

Skin Game

A Two Round Shadowrun: Virtual Seattle 3.0 Scenario Round 2

by Peter Bangarth

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

SHADOWRUN is a registered trademark of WizKids, LLC. Virtual Seattle is the RPGA's Shadowrun campaign setting. RPGA is the registered trademark of Wizards of the Coast, Inc. Tournament detail copyright 2002 by Peter Bangarth. Wizards of the Coast, Inc. is a subsidiary of Hasbro, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in ***bold italics***. It is strongly

recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tiering and Threat Rating

In order to provide the proper challenge for more experienced characters and players, the scenario may require adjustments in NPC statistics, number, or provisioning. First, begin by adding up the total Karma of each player character and dividing by 10 (round up). Add to this the Force rating of any conjured Elementals (Hermetic mages may have one (1) Elemental of their Charisma in Force rating which does not figure into this calculation – this is to help offset the Shaman's ability to summon a single spirit at any one time) and or Ally Spirits and the Pilot rating of any drones/vehicles to be used in this scenario. Divide this number by the total number of characters and their "helpers" (round up) to determine the average "Threat Rating" for the scenario.

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

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

The Threat Rating (TR) is used to help balance out a scenario between new Shadowrunners and those elite few that have been in Claudia's employ for many years. It can be employed in a number of different ways, such as by determining the amount of guards or the Karma Pool of a major NPC. The Threat Rating also determines the overall experience level of the group as shown below:

	TR
Beginners	0-4
Veteran Shadowrunners	5-10
Elite Shadowrunners	10 +

Each scene of the scenario may be modified appropriately depending on the Threat Rating/Experience Level of the table. Remember that higher challenges usually result in higher rewards!

Administrivia

Lifestyle:

Each character must deduct one month's lifestyle, unless they have a permanent lifestyle. Characters that have insufficient funds must drop to a lower lifestyle for the next month.

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

Initiates:

Initiates must make an open-ended d6 roll. TN is 10 minus their grade level and if they exceed the TN then they may be noticed by a Megacorp. Roll to see which one, then roll 2d6 to see if they take any action. If the corp. is Aztechnology, they will attempt to kidnap the initiate at some point. For other corps, doubles means they will take some action – maybe capture, maybe recruitment, maybe assassination, depending on the corp. Any other roll means the corp sets up distant surveillance on the character.

Die Roll	Corporation
1	Wuxing
2	Renraku
3	Aztechnology
4	Mitsuhama
5	Saeder-Krupp
6	Ares Macrotechnology

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

Adventure Summary and Background

Tsimshian, though originally a member of NAN, separated from that organization years ago, ostensibly to exert more control over its natural resources and environment than it could within the organization. In reality, the government wished to explore profitable relations with corporate concerns without interference from outside.

The current situation stems from one such agreement gone bad. Northwest Resource Consortium, a division of Mitsuhama-Benguet Mining, acquired the rights to a large region in the interior for clear-cut logging and mining operations. The logging is secondary to acquisition of rich deposits of nickel, aluminum, copper and zinc and a small deposit, discovered after the fact, of gem-quality actinolite.

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

The Johnson for the PCs, Mr. Thomas MacMillan, is a middle-level manager for NRC who has also found a way to increase profits: by cutting costs. Some of those savings never make it back to the company coffers or into tax reports to the federal government. He has had some toxic wastes from the mining operation dumped to the south of the contract region, just outside the company's boundaries, instead of being shipped to a facility down south for processing of the toxins. The odd flight in the middle of the night goes south, and returns lighter an hour later. This has had an effect on the local fauna in the form of mutations and toxic critters. The REAL problem, however, is that the toxic material is leaching into a small valley which since nearly the beginning of the Sixth World has been the personal domain of a very nasty shadow free forest spirit, whose true name is Tkshamsem, after a mythological Tsimshian hero. Tkshamsem is powerful, hateful, and totally slotted off by the pollution. Tkshamsem would get at the airplanes dumping the wastes, if it

could. It is saving up karma to learn a whopping good Lightning Bolt spell.

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

Billy Bob is not the smartest of people, and he sort of forgot about the fact nobody went into that valley. So one day, three years ago, he wandered into the valley, and Tkshamsem went for him, to consume him in its usual gristly way. But... Billy Bob has an "edge." Forest spirits like him. Tkshamsem likes him. And Tkshamsem also saw in Billy Bob what others had not thought to look for: latent magical talent. So Tkshamsem went to work, building Billy Bob into all that he could be, because she wanted to (for Billy Bob 'it' became a 'she'), and because she wanted to find the source of the pollution and make it pay. To use him for her purposes, Tkshamsem has become Billy Bob's teacher, guide into the mysteries of metamagic, and lover. Billy Bob loves her absolutely and without reservation. He would do anything for her. She has tailored Billy Bob's adept nature along the Twisted Way, and when he was ready, and she knew who was spoiling her domain, she formed a spirit pact with him.

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

In the forest, usually nearby, Tkshamsem possesses the unfortunate manager, and wakes him. Then Billy Bob the taxidermist skillfully skins the man alive, while Tkshamsem feeds on the fear and pain of the man, and provides her spirit power

to keep him alive all the way through the ritual (by enhancing his Body). When he is totally stripped of his skin, the manager is then eaten by Billy Bob and Tkshamsem. Billy Bob's taxidermy shop has several animals on display in the main shop, but one room, in the basement, has a 'special' gallery.

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

Five managers have disappeared without a trace or clue in the last two months. Those that remain are worried and have personal guards. It doesn't help. The local constabulary can't figure it out, and in fact is not particularly inclined to worry about it, since it is only 'anglo' suits who are disappearing. The corporate security staff is also stymied. The local government in Old Metakatla, headed by Chief Matthew John, has little inclination to press for a resolution, as the resort is not being targeted, and they see that as the best use of the region, even hoping the mining and forestry will leave. Head Office is making noises about sending in a specialist team. This worries Mr. MacMillan, because that team may find evidence of his skimming of profits, and may also inform local authorities of his illegal dumping operation. He would like the matter to be resolved discreetly. So, biting the bullet of lost income, he hires the PCs with his own money to find the perpetrator(s) and deal with them permanently.

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

In Round 2, the flow of play is much less directed than in Round 1. The PCs may or may not encounter all of the scenes provided, depending on the choices they make. They may

also bounce back and forth between scenes rapidly. This requires the GM to know all the scenes intimately. The PCs may also choose options not presented among the likely ones here.

Use the provided scenes as guides for the behavior of the Cast of Characters. The PCs will be able to do some or all of the following: investigate the taxidermy shop; encounter local politicians and secret societies; meet an old man who is more than he seems and feels compassion for Billy Bob; confront the pair in the forest, or even in Tkshamsem's personal domain if they want; negotiate with Tkshamsem; deal with the toxic dump; or search for Tkshamsem's True Name and summon her to a place where she is not so powerful.

Introduction

Tell It To Them Straight: ***It's been a while since the hair on the back of your neck has stood on end the way it did when that thing in the forest took you all on by itself... and toyed with you. What the drek did Johnson get you into now? Is 20,000¥ worth this? Probably not, but a contract is a contract. A word with Claudia is in order after all this is over.***

(A) If Johnson was saved: First order of business is to get the scoop from Johnson as to what happened. He woke soon after the incident at the forest edge, and asked to be taken somewhere safe. You don't blame him. His office seemed as good a place as any, until the guards' bodies were discovered, pinned to the wall with arrows. His own apartment seemed a reasonable alternative. Security is hovering, but he has waved them away for now.

(B) If Johnson was taken: First order of business is to get the scoop on what happened. And on where the rest of the pay is going to come from! Much as you hate to deal with HIS kind, the only one anywhere who seems to have a fraggin' clue is Robert Overholt, the Security Chief at the corp offices. He showed up with a security team shortly after the encounter at the woods, and asked you, politely even, to come to his office for a consultation.

Biz

The PCs should be pretty certain by now that this is no ordinary spirit, but in fact a free spirit, as it was able to project its power out of the forest. If not, they can find out in Scene Three.

(A) If Johnson was saved.

Johnson is even more eager now to bring this matter to a resolution. He will be very interested to know what happened, and will ask the PCs to fill him in on events after he passed out. He will be very surprised that Billy Bob is the perpetrator of the disappearances, and will urge the PCs to track him down.

(B) If Johnson was taken.

An investigation of MacMillan's records by the security staff will turn up evidence of the dumping of toxic wastes to the south, and of the skimming of profits. Security Chief Overholt will be willing to deal with the runners and will hire them for the same amount of money to deal with the murderer (two guards are dead for sure). Since Billy Bob is unaccounted for among the staff, Overholt will see him as the prime suspect, and expect a 'resolution'.

Details

For Legwork at this point, use the data provided in Round 1, Introduction and Scene Five.

Scene One:

Got Anything In Size XXXXL?

Tell It To Them Straight: *Billy Bob's shop is locked up. Getting in is easy, though, for determined people. Inside, the shop is as you saw it before... work of various kinds distributed around the shop. There are tool boxes, a large freezer in the back, and a locked door which, by the layout of the building, would appear to lead downstairs to a basement.*

Biz

Both magically active and mundane PCs should be able to get information from the ghosts present here (see details).

Details

1. In the basement is a gallery of some of Billy's finer works that he has kept for his own viewing – including a bear, two eagles, and all

five of the murder victims, beautifully preserved and VERY lifelike. The Johnson would appreciate learning of this, and will have the remains dealt with appropriately.

2. There is a background count of 2 that interferes with all magical tests. It is distasteful to the magically active PCs – especially shamans. It has faded enough now to allow any astrally-perceiving PCs to detect five ghosts – each associated with one of the murdered managers. None wants to harm the PCs – they only want that their remains be treated properly, according to their respective religious traditions. They cannot materialize, but can manifest (and do so in order to talk with a party that cannot or do not perceive astrally) and communicate, as well as communicate on the astral plane. They will not engage in combat, but cannot be permanently destroyed or banished until their 'chains', the bodies, are dealt with properly (see MITS, pgs 120-121).
3. If questioned with respect, the ghosts can relate what happened to them – including all the gristly details. Lots of wailing and moaning should accompany the telling.
4. The ghosts do not know any details about Tkshamsem herself except that it was impossible to resist her once she was inside of them, and that she took great pleasure in their pain and fear. Two of the ghosts will be able to tell the PCs that they were killed in a powerful area of magic off to the south somewhere.
5. If the PCs conduct a search of the premises, then on a Perception (11) test a small slip of leather with the word "Tkshamsem" scrawled poorly on it in Tsimshian language is found stuck in a handbook on leather curing techniques (lots of pictures). (See Scene Six for further details on this True Name.) Saying the name out loud here draws the attention of Tkshamsem, as it would anywhere else. It is the GM's choice whether she will attack here or shrug it off as local talk of the hero (See Scene Six). If this is early in the game, then the GM should hold off on the attack.

Scene Two:

For A Soyburger Today...

Tell It To Them Straight: *An old man in an Alleyway calls over to you to come closer. "I see you folks have been looking over Billy Bob's shop. I'd be interested in sharing information. My name is Bini." On closer inspection, the old guy seems to have various fetishes and things hanging from his belt.*

Biz

This encounter should happen after the investigation of the taxidermy shop. The old guy is Bini (see Cast of Characters). As a friend of Billy Bob, he has been watching changes in Billy Bob's social behavior (secretiveness, long disappearances) for a while, with growing concern. He has been unable to detect any magical influence on Billy Bob, but doesn't think anything natural would cause such a simple, good boy to change so.

Bini wants to know what happened to make Billy Bob the interest of such obvious non-tourists as the PCs. ("What, our cover didn't work?" Not for Bini). He didn't know what to think when the disappearances started happening at the corporation offices, but Bini is afraid that Billy Bob is mixed up in it somehow. He will ask if Billy Bob is being investigated for those disappearances.

He will say that he wants to help the PCs, but he wants them to promise to try to save Billy Bob from whatever he has gotten himself into. Bini is sure that whatever emotional or mental problems Billy Bob has can be healed using Tsimshian traditional healing methods. If Billy could be saved, and brought to Bini, Bini would be eternally grateful.

Build up the goodness and innocence of Billy Bob that Bini sees.

There is no particular reason Bini uses the alleyway rather than speaking out in the open. He just is that way. As the PCs leave him, Bini can be seen checking out a garbage bin with interest. (Hey, he and Raven go a long way back!)

Things Bini knows and can share IF he trusts the PCs are detailed below. He will trust them if they say they will try to keep Billy Bob alive. Do make the PCs work a bit for the info, though.

Details

1. That area of danger to the south could be the personal domain of a dangerous Free Spirit. That would explain why people and bound spirits disappear when they go there.

2. Billy Bob has an affinity for forest spirits. Bini once summoned one in Billy Bob's presence and the spirit almost totally ignored Bini and fawned over Billy Bob.
3. Billy Bob has been acting strangely for months.
4. Putting the above points together, Bini thinks that Billy Bob might have gotten himself into something he can't handle out in the forest.
5. The Spirit Dancers secret society has records that tell about all kinds of astral and magical events in the area.
6. If you want help from any of the clans or secret societies, you have to go through the Chief.

Scene Three:

Shh! That's A Secret

Tell It To Them Straight: *The administrative Offices and Chief's House are impressive buildings, with beautiful artwork adorning the walls on both the outside and inside.*

Biz

This is a very open-ended scene. In the Town Administrative Offices and Council Chamber, the PCs can meet Chief Matthew John, and ask for information from the records of the Spirit Dancers. Check the Cast of Characters for info on people here.

For the PCs to speak to officials from either of the secret societies, permission from the Chief is required. The Chief will be hard-nosed and uncooperative.

If the PCs made an impression on Mary Eagle in Round 1, then the hubbub in the Chief's chambers will bring Mary around to see what is going on. She will recognize the PCs and suggest to the Chief he should help. He will balk. She will say, "Children of Eagle will help these people. Those who do not are not children of Eagle. I have spoken." Chief John will look at her in amazement as she imperiously walks out.

If the PCs did not earn her friendship, then they will have to make a negotiation roll to convince him. Give him Intelligence 6 and Negotiation 8 (He had to win the Chieftom!). A generous donation to the Policeman's Fund (or other equally deserving 'charity') will bend the Chief's thinking in favor of the PCs. Chief John will suggest as much if he wins the Negotiation test. If they refuse, then no more help is available.

If an agreement has been met, the Chief will then cooperate. Once in private with the PCs, he will ask what it is they require. And why. He knows that Billy Bob is under investigation, and will press for information about the investigation. (Don't say how he knows.) If there are enough clues for the Chief, he will jump to the conclusion that Billy Bob has become a member of a hated, truly secret society, the Cannibals. In the Chief's mind, this is tantamount to treason and, well, cannibalism, all rolled into one. Billy Bob was inducted into the Dog Eaters secret society as a child, the same society the Chief belongs to.

Chief John will offer each of the PCs a piece of artwork (Intricately carved copper plates worth 10,000¥ for each plate) to compensate them for the emotional trauma if they find it 'necessary' to kill Billy Bob.

The offices of the Spirit Dancers will have staff that will help if they are instructed to do so by Chief John. See details below for things they can tell. Make the researcher officious and self-important. Not all the information below should come without specific questioning.

Details

1. There is no clear indication of what is in the valley to the south.
2. The word Tkshamsem on the slip of leather from Scene One is that of an ancient Tsimshian hero.
3. The name of Tkshamsem was the subject of an investigation some years ago by a member of the Spirit Dancers, who was lost in the Metaplanes while checking out his belief the name had somehow been desecrated.
4. Saying the name of Tkshamsem out loud here will not draw her to attack. She has been lulled by too much talk in the past here of that hero.
5. General info on spirits and Free spirits can be obtained here. Info can be to the level of detail such as: a) Free Spirits can leave their domain, but cannot use their domain-specific powers there and are more vulnerable; b) The True Name of a Free spirit gives power over it and the ability to summon it to you.

Scene Four: The Valley Of Death

Biz

The personal domain of Tkshamsem occupies the upper portion of a small, narrow valley that leads southwards into the Tahtsa River drainage system, the next system to the south of the Skeena River system. At her current Force and Spirit energy, the area is about 600 meters long by 250 meters wide (150,000 square meters).

The PCs will be able to get close with the help of Old Joe, who again will NOT go near the place, but will be willing to wait for them.

One barrel of toxic waste landed in the mountains in such a way that it bounced and cracked, dumping its contents into crevices in the mountainside (See Scene Five). Now it is slowly leaking waste into Tkshamsem's valley. She has built a small collection reservoir which Billy Bob regularly empties, but it will be leaching through the hillside for a long time.

Tkshamsem and Billy Bob are here. Billy Bob has built a lean-to shelter, and is waiting for Tkshamsem to figure out what to do now that his cover is blown.

Details

1. If the PCs move to enter this valley, Tkshamsem will know. The preferred response is to possess Billy Bob and face the party as the combined juggernaut they make in the Personal Domain.
2. There is a Ranger-X bow here, should you feel the need or desire to use it (damage code 16M).
3. Tkshamsem will prefer to stun most of the party into unconsciousness, and then kill any left standing.
4. Remember all the dice pools, and the magical defenses available to Billy Bob.
5. A creative team may 'requisition' the hunting lodge helicopter to survey the area. Tkshamsem cannot affect the helicopter, but Billy Bob might try to shoot a few arrows at it if it comes close. It might work! This would be one way the PCs learn of the toxic dump site (Scene Five). They could also bombard the valley, which would drive Tkshamsem nuts trying to get at them. And it would cause Billy Bob to run, and become a separate target. Timing would be critical in an attempt to snatch him.

Scene Five:

The Other Valley Of Death

Tell It To Them Straight: *What a blighted landscape this is! A clear cut wasteland of stumps, rotting vegetation, dead soil, and barrels and barrels of toxic sludge from the mines assaults the senses. Some of the barrels are leaking. Small, twisted things crawl and squirm in the muck.*

Biz

It is unhealthy for the PCs to stay here without chem suits. Have various itches and dizziness and other inconveniences make the unhealthiness clear. Hint vaguely about cancer and VITAS. After every two hours here add +1 to any unprotected PCs target numbers.

Some of the sludge could be collected as evidence, either for officials at the NRC buildings or for town officials. This will REALLY slot off the Chief! And also cause huge political repercussions. Make sure the sample is secure.

This would be a good place to force Tkshamsem to come to. (See Scene Seven)

If the PCs come up with some plausible way to deal with the toxic waste, they may be able to deal with Tkshamsem to stop the killing of corporate employees. This would probably involve a cleanup by corporate personnel, and therefore would expose Mr. Johnson, so the negotiation web here will be tricky. And if the pollution is going away, then Tkshamsem has no further need for the pact that binds her to Billy Bob. There is only one way for her to free herself from the pact... kill Billy Bob (which is what she planned to do with him eventually, anyway).

Details

The background count here is 4 because of the pollution.

Scene Six:

What's In A Name?

Tell It To Them Straight: *It looks as if you will have to figure out the True Name of this thing in order to be able to deal with it. The trick is, how?*

Biz

Finding the True Name of a Free Spirit gives great power over that spirit. It allows for permanent destruction or banishment of the spirit, or summoning the spirit by calling its name three times out loud (Scene Seven) in order to attempt to bind it or kill it. Even a mundane can bind a free spirit if he knows its True Name!

There are several ways in which the True Name of Tkshamsem can be found.

First, there is an entry in the records of the Spirit Dancers from years back that indicates one member of the secret society had discovered in investigation on the Metaplanes that the name of the ancient hero Tkshamsem had been desecrated. That member died on an Astral Quest. This entry is not common knowledge and will need to be researched.

Bini (Scene Two) may direct the party to look among those records or ask the Record Keeper (Scene Three) for a clue.

Second, the PCs may find the True Name in Billy Bob's shop (Scene One), though they will still have to figure out what it means. Saying this out loud at any time will be heard by Tkshamsem no matter where the speaker is, but she will not know who said it. She will come to investigate, but if it is in the town she won't be as immediately violent as she used to be, because she has discovered the downside of taking a True Name that is also the name of an ancient Tsimshian hero! (If a Free Spirit can be embarrassed, then she is about this choice.) If the scene she views astrally suggests people are talking about the hero, she will leave. If she thinks they are talking about her, and hence know her True Name, she will attack. If the name is spoken in the Council chambers at Old Metakatla, she will assume the former. She has been there before, many times! There are stories among the Tsimshian that the spirit of the ancient hero sometimes comes when his legend is told. If only the people knew!

Third, astrally perceiving the place where the spirit manifested in Round 1 will have a trace of its astral signature. Given that signature, and knowledge that it was a forest spirit, will allow an initiated magician, or group, to do an Astral Quest

(Quest Rating 15, 15d6 hours) to the metaplane of Land to find the True Name.

Finally, the PCs may come up with something else I didn't think of.

Details

1. Running an Astral Quest is detailed in MITS, pg 92. There is opportunity for lots of role playing here, and some dice rolling, and it can be a lot of fun and entertaining even for the players not involved in the Quest. If playing time is an issue, then the Quest can be dealt with quickly with the following mechanic. Have the PC(s) make a Damage Resistance test using Willpower, against damage of 15D Stun. The PC(s) will not know the Quest Rating (15) until embarked on the Quest. The PC(s) may use Astral Pool and Karma Pool to aid this test. As long as one PC is not put unconscious by the Quest, it is successful, and they learn the True Name: "Tkshamsem".
2. Remember that if Tkshamsem comes to investigate a single pronouncement of her name, she is not ripped through the metaplanes, or forced to materialize right away (See Scene Seven), and has time to assess the situation and act in a tactically sound manner. She is likely way smarter than any of the PCs.

Scene Seven: Call Answer Service

Tell It To Them Straight: ***You've dialed her number, and she's on her way! If only your last date had been so punctual and eager!***

Biz

Ideally, the PCs will know, or have figured out, that the Free Spirit will be much less powerful outside its own domain type. Summoning it to a location outside a forest will preclude it using forest spirit powers, and reduce the effect of its Spirit power by half (MITS pg114).

Even mundanes can use the True Name of a Free Spirit to summon it, either for an attempt at Binding it, or just to attack it. A summoned Tkshamsem will really be slotted off and will want to tear the summoner to shreds. A well laid ambush under these conditions should have a good chance to kill her before she gets the whole party.

This Scene may require a drawing of the specific layout of the summoning site, so that viewing angles etc. can be determined.

Details

1. If summoned in a forest environment, Tkshamsem will materialize as a forest spirit, and have all her powers at her disposal.
2. If summoned outside a forest, Tkshamsem will take Human Form, that of an absolutely gorgeous female (Billy Bob got lucky!), and have her Free Spirit powers still available to her. Note the Immunity to Weapons reduction outside of a forest. Also note that her spells will be limited to Force 11.
3. If summoned at the toxic dump site, Tkshamsem is subject to the Background Count of 4, and also to being outside of a forest, as the site was clear-cut.
4. If there are PCs astrally active at the summoning site, they will not be able to see Tkshamsem coming, as the power of the name will rip her through a shortcut in the Metaplanes. She just appears.
5. If the non-summoning PCs are not hidden by things through which an astral entity can see (e.g. In the next room, under a blanket, in a big box, etc.), then Tkshamsem will notice them on her way in and will adjust her tactics to deal with the situation as well as possible. She **MUST** materialize if she can, but will do so in the most intelligent way possible. Hey, ambushers are supposed to hide!
6. If the summoning PC is astrally active, then Tkshamsem does not have to materialize to deal with him.

Scene Eight: Bait

Tell It To Them Straight: ***Hoy! What if the nasties can't have what they want? Will they come looking for it? Let's set some bait and see what we catch.***

Biz

If the PCs decide to draw the antagonists out, they may do so by gathering the managers all into one place and waiting for attempts to take one. Tkshamsem will be eager for a victim in order not to lose Spirit Energy because the spirit pact ritual has not been performed. So she will come, in Possession of Billy Bob, looking for a manager.

The PCs will have to deal with the two of them combined, but at least Tkshamsem will not be able to use her forest spirit powers or her spells at full Force. She will however, be able to use all of Billy Bob's abilities and powers in conjunction with those of her own she still has. Think Terminator, with magic powers.

Or, the PCs may convince the managers to leave for a while (not hard to do!) and send them all down south. Therefore no ritual sacrifice will be possible. Tkshamsem and Billy Bob will come as above, and either fight the PCs, or realize the victims are gone. If the latter, Tkshamsem will know there is no point to the pact anymore, and kill Billy Bob while in control of him, and go home to make a new plan.

A dead Billy Bob is enough to collect from the Johnson and from the Chief.

Details

1. As an example, they may come into town, or into the corporate offices, *Invisible, Armored*, with Billy Bob's resistances to magic, and his Potency Pool to go along with the Spell Pool. Make it as tough as you can.

Picking Up The Pieces

Tell It To Them Straight: ***Well, that was easy! You even have a couple of days left on your vacation package at the lodge. Wind down with some relaxation on the deck, a few drinks, some cards with your chummers, and maybe even another hunt. North... definitely go north this time.***

Biz

If the PCs manage to keep Billy Bob alive and get him to Bini, Bini will be very grateful. "You youngsters ever need some help, give me a call." The PCs may call on Bini as a Level 1 contact, Tsimshian Raven Shaman / Spirit Dancers secret society.

Details

If Tkshamsem is summoned and destroyed, then Billy Bob can be found in the valley where the Personal Domain used to be. He will be sitting on the ground, rocking and moaning, oblivious to all around him. He can be led away to Bini, or shot. He won't resist. His love and his reason have left him.

The End

Karma Award Summary

To award Karma for this adventure, add up the values for the objectives accomplished. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (objectives plus roleplaying) to each character.

	Karma
Break the Spirit Pact	2
Save Billy Bob's life	2
Destroy Tkshamsem	2
Total Karma for objectives	6
Discretionary role playing award	0-3 Karma
Total possible Karma	9

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

Treasure Summary

Player characters may keep items from the scenario that are listed on the treasure list below or which meet the following conditions:

1. The item must be non-magical and specifically listed in the text of the adventure (e.g armor on foes). If it is not listed in the text, the characters cannot keep it. Items of this nature can be sold/fenced for 30% of book value, or recorded on a log sheet.
2. Animals, followers, monsters, henchmen, summoned spirits and elementals, and so forth may not be kept from a scenario for any reason unless the treasure summary lists the being specifically. It is okay for the player characters to form relationships with NPCs, but these will not be certed. Contacts must be specifically defined by level, name, and affiliation.
3. Theft is against the law and professional code of Shadowrunners. Items which are worth more than 1,000 nuyen, that are of personal significance to the owner (including family heirlooms), and all magical items, will be discovered in the possession of the character by one means or another. Claudia will not tolerate such unprofessional conduct and will terminate any arrangements with the character, thus removing him/her from the campaign. For other stolen items which meet

the criteria in #1 above, use your judgment and the circumstances within the game to determine whether a PC thief gets away with the theft or not.

Any item retained according to these rules, which does not have a certificate, will not ever have a certificate issued for it.

The campaign staff reserves the right to take away any item or monies acquired for things which it later finds unreasonable but which were allowed at the time.

Please remember that in Virtual Seattle, the total amount of rewards allowed per character is 100,000 nuyen. This includes any negotiated payments for completing the run plus any other goods, tangible or intangible, which the character decides to keep. If a certain item is valued in excess of 100,000 nuyen, then the character may take that single item, foregoing any other payments or compensation. This restriction does not apply where the item is taken by a Tyger Team, although the overall limit of 100,000 nuyen per player character still applies and items taken by a Tyger Team count towards that limit.

Scene Three

- Copper Artwork (10,000¥ each, one per PC) if Billy Bob is killed.

Scene Four

- Ranger-X bow (strength minimum 12)

Cast of Characters

Billy Bob, Ork Physical Adept

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

Potency Pool: 6
Karma Pool: TR*2

Edges (role playing hooks)

Spirit Affinity (forest)
Toughness
Friendly Face

Skills

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

Other Abilities

Low-light vision

Role Playing Guide

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

Possessed by Tkshamsem

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

Flaws (role playing hooks)

Uncouth
Uneducated
Dark Secret

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

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

Metamagic Techniques

Centering
Stealth
Athletics
Projectile weapons
Unarmed combat
Edged weapons

Masking

Gear (pertinent to combat)

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

in personal domain

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

Tkshamsem
Shadow Free Forest Spirit

Force: 8 Spirit energy: 7

Attributes

Astral

[in personal domain]

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

Materialized

[in personal domain]

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

Human Form

[in personal domain]

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

Spirit Powers

Forest Spirit Powers

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

Astral Gateway

Possession

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

Personal Domain

Sorcery

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

Notes

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

Role Playing Guide

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

Chief Matthew John

Eagle Clan. Dog Eaters secret society

Role Playing Guide

Chief John is a capable and hardworking leader, who likes to be in charge. He is rich, in part because he is the Local Chief. He can draw on people in the town, men primarily, to do work for him, and to fight for him if it ever comes to that. He dislikes the resource-based use of the local environment, and would much prefer the tourist industry.

He doesn't like outsiders coming in and trying to run the show. By Round 2 he will have learned of Billy Bob's involvement (the PCs may wonder how...let them). As a member of the Dog Eaters secret society he is constantly vigilant against the resurgence of a REAL secret society called the Cannibals. He suspects Billy Bob has gone over to this group, and wants him eliminated. As far as the Chief is concerned, the only good Cannibal is a dead Cannibal.

Bini

Raven Shaman Initiate Level: 4

Raven Clan. Spirit Dancer secret society.

Role Playing Guide

Bini's statistics are unnecessary... there should be no call for him to take part in any combat. He is curious and always hungry. He likes slapstick humor and practical jokes. He cares for the people of the town in general, and in particular for Billy Bob, whom he had taken under his wing (no pun intended) a few years ago. He is self-confident and capable. He is neither antagonistic towards the PCs nor frightened of them, even though he figures they are hotshots called in from the south.

Mary Eagle

Eagle Clan. Spirit Dancer secret society.

Role Playing Guide

Mary wields little power in the town, but considerable influence. People respect her and like her, and they will do as she asks because she is an elder and knows stuff. As the matriarch of the Eagle Clan, she has one power which does apply to the current situation. She can say who does and who does not belong to the eagle Clan. The Chief is Chief because he is the male head of the Eagle Clan, a position he acquired through marriage and astute political maneuvering. If Mary 'disowns' him, he can no longer be Chief. Disowning is not done lightly.

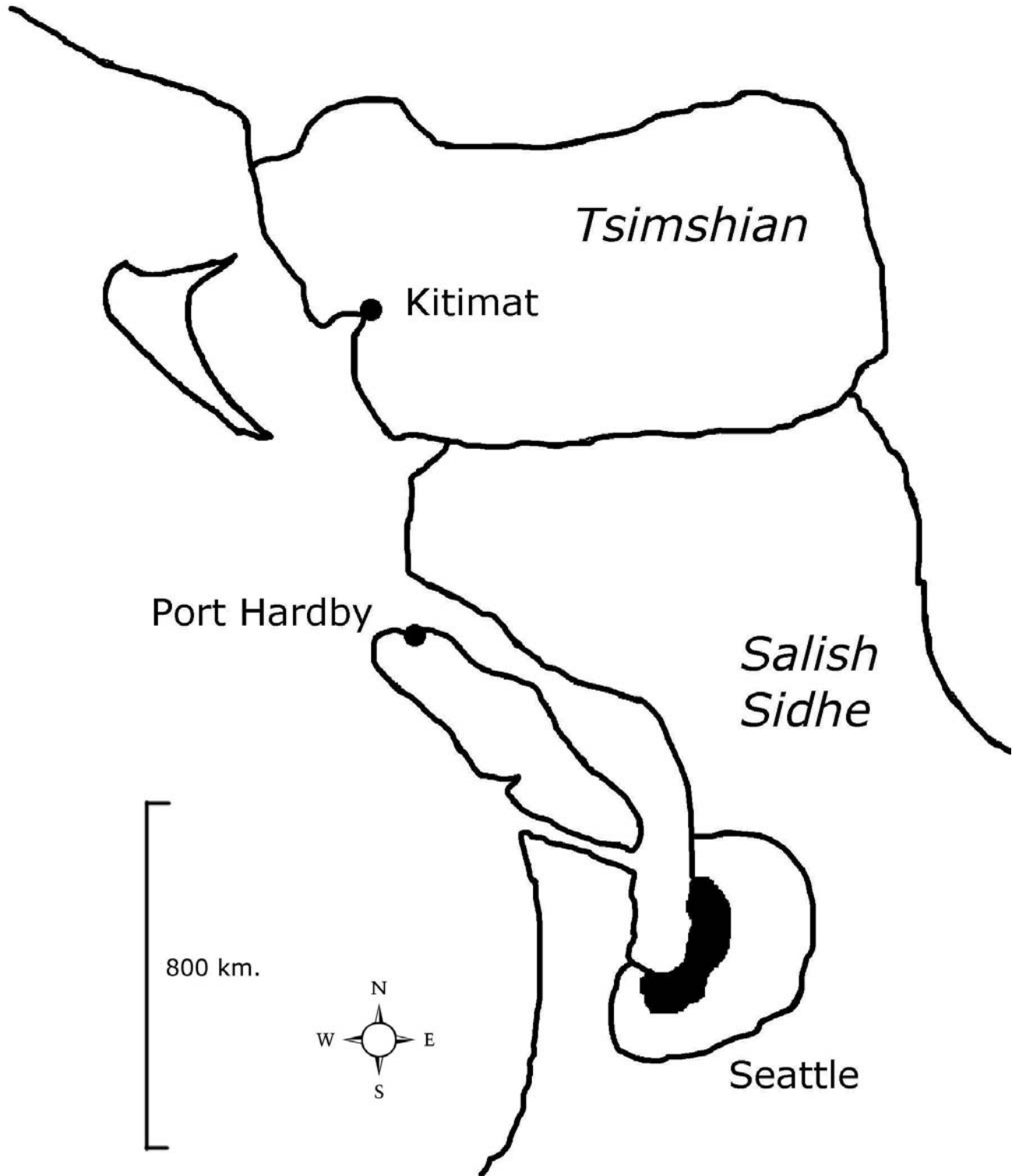
Secret Societies

All members of the Old Metakatla community ascribe to the ancient tradition of belonging to secret societies. In the eighteenth century, at the time of contact with the Europeans, the Tsimshian had at least two of these ubiquitous societies: the Dog Eaters and the Spirit Dancers. Rituals were performed to indoctrinate children into one of these societies. Tradition had it that the indoctrination linked the child with a guiding spirit to aid him or her in life. Current shamanic practice does not recognize this kind of general spiritual connection, but the social tradition has been carried on to the present day. The Dog Eaters tend to help their own into political positions, whereas the Spirit Dancers are directed more towards being keepers of the traditions. The Council in Old Metakatla is always divided evenly between these two groups. Although called secret, they are merely not talked about freely... everyone knows. If time permits, this can be built into role playing in town.

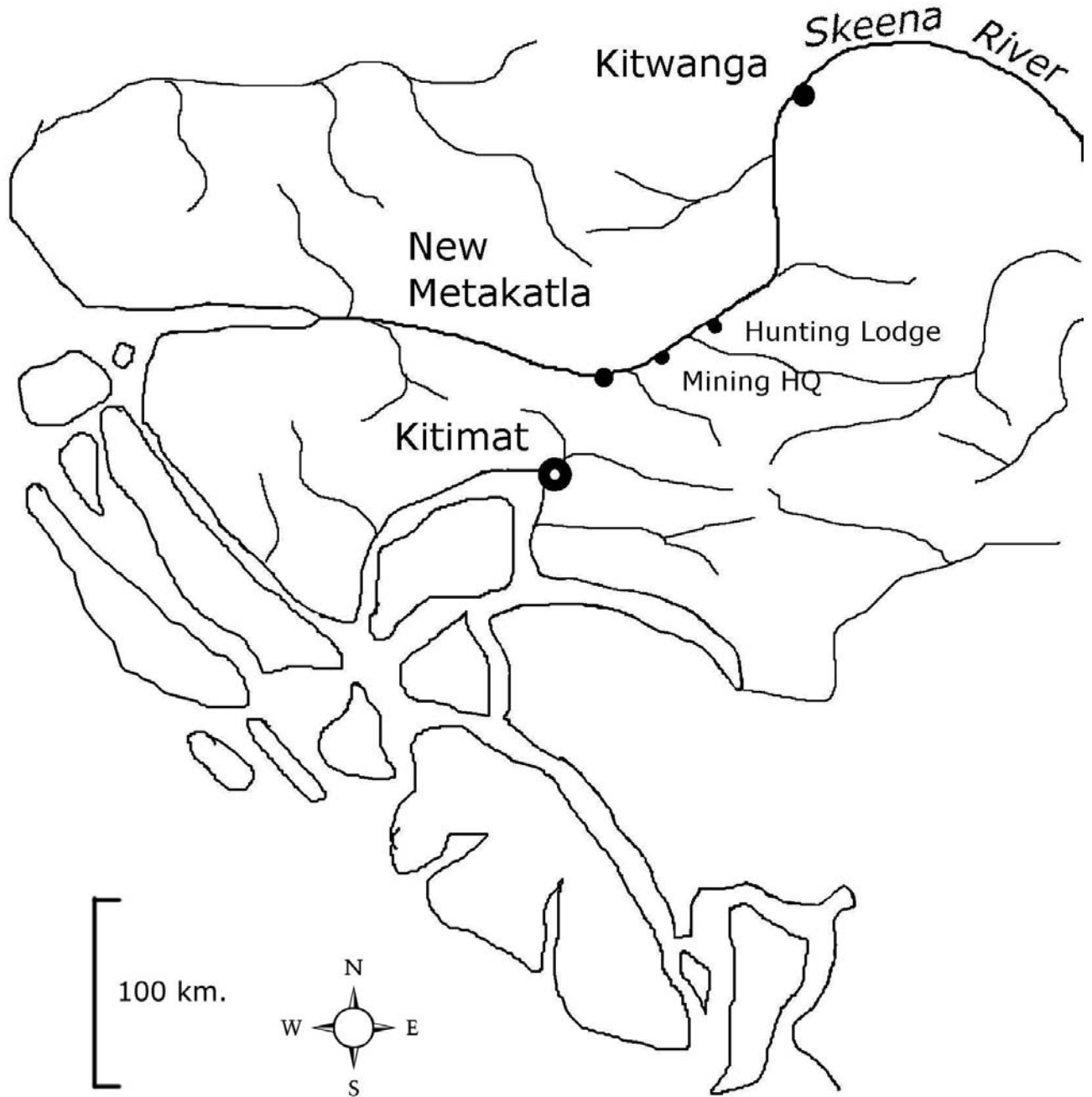
Clans

Tsimshian society is divided into four clans. These social groups each have a totemic animal as the guiding principle or character for the clan. These four are Eagle, Raven, Wolf, and Killer Whale. Shamanic traditions in this part of the country always follow one of these four paths. The clans are also important in determining who can marry (outside of clan), and who can perform which public roles. Clan lineage is matriarchal – it is the women through whom membership is traced. A man takes the clan of his wife. The mixture of clans and secret societies in local politics leads to convoluted relationships. If time permits, this can be built into role playing in town.

Athabaskan Council



Player Handout #2



GM Aid – Area Surrounding New Metakatla

