'sorry'? As you arrive you see a small female, a dwarf perhaps, closing and locking the Lair's door.***

Ask the runners how they are approaching the Tyger's Lair. If they don't choose a route carefully, subtly hint on the security risks involved. While the runners are traveling to the Lair, play up on their paranoia. Let them catch images of strangers' faces staring at them (or their vehicle) knowingly from a crowd on the street, in a park or in a mall. If they search for one of these people, they only find themselves confronting a terrified innocent citizen. As they arrive at the Tyger's Lair, they spot the woman closing the door as she

leaves. It is Miss Maddie, Claudia's trusted housekeeper (it is rumored she carries a Roomsweeper under those skirts). Miss Maddie and the runners have met briefly before. Miss Maddie knows Claudia's been feeling bad and she's determined to prevent any more trouble/stress happening to Miss Tyger. As the runners approach the lair, she will advise them that Miss Tyger is not home and to go away, to leave Miss Tyger alone. Miss Maddie will even face down any troll runners with all of her 5 foot and a bit height – like a protective bantam hen! Miss Maddie has a small body but a big personality and she mothers Claudia. If the runners try to step past Miss Maddie, she will turn round and follow them, telling the off all the way. Miss Maddie keeps on discouraging the runners from looking for Claudia: "Leave her alone. You don't need to see her now; tomorrow is soon enough, you brutes! Can't you tell that she's been upset! If you have a problem, go away for a while - that usually works".

Getting information out of Miss Maddie is difficult (and Claudia would not take well to her housekeeper being Mind Probed or interrogated). It requires a base Etiquette test against a target number of 11 (5 for Charisma, +4 because she is hostile, and +2 because further stressing Miss Claudia would annoy Miss Maddie). This may be modified if the players do some polite and conciliatory roleplaying, AND the runners seem decent enough. A well-heeled runner might be able to win her around, but Miss Maddie doesn't take kindly to "slick, sneaky, shiny lawyer types".

The information that Miss Maddie gives is as follows...

0 successes: "Go on, get out of here before I skit you with my mop, you no-good, low-down, trouble-making criminals!!!"

1 success: "You just leave Miss Claudia alone, you hear! She's been real sad just now and she don't need no scruffy good-for-nuthin's bothering her."

2 or 3 successes: "Well, I think someone close to her just died, maybe family or somethin'. So you just leave the poor girl alone!"

4+ successes: "She sure must be upset, on account of her apartment bein' so messy and all. Heaven's above, it surely was a state! Things lying around willy-nilly. Well, I never! Just lucky I was there to clean it up for her. Yes, clean it up! What else do you think a cleanin' lady does, you big dumb hunk o' metal!?"

### **Looking around the Lair**

If they're unsuccessful in persuading Miss Maddie to let the runners in, they still have a copy of a passkey to the Lair (they never did return the copy made after Claudia



left them in charge the time she had to attend her father's funeral, bad memories! - VS module "Claudia Takes a Day Off"). There is a very faint temporary astral background count. It is fading rapidly and would not have been detectable if the runners had waited any longer. Roll Astral Perception (Aura Reading complimentary) against target no. 4:

1-2 successes, the count has no aural signature residue;

3-4 successes, there are two faint signatures in the fading background count, one older and one newer;

5 or more, the older one is from a combat spell and the newer is from a spirit. The spirit had used some sort of paranormal power that is similar to Manipulation spell magics. The place is, otherwise, astrally clean.

The bed and the kitchen have not been used recently. None of Claudia's toiletries, clothes or decks are obviously missing. Her computers are all powered on but in standby. You cannot get into Claudia's computers without help and you know that would be dangerous with the IC Claudia routinely installs in her computer systems. (If the runners try to access her computers - the pass codes they had before no longer work. If one of the runner's or a runner's contact tries to deck into Claudia's system - well, Claudia is an extremely good decker - hit the runner or contact with tons of gray IC.) Accessing Claudia's telecom unit will show no message log, received or outgoing (expected as Claudia regularly erases it as a security measure).

On searching the lair, the runners will find a couple of things: Thrown into a (thankfully) unemptied wastebasket is a crumpled hardcopy of a news datasheet. A week old article is outlined by a highlighter. The article describes the death of a guy named David Wolfcall - some sort of gang killing. A week previously, the guy had been dragged along city streets, behind a truck, until there wasn't much left. Scribbled on the datasheet next to the highlighted article is a piece of text, scrawled in the same highlighter, which says "ASK DJ DEE FOR HELP. HIS APARTMENT?" Near Claudia's primary terminal is a framed image of a Native American man. It hadn't been there on the runners' previous visits. He looks 30 something and down the bottom, there is a scrawl that can be deciphered as simply "To Claudia. With love, David". There is a second, unframed image lying on the terminal near the first. It shows Claudia and the man laughing over cups in a coffee shop. There's a teenage girl with them that the runners do not recognize.

After a random amount of time, deliver Claudia's Message 2.

If the runners decide to pursue the David Wolfcall lead, go to **A Helpful Hand**, else (re)visit **While Rome**

**Burns.** If the runners try to identify the young women, they find her name is Dee-anne Van Wyt and nothing else. She cannot be located.

## LEG WORK

### *Claudia*

**Appropriate Contacts:** Any Mr Johnson, Fixer or Decker contact in Seattle.

**Appropriate Complimentary Skills:** Seattle Fixers, Who's Who in the Shadows, Street Background.

**Base Target Number:** 5

0 successes: "Miss Tyger? Haven't seen her for a while. I heard she's moved to Chicago."

1 success: "Claudia Tyger? Yeah. She's been looking a bit gloomy."

2 – 3 successes: "Claudia Tyger has been asking around about an old chummer who'd recently been geeked."

4 – 5 successes: "Apparently she has put a job out to locate, bag and tag some runners. Whatever they've done, it must've been Charlie Foxtrot."

6+ successes: "She's contracted a team to do something at the Magician's Rest."

### *David Wolfcall*

**Appropriate Contacts:** Any Street Contact.

**Appropriate Complimentary Skills:** Shadowrunner Identification, Street Background

**Base Target Number:** 5

0 successes: "Oh yes! The movie star. I've seen all of his films."

1 success: "Wolfcall now lives with a girlfriend in Snohomish. (His address is easily available from any telecom public database)."

2 successes: "He used to run the shadows using his good looks, bright smile and silver tongue as a top confidence man."

3 – 4 successes: "Some say that he and Claudia Tyger use to be lovers."

5 – 6 successes: "He use to run the shadows with, amongst others, runners by the names of Bayonet, Taxman, and Kat." (If they've played "Once Upon a Time" the players may recognize the names Taxman and Kat - if they do, inform them that they're friends of Claudia that the runners once met. If the runners pursue information on these names, they find out that those

runners have long retired from the shadows and nothing more is known about them.)

7+ successes – “He and Claudia Tyger used to run the shadows together.”

### **Miss Maddie**

Miss Maddie ("That's MISS MADDIE! Not Maddie, not ma'am, not nuthin' else!") has been Claudia's cleaning lady for as long as the decker has lived in the Tyger's Lair. They have a history that involves Claudia's previous shadow activities - a history which neither will reveal. Suffice it to say that this has resulted in both parties having unshakeable trust in each other. That doesn't mean that Miss Maddie has any particular endearment for those "no good criminal layabouts" that hang around Claudia.

Miss Maddie is a pugnacious bantam of a woman - little more than five feet tall (and almost as wide). When in a good mood she has a bright smile that shines in sharp contrast to her extremely dark skin. Her hair is like tightly knitted steel wool and is cropped short. Her scowl could stop a behemoth at thirty paces.

**Attributes** - Body: 2, Quickness: 1, Strength: 2, Charisma: 5, Intelligence: 3, Willpower: 6, Reaction: 2, Essence: 6

**Active Skills** - Clubs (Whack Shin): 1 (4), Intimidation: 3

**Knowledge Skills** - Caustic Comments: 3, Rumourmill: 3

**Gear** - Mop [(Str)M Stun, +1 Reach]

**Edges** - Bravery

**Flaws** - None

**Dice Pools** - Combat: 5, Karma: 1

**Professional Rating** - 2

## **Scene 4 - While Rome Burns**

*This scene is to build heat upon heat upon the runners until they decide they must take action and find Claudia, and find her quick. The balance required in GMing this scene is to make sure that the runners reach the decision themselves rather than feel like they're being led by the nose/pushed.*

Read or paraphrase the following for the players:

***So, you've decided to wait for Claudia to contact you. Damn, it'd be good to have that cred from the last run on stick. So what are you going to do while you wait?***

Ask what each of them is doing. Whenever anyone states they are doing something that requires using a credstick, announce that the shopkeeper/etc. frowns then passes it back saying there is no cred. Play out the embarrassment / annoyance / frustration. Have their fake IDs fail with the same result "excuse me sire - what did you say your name was?", "we seem to have a problem here", etc. Once again, roleplay it out, force them to spend money they don't have to keep things quiet, etc....

Play up on the fact that they don't yet have the expected money from the run just completed and that many of their bills are now falling due:

- Creditors, both respectable and criminal, are after them for payments;
- They're unable to afford a ticket to a favored band's premier concert;
- Mom needs that operation;
- The rent is due.

Have the runners become increasingly popular in ways they may not desire:

- They discover (through contacts, friends, street etiquette, a fight) that their names and faces are on the streets with a reward attached;
- Have them confronted by a small-time team / gang (see Optional Encounters in the GM's Information annex), they must fight / flee / negotiate, to avoid trouble. This team / gang is after them for the reward money;
- Their contacts and chummers start to go cold on them - calls and email are not returned and, when a contact or chummer is finally reached, the runners are treated as if they're diseased. If confronted, a contact or chummer will admit to being uncertain about spending too much time or being seen too close with someone who has obviously ticked off someone very important;
- As they walk past the armor-glass window front of a TriD store, they see their faces plastered across the screen in a Lone Star wanted ad.

After a short time, choose a runner (with a pocketsec or phone) at random and hand the runner's player Claudia's Message 3. If the runners still do not start searching for Claudia, inflict more trouble from the lists above on them and also randomly hand out Claudia's Message 4 and, if eventually necessary, Claudia's Message 5.

Eventually the runners will decide to track down Claudia. Go to **Please Explain!** If the players are tracking down David Wolfcall's residence, go to **A Helpful Hand**.

## Scene 5 - A Helpful Hand

*At this stage, the runners meet a decker chummer of Claudia's - DJ Dee. DJ Dee's matrix help will be very important for the runners in finding Claudia. Also, the runners will have to make another decision to flee or stay for the course.*

Read or paraphrase the following for the players:

***This David Wolfcall guy is the only lead you have. He'd been wiped over half of Seattle's streets a few days ago and so he won't be saying much. However, a guy's home says just as much about himself as a guy's words. Maybe his apartment, if it hasn't been sold yet, will give a clue to Claudia's whereabouts.***

The address the runners have found for David Wolfcall is his listed residence. It is quite easy for professionals to quietly break into an apartment in a medium security apartment block (a rating 2 pushbutton lock with rating 2 anti-tampering – piece of cake). The estate agents have not cleaned out the apartment yet (lucky for the runners), but it is a very dull place. Allow the runners to look around for a while, discovering only petty items (a two year old hardcopy of the Seattle Times and an old UW student mug are the only things that barely separates the place from a exhibition home). The apartment has no real personality to it. At this point, advise the runners that it is obvious to them that no one ever really lived here. It is more for show than for living.

When they're discussing what to do next, the leader's (or another appropriate character's) phone signals an incoming call to the runner. If answered, a feminine voice says "Hi. This is DJ Dee. Is this <insert runner's name>?" The runner's should be fairly tense about their situation now and so they will probably act suspiciously.

DJ Dee has also become worried about Claudia's disappearance and so she has been doing a bit of research herself. She found the runners, watched their affairs from the matrix and is aware that they are being skilfully screwed. DJ Dee wishes to combine operations with the runners in searching for Claudia. She offers her skills and, to prove the point, says she knows the address of Wolfcall's real apartment, where he lives with a girlfriend. Roleplay this one out. If the runners are too paranoid to join with DJ Dee, return to *While Rome Burns* (even if they continue looking for Claudia or for Wolfcall's real apartment). Eventually, once the runner's frustration levels have risen far enough, have DJ Dee contact them again offering to join forces. Dee really wants to find Claudia and is upset about David Wolfcall's death. If the runners demand it, she will meet

them in the flesh (see DJ Dee's description). Dee may even allow herself to be Mind Probed, she is that worried but this will require some drek-hot persuading from the runners (Etiquette target number 9 or Negotiation target number 8 - appropriate friendly behaviour or a demonstrated shared interest in music may reduce these target numbers). Roleplay before allowing the players to roll dice. Once the runners have agreed to join forces with Dee, she will give them the address of Wolfcall's other apartment in Renton. At some stage, Dee will inform the runners that 'their cards are marked'. Word is that a team of runners – no slouches at that – are gunning for them. From what she's heard, these runners – known as Bodkin's Crew – are top notch. "If they come after you, it's only a matter of time before they get you."

If the runners investigate Bodkin's Crew, check the information table below. The runners must decide, again, whether to continue to search for Claudia knowing they are being hunted by Bodkin's Crew, or to flee Seattle avoiding the danger. If they start to waver towards fleeing, have DJ Dee insert a few sarcastic comments about cowardly behavior, turning tail, a friend in need, etc.

Whatever they decide, choose a character at random and deliver Claudia's Message 6 to the player.

If the runners flee Seattle, the game ends. If they continue the search for Claudia go to **An Unexpected Contact**. Else, go to **While Rome Burns**.

### ***Dee-anne Van Wyt [DJ Dee] (Decker)***

DJ Dee is a matrix friend of Claudia's – a decker with a steady reputation. That said, DJ Dee decks as a sideline activity, allowing her to fund her real talent – mixing and producing electronic music. She met Claudia a couple of years ago in a matrix 'nightclub', Chaotica, where she is the resident DJ.

Though not in Claudia's league as a decker, Dee is nevertheless competent at the task. With Claudia out of the picture, she is a potential source of decking talent for the team – if they can overcome their mutual suspicion. Dee has heard Claudia say good things about the team, so she's willing to work with them to help rescue Claudia from whatever mess she's got herself into.

Dee is concerned by Claudia's absence – she was meant to hand over a new program to Dee and never made the delivery – and definitely suspects foul play. After some deliberation, she has decided to contact the team and offer her assistance in tracking down their friend. She's

happy to run matrix cover for the group and do her best to rustle up information for them.

Dee will initially contact the group by phone (if possible) or have a runner (someone you pay to pass on messages – not a shadowrunner) ask them to meet her in a virtual chat room. She is reluctant to meet them face-to-face initially, though she will eventually do so if the runners seem trustworthy. Dee's matrix icon is a twenty-something Lara Croft clone clad in the latest trendy dance gear. In real life, DJ Dee is a shy fourteen-year-old girl who is likely to have an instant crush on any big tough runner who shows the slightest degree of friendliness.

When the runners first deal with Dee, she is confident, mature and resourceful – the matrix is her stomping ground, after all. Play up on this, leading the runners to believe they're dealing with an adult. If they do meet her, arrange a meet in a cybercafé or the equivalent, where they can easily mistake the tough looking woman in the corner for Dee, whilst overlooking the quiet little girl who's right in front of them. When they do examine her, they'll realise she's the girl in the coffee shop image they found back in the Lair.

Dee is not an otaku, but she is a very bright talented girl whose age should not overshadow her talents as a decker. There isn't a snowball's chance in hell that Dee will voluntarily get involved in a real live combat. Instead, she'll lurk in the background and try to stay out of trouble. When it comes to matrix and electronic activities, she is very confident and will take charge if need be.

**Attributes** – Body: 3, Quickness: 5, Strength: 2, Charisma: 4, Intelligence: 7, Willpower: 6, Reaction: 6 (10), Essence: 5.52, Initiative: 6+1D6 (10+3D6 whilst decking)

**Active Skills** – Computer: 6, Computer BR: 4, Dance: 4, Electronics: 6, Electronics BR: 6, Etiquette (Matrix): 4 (6), Negotiation: 5, Stealth: 3

**Knowledge Skills** – Electronic Music: 6, Exotic Dance: 4, Matrix Background: 4, Matrix Rumourmill: 3, Music Production: 6

**Cyberware (All Alphaware)** – Chipjack, Datajack x 2  
**Gear** – Appropriately Groovy Cyberdeck, Long Coat [4/2]

**Edges** – Enhanced Intelligence

**Flaws** – None

**Dice Pools** – Combat: 7, Hacking: 5, Karma: 3

**Professional Rating** – 2

### LEG WORK

#### ***Bodkin's Crew***

**Appropriate Contacts:** Any street contact.

**Appropriate Complimentary Skills:** Shadowrunner Identification, Street Background

**Base Target Number:** 5

0 successes: "I dunno. A bunch of dock workers, you think?"

1 success: "Oh yeah, I know them. Real tight bunch. Good at what they do. Been around the traps a while."

2 successes: "Bodkin himself is a troll. A shaman, I hear. His totem is Wolf. He used to be an independent out Sioux Nation way, but he ticked off the Wildcats. Apparently him and some chummers stole some military transports from one of their depots."

3 successes: "They're a bit light on when it comes to matrix support, is what I've been told. They usually hire out for that sort of thing. Apart from that they're well covered. Especially on the magic front. Seems Bodkin and his boys have some nice little private magical group. The big man's something like a sixth grade initiate, at least."

4 successes: "You know, they did some work for Lone Star a couple of months ago. Cleared up some mess with a rogue Star team. Saved the corp a whole heap of embarrassment. I hear the Star was really grateful and cuts them some slack – you know, turn a blind eye to their weapons and so on..."

5+ successes – "Apparently they've taken on this job just now. Some two-bit hoods have done the dirty on one of their pals, or something. I wouldn't want to be in those poor slags' shoes."

GM's Note – The runners should never actually run into Bodkin's Crew. This is just a threat to keep them honest. Without doing any legwork they should at least have heard the name before and know them to be big time runners. Whenever they ask chummers or contacts about Bodkin's Crew, make sure the impression given is "Whoa, You don't want to annoy them if you can help it!" Make the runners paranoid and nervous. Allude to mysterious uses of cutting edge technology and magic. Hint at big name friends of Bodkin's Crew and favors owed. Have fun...

## **Scene 6 - An Unexpected Contact**

*This scene presents the runners with their first moral choice and establishes the link to the individual who knows where Claudia was taken.*

Read or paraphrase the following for the players:

So, the sneaky devil had two apartments. The other was definitely just for show and cover. Hopefully, there'll be some information here that'll provide a lead on what's happened to Claudia. If the girlfriend is still here, maybe she'll be able to help. Now, how are you going to introduce yourselves...

No one will answer the intercom or a knock but the runners will have no more trouble entering this apartment than they did the first. Unlike Wolfcall's other apartment, this one definitely has the lived in feel about it. There is no sign of Wolfcall's girlfriend and the place feels and smells stale as if no one has been in here for the past week. Further, at first, there is no evidence of any connection with Claudia. Just the usual household nick-nacks of young couples living comfortably in the sprawl. There are a couple of photos of a young woman in the apartment, obviously Wolfcall's girlfriend. Pretty too. Otherwise, there are no leads in this apartment either. This should be frustrating to the runners.

When the runners leave, convinced that this is just another dead end, have Lindsey Moore, the girl from the apartment's photos, step out of a shadowy alcove and approach them (see the Lindsey Moore description below).

As long as they treat her well, Lindsey will give them a description of a man she saw involved in Wolfcall's murder. This is a vital clue for the runners. Lindsey saw a face through a gap in the car's window as David was dragged away. With this description of the man, the runners can use their contacts and street skills to obtain a name (see the table below) and the man's hangout. If the players make some extremely bad rolls, have DJ Dee supply the needed information (it is too important to the game at this point). If the players research well, DJ Dee will simply confirm or clarify their research. If the runners do not pursue this lead, return to *While Rome Burns*.

Randomly chose a character and deliver Claudia's Message 7.

### ***Lindsey Moore (Former Joygirl)***

David Wolfcall's girlfriend, Lindsey Moore, is on the streets and on the run. In her early twenties, she used to be a joygirl, so she's well aware of how hard the sprawl can be to the weak and undefended. David hauled her away from her previous life and helped her "find herself". Now he is dead and she feels as if her foundations have been pulled out from beneath her.

Lindsey is, under ideal circumstances, a strikingly beautiful young woman. Her looks have more impact because they're natural. She has long dark brown hair,

startling blue eyes (the only artificial part of her veneer) and a trim, fit figure. This, however, is a set of circumstances that do not constitute an "ideal" situation. She looks drawn and pale-faced, with haunted shadowed eyes, and a nervous jerkiness. Hardly surprising for a young woman whose boyfriend was kidnapped before her eyes and who has been reported as being taken for "a scrape" until he died. It doesn't help that Lindsey is convinced that the same people who grabbed her boyfriend are after her.

She has heard the team's name bandied about by Claudia and David - usually in good terms. She has heard that they are tough and honorable, for the most part. Not knowing where to turn, confused, she has hung around near the apartment. When she saw the runners, she approached them, hoping to ask for help.

Should some insensitive runner with more testosterone than tact decide to "try his luck" with Lindsey, then he's on a hiding to nothing. Her lover has recently been kidnapped and killed, and she is still grieving. (Seducing Lindsey would require a successful Negotiation (12) test.) That said, she really could use a shoulder to cry on. Lindsey is a tough character who is just a little overwhelmed by the odds and needs a helping hand. She is not a complete ingénue and can usually look after herself.

Lindsey has one useful piece of information for the runners - she can put a face to one of the men who kidnapped David. She was across the street in a shop (a Stuffer Shack) when David was bundled into a dark Ford Americar. She saw a quick look of a face in the front seat as the window rolled up. It was a gaunt Asian fellow with expressionless yellow eyes and a scar running along the right side of his face. He had his hair shaved, except for a tuft in the center above his forehead. Her memory is strong enough to do an identikit - but a Mind Probe would be better.

She has been warned that the thugs are out to get her too. (A former joygirl associate muttered a warning as they passed on the street.) She is terrified for her life and desperately needs some protection. She will be happy for the runners to place her in a safe haven with some chummers - if they have any left who will back them up.

**Attributes** - Body: 3, Quickness: 4, Strength: 2, Charisma: 5, Intelligence: 5, Willpower: 4, Reaction: 4, Essence: 5.7

**Active Skills** - Athletics: 3, Brawling: 2, Negotiation: 4, Stealth: 4

**Knowledge Skills** - Erotic Arts: 3, Exotic Dance: 4, Street Background: 3, Street Rumourmill: 2

**Cyberware:** Cybereye Replacement (Cosmetic Modification, Low-Light Vision, Flare Compensation)

**Gear** - Armor Jacket [5/3]

**Edges** - Good Looking

**Flaws** - None

**Dice Pools** - Combat: 7, Karma: 1

**Professional Rating** - 2

### LEG WORK

#### *Asian Guy Fitting the Description*

**Appropriate Contacts:** Any Street or Underworld contact.

**Appropriate Complimentary Skills:** Gang Id, Street Background, Seoulpa Rings

**Base Target Number:** 4

0 successes: "Sure. Ain't he the doorman at Miss Lin's House of Naughty Fun?"

1 success: "Whoa! Let me think. Yeah, got it! He's the boss of some gang, or Seoulpa Ring. Hangs around near the canals."

2 or 3 successes: "If it's the guy I'm thinking of it isn't a scar, it's a tattoo of a snake. Yep. His name's weird - Sunshine La, if you believe it."

4+ successes: "Nasty piece of work. Cold hearted little fragger. Heads up the Red Asp Ring."

#### *Red Asp Ring*

**Appropriate Contact:** Any Underworld or Korean contact.

**Appropriate Complimentary Skills:** Criminal Organizations, Street Background

**Base Target Number:** 5

0 successes: "Some sort of new age hippy group? Hang around with witches and the like?"

1 success: "I heard of them. They knock about down by the canal, just north of Queen Anne Hill."

2 or 3 successes: "Unpleasant bunch of fraggers, but aren't they all? They mostly operate out of the Fremont side of the canal. Want to be careful - they keep a close eye on their turf."

4 successes: "I hear they've really got it in for the Shotozumi yakuza. Tell 'em the yaks are your worst enemies and they might actually listen to you, instead of shooting you for the hell of it."

5+ successes: "Yeah, I hear they hang out at an old gas station on the Fremont (North) shore of the Lake Washington Ship Canal. On Canal St near Phinney Av."

## Scene 7 - A Puzzle Inside an Enigma

*This is the final scene of Round 1. It should be played as a climatic end to the first Session with a cliffhanger result. This is also where the runners first meet one of Entropy's brood and discover the whereabouts of Claudia.*

Read or paraphrase the following for the players:

So, Sunshine La and his boys hangout at an old abandoned gas station in Fremont. He was involved in the gruesome death of David Wolfcall, and David Wolfcall had some sort of connection with Claudia. It's a tentative relationship but it's all you've got at the moment. Sunshine La and his boys are Seoulpa, right? Great. You'll just have to speak quietly and carry a big stick.

The runners have the name and location of Sunshine La and the Red Asp Ring. They need to get to Sunshine La to interrogate or negotiate with him. Emphasize that they really don't have a lot of time to execute this operation. Things are rapidly going to hell in a hand basket in the runners' lives and wherever Claudia is, she's sounding quite mad.

How the runners access and question Sunshine La is up to them: via combat, stealth, or using roleplaying / negotiation.

In getting to this thug they will have to defeat or remove Sunshine La's Seoulpa ring members. One of them is a broodling of Entropy, sent to keep an eye on Sunshine La. This creature is in possession of a human body and is Masking as an ordinary human (effectively as a Grade 1 initiate). If an initiated magician runner deliberately tries to penetrate Masking on this individual and succeeds, he will see a dual-natured dead human body animated by a bizarre human-like aura. If the magician has ever assensed a blood spirit, then the aura looks very similar. If the runners use negotiation, roleplaying or intelligence to reach Sunshine La, this broodling will attempt a surprise ambush of the runners while they are talking to Sunshine La.

Only Sunshine La knows any real details about the killing of David Wolfcall and the kidnapping of Claudia Tyger. He is not likely to give away the details easily, of course. In fact, it will take some extremely focused interrogation on the runners' behalf to extract any information from La. The best method would be to use a Mind Probe spell, of course. That way they won't have to deal with his smirking evil face as they try to break him down via 'conventional' means.

La knows the following details...

- They kidnapped a redskin 6 days ago and, on the instructions of the Johnson, tied him up and dragged him by his feet along the streets until he was dead and very spread.
- They kidnapped a paraplegic decker yesterday, some slot by the name of Tyger. It wasn't easy. She had a bodyguard with her but the guard's now at the bottom of the Sound.
- Tyger was jacked in and unconscious when she was taken.
- He doesn't know who hired the Ring, as they went through a Johnson. However, he recognized one of the people at the handover of Claudia as a Cascade Neuronics security agent.
- He has sent a group of Ring members to hunt down Lindsey Moore and eliminate her.
- He suspects that there is someone 'big' behind Tyger's kidnapping – someone powerful and nasty.

If the runners relay this information to DJ Dee she will advise them "Let me check it out. Stay chilled." After a slow teeth-gnawing three hours, DJ Dee will get back to the runners sounding very much the worse for wear. She provides them with the following information:

- Cascade Neuronics and York Gardens are both owned by a businessman by the name of Edmund Kim.
- The Gardens has secure underground facilities where botanical and para-botanical research is usually undertaken.
- Claudia is being held in one of these underground secure areas accessed through the aviary dome at the center of the park.
- She's jacked into the Matrix but she is not sane. Something very, very bad has been done to her.
- DJ Dee approached Claudia in the Matrix but was immediately attacked. She barely escaped with her brain still between her ears.
- DJ Dee was able to locate the exact place under York Garden where Claudia's meat body is being held.
- Further, she was able to locate some of the security details of the facility. Hand the players the York Garden Map and paraphrase the security information recorded on the GM's York Garden Map. Do not mention Entropy's broodlings.

If the runners ask DJ Dee how she managed to find all this information, DJ Dee's Lara Croft icon frowns and DJ Dee says, "Well, I'm good. Not as good as Claudia

but good anyways. So, excuse me for a while. You need to do some planning and I need to replace some smoked chips."

Randomly chose a character and hand out Claudia's Message 8.

### ***The Red Asp Ring***

The Red Asp Ring is a lovely bunch of ill-adjusted reprobates who have gathered into a group of like-minded villains to perpetrate nastiness wherever they may. At the instigation of their charming leader, Sunshine La, they must undertake a rather insidious initiation rite. Each member of the ring must befriend a friend or relative of a yakuza member and gain their utmost trust. Having done so, they must then betray that friend in such a way as to result in the friend's death – and preferably that of a yakuza member as well. Needless to say, the Red Asp Ring are not renowned for their trustworthiness. What they lack in ability to inspire loyalty they more than make up for in sheer viciousness.

The Ring will take on whatever dirty jobs are thrown their way – from kidnapping to extortion and, of course, wetwork. As long as the employer isn't tied to the yaks, they'll take on the job. It is for this reason that the Red Asp Ring were the ones that kidnapped Claudia and effected David Wolfcall's horrid demise.

The area around the gas station has been cleared out to an average of 60 meters, making a stealthy approach somewhat difficult. In addition, the residents of the district act as snitches, informing the Ring of anyone asking around about them. This is done by 'making an example' of a randomly chosen resident should anything happen that the Ring doesn't like – ensuring the locals are terrified of the Red Asp Ring.

The Ring really is a cult of personality – the leader, Sunshine La, doesn't allow a fellow member to rise too high. If someone seems to be gaining power, he arranges for his or her removal. This means that members fear him and obey him without question, but does result in a loss of imaginative thinking whenever he is absent.

Members of the Red Asp Ring can be identified by the tattoo of a crimson serpent on the left side of their face, and by their swords, which have blood red ribbons tied to their pommels.

### ***Sunshine La (Seoulpa Ring Boss) – 2nd Grade Initiate Adept***

**Attributes** – Body: 5, Quickness: 8, Strength: 5, Charisma: 6, Intelligence: 5, Willpower: 5, Reaction: 6 (10), Essence: 6, Magic: 8, Initiative: 10+3D6

**Active Skills** – Assault Rifles: 4, Athletics: 6, Clubs: 4, Edged Weapons: 6, Etiquette (Street): 3 (5), Interrogation: 4, Intimidation: 6, Kung Fu: 8, Leadership: 5, Negotiation: 5, Pistols: 4, SMGs: 5, Stealth: 5, Throwing Weapons: 4

**Knowledge Skills** – Criminal Organizations: 3, Gang Identification: 2, Illicit Substances: 4, Magic Theory: 3, Street Background: 5, Torture Techniques: 4, Yakuza Locations: 3

**Adept Powers** – Distance Strike, Increased Reflexes +2, Increased Quickness +2, Killing Hands M

**Gear** – Armor Jacket [5/3], Browning Ultra-Power [Heavy Pistol, 12(c), 9M], H&K MP-5TX [SMG, 24(c), 6M], Sword [(Str+2)M, +1 reach]

**Edges** – Bravery

**Flaws** – None

**Dice Pools** – Combat: 8, Karma: 8

**Professional Rating** – 4

### *Average Red Asp Ring Member*

**Attributes** – Body: 5, Quickness: 5, Strength: 5, Charisma: 4, Intelligence: 3, Willpower: 4, Reaction: 4 (5), Essence: 5.3, Bio Index: 0.6, Initiative: 5+1D6

**Active Skills** – Athletics: 3, Clubs: 3, Edged Weapons: 4, Etiquette (Street): 2 (4), Intimidation: 4, Kung Fu: 6, Negotiation: 3, Pistols: 3, SMGs: 4, Stealth: 4, Throwing Weapons: 3

**Knowledge Skills** – Criminal Organizations: 2, Gang Identification: 2, Illicit Substances: 2, Street Background: 4, Torture Techniques: 3

**Bio and Cyberware** – Cybereye Replacement [Low-Light Vision], Enhanced Articulation, Smartgun Link

**Gear** – Armor Jacket [5/3], Browning Ultra-Power [Heavy Pistol, 12(c), 9M], H&K MP-5TX [SMG, 24(c), 6M], Sword [(Str+2)M, +1 reach]

**Edges** – None

**Flaws** – None

**Dice Pools** – Combat: 6, Karma: 1

**Professional Rating** – 3

### *Walking Dead Red Asp Ring Member (1)*

One of the Ring members has actually become a recent member of a rather exclusive club – the walking dead. This fellow had a brief run-in with Entropy and has ‘switched sides’, so to speak.

**Attributes** – Body: 5, Quickness: 5, Strength: 5, Charisma: 3, Intelligence: 3, Willpower: 6, Reaction: 4 (5), Essence: 0, Bio Index: N/A, Initiative: 5+1D6

**Active Skills** – Athletics: 3, Clubs: 3, Edged Weapons: 4, Etiquette (Street): 2 (4), Intimidation: 4, Kung Fu: 6,

Negotiation: 3, Pistols: 3, SMGs: 4, Stealth: 4, Throwing Weapons: 3

**Knowledge Skills** – Criminal Organizations: 2, Gang Identification: 2, Illicit Substances: 2, Street Background: 4, Torture Techniques: 3

**Bio and Cyberware** – Cybereye Replacement [Low-Light Vision], Enhanced Articulation, Smartgun Link

**Gear** – Armor Jacket [5/3], Browning Ultra-Power [Heavy Pistol, 12(c), 9M], H&K MP-5TX [SMG, 24(c), 6M], Sword [(Str+2)M, +1 reach]

**Powers** – Immunity to Normal Weapons, Immunity to Stun Damage, Nigh Unkillable [Overflow must reach 10 before he drops ‘dead’]

**Edges** – None

**Flaws** – Dead

**Dice Pools** – Combat: 6, Karma: 1

**Professional Rating** – 4

**Note** – The walking dead Ring member has a masked aura, hiding the fact that it is already rather dead. Treat this masking as though that of a 1<sup>st</sup> grade initiate. Successful penetration of the masking will show that the ‘soul’ of this person isn’t quite tied to the body – which is dead!

## Round 1 Note

A magical search for Claudia is possible. Though watchers will not return to their summoner, destroyed by Entropy or its broodlings, Ritual Magic is possible although very difficult. Claudia does not voluntarily trust anyone to keep a ritual sample of herself but, in spite of Miss Maddie’s thorough cleaning of the Tyger’s Lair, a very determined search does turn up some samples of hair. Add a +9 penalty to the Ritual Magic using these samples as they (and everything else in the Lair) had been Sterilized by Entropy. This +9 is in addition to the +6 penalty imposed by the Ward surrounding Claudia. If the magician(s) attempting the Ritual Magic had also succeeded with five or more successes in assensing the Tyger’s Lair, back in Scene 3, they will realize that the paranormal spirit power they had assensed then had been a spell-like Sterilization of the Lair. There are no samples available that have not been Sterilized. If the runners succeed with Ritual Magic (well done!) Entropy will immediately trace back along the Sending/Tracking Link and attack the Ritual Magicians before the Ritual can succeed. This will be a mysterious, astral, blitzkrieg (mostly stun) attack designed to scare off and not kill the runners. Play out a brief combat between a shadowy, Masked, powerful astral being and the Tracking Magician or Ritual Sorcery Team. Entropy will use tricks, tactics and ambushing. If the magicians are very high-powered, help Entropy with a couple of assistant spirits.



When one or more magicians take deadly damage and the Ritual has been disrupted, Entropy leaves. The runners will have to try a more mundane approach to locating Claudia.

## **END OF ROUND 1**

# ROUND TWO

## Scene 8 - Put It To The Test

*The runners must plan and undertake a penetration of the facility holding Claudia.*

Read or paraphrase the following for the players:

***Well, you've found Claudia's location. The only thing now is to decide how to get her out. It's obvious that this Edmund Kim guy holds some sort of grudge against her and is using her for bizarre experiments with mental reprogramming via something called programmable ASIST biofeedback. This York Gardens place is very popular with the wage slaves and their families. It's open 24 hours a day and there is always some public in there. You don't have time to delay, however. You must get Claudia out before she is permanently damaged and before some bounty hunter skrags you.***

Allow the runners to plan how they are to penetrate the facility and get themselves and Claudia back out in one piece. They have maps and the security information they acquired last Round. The only mysteries for the runners are the unknown entity called Entropy and the strange animated dead creature in the Seoulpa Ring's hide out. They have enough information, however, to take some precautions against these mysteries. Ensure that pressure is maintained on the runners, there's no time to spare on this. Bodkin's Crew could find them any minute. Additionally, with the way things have been progressing they're probably on the FBI's Most Wanted List by now; not to mention that living costs money, which some of the runners probably don't have too much of at the moment. The runners must move quickly. DJ Dee will provide Matrix overwatch during their penetration (cancel alerts, warn of impending encounters, mislead security, open doors and deactivate sentry guns).

It has recently rained. All the plant life throughout the Gardens contains droplets of water that will tend to drop on runners (even on the back of the neck!) at the most inconvenient times. Inside the aviary is lots of plant-life, which is kept wet by fine mist sprays. Hiding and moving through all this wet vegetation will end up getting the runners soaked to the skin and feeling rather uncomfortable.

In the aviary are some strange paranormal life forms. One is a plant that emits a "scent" that is only detectable in astral space and only by one person at a time. Have the (most paranoid) magician catch this scent while perceiving/projecting and advise the runner that it is the most beautiful thing they have ever smelt in his/her life (reminiscent of roses, sunsets, mom's apple pie, etc.).

Advise the player that the runner feels an overwhelming desire to approach the plant. Play this up but allow the player full choice in the actions of their character. In truth, nothing will happen to the runner if he/she does approach the plant. It just smells nice. Isn't paranoia wonderful? Also in the aviary are a pair of mated dual-natured birds-of-paradise. They are as glorious astrally as they are physically. They are intensely curious about projecting magicians and will follow around any such magicians within the aviary. Other than spoiling stealth, they are harmless. Lastly, several of the bird species in the aviary are "sensitive". Whenever any spells are cast or spirits conjured within the aviary, they squawk and cry for a couple of seconds.

Let this Round fall as the runners plan it:

- The runners could decide to just charge in with guns blazin' and damn any innocents. Throw the Garden's security at the runners and let things fall as it may. DJ Dee will help as she can.

- If the runners decide to use trickery and they ask DJ Dee for help, she advises that she can quickly obtain some fake staff passes for the runners adequate for the very short term. With these staff passes, the runners will be covered for most sorts of unusual behaviour and will also be authorized to carry small personal arms, but no more. The fake IDs will not allow the runners to enter the secure underground facility holding Claudia - they'll have to sneak / fight their way through the last level.

- Stealthing all the way in and out will be very, very difficult and slow but it's possible. Allow the runners to try if they decide to attempt it. It will be difficult to stealth through the aviary with all the rather "sensitive" noisy birds and stealthing past the guards and staff in the facility will require Control Manipulation spells, pausing and waiting for shift changes, etc.

Halfway in, choose a character randomly and hand over Claudia's Message 9.

### Note

There are innocent citizens all throughout the Gardens (even after rains) and the runners need to factor this into their plans. Have some fun as GM and use these innocent(?) folk when the runners are entering or leaving e.g. a kid with an extremely realistic toy gun yells from behind "freeze chummer!"; a runner is mobbed by the enraged geriatric members of the 90plus club when the runner accidentally tips over a full table of food; they shove aside an elf bent over a rose who picks himself up and looks at the runners as they flee past, waving a forefinger in front of his laughing clown

face, etc. Use the stray shot rules in the Gardens. Any bullets that miss targets may hit innocents.

Go to **Too Many Monsters**.

### ***York Gardens Security Guards (1 in Garden Center, 1 in Aviary, 3 each on both levels of the gardens)***

These are ordinary security guards employed to make sure the Gardens are a safe and pleasant place for visitors. They are friendly and helpful to normal visitors, although they will firmly ask anyone who looks like trouble to kindly leave. Not heavily armed, they nevertheless can call for backup if trouble gets out of hand. These guards just want to do their day's work and get home to relax – they're don't go looking for trouble. If backup is called for, three teams of 4 Gardens Response Security Guards each (see next Scene for stats) will arrive every 8d6 turns after the alert.

**Attributes** – Body: 3, Quickness: 3, Strength: 3, Charisma: 4, Intelligence: 3, Willpower: 3, Reaction: 3, Essence: 6, Initiative: 3+1D6

**Active Skills** – Brawling: 3, Clubs: 3, Pistols: 3

**Knowledge Skills** – Corporate Background: 3

**Gear** – Armor Jacket [5/3], Colt American L36 [Light Pistol, 11(c), 6L], Radio, Stun Baton [8S Stun, +1 reach]

**Edges** – None

**Flaws** – None

**Dice Pools** – Combat: 4, Karma: 1

**Professional Rating** – 2

## **Scene 9 - Too Many Monsters**

*In this scene, the runners are entering the secure facility holding Claudia. Here they meet their greatest ordeal, so far.*

Read or paraphrase the following for the players:

***Goddam birds, squawking and dumpin' all over you, wet plants slapping in your face and obscuring your view. What's so damned popular about these places? Anyway, this is the tunnel that, according to DJ Dee, will take you to the underground Cascade Neuronics facility holding Claudia.***

Half the guards of this secure research facility are broodlings of Entropy - unknown to the other guards. The purpose of this scene is to raise the tension up a notch and then let events, unless the runners have been very careful, explode. As they penetrate this area, the runners should be stealthing carefully. If they are charging in with guns blazing then all the guards will

instantly resist. If the runners are entering through some other method and they have taken no precautions against the undead guards, let them come all the way in and then after the runners take some violent action or they are almost all the way to the room holding Claudia, have the undead guards (stand back up again and) smile - toothily - then attack. In addition, there are technicians and other staff in this facility who will not act against the runners and are not noted on the map. However, some of these will scream, run around and generally get in the way when trouble starts.

The background count is +2 all through this secure facility. It stinks of corruption but has no effect on the broodlings. If a magician runner succeeds in penetrating the Masking of a broodling before battle is joined, allow the runners to communicate and form a plan. There is no way of reaching Claudia without going through/past the broodlings.

Once any sort of combat or serious tension gets under way, DJ Dee will open a channel on the party's commlink / radio / phone and say "***There's a trap here - Claudia is that you - what are you doing - noooooo!***", then silence as her link is offlined. The runners cannot raise DJ Dee again for the rest of the adventure. Play this moment for dramatic impact as the runners should think they may have just lost their vital guide and Matrix protection.

Go to **More Than Bargained For**.

### ***Cascade Neuronics Underground Facility and Gardens Response Security Guards***

These guards are more hard-core than their chummers in the gardens above. They know it too. This tends to lend them an air of arrogance. They are definitely ready to rumble – at least until things start going badly against them...

**Attributes** – Body: 5, Quickness: 4, Strength: 5, Charisma: 3, Intelligence: 4, Willpower: 4, Reaction: 4 (5), Essence: 5.5, Bio Index: 0.6, Initiative: 5+1D6

**Active Skills** – Brawling: 5, Clubs: 4, Pistols: 4, SMGs: 4

**Knowledge Skills** – Corporate Background: 3

**Gear** – Armor Jacket and Form Fitting Armor 3 [7/3], Ares Predator II [Heavy Pistol, 15(c), 9M, Smartlink], HK227 [SMG, 28(c), 7M, Smartlink], Radio, Stun Baton [8S Stun, +1 reach]

**Bio and Cyberware** – Enhanced Articulation, Smartlink

**Edges** – None

**Flaws** – None

**Dice Pools** – Combat: 6, Karma: 2

**Professional Rating** – 3

## ***Not-As-Alive-As-They'd-Like-To-Be Security Guards***

These guards have been 'paid a little visit' by Entropy and are no longer members of the living.

**Attributes** – Body: 5, Quickness: 4, Strength: 5, Charisma: 3, Intelligence: 4, Willpower: 4, Reaction: 4 (5), Essence: 5.5, Bio Index: 0.6, Initiative: 5+1D6

**Active Skills** – Brawling: 5, Clubs: 4, Pistols: 4, SMGs: 4

**Knowledge Skills** – Corporate Background: 3

**Gear** – Armor Jacket and Form Fitting Armor 3 [7/3], Ares Predator II [Heavy Pistol, 15(c), 9M, Smartlink], HK227 [SMG, 28(c), 7M, Smartlink], Radio, Stun Baton [8S Stun, +1 reach]

**Bio and Cyberware** – Enhanced Articulation, Smartlink

**Powers** – Immunity to Normal Weapons, Immunity to Stun Damage, Nigh Unkillable [Overflow must reach 10 before they drop 'dead']

**Edges** – None

**Flaws** – Dead

**Dice Pools** – Combat: 6, Karma: 2

**Professional Rating** – 4

**Note** – The walking dead guards have a Masked aura through their link with Entropy, hiding the fact that they are already rather dead. Treat this masking as though that of a 1<sup>st</sup> grade initiate. Successful penetration of the masking will show that the 'souls' of these people aren't quite tied to their bodies – which are dead!

## ***Staff***

### **Staff Members of the York Gardens Cascade Neuronics Research Facility**

**Attributes** – Body: 2, Quickness: 3, Strength: 3, Charisma: 2, Intelligence: 6, Willpower: 4, Reaction: 4, Essence: 5.8, Initiative: 4+1D6

**Active Skills** –, Computer: 2, Electronics: 2, Etiquette: 3, Negotiation: 2.

**Knowledge Skills** – Botany: 5, Paranormal Biology: 4, Administration: 2

**Bio and Cyberware** – Datajack.

**Gear** – Pocketsec, wrist phone.

**Edges** – None

**Flaws** – None

**Dice Pools** – Combat: 6, Karma: 1

**Professional Rating** – 1

## **Scene 10 - More Than Bargained For**

*In this pen-climactic scene, the runners rescue Claudia, confront Edmund Kim and must make their second moral choice.*

Read or paraphrase the following for the players:

***Finally, through this door is the room where you should find Claudia. But, getting out with Claudia will be difficult and what else is in this room anyhow?***

Having bypassed / defeated all obstacles the runners arrive in the laboratory holding Claudia. A Force 6 Ward surrounds this room. Additionally, in the room is a +2 background count (the same as the rest of the facility), three alert guards (one living and two other) and Edmund Kim. If the runners are careless, the three guards will attempt to ambush them. Else, it is potential surprises all round.

Once the door is open, at a glance (a free action), the runners can see that the room contains a great deal of high tech ASIST and Matrix gear. In three partially transparent tanks, connected via wires, cables and tubes to the high tech equipment are a woman and two men. The woman is Claudia but the men are not familiar to the runners. In addition, in the room there is a tall, thin, middle-aged Asian man dressed in a tres chic suit. There are also three armed and armored Cascade Neuronics security guards plus a couple of techs - a man and a woman in white lab coats.

Once again, let the players choose how they wish to play this scene:

- If they lose surprise or actively chose to attack, then they're in combat with the three guards. Remember to apply the +2 penalty to any astral attacks / spell casting made against the guards.

- If the runners obtain surprise through one means or another and use intimidation, they may gain victory in this scene without fighting the living guard (who is not suicidal). The runners will still have to defeat the broodling guards.

- Using trickery or negotiation - if the players roleplay this encounter very ably, let them succeed without firing a shot (except for the broodling guards).

If the runners do not immediately kill Kim, he will speak to them. Kim is only after one thing (in his own mind, anyway) - he seeks vengeance for a great wrong done eleven years before: The murder of his wife and only child. Kim is not completely sane anymore but still fully controlled, highly intelligent and very charismatic. He will try to convince the runners to leave him to his

revenge and, if it comes to it, offer them sums of money up to 100K nuyen each. (If the runners accept this offer - they instantly become ex-Virtual Seattle characters!) He promises them that if they leave, security will not cause them any problems. The runners need to resist the silver tongue of Kim. His offers seem very reasonable. The runners will also notice by now that Kim is in fact much younger than they first assumed. It seems that great stress or pain has etched lines into his face and deadened his skin.

As the runners decline his offers, Kim becomes increasingly irrational. He starts to rant and rave, until he grabs a nearby object and rushes to attack the nearest runner while shouting, "You killed my family!"

If the runners take the (little available) time to Mind Probe (target number 6) Kim (and he's not dead) then paraphrase for the players the story at the start of this game. Kim organized and feels satisfaction for the terrible death of David Wolfcall. However, if the Mind Probe had five or more net successes, the Mind Probing magician will sense a faint self-loathing buried deep in Kim's mind. A Mind Probe spell will also reveal the presence of frequent mind-altering magic used on Kim. Assensing with 5 or more successes will reveal this magic as spirit magic. Further Mind Probing will reveal buried memories of suppressed terror as a dark and powerful Voice commanded Kim, irresistibly, to kidnap and prepare deckers for the Voice's needs. Nothing more will be revealed by further Mind Probing.

Any runner with a simsense, matrix or cybertechnology skill will rapidly recognize, on checking the equipment and the technicians' notes, that Claudia and the other two entanked people are undergoing some sort of psychotropic simsense conditioning - programmable ASIST biofeedback, i.e. ultra-brainwashing.

A technician can easily disconnect Claudia without doing her damage - if there's a technician still alive. If the runners do it themselves, then a Biotech skill check is needed. Roll Biotech (Electronics, and the knowledge skills of Medicine and Cybertechnology are all complimentary for this test) against target number 8:

- With no successes, Claudia suffers a deadly wound while they disconnect her;
- with 1 success, a serious wound;
- with 2 or 3 successes, a moderate wound;
- with 4 successes, a light wound, and;
- with five successes or more, they succeed in disconnecting Claudia without damaging her.

Once the runners remove Claudia from the equipment, they find she is a little crazy. She slips in and out of consciousness (even with deadly damage) and

alternately recognizes or fails to recognize the runners, and sometimes abuses them hatefully while at other times begging their forgiveness. She is in no fit condition to be questioned at this point in time. Any Mind Probing (base target number 8) will drag the Probing magician into an advanced state of schizophrenia, an extremely unpleasant experience, even for magicians! If the magician still attempts to probe further he will catch glimpses and flashes of a vast, dark, malevolent creature playing with Claudia's mind and whispering "So I have you again, my toy." Nothing more can be gained from Claudia's damaged mind. The runners must decide how to transport her in this condition.

The runners must also decide what to do about the other two victims as well - make sure the players do not forget about them. Leaving them here is an efficient choice but also dishonorable. Transporting them would be a moral choice but will add to the difficulty of escaping this facility. Assume Claudia and the other two deckers each weight 60 kilograms. Add weight encumbrance penalties to any runner who carries any of these deckers.

Go to **Rescue and Run**.

### ***Edmund Kim***

**Attributes** – Body: 3, Quickness: 4, Strength: 2, Charisma: 7, Intelligence: 6, Willpower: 5, Reaction: 5, Essence: 5.8, Magic: 0, Initiative: 5+1D6

**Active Skills** – Car: 2, Computer: 6, Etiquette (Corporate): 6(10), Pistols: 2, Interrogation: 2, Negotiation: 8, Leadership: 5.

**Knowledge Skills** – Corporate Background: 8, Who's Who in Business: 5, Business Administration: 8, Finance: 8, Law: 4, Economics: 5

**Gear** – Armor Vest: [2/1], Datajack, Wrist phone, Platinum+ Doc Wagon

**Edges** – Aptitude (Business)

**Flaws** – Mad

**Dice Pools** – Combat: 8, Karma: 5

**Professional Rating** – 3

### ***Technicians (2)***

**Attributes** – Body: 2, Quickness: 3, Strength: 3, Charisma: 2, Intelligence: 6, Willpower: 4, Reaction: 4, Essence: 5.8, Initiative: 4+1D6

**Active Skills** – Biotech: 5, Biotech B/R: 4, Computer: 4, Computer B/R: 5, Cybertechnology B/R: 6, Electronics: 3, Electronics B/R: 4

**Knowledge Skills** – Cybertechnology: 5, ASIST Systems: 6, Physiology: 3, Neuroanatomy: 4

**Bio and Cyberware** – Datajack

**Gear** – Pocketsec, wrist phone, electronics toolkit

**Edges** – None  
**Flaws** – None  
**Dice Pools** – Combat: 6, Karma: 1  
**Professional Rating** – 3

## Scene 11 - Rescue and Run

*The intention of this scene is to create the feeling of success on one hand while generating some feelings of uncertainty and foreboding on the other.*

Read or paraphrase the following for the players:

***Fine. So now you have Claudia. You also have the rest of the security outside in the Gardens to contend with, probably some more of those creatures you fought in here (Just what the hell were they anyway?) and you need to get Claudia somewhere safe and quiet so that you can decide what to do about her condition.***

The runners must flee with one or more deckers as encumbrance. If, miraculously, they have managed to rescue Claudia without raising any alarms or starting any fights then they may attempt to stealth back out again. They must cross the grounds of the Gardens to whatever transport they have prepared. If the runners fought any battles or raised any alarms on their way in, then they have to fight or avoid an alerted, prepared security on their way back out. Additionally, there are innocent citizens all throughout the Gardens and the runners need to factor that into their plans. (Have some fun as GM and use these innocent folks to play with the players.) If they fail to stealth or otherwise trick their way out, they'll have to confront more security. They have one advantage though. They will gain help, if they really need it, from mysteriously opening doors, misfiring sentry guns, scrambled Lone Star calls, etc. as if they still had someone on Matrix overwatch. Yet DJ Dee cannot be contacted.

Once the runners have reached their transport, they find that two Lone Star pursuit cars and a Yellowjacket pursue them. Either the runners can attempt to engage in moving combat these vehicles and their occupants, or the runner's driver(s) can attempt to lose the pursuit. If they get a chance, the pursuit vehicles will attempt to stop the runners - with deadly force if necessary. If one of the players has a rigger character, allow that rigger to use fully his skills in this chase scene. Further, if at any time a magician runner astrally perceives he will notice that the entire area around the team and their vehicle(s) is suffering a Background Count of +1. It is very unpleasant and there is no perceptible source to it (perception checks still reveal no source and assensing will only show that it is very similar to the Background Count experienced back in the facility under the Gardens).

During an appropriately tense moment Claudia (if she is capable of doing so) will cry out "***He wants me back! He wants me back! Crow, coyote, trickster. He wants me back!***" then collapse. This should put the willies up most runners. Even after they have lost or defeated the pursuit, let them spot (with perception tests) brief glimpses of faces apparently studying them through windows, over roofs or in nearby cars. Distant choppers on the horizon and low to the ground seemingly tracking them, and occasional bursts of sensor flux from unseen emitters. Not enough to let them become totally paranoid but enough to put them off their stride. Nevertheless, they can't keep running forever. They need to stop and examine Claudia to determine what needs to be done for her. Though some of medical care and rest is obviously needed, it might not be wise to take her to just any hospital (Claudia is a shadow operative, there may still be some pursuit, healthy paranoia, etc.). Eventually the runners will try to go to ground somewhere to rest and decide a course of action. When they do, move on to Scene 12.

Go to **You Have Something of Mine!**

### ***Lone Star – Chrysler Nissan Patrol (2)***

	Handling	Speed	Accel	Body	Armor	
4/8	180	10	3	2		
	Sig	Autonav	Pilot	Sensor	Cargo	Load
2	3	-	0	11	35	

*Seating:* 2 bucket + 3 bench

*Entry Points:* 2 + 2 + 1 trunk

*Features:* Electronics Port (with radio), EnviroSeal(gas), 2 Pintle Mounts, Thermal Baffles 1 (factored in), Turbocharging 2 (factored in)

### ***Lone Star – Northrup Yellowjacket (1)***

	Handling	Speed	Accel	Body	Armor	
4	130	15	2	2		
	Sig	Autonav	Pilot	Sensor	Cargo	Load
5	0	-	2	1	23	

*Seating:* 1 bucket

*Entry Points:* 1

*Features:* ECCM 1, Mini turret with Vengeance MMG (9S), Radar Absorbent Materials (factored in)

## Scene 12 - You Have Something Of Mine!

*This is it. The climax of the story. The final confrontation. Entropy arrived too late to prevent the runners from taking its toy (Claudia) and now enraged and, perhaps, overconfident it intends to take its toy*

back. It has used its extensive physical and arcane resources to track the runners to their bolthole.

Read or paraphrase the following for the players:

***Claudia needs peace and quiet while you need to decide what to do. You think you've lost any tails and so you've gone to ground here, a good a place as any for defense and planning. Now what is this thing that's after Claudia and what the frag do you do about it?***

Let the players state how they deploy themselves. Undoubtedly some will be out on sentry duty while the others are in helping Claudia or just plain resting. After a short while, have whoever are on sentry duty make perception checks against target number 8. With a success, inform the players that they spot, for a brief moment, what appears to be a human male standing and staring at them from quite some distance away. Immediately, they lose sight of it, although it did not appear to move. A little while later, have the same thing happen again, only the figure is a little bit closer. Each time, the figure is just standing where it has been spotted. It is never seen to be moving. Astral perception will show a mundane human male. If Masking penetration is attempted, use Entropy's statistics and add 3 to the target number because of the briefness of the glimpses and the mysterious Background Count surrounding the runners. Also, add other environment modifiers. Spells or weapon fire may be attempted with the same modifiers, if applicable, but only from a held action since the sightings are so brief.

Strange chaotic sounds emit from random, unseen places between glimpses of the male figure - each sound closer than the last. For example: the sound of a cat screeching but cut off in mid screech; the sound of a car ramming a light pole, but the sound seemingly in reverse; the sound of an invisible barking dog, pursuing game, rising up into the air and fading into the sky; etc. Build the tension.

Whoever is with Claudia sees her suddenly wake up and say in a deadly calm professional Miss Tyger voice "***His strength is in Chaos. Order and discipline. These are his weaknesses. You must plan and, with perfect coordination and discipline, repeat, repeat and repeat, if you are to have any hope in defeating Entropy.***" Then Claudia's consciousness seems to drain away again and she collapses.

Allow the players some time to formulate a plan. Not too long. This is it. While most of the runners are in with Claudia (this must be the condition for this encounter) a strange rumbling erupts from the earth below. The sentries (if any) realize that something has "penetrated the perimeter". A few seconds later, a door or a wall of the room holding the sleeping Claudia collapses as if it had suddenly aged a thousand years. A

short handsome casually dressed oriental human male stands there amidst the rubble. If the runners give him time, he briefly looks around and seems to recognize them. He says "You again. You have something of mine." His gaze turns to Claudia.

Engage the battle as planned (or not) by the runners. If the runners have held actions, they may all have an action before Entropy. Further, if the runners have a strategy and are sticking to it, then they gain an advantage over Entropy - see the notes on Entropy's weaknesses below. Entropy is Masking as an ordinary awakened human male at all times. Any runner who wishes to penetrate Masking may attempt to do so according to Entropy's stats below.

If the runners fail to defeat Entropy, then Entropy will toy with them for some time and then drop them, the worst for wear, as something else captures its attention. What it does to the runners is up to the GM's imagination. Have fun but that's the end of the game.

If the runners overcome Entropy, go to **A Future Problem**.

### ***Entropy (Free Spirit of Man) – Trickster***

Entropy is a Free Spirit who revels in chaos and anarchy. Entropy is not particularly malicious but its tricks can sometimes be quite cruel, painful and often dangerous. Entropy has previously used a number of identities – including Ms Shiranai, a mysterious corporate executive; Jason Westerman, an English gentleman; and Tamara Hidetsu, leader of Moto Sei, a Japanese offshoot of Der Nachtmachen policlub.

Very few people are aware of the fact that Entropy is a Free Spirit, and it goes to great lengths to keep it that way. When manifesting, Entropy Masks its aura so that its true nature is hidden. A strange, unusual side affect of this is that it loses the ability to see into astral space at that time – thus, it is not fully dual-natured whilst Masking.

Entropy doesn't particularly mean harm to the runners (well sort of... not premeditated anyway). When combat occurs, Entropy tries to subdue the runners rather than kill them. It probably wouldn't even bother to take them prisoner. However, it toys with them and has fun – taunting and teasing.

**Attributes** – Force: 9, Spirit Energy: 7, Body: 17, Quickness: 18×3, Strength: 14, Charisma: 9, Intelligence: 9, Willpower: 9, Reaction: 16, Essence: 9, Magic: 9, Initiative: 26+1D6, Astral Initiative: 36+1D6  
**Active Skills** – Demolitions: 4, Demolitions BR: 6, Electronics: 4, Electronics BR: 5, Etiquette: 4,

Intimidation: 8, Negotiation (Seduction): 6 (8), Sorcery: 8

**Knowledge Skills** – Corporate Rumors: 4, Criminal Organizations: 3, English: 6, Explosive Chemistry: 4, French: 4, German: 4, History: 3, Identify Shadowrunner: 3, Japanese: 5, Myths & Legends: 2, Psychology: 5, Spanish: 3, Spherethiel: 3, Street Background: 3, Terrorist Groups: 4

**Spells** – As needed (As a Free Spirit, Entropy need not resist drain for any spell of force 9 or less)

**Gear** – At GM's discretion

**Powers** – Accident, Astral Gateway, Aura Masking, Compulsion, Concealment, Confusion, Essence Drain, Fear, Guard, Human Form, Possession, Search, Sorcery, Wealth

**Weaknesses** – As a chaos spirit, Entropy is more readily affected by ordered events and actions. Entropy will never perform the same action twice in a row – even if it is successful. Likewise, if an opponent uses the same attack form in an orderly manner, it will become increasingly more effective against Entropy. In game terms, increase the power of an attack by 1 and reduce the target number by 1 for each exact repetition of an attack directed against Entropy (i.e. Same attacker, skill, dice allocation, spell or weapon etc). Additionally, if the runners have formulated a plan of battle against Entropy and they stick to the plan then Entropy suffers a +2 penalty in all its actions against the runners. However, as soon as the runners cease following their plan, this penalty is lifted from Entropy. Allow the runners an Intelligence (8) test to notice any of this.

**Dice Pools** – Astral Combat: 13, Combat: 18, Karma: 20, Spell: 9

**Professional Rating** – 4

**Notes** – Entropy's powers vary from time to time. Currently the spirit is able to use a spiritual variant of Essence Drain to create 'undead' minions. Unlike the awakened creatures that have been identified by mythical tags (vampires, zombies, ghouls, etc) these creatures actually ARE dead. Their spirits are trapped inside the dead shells of their bodies, which remain as they are (i.e. no decomposition). Only massive trauma to the body (10 boxes in the Overflow track) or mana spell attacks can affect the release of the spirits. These creatures are Immune to Stun Damage and have Immunity to Normal Weapons.

## Scene 13 - A Future Problem

*The last scene. A time for recollection, explanations and healing. Also a time for payment, justifications and warnings!*

Read or paraphrase the following for the players:

***Claudia has invited you around to the Tyger's Lair to thank you in person for what you have done. She's definitely looking much better. Not surprising, since she can afford the best in medical care. She invites you in, prepares you your favorite drinks and says, "I just wanted to say thank you in person".***

Claudia is recuperating after medical treatment. Although she is healed, she remembers very little of the events surrounding her kidnapping, incarceration and brainwashing. If the runners ask, she explains how, while she'd been searching the Matrix for reasons for the brutal death of her old chummer David Wolfcall, some top class deckers of Edmund Kim's had ambushed her. Sunshine La and his boys took her unconscious body from the Tyger's Lair after they killed her bodyguard. She was then plugged into the programmable ASIST biofeedback equipment and the reprogramming commenced. She tried to resist. They tested the success of the reprogramming by jacking her into the Matrix and watching while she proceeded to destroy and betrayal all that she valued. Nevertheless, a part of her resisted all the time.

She is deeply sorry for the harm she has done to the runners and many others. The contracts on the street have been withdrawn and the runners' bank balances have been corrected. New fake Ids will be created to replace any destroyed. Claudia will agree to pay the runners for the first run they'd finished and add something special as a reward for rescuing her. (See Karma and Money.) If they ask, Claudia will also explain why Kim hated her and David so completely. Paraphrase the story at the start of this game for the explanation. If they ask about her relationship with David, Claudia will quietly stare at her hands for a minute or two the look up and say "the past is dead", and will not answer any questions on the subject ever again.

When they ask about Entropy, Claudia will explain that as far as she has discovered, Entropy is some sort of free spirit, a shadow creature that revels in pain and chaos. Somehow, Claudia had come to its attention. Once before, it had toyed with her by planting a bomb in her home requiring the solving of a bizarre series of puzzles in order to disarm it (if the players have played the VS module Discommoded, they should remember this). When it decided to extend its influence into the realm of the Matrix, after it had found a tool in Edmund Kim, it once again returned to its toy - her.

If the runners ask about DJ Dee, Claudia says that she's alive but comatose, and she prays to all the higher powers that Dee will recover. If the runners ask, Claudia also explains that it had been the knowbots and agents of DJ Dee, and those she herself had created in her brief moments of near lucidity, that had assisted them escape



even after DJ had been dumped. Though she is young, DJ is more talented than she realises.

Allow the players to roleplay out this scene for as much time as is available in the slot, and for so long as they wish to continue. Claudia informs the runners (if they needed to use the passkey copy) that she has, of course, arranged for all the security in the Lair to be replaced and upgraded. Then, as the last thing said, Claudia warns, "But we must be careful. You only disrupted (or deterred) Entropy. It will be back. Moreover, with its power, that'll be soon. You have to do something about it before then."

## **The End of Carpe Tigris**

# GM's Information and Player Handouts

## ***Money:***

Payment per individual runner: 15K nuyen + that individual's expenses incurred in rescuing Claudia.

In addition, Claudia will arrange for each runner to purchase, assuming they can afford it, any single item or piece of equipment at base cost (no street index), as long as it has an Availability of 9 or less.

## ***Karma:***

Finding a safe haven for Lindsey Moore	1 point.
Rescuing Claudia	3 points.
For rescuing the second and third decker captives	1 point for each.
Defeating Entropy	3 points.
For killing Miss Maddie, Lindsey Moore, Wesley Nickerson or DJ Dee	subtract 1 point for each.
+ Individual karma awards per player according to SR3 p244.	

## LEG WORK

### ***Entropy.***

**Appropriate Contacts:** Any Magical or Paranormal Investigator contact.

**Appropriate Complimentary Skills:** Magic Background, Paranormal Creatures, Arcane Threats

**Base Target Number:** 8

0 successes: "That, ahhhh, well, somthin' I learned in fiseeks I think."

1 – 2 successes: "I think I've heard of the being. A paranormal trickster of some sort."

3 – 4 successes: "Ah yes. A powerful creature. It plays with people and lives like a cat with a mouse. You can ask the fixer Claudia Tyger about that!"

5+ successes: "A malevolent free spirit. Stay well clear of it. It's very powerful. It loves chaos and reviles all manifestations of control and discipline."

### ***Cascade Neuronics***

**Appropriate Contacts:** Any Corporate contact.

**Appropriate Complimentary Skills:** Seattle Businesses, Corp Background

**Base Target Number:** 4

0 successes: "Don't they brew beer?"

1 - 2 successes: "Some mid-level Seattle-based company. They produce simsense recording equipment, I think."

3 – 4 successes: "Recently bought by the East Coast businessman Edmund Kim I believe. Another inspired acquisition by a brilliant businessman."

5+ successes: "They produce some drek-hot ASIST technology. They are rumored to have had a few UCAS Department of Defense contracts to experiment with prisoner conditioning via programmable ASIST biofeedback - you know brainwashing, scrubbing, rinsing, drying, ironing and folding."

### ***York Gardens***

**Appropriate Contacts:** Any Street, Wageslave or Government contact.

**Appropriate Complimentary Skills:** Seattle Tourism, Gardening, Seattle Leisure Spots

**Base Target Number:** 4

0 successes: “Oh yeah. Dat’s the place in London where all the Protector’s old servants live. Right?”

1 – 2 successes: “Lovely garden park favored by Seattle’s families. Has birds there too, don’t you know.””

3 – 4 successes: “They do parobotanical research there don’t they? Anyway, that Boston dude, something Kim, bought it not long ago.”

5+ successes: “They have level 5 secure facilities under that hill you know. Through the aviary I think. Gotta, I suppose, with some of the weird drek they’re supposedly into there.”

### ***Edmund Kim***

**Appropriate Contacts:** Any Corporate contact.

**Appropriate Complimentary Skills:** Who’s Who in Business, Corp Background

**Base Target Number:** 4

0 successes: “Oh yeah. Sure. The Governor of the Imperial Dominion of Korea.”

1 – 2 successes: “Some rich dude from Boston. He’s now living in Seattle.”

3 – 4 successes: “Oh sure. Born and bred Seattlite. He left Seattle over a decade ago after his family was killed in a shadow op gone to drek. He returned to Seattle about a year ago.”

5+ successes: “Brilliant acquisitions man. Amongst other things, he purchased Cascade Neuronics and the York Gardens over the last couple of years.”

### ***If they're moving too fast:***

If the runners are moving through the game too fast, choose one or more encounters from either the Nuisance Stuff Table or the Optional Encounters Table, below, and insert them into the game at convenient spots.

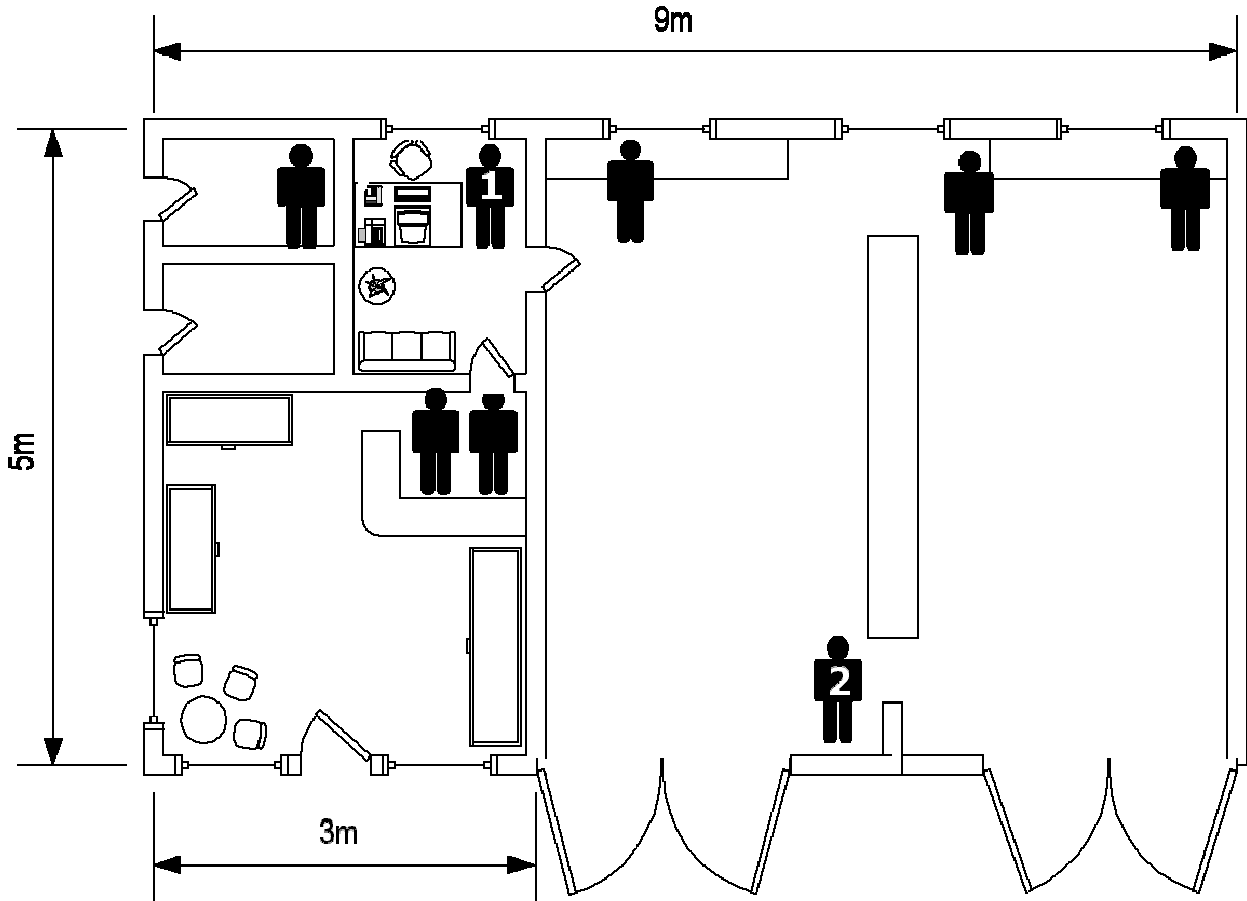
#### Nuisance Stuff:

- A Trid Station wants to run a Shadowrun "Cops"-like trid cast. They meet one of the runners in the street and offer big nuyen (5+K) plus total anonymity if the runner will wear an ear-cam and transceiver for the rest of the day. If he accepts, they wire up the runner with the ear-cam and transceiver. The transceiver ensures constant communications between the runner and the shows producers. As the days progress the producers keep on interfering with the runner's actions by saying stuff like "slow down", "pan right", "look back at the ...", "can you do that fight again..", "ask those guys to run away slower...", "keep looking at the cute guy/gal (which ever is worse)...". If the runner objects, the producers threaten to cancel the payment of 5K.
- A relative contacts one of the runners and begs that that runner look after the relative's 5-year-old precocious daughter. It's an emergency and there's no one else to turn to. Have little girl delivered to the runner and then keep on having the little girl getting in to trouble, e.g. she keeps on getting loose somehow no matter how she's restrained (young flexible tiny body and a smart mind is hard to restrict), wanders in to an encounter at a most inconvenient time, wants to do a wee wee at inconvenient times, etc.
- An old hound dog, (or what ever is the team's shaman's totem animal) attaches itself to the runners and can't seem to be dropped no matter how far or fast the runners travel around the city. The animal is just a mundane animal (its travel ability is just a Sixth World trick). The old animal will wander into inconvenient situations that requires help (wandering into a gun battle, onto a busy road, sticking its nose into a box of rat poison,...) but it never seems to get hurt. Until, that is, the runners decide it doesn't need any help. At which point let it suffer a terrible accident such that if the runners don't do anything it will die. If they don't do anything, let it die, with its fading, accusing sight staring at the relevant party shaman or most sympathetic runner.

#### Optional Encounters:

- **Gangs:** The runners encounter roving gangs with 6 - 18 members. The gangers have heard on the street of the reward for the runners' heads. They wish to earn the reward and attack the runners, usually striking from ambush or from cover of some sort. The gang member's appropriate combat skill ranges from 1 - 4, their combat pools are from 4 - 7. While in view of their gang chummers their Professional Rating is 3, but while out of view of their chummers their Professional Rating is 2. They are armed with a miscellaneous small arms: e.g. chains (Str)S, clubs (Str+2)M stun, swords (Str+2)M, pistols (9M), an occasional rifle (8M), and any other small weapon the GM wishes to equip them with.
- **Creditors (e.g. gang / crime boss creditors):** A runner in debt to a loan shark hears a voice clear behind him in the alley / he receives a phone call / receives a tap on the shoulder in a bar / a voice from behind the packed bodies in a mass transit shuttle - that says "Mr Big is concerned about your delay in making your latest payments". Later, the same voice clears its throat nearby and the runner turns to see a small man flanked by two trolls (B:13, Q:5, S:10, C:2, I:3, W: 4, Combat Pool: 6, Karma: 3, Brawling: 6, Knife: 8, Pistols: 6, Intimidate: 6, Armor: 6/3). The small man says, "Mr Big wishes to extract a down payment" and the trolls proceed to (attempt) to beat the drek out of the runner. If the runner defeats them, the small man (or his replacement) will be back a couple of hours later with twice the number of henchmen.
- **Wannabees :** The major drawback of reputation is the unwanted attention that it can often attract. For this purposes of this attention comes in two forms – fans of the runner craving their attention and big game hunters who want to boost their own reputation by taking down bigger targets. Whenever the GM feels is an appropriate moment for a possible fan or big game hunter to be present, roll a d6. On a one, the runner has drawn the attention of either a big game hunter or a fan. To determine whether the encounter is a fan or a big game hunter, roll 1D6. On 1-3, it is a fan and on 4-6 it is a big game hunter. Fans are never of a higher skill than the runner. On rare occasions a big game hunter might be. The big game hunter has, effectively, the same stats as the runner target, although the GM may choose any other stats that he desires.

**GM's Map – Red Asp Ring Headquarters**



*Old gas station on Canal Street.*

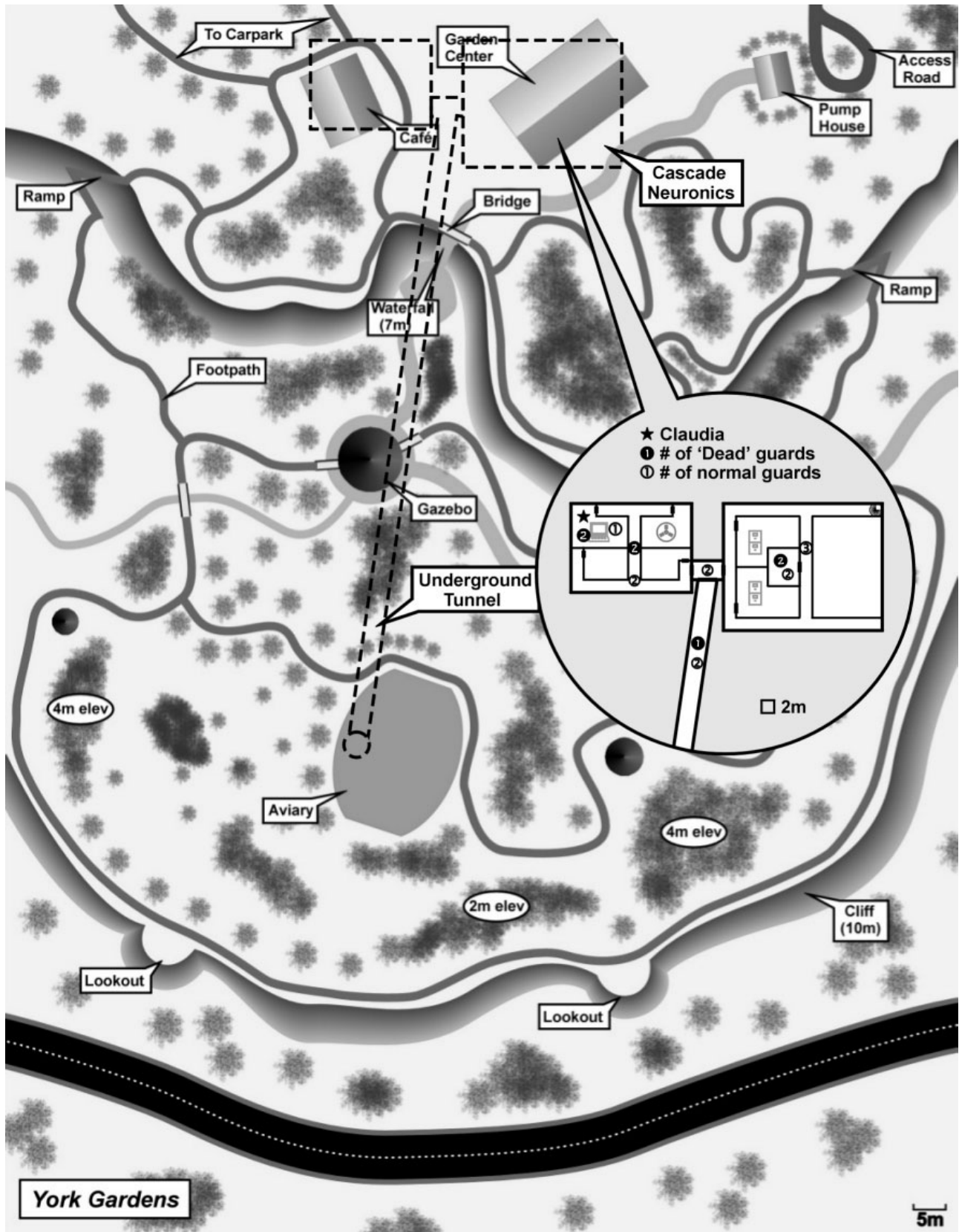
*Notes:*

Each figure is the location of a Ring member at the time the runners arrive.

1 - Sunshine La.

2 - Entropy's Broodling.

GM's Map – York Gardens.



### **Player Handouts: Claudia's Messages.**

Cut these up, before the game, ready to hand to the players.

1: "It is a trap! Get out... I'm sorry."

2: "So. You escaped. You cannot run far.... No. No. I'm sorry."

3: "Row, row, row your boat, life is but a dream, and so shall you soon be."

4: "Oh god. The pain. I cannot hold it. Not for much longer."

5: "He comes! He comes! Please, oh please, somebody help me."

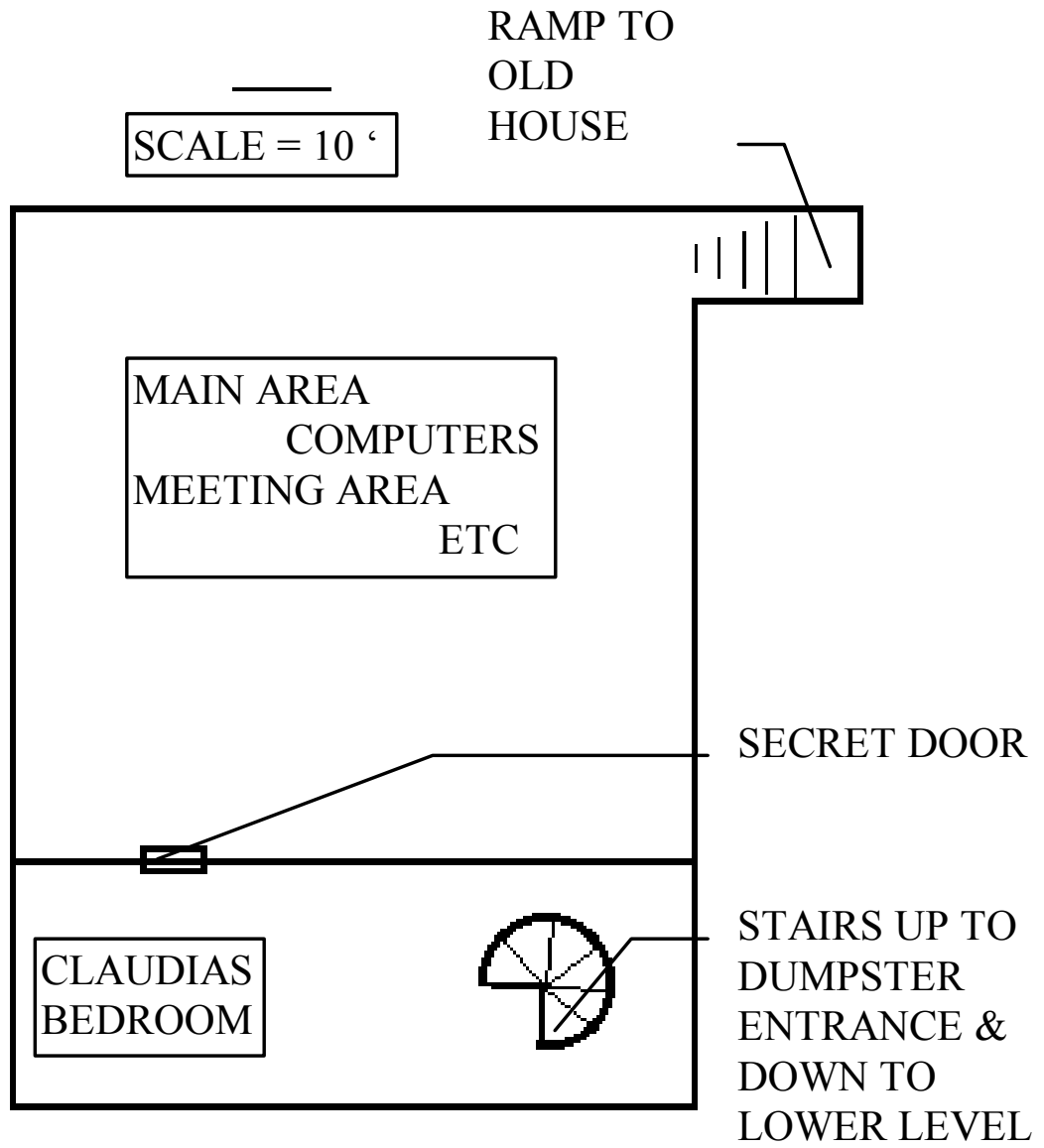
6: "Hot/cold. Hot/cold. Hot/cold. I'm getting dizzy. Time to kill."

7: "The finger that pulls the trigger or the brain that commands it to be so. Which is guilty of the killing? We are all playthings of Entropy."

8: "So now for the endgame. Queen takes pawns."

9: "Itse, bitse fly, dancing for a spider. The spider is Entropy. Don't you see this?"

Player Map 1 - The Tyger's Lair





Player Map 2. York Gardens

