

Helter Skelter

A Shadowrun 2nd Edition module for Virtual Seattle

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. 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, gender, and race at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Make sure you have finished voting before you collect the players' voting sheets. This way you will not be influenced by their votes and comments.

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

Game Notes

This adventure has been designed using the rules for ShadowRun, 2nd edition. Where possible, we have tried to include statistics, target numbers, etc. Nonetheless, we recommend that the GM have access to a ShadowRun 2nd edition sourcebook and a Grimoire, since some of the opponents are initiates and are capable of centering, shielding and other metamagic.

For the first run of this module (1996) there should be no player character initiates. In fact, the concept of initiates should not be well known. During the course of gameplay, do not reveal to the player characters that some of the opposition are initiates. You should, however, give them the chance to notice that the opponents seem quite powerful.

The Mr. Johnson for the module is actually a producer of upscale BTL chips. He has gone to great lengths to hide his true nature from the team and their fixer, Claudia. Should the team attempt it, there is way for them to get information about their employer. the only thing they have to go on is his appearance, which has been masked.

Background

Helene Desant is a grade 3 initiate. She trained in what was formerly Hungary under a strange conjuring mage. Her frequent forays into astral space and her encounters with various powerful beings have all taken their toll on Helene's sanity. She is obsessed with

power, so much so that she made a bargain with a powerful free spirit, Mistral. For reasons unknown to her, Mistral told her to move to Seattle and build a force of Shupa. It was Mistral that gave Helene her spirit focus. Helene is willing to do this creature's bidding because he has promised her power beyond her dreams. For purposes of the adventure, Mistral will not appear. If the team manages to defeat Helene and someone checks her desk, then there are references to Mistral.

Helene can cast spells but is unable to summon spirits or elementals as a normal mage or shaman. She can, however, summon certain supernatural creatures, though not without cost. The creatures Helene summons must be fed essence. Unless this is done, Helene has no control over the creatures. Until fairly recently, Helene's practice has been to cruise the local bars and clubs looking for energetic young men who can be easily bent to her will. She then took them back to her house and won their affections. Once under her control, she had the young men participate in her summoning rituals. When successful, the vengeful spirits, called **Shupa**, possess the victim, filling them with power. Helene has managed to summon and control a number of these spirits; although thus far only a few have inhabited the men under her control.

The Shupa are spirits of vengeance that were called upon in olden times by those who swore the blood oath of revenge. When properly called by someone in need of vengeance, the spirit enters into the person, giving him strength and superhuman abilities so that he might go forth and wreak his revenge. However, there is a price to pay for this supernatural power. The Shupa feed off the essence of their hosts. When first summoned, the Shupa will drain the caller's essence by half. After that, essence is lost slowly until the caller has finished his task of vengeance, at which point all remaining essence is lost. Normally, the Shupa does not direct the actions of his host. However, due to Helene's summoning ritual and binding of the spirits, the Shupa have been become twisted and violent under her control. As they feed and grow stronger they stress her control of them to the limit. Should they ever be freed, they would attack her and return to astral space.

In game terms, the Shupa are free spirits of anywhere from force 4 to force 8. Unlike other spirits, the Shupa cannot physically manifest to any useful extent. They manifest physically in order to sense and deal with mundanes. They must inhabit a host body to exhibit their full powers in the physical

world. When a victim is possessed, increase his body, strength, quickness and willpower by half of the Shupa's force rating. Also add the force of the Shupa to the victim's reaction and use half the force rating as the threat level of the NPC. Additionally, the host has access to magic defense dice equal to half the force of the Shupa. For its part, the Shupa counts as a fire elemental in terms of its home plane (should anyone try an astral quest). In astral space, the Shupa look like humanoids formed from smoke. Against any banishing attempts, add the host's natural body rating to the force of the Shupa. If a Shupa is successfully banished, the host must make a resistance test using his natural body rating against an attack of (FORCE)S. This inflicts physical damage to the host and may kill him.

During her rounds through the nightclubs, Helene met and seduced a young man named **Perry Davies**. Perry works for a major producer of BTL chips in Seattle. Perry has also been eager to produce some new chips of his own, but lacks the funding. During her time with Perry, Helene realized she could use the BTL medium to reach hundreds of victims throughout the metroplex. Rather than involving Perry in her rituals, Helene spent considerable time with him, using mind coercion spells to bend him to her will. Helene then financed Perry's project to produce a BTL chip based on a psychotic serial murderer. She used her abilities and wealth to extricate one Billy Harden from the California Free State prison during a transfer. They then wired Billy with a simsense and turned him loose in Seattle, collecting him later and disposing of him. Helene had Perry add a subliminal chant to the BTL chip. The chant, when recited, calls the Shupa to possess the chanter and then return to her. **The chant is purely mundane, it does not allow a person to summon spirits. It serves to attract Shupa that have been summoned by a mage but need a host.** Helene has already summoned the Shupa, but she lacks hosts for them to inhabit. The Shupa under Helene's control have orders to seek out individuals using the chant and inhabit them. She has told the Shupa that these people seek vengeance. Since the Shupa bond only with those who seek vengeance, only a few have so far been possessed and returned to Helene. The majority have unwittingly called the Shupa who then cannot bond with the host. In those cases, the Shupa have taken control of the body and unleashed their anger on all in the vicinity until they have killed the host.

Until recently, all has been going well for Helene and Perry. Lately, however, Perry has been increasing his supply of chips to the **Frenetics**, a gang in Tacoma. His chip is major hot and Perry knows it. He has been buying expensive cars, electronics, etc. All without Helene's knowledge. Helene has been far too busy controlling her Shupa. By the time the game begins, Helene is starting to realize something is wrong. Far too many Shupa are being called, and those that do not bond successfully grow stronger each time they kill, making them harder to control. Helene has only begun to turn her attention to Perry and his activities.

Additionally, the new Helter Skelter chip is making waves on the streets of Seattle, so much so that the Seoulpa are interested in the new chip. With their distribution network they could make a huge profit on the Helter Skelter chip. They have been trying to track the source of the new chip. Lone Star is also interested in the Helter Skelter chip. Lone Star has set up a special task force to investigate the Helter Skelter chip and to track the source. So far, Lone Star and the Seoulpa have spent their time fighting each other. The Mr. Johnson who hires the group is **Thomas Ludlow**, a major producer of BTL chips. Mr. Ludlow has enjoyed a good relationship with Lone Star in the past. Due to this new blackmarket chip, however, Mr. Ludlow along with several other BTL distributors is feeling the pinch of Lone Star. He is eager to have this new chip eliminated from the market.

Synopsis

The characters are introduced to the adventure through their fixer, Ms. Claudia Tyger who arranges a meet with a Mr. Johnson, whom she believes is either a Lone Star or FBI agent. The Mr. Johnson is actually a big time BTL chip producer, Thomas Ludlow, who works out of Seattle, though he will give the impression he is an agent of Lone Star. A new BTL chip called "**Helter Skelter**" has hit the streets. This chip causes the victims to go psychotic and embark on a rampage of random violence that ends in their death. Lone Star has taken note of the chip and is investigating. Mr. Ludlow is concerned that the new chip will bring undue attention to the BTL market, thus ruining his business. He desires that the characters determine the source of the new chip and if possible, eliminate that source. He will steer the team to the **Bijou**, a video games club that fronts for a popular BTL parlor known as **Nightside**.

At the club, it is the job of the team to negotiate their way to Nightside and thereby get information on the Helter Skelter chip. The chip is too hot and too

nasty to be found there, but a local hustler named **J.P.** can tell them where to find the Helter Skelter chip, provided they help him. J.P. owes the Mafia over a bet he placed, and a few of the boys are waiting for him to leave. The team may handle this through role playing interaction and successful negotiations or bribery. They may also use subterfuge or the ever popular violence. Depending on how the team handles J.P.'s situation, they may or may not have to fight.

Izzy's, in Tacoma, is the remnant of what was once a nice neighborhood bar. Its poor location prevented its demolition. The inside is dark and smoky. It is here that one of the **Frenetics** named **Jarhead** hangs out, selling the Helter Skelter chips. Once the team has managed to locate Jarhead, and begin a dialog, one of the patrons who has been using Helter Skelter will flip out and begin to attack Jarhead. It is the job of the group to incapacitate the crazy addict and prevent Jarhead and the rest of the patrons from serious harm. By doing so, they will have saved Jarhead's life and he will tell them where to find **Mr. Goodbar**, the source of the Frenetics' chip supply. If the characters fail to save Jarhead, then all they have to go on is the book of matches that was on the table when he was attacked. The cover has the name of a popular nightclub, **GearWorks** which is the next stop.

GearWorks is one those clubs where people go to make the scene It is popular among the younger crowd. Located in Redmond, a number of gangers like to go there as well. This only adds to the thrill of danger for the sheltered suburbanites who patronize the club. The gangers, for their part, get a power trip from having all these people to impress and occasionally intimidate. This is the place where the Frenetics meet their chip connection, **Mr. GoodBar**, otherwise known as **Perry Davies**. The Seoulpa, who have also been tracing the chips are in attendance. Successful perception or street etiquette tests will determine whether the team notices the Frenetics. A separate test will determine whether they also notice the Seoulpa. When the Frenetics go outside to talk with **Mr. GoodBar**, the Seoulpa will follow. The Seoulpa are in a limo and will wait for the deal to conclude. They will then follow Perry when he leaves. It is up to the team to spot the limo and tail it. Assuming they do so, they will be in on the ambush that takes place a few blocks away. The Seoulpa are interested only in acquiring the Helter Skelter chip. It is possible for the team to negotiate with the Seoulpa, but only after a show of strength and some serious convincing that they are not competing for the chip. Otherwise, it is up to the group to save Perry from the Seoulpa since only he can tell them about his deal with **Helene** and where to find her.

Helene lives comfortably in a private home in Snohomish. Her house is hidden from view and protected by Knight Errant security. She has contracted for mundane security only. Unless the team can manage to defeat the security systems, Knight Errant will respond and be on the scene in five minutes from the time the alarm is sounded. Helene will be alerted by the alarms in the house. Helene has no mundane help on the premises but does have her Shupa. It is the job of the group to defeat the Shupa and Helene. It is also the job of the team to destroy Helene's power focus which is used to control the Shupa. If Knight Errant is called, they will arrive after the fight with Helene. The team may attempt to fight the response squad, or negotiate with them.

Finally, it is up to the team to meet with their **Mr. Johnson** to collect pay and deliver their information, etc.

Setup

In gametime, it is around 2:00 PM when the characters are first contacted for the run. The weather for the day is overcast with misty/drizzle conditions.

Adjust all ranged combat modifiers by +1 when outdoors.

The P.C.'s are brought into the game through their fixer, **Claudia Tyger**, who claims to have a **Mr. Johnson** in need of some experienced runners. The team is told to go to the **Wisteria**, a pricey restaurant in **Bellevue**. There they should tell the doorman that **Claudia** sent them.

The team will be shown to a private backroom that is well secured against any electronic monitoring or magical eavesdropping. **Mr. Johnson** is actually **Thomas Ludlow**, a major producer of BTL chips. **Mr. Ludlow** is eager to have the Helter Skelter chip removed from the market because of the effect it is having on his business. Until now, **Lone Star** has not considered BTL to be a high priority item. But, with the increase in violent crime attributable to BTL, **Lone Star** will begin to clamp down on the BTL market. This would cost **Mr. Ludlow** a considerable amount of nuyen in losses. **Ludlow**, being a major figure in the BTL market can give the team a starting point. While he will not actually claim to be a **Lone Star** agent, he will give that impression to the team. He has hired magical backup for the meeting and has a force 8 fire elemental and a force 8 air elemental present. Their orders are to protect him and to make sure no one peeks astrally or uses any analyze truth spells, etc. In

addition, Mr. Ludlow has a mask spell. If asked about the precautions, Mr. Johnson will explain that his position requires such measures, and it would be bad for his image if it were known that he had contracted with shadow runners.

He wishes to hire the team to investigate the source of a new chip, called "Helter Skelter." This BTL chip hit the streets a few weeks ago and has been a smash success, literally.

While he will not outright claim to be with Lone Star, he will try to give the impression that he is with Lone Star and that this run is unofficially sanctioned.

All Mr. Johnson knows is that the people who are using the chip eventually become psychotic and go on a rampage. A number of deaths and injuries have been caused by users of the chip. In all cases, those who have used the chip killed themselves at the end of their killing spree.

*The **Bijou** is a club located in Everett. It specializes in old time video games circa 20th century. It is also a front for an upscale BTL parlor known as **Nightside**.*

Mr. Johnson is prepared to offer 12,000 nuyen for the team to investigate the source of the chip. He will pay another 24,000 nuyen if the team can locate the source of the chip.

This is all the information Mr. Johnson has for the team. They may contact him through Claudia.

Matinee at the Bijou

Built in a renovated brick warehouse, the Bijou is a rambling, spacious place filled with archaic video games and lounge areas showing old full screen projection movies. It is a popular place for the young professionals and college crowd. Nightside is in the basement beneath the warehouse.

In order to get to Nightside, it is necessary to express an interest in viewing Star Trek V. The attendant will then recommend to the characters that they try one of the personal viewing rooms available downstairs.

Those characters who get 3 successes on their street

etiquette (target 4) or 4 successes on their perception (target 5) notice that a number of people seem to be going through a side door. This leads downstairs to Nightside.

Anyone who can get 3 successes on their stealth (target 5) or 4 successes on their perception (target 5) can overhear the pass phrase being used.

The characters may also reach Nightside if they successfully bribe one of the attendants. The minimum amount is 100 nuyen and the target number decreases by 1 for each additional 100 nuyen offered, to a minimum of 2. Use negotiation (target 8) or street etiquette (target 10). Only one success is needed.

NightSide

At the bottom of the stairs is Nightside. There is a large room filled lounge chairs. Most of the chairs are occupied by patrons who have jacked in to their BTL chips. Along one wall is a counter with an attendant behind it. The attendant, **Jimbo**, will look the group over for any serious hardware (ie. anything more dangerous than a knife.) He has a perception of 5 and lowers all modifiers by 2 due to the scanning equipment behind the counter. Jimbo is also scanning for any concealed electronics devices, as the management goes to great lengths to prevent raids by Lone Star. Jimbo will ask that all weapons be turned over to him. This is standard procedure to prevent accidents during the use of the more intense BTL chips. Jimbo is suspicious by nature, but has a strong affinity for money. Offers of 50 nuyen or greater will put Jimbo in the mood for questioning. Jimbo has a Will of 4 and negotiations of 5. The following information can be had from Jimbo depending on the number of net successes. Further bribes lower Jimbo's will by 1 for each 100 nuyen offered. For each 200 nuyen offered, also increase Jimbo's target number for his negotiations test.

Give the following information based on the number of successes. For those who have more than one success, give out the information of all the lower successes, up to and including the number of successes generated.

1. Jimbo has heard of the Helter Skelter chip, but Nightside does not have any in stock.
2. Jimbo has no idea where to get the Helter Skelter chip. He does know that it is not circulating through regular channels.
3. Jimbo has heard rumors of a new guy in the biz

called Mr. Goodbar supposedly connected to the chip.

4. Rumor also has it that the Seoulpa are interested in the Helter Skelter chip

If the characters wish to talk to any of the patrons, they must negotiate with Jimbo first. It will take 200 nuyen to get him to consider it, and a successful negotiations test must be made. Of course, additional money helps ease the negotiations. Apply the same rules to the patrons as listed above for Jimbo.

Provided the characters manage to interview some of the patrons, then one fellow, named J.P. will be able to give them some information.

A small, nervous twitchy guy, J.P. claims to know where to get the Helter Skelter chip, but he will want a deal. Apparently he gambled quite heavily and now people want to collect. J.P. has been hiding out here in Nightside, but he knows the bagmen are outside waiting for him to show his face. J.P. will offer to tell the group where to find the Helter Skelter chip if they agree to take him to SeaTac.

Should the group question J.P.'s integrity, he will show them a single Helter Skelter chip.

Should the group fail to interview the Nightside patrons, then J.P. will follow them upstairs and offer the same deal.

Outside

Assuming the group agrees to help J.P. they will notice the bagman, Nico, and his two muscle guys, Rocko and O'Leary. J.P. owes 15,000 nuyen in gambling debts. There are essentially three options for the group to succeed. They can attempt to sneak past, attempt to negotiate, or force the issue with a fight.

Stealth/Trickery

Sneaking past the mafia can be done in a number of ways. There are two side doors in the Bijou, but they are fire doors and will sound an alarm if opened. One of the doors opens into the parking lot where the mafia guys could see, the other opens into an alley on the other side of the building. If the group attempts to disguise J.P. then a stealth test (target 5) must be made. Each success adds 1 to the mafia's perception target numbers. If one of the group thinks of escorting J.P. as though he were a close friend or perhaps drunk, then

increase the perception target of the mafia by another 2. Refer to the stats listed for Nico, Rocko and O'Leary.

Negotiating

Dealing with Nico can be done using either negotiations or street etiquette. Adjust target numbers by +2 if street etiquette is used. Nico has negotiations of 5 and will of 5. Adjust the 15,000 nuyen by 10% for each net success of whoever wins. Nico and his boys are eager to collect the money or take out their frustration on J.P. They have been waiting a few hours in the rain so their disposition is poor. On the other hand, Nico is not stupid and will realize that he and his boys will probably come out on the losing end of a fight. He is willing to negotiate as long as the team is reasonable. No matter how well the team negotiates, Nico will not settle for less than 10,000 nuyen. Depending on the negotiations test, he may want much more. If the group becomes difficult, Nico will point out that while he and his boys would lose a fight, they would inflict some serious injuries first. Keep in mind that Nico has been sent to collect the money and teach J.P. a lesson. If Nico can return with the money, he is willing to forgo the usual lesson. If he cannot even get proper remuneration, he has no choice but to escalate matters. Otherwise, his career is over.

Forcing the Issue

If a fight ensues, then Nico will remain behind the cover of the car while his boys take care of business. Nico will contribute to the fight, but only as long as his boys remain active. If on his action, both his muscle are down, then Nico will attempt to enter the car and leave the scene. If this is not possible, he will attempt to negotiate and weasel his way out alive.

Getting There

Assuming the team manages to get J.P. out of the club in one piece, J.P. will give them directions to Izzy's, a bar in Tacoma. He will tell the team that the Frenetics have got the Helter Skelter chips and one of them is always there while the bar is open. Izzy's is open from 9:00 AM to 2 AM every day of the week. If asked J.P. will tell the group that the Frenetics are hard to miss since their colors are hot pink and florescent green. J.P. will ask the group to let him off at Renton Mall.

Killing Time at Izzy's

For the GM : Karma pools are refreshed at this time.

Izzy's, in Tacoma, was once a small neighborhood bar and grill. It still functions as the local watering hole/meeting place. Unfortunately, all of its regulars have moved to more secure neighborhoods, leaving the bar to the punks, gangers and other lowlife that have taken over what was once a simple blue collar community. Izzy is in his late 60's now. He started the bar from compensation money paid for the loss of his arm when he worked for Boeing. He and his bar have both seen better times. A number of bikes are pulled up outside the bar. Anyone who makes a street etiquette test, target 5 will notice the bikes bear the symbols of various gangs, including the Acers, the Halloweeners, and the hot pink on florescent green of the Frenetics.

Inside, the place is an anachronism. A modern media player sits in a corner beneath a moose head. Mounted fish are hung on the wood panelled wall which is now covered with ganger graffiti. The only permanent furniture is the bar and two pool tables in back. Tabletops have been mounted along the walls at even intervals. The patrons use the cheap folding chairs stacked by the bar. Most of the chairs have head-sized dents in the seats from past bar fights.

A number of Seattle's youth inhabit the bar. Most are dressed in gang colors. Toward the back of the room a guy in a florescent green jacket with hot pink zig zags sits at a table by the one window that looks out onto the street. His hair has been replaced with hot pink glowing fiber optics. This is Jarhead, a member of the Frenetics. Jarhead is a big strapping lad with obvious muscle augmentations. He sits alone at the table, his cyber replacement silvered eyes staring out onto the room. It is impossible to tell where he is looking at any given moment. At the table next to Jarhead's sits an orc, leaning up against the wall. His body looks limp and anyone can see the simsense unit on his head. When the team enters the bar, the conversation will stop and the young men playing pool will suspend their game to turn and observe the newcomers.

Anyone who perceives astrally will notice a particularly ugly background. Any shaman will not wish to look astrally for long and must make willpower tests (target 5, 2 successes) to continue. Those who do look around astrally may make perception tests (target 5) to notice that some sort of powerful spirits have been here. It is also obvious that there has been violence and death within the past few days. Finally, anyone who has 3 or more successes on their perception test will realize that someone died in the bar within the last 12 hours and died from having their

essence drained.

Jarhead is of course interested in doing business, but he is wary of new customers. He knows that people have been asking around on the street. When asked about the Helter Skelter chip, he will respond with stock answers such as "Who wants to know?" and "I never heard of it."

Let the team ask a few questions and then have them make perception tests. (target 8) Anyone keeping an eye on the bar has a target of 7 and anyone who was watching the orc has a target of 5. Give the following information based on the number of successes. For those who have more than one success, give out the information of all the lower successes, up to and including the number of successes generated.

- 1 The orc begins to shake as if having a seizure. *Anyone astrally perceiving also notices a dark shadowy spirit form enter the body of the orc and take control.*
- 2 The orc is chanting something too low to make out clearly.
- 3 There is a sudden scent of blood in the room. *Anyone astrally perceiving also notices that the orc is suddenly drained of part of his essence.*

As soon as this information has been told to the team members, have them all make reaction tests (target 4). Also have the orc, Ralph (refer to next page), make a reaction test. (target 2) For those team members who had successful perception tests, award them one additional success on their reaction test. Anyone who has a higher initiative and more reaction test successes than Ralph may act before him or wait until his action.

The orc, Ralph, has been using the Helter Skelter chip. At this point, one of the Shupa has answered his call and taken control. Ralph has had a lingering grudge against the Frenetics and Jarhead in particular. He is a regular customer, but the gangers treat him like trash. Once the Shupa takes possession of Ralph's body, his only thought is to exact revenge on Jarhead. Ralph will grab his combat axe leaning against the wall and attack.

During the battle, Ralph will continue to chant. The words are slurred and difficult to make out, but sound something like "Mugah Oba Kaled." If the players are able to record this and check it out, they will find that it is a call for vengeance derived from an ancient Sumerian oath. Anyone with magic theory can make a test (target 8) to determine that the oath is said to summon spirits of vengeance to aid the caller and

that in return for their aid, the caller pays with his life upon exacting his revenge.

If at any time Ralph is rendered unconscious or otherwise incapacitated, the Shupa will drain the last of his essence and flee. When this occurs, Ralph's body will suddenly begin to shake and contort violently, his teeth clenched. He will scream one last time and then blood vessels on his forehead, arms and chest will burst, splattering anyone nearby with his blood. If Ralph has failed to harm Jarhead, he will scream "Liar, traitor" before he dies.

If Ralph succeeds in killing Jarhead, he will then scream "Revenge" and leap through the window onto the sidewalk outside. He will then go running down the street in the general direction of the Frenetics' headquarters. So much for Ralph.

Anyone astrally perceiving during the battle will notice that the spirit appears bloody in astral space. Also, at the end of the fight it will be obvious that the spirit is draining the last of Ralph's essence, assuming Ralph fails to kill Jarhead.

Aftermath

Assuming the team manages to save Jarhead's life, he will be grateful, provided he is conscious. Jarhead will thank the team and will be highly cooperative in answering any questions. He will comment that the Helter Skelter chip is getting out of control. Depending on what the team asks, the following information is available from Jarhead.

The Frenetics have been using the money from their sales to augment themselves and get better equipment. They are fanatical about gaining new technology.

Both Lone Star and the Seoulpa have been asking around on the street. The Frenetics have had to be careful lately about their potential customers.

Supposedly, the leader of the Frenetics, Mojo, and the Seoulpa have been talking about a deal on the chips.

The Frenetics have a connection with a guy they call Mr. Goodbar. He supplies them with the chips.

The leader of the Frenetics, Mojo, meets with Mr. Goodbar once a week to restock and deliver his cut of the take. They meet at a club in

Redmond called Gearworks. They are supposed to meet tonight to make the weekly exchange. The deal usually goes down around midnight.

While highly thankful, Jarhead will not disclose the location of the Frenetics' headquarters, nor will he do anything against his gang. He can offer some of the chips, and has 10,000 nuyen from the chips he has sold. He is willing to give up either or both if pressed by the team. He is willing to hand over a chip if the team requests a sample. He will not, however leave Izzy's as it is his duty to remain until the close of business. Nor will he recommend the team to his boss or fellow gang members as this would result in expulsion from the gang and/or a beating.

Should the team fail to save Jarhead, then their only clue is the book of matches he had with him. Anyone who makes a perception test of 7 will notice the matches. Anyone who is specifically searching Jarhead has a target of 5. The matches are sticking out of the front pocket of his coat, and the cover has the Gear Works logo on it. Anyone searching Jarhead will also find a ziplock bag containing 20 BTL chips. They are all Helter Skelter and have a street value of 500 nuyen apiece. Jarhead also has a certified cred stick with 8000 nuyen and 3000 nuyen in various corp script.

Grinding GearWorks

For the GM : Karma pools are refreshed at this time.

Located in Redmond, **GearWorks** is a large nightclub patronized by two disparate groups, the major one being the young suburbanite professionals of Seattle and the college crowd. It is a place where they can come to experience the thrill of danger without actually being exposed to much of it. Located in one of the few nicer sections of Redmond, it is not far from Renton. The club has its own security staff which police the parking lot even cruise the street leading in from Renton. For the most part, the management goes to a lot of trouble to ensure that not many of its patrons are actually hurt. The other segment of the patronage are the various gangsters who come to show off and maybe pick up one of those nice clean girls that pull up in rented armored limousines. The suburbanites are mostly dressed to slum it for the night in mock leather jackets covered with graffiti and an amalgam of gang colors. The gangsters for the most part behave themselves, as the staff are well paid and well trained

professionals who have no qualms about opening up with their machine guns. It is not unusual, however for a fight to break out in the parking lot. The management will tolerate this as long as only gangers are involved and the fight is contained to participants. A large bulletproof window runs the length of the club to give the patrons a view of the parking lot.

A human with oriental features and a large troll work the door. They check everyone entering the club for weapons and have a perception of 10 for this purpose. (this includes the various scanning equipment built into the doorway.) Firearms, swords, axes and the like are stored in lockers just inside the entrance. The lockers use two maglock key cards. One is held by the doormen, the other is given to the patron. If anyone refuses to accept this policy, they are asked to leave. Knives, tasers, and of course cyberware are allowed into the club. Many of the yuppies are sporting large knives as part of their costume. Anyone with serious cyberware (eg. wired reflexes 2 or muscle replacement 3) is watched by the security inside.

Inside the club, modern techno pop dance tracks alternate with the urban industrial screeching popular among the gangs. The turrets in the corners with twin mounted LMG's look too well maintained for just props and are loaded with gel rounds in case the crowd get out of hand. Holotanks are scattered around the edge of the dance floor, showing various videos interspersed with lots of commercials.

Mojo and few other Frenetics arrive at 11:30 PM. They will hang out at the bar for a few minutes having a drink and then approach their Mr. Goodbar (Perry Davies).

Have all of the team members inside the club make a perception test (target 5). Give them the following information based on the number of their successes.

- 1 Five guys wearing Frenetics colors are over at a table talking with a young man wearing expensive clothes and lots of showy jewelry. (Perry Davies)
- 3 Two oriental gentlemen in overcoats are watching the Frenetics.

For his part, Perry Davies is pretty much a clueless loser. He is bright enough and talented enough to do well at his job, but lacks any good sense whatsoever. He lacks any real ambition and has little self control. He is exactly the type that Helene prefers to control. Perry is so clueless that he has been making twice the number of chips and selling the extra through the Frenetics. He recently purchased a new condo in

Everett along with his new Euro Westwind. It has not even occurred to Perry that he might attract the attention of people like the Seoulpa. He has also assumed that Helene would never know he was making extra chips. Perry has no street survival skills.

If any of the team attempt to talk with Perry, he is fairly busy cutting his deal with Mojo. The other Frenetics are present to make sure the two men are not disturbed. The only way to attract Perry's attention is with the mention of serious nuyen (50,000) or if the character approaching him is fairly attractive.

If at least 50,000 nuyen is mentioned, then have the player character make a street etiquette test (target 3). Have Perry make a will test. (3 dice, target 4) If the player character generates more successes, then he has gained Perry's attention.

If a female player character approaches Perry, then have her make a charisma test (target 3) and have Perry make a will test (3 dice) using her charisma as the target. If the player character generates more successes, she has gained Perry's attention and he will speak with her.

Of course, should one of the team manage to speak with Perry at this point, Mojo will not be happy about it. Have the character make an interrogation test (target 3). For each success, allow the character one serious question and then role play the scene. Please note that a serious question is not one such as "Hi, what's your name?" Anything about the Helter Skelter chip or BTL counts as a serious question, as does anything that would give the team information on the chip. Any questions leading to Helene would count. Once a team member has Perry's attention, Perry is fairly garrulous and will talk about himself, his success, and his new fortune. He doesn't lie well and usually doesn't bother to try. He will, however, avoid mentioning Helene's part or where he makes his chips by steering the conversation back to his new simsense player at his high class condo.

After a few minutes, the Frenetics and Perry leave the bar and head out into the parking lot to make their deal. The Frenetics will stop to pick up their submachine guns and katanas. If the team has spotted the Seoulpa they will notice them following the Frenetics. If the team has not yet spotted them, then give them a perception test (target 5) to notice that fact. The Seoulpa men do not stop to claim any weapons.

For anyone who remained outside GearWorks,

have them make a perception test (target 4) to notice that just as the Frenetics are leaving the club, a limousine pulls up on the street next to the parking lot.

The Frenetics and Perry will head over to a black Euro Westwind. The car looks very new. Perry will open the door and enter the car. Mojo will get into the passenger seat. After only a few minutes, Mojo will exit the car.

Anyone watching can make a perception test (target 7) to notice a slight bulge on Mojo's right ribcage. This is from the case holding the week's supply of chips.

Perry will start up the car at this point and drive off. Just as he turns the corner, the limo pulls off from the curb and heads after him. Perry, of course, will not have noticed.

At this point, it up to the team to follow the limo. If they do so, they can get around the corner in time to see the limo pull up behind Perry's Westwind as a truck pulls out from an alley in front of Perry, causing him to come screeching to a stop. There are a total of 6 gunmen, 2 physical adepts and 2 drivers. A gunman and one of the adepts will approach the westwind.

If the team chooses a course of violent action, roll initiative for both sides and commence the battle.

If the team attempts to talk right away, have one of the gunmen show a Lone Star badge and tell them, "Official business. Leave the area." Of course, his accent is a heavy Korean one, and the badge is not displayed for long. If the team persists, the gunmen will take aim at them and another warning will be given. After that point or if at any time the team displays hostile intentions, the gunmen will open fire on the team.

Fire Fight

For the sake of simplicity, the gunmen all have the same stats as listed here. The drivers are not rigged, but are fairly competent (car 6). The drivers will not involve themselves in the fire fight and will stay in their vehicles. If things get too rough, each will attempt to drive away. One of the physical adepts is **Syung Kim**, nephew of the leader of the Kwan ring. He has been on the fast track of advancement and is eager to impress his uncle. Syung is not interested in any deals, only obtaining the source of the Helter Skelter chip.

If the team drops 2 or more of his men in the first round of combat, Syung will drag Perry into

the limo and take off. This will of course take a few rounds.

If Syung himself is dropped, the remaining gunmen will fight more fiercely. Lower the target numbers for the gunmen by one, but also lower the target modifiers for the team as well, since the gunmen will no longer be as concerned for their own safety. Should Syung fall, **Orchid** will seek vengeance on his killer.

Assuming the team manages to save Perry from kidnapping an/or death, he will be most grateful for their assistance and offer them payment of 15,000 nuyen. Assuming he is conscious, Perry will be able to give the team the following information, provided the team asks the right questions.

Any question about the unusual nature of the chips will bring out the fact that Helene had Perry add the subliminal chanting in the background.

Helene is a mage living in Snohomish. He can supply an address.

Perry has been manufacturing the chips after hours at his workplace. He works for a major BTL producer, Thomas Ludlow. Perry can supply the address of the lab.

Helene financed Perry's venture with the Helter Skelter chips. She arranged the escape of Billy Harden and kept him under control while they took the simsense recordings. Helene made Perry add the chanting soundtrack into the recordings. She told him it was a spell that would ensure good luck.

Helene keeps a few of guys around her house for protection. Perry believes the guys are zombies, created from Helene's magic.

Helene has pretty good security at her house, including electronic monitoring systems set up by Knight Errant security.

Cleaning House

For the GM : Karma pools are refreshed at this time.

Helene Desant's house in Snohomish sits well back from the road. A winding drive leads from the security

fence to the garage. If anyone in the team has electronics, allow them a perception test (target 7) to notice the fence and grounds have electronic sensors. Anyone who wishes to disarm the surveillance must make an electronics test. (target 7) Three successes are needed to bypass the alarm. The GM should then roll 7 dice for the security system against the person's electronics skill. If the security system generates more successes, then regardless of whether the alarms are disabled, Knight Errant security will notice that the system is down. They will respond in five minutes.

If the team fails to disable the security system, then Helene will be aware of their presence on the grounds. She will send four of her Shupa to deal with the intruders, leaving the main level of the house unguarded. All of the Shupa upstairs are gunmen types.

If the team manages to disable the security system, then the team may enter the house without notice. The front door leads into a foyer while the back door opens into the kitchen. Two of her Shupa are on guard in the kitchen, another two are on guard in the foyer. All of these are the gunmen types. They will immediately attack anyone who enters. The rest of the house consists of a dining room between the kitchen and the living room, a staircase leading below and a hallway which has doors onto a main bath and three bedrooms.

On the next level down is a study, a bathroom, a den and what was once a storage area that now serves as Helene's workroom. The doors to all are closed and the workroom door is locked. The workroom door has a mechanical lock (target 4, need 2 successes). **The work room is shielded with an astral barrier (force 6). Helene is currently in the workroom with 6 Shupa, 2 are armed with katanas, 4 are gunmen.**

The workroom has a bare concrete floor upon which has been transcribed one circle for each shupa, a large circle with Helene in it, and within the large circle, a smaller circle toward the back of the room. Inside the smaller circle is a pedestal upon which sits a smooth stone which is inscribed with various symbols. The walls are paneled with wood and various astrological charts are pinned up. A large table in the far corner of the room is covered with books and Helene's notes.

Once the door is opened or anything penetrates the astral barrier, the Shupa will move to attack. Helene is preparing for a ritual and is perceiving astrally. Once she is aware of the danger, she will ready spells of her own, but will not leave the room and the astral barrier which protects it.

Anyone perceiving astrally and can penetrate the astral barrier may make a perception test (target 5) to notice the dark threads that connect each Shupa to the stone, which is Helene's spirit focus. Also, a brighter thread connects Helene to the focus. For anyone who still doesn't figure out the magic of this situation, allow them a Magic theory test (target 7) to realize that the stone is the key to Helene's ability to control the Shupa. For anyone brave enough to ask the question, there is no way of knowing what would happen if the focus were destroyed. The only way of breaking Helene's control is for a mage to ground spells through the focus, have a spirit attack the focus, or for any team member with a weapon focus to inflict Deadly damage to it.

The Shupa will fight the team until they are downed, or until the spirit focus is destroyed astrally.

Aftermath

If Knight Errant was alerted, then the team has only a few minutes to ransack the house and leave or else face the response team. The response team will come in by helicopter and includes mage support as well as a number of heavily armored, armed and cybered individuals. If the team makes no overt violent moves, they may negotiate with Knight Errant, who will be anxious to have the incident quietly forgotten once they understand the true nature of their client. The team will be asked to leave the premises.

Looting the house will reveal the spirit focus (rating 5) plus the other items on Helene. These include the 2 spell locks worth 45,000 nuyen each, and the power focus (rating 2) worth 210,000 nuyen. The books on the desk count as a magic theory library (rating 2) and are worth 4,000 nuyen. The rest of Helene's library is on disc. She has a rating 6 sorcery library and a rating 6 magic theory library worth 36,000 nuyen each. Other than that she has little else of real value in the house. Amongst her notes, however, are references to a powerful being called Mistral. In her notes, she claims that Mistral gave her the spirit focus and sent her to Seattle. She has been promised great power if she can collect enough Shupa for Mistral's use.

Assuming the team contacts their Mr. Johnson, he will be happy to meet them at the same place, the Wisteria in Bellevue. If the team tells Mr. Johnson about Perry Davies, he will pay them the full 24,000

nuyen bonus. Furthermore, if the team mentions Mr. Ludlow, he will assure them that he did not know about Perry and the chips (which he didn't).

Wrapping Up

Following is the karma awards and a summary of all of the cash the team could acquire. The value column is its street cost if the team were to buy an item. The actual value is what Claudia can get for them.

Regardless of the totals, no character should receive more than 100,000 nuyen in cash and/or loot. Also, no character should receive more than 12 points of karma for the adventure.

Cash Awards

Event/Item	Value (nuyen)	Awarded Value (nuyen)
investigating the chips	12,000	12,000
determining source of chips	24,000	24,000
bonus (finding out about Ludlow)	24,000	24,000
credstick on Jarhead	8,000	8,000
Corp Script on Jarhead	3,000	2,000
BTL chips on Jarhead	10,000	4,000
saving Perry	15,000	15,000
Syung's Credstick	10,000	10,000
Katana weapon focus (rating 2)	380,000	110,000
Magic Theory Library (rating 2)	4,000	1,200
Magic Theory Library (rating 6)	36,000	15,000
Sorcery Library (rating 6)	36,000	15,000
2 Spell Locks	45,000 each	12,500 each
Power Focus (rating 2)	210,000	60,000
Spirit Focus (rating 5)	300,000	90,000
-if undamaged		

Please note: No character can receive more than 100,000 nuyen for a given adventure.

Award karma for settling J.P.'s debt only to those team members who negotiated and/or gave money to pay off the debt.

The roleplaying karma should be awarded on an individual basis depending on how well each player role played. Award 1 point of karma to anyone who at least made an effort. Award 2 points of karma to those who did an average job. Award 3 three points of karma to those who did a good job of roleplaying and award 4 points to anyone who roleplayed exceptionally well.

Karma Awards

- 1 Bijou Scene
- 1 Izzy's Scene
- 1 Gear Works Scene
- 1 Cleaning the House Scene
- 2 Defeating Helene
- 3 Freeing the Shupa (destroyed spirit focus)
- 2 Completing the Adventure
- 1 Survival
- 1 Giving chips/evidence to Lone Star
- 1 Settling J.P.'s debt with the mafia (award on individual basis)
- 1-4 Roleplaying (award 1 for effort, 2 for average, 3 for good, 4 for exceptional)

The maximum karma award per player is 12. No one may gain more than 12 for the adventure.

After adding up all of the karma and determining the total, apply the following penalties:

- 3 karma for selling any BTL chips.
- 3 karma for selling the spirit focus.

The minimum karma award for a character is 2 points of karma, regardless of the penalties.

The Opposition

Nico Pasetti

Body	3	Firearms	5
Str	3	Armed Combat	3
Quick	5	Negotiation	5
Will	5	Interrogation	5
Int	5	Street Etiquette	5
Char	4	Corp Etiquette	5
React	5	(family)	
Init	1d6+5	Car	4
Threat	3	Italian	5
Secure Jacket	5/3		
Colt Manhunter w/ laser sight		9M damage	
Knife			
Pocket Secretary			

Rocko

Body	6	Firearms	6
Str	6 (9)	Unarmed Combat	6
Quick	4 (7)	Athletics	4
Will	4	Armed Combat	6
Int	2		
Char	2	Boosted Reflexes	3
React	3 (5)	Muscle Replacement	3
Init	1d6+3 (3d6+5)	Retractable Spur	9M damage
Threat	3	Smartlink	
Secure jacket	5/3		
Ingram smartgun	7M damage	recoil	2

O'Leary

Body	6	Firearms	6
Str	6 (9)	Unarmed Combat	3
Quick	4 (7)	Athletics	4
Will	4	Armed Combat	6
Int	2		
Char	2	Boosted Reflexes	3
React	3 (5)	Muscle Replacement	3
Init	1d6+3 (3d6+5)	Retractable Spur	9M damage
Threat	3	Smartlink	
Secure Jacket	5/3		
Ingram smartgun	7M damage	recoil	2

Ralph the Orc (these stats are with the special ability of the Shupa figured in)

Body	8	(12)	Firearms	3
Str	8	(12)	Unarmed Combat	4
Quick	3	(7)	Athletics	4
Will	4	(8)	Armed Combat	5
Int	2			
Char	2			
React	2	(10)		
Init	1d6+2	(1d6+10)		
Threat	3			
Secure jacket	5/3			
Combat Axe	(STR) S damage	reach 2		

Jarhead

Body	6		Firearms	5
Str	6	(8)	Unarmed Combat	5
Quick	5	(7)	Athletics	5
Will	4		Armed Combat	4
Int	3			
Char	3		Muscle Replacement	2
React	4		Cyber Replace Eyes	
Init	1d6+4	(1d6+10)	Low Light	
Threat	2		Retractable Spurs(STR) M	
Secure jacket	5/3			
HK227	7M damage	recoil 2	laser sight	
Flip Phone	Matches from GearWorks			

Syung Kim Physical Adept

Body	6		Firearms	3
Str	6		Unarmed Combat	6
Quick	6		Athletics	5
Will	5		Armed Combat	6 (8)
Int	5		Stealth	5
Char	5		Corp Etiquette	5
React	5		Negotiations	5
Init	1d6+5	(2d6+5)	Leadership	4
Threat	4		Street Etiquette	3
			Car	3

Increased Reflexes 2
Increased Reaction
Low Light Vision
Improved Hearing
Combat Sense 1
Pain Resistance 1

Secure Jacket 5/3
Katana (Weapon Focus 2) (STR+3) M damage reach 1

Orchid Physical Adept - grade 2 initiate

Body	5		Throwing	6 (8)
Str	4		Unarmed Combat	6

Quick	6		Athletics	6
Will	6		Armed Combat	6 (9)
Int	4		Stealth	6
Char	3		Corp Etiquette	5
React	5	(6)	Bike	3
Init	1d6+5	(3d6+5)	Tai Chi (centering)	5
Threat	5			

Increased Reflexes 2

Low Light Vision

Increased reaction 1

Improved Ability

Armed Combat 3

Throwing 2

Secure Jacket 5/3

Katana (STR+3) M damage reach 1

Shuriken (STR) L damage

Seoulpa Gunmen

Body	6	Firearms	5
Str	6	Unarmed Combat	5
Quick	4	Athletics	4
Will	4		
Int	3		
Char	3		
React	3		
Init	1d6+3		
Threat	2		

Secure Jacket 5/3

HK227 7M damage recoil 2 laser sight

The Shupa all of the Shupa here are Force 6

The number in parentheses reflect the bonuses from the Force 6 Shupa.
Adjust the force and threat rating down if needed.

Gunmen have these stats

Body	5	(8)	Firearms	5
Str	5	(8)	Unarmed Combat	3
Quick	4	(7)	Athletics	3
Will	3	(6)	Armed Combat	2
Int	3			
Char	3			
React	3	(10)		
Init	1d6+3	(1d6+10)		
Threat	3			

Secure jacket 5/3

HK227 7M damage recoil 2 laser sight

Shupa with katana has these stats

Body	5	(8)	Firearms	3
Str	5	(8)	Unarmed Combat	4
Quick	4	(7)	Athletics	3
Will	3	(6)	Armed Combat	5
Int	3			
Char	3			
React	3	(10)		
Init	1d6+3	(1d6+10)		
Threat	3			

Secure jacket 5/3

Katana (STR+3) M damage reach 1

Helene Desant Hermetic Mage - grade 3 initiate

Body	4	(9)	Sorcery	7
Str	3		Conjuring	7
Quick	4		Magic Theory	6
Will	6		Armed Combat	4
Int	6		Singing (centering)	5
Char	6		Car	3
React	5		Negotiations	4
Init	1d6+5	(3d6+5)	Corp Etiquette	4
Magic Rating	6	(11)		
Threat	3			
Magic Pool	7	(12)		

GM's:

Use Magic Pool for spells, defense, etc. Use her threat rating for everything else.

Helene typically leaves 4 dice for shielding. So for any opposing mages, count her resisting stat as 4 points higher and use her shielding dice in addition to her stat, but do not use threat rating.

Helene is not able to summon any nature spirits or elementals. Normally, she would be able to summon watchers, but the stress of controlling the Shupa prevent even that.

Armor Jacket 5/3

Staff (STR+2)M stun

Spell Lock w/Increased Reflexes 2

Spell Lock w/ Armor (5)

Power Focus 2

Spirit Focus 5

Spells:

Mana Dart	F5	Target: Will	Drain: 2L	Damage: 5L Phys
Mana Bolt	F9	Target: Will	Drain: 4S	Damage: 8S Phys
Sleep	F8	Target: Will	Drain: 3S	Damage: 8M Stun
Increase Reflexes +2	F6	Target: 2xReact	Drain: 3S	
Heal	F6	Target: 10-Ess	Drain: 3(wound level)	
Control Emotion	F5	Target: Will	Drain: 4M	
Control Thoughts		F7 Target: Will	Drain: 5D	
Armor	F5	Target: 4	Drain: 4M	
Fireball	F6	Target: Body	Drain: 6D	

Damage: 6S Physical, increase damage level by 1 for every 2 successes, resist with half impact armor rating.