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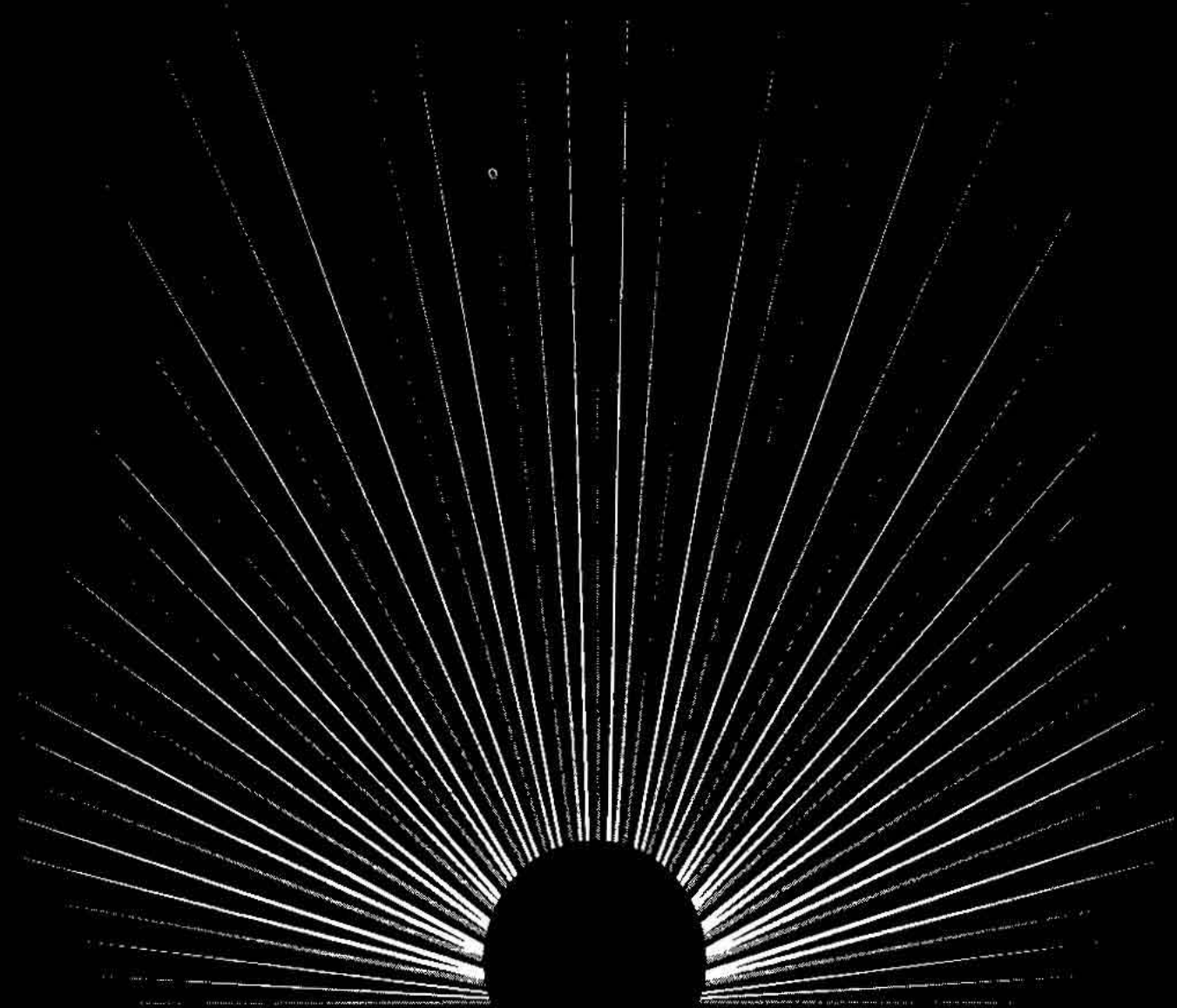


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WILLIAM TRACY







# TOTAL ECLIPSE

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# TABLE OF CONTENTS

<b>SHADOWLIGHT: A Prologue</b>	4
<b>INTRODUCTION</b>	7
<b>Gamemastering Notes</b>	7
<b>How to Use This Book</b>	7
<b>Plot Synopsis</b>	8
<b>Preparing the Adventure</b>	10
<b>Starting Off</b>	10
<b>THE ADVENTURE</b>	
<b>Musical Extractions</b>	11
<b>Star Search</b>	13
<b>Home of the Wind</b>	15
<b>Bonus for the Elf, Man</b>	17
<b>Talling the Troll</b>	20
<b>Happy Hunting Grounds</b>	24
<b>(Credstick on Delivery)</b>	26
<b>Strangers in the Night</b>	28
<b>Nobody Home</b>	30
<b>Shadows in the Forest</b>	33
<b>Crowded Neighborhood</b>	35
<b>House Cleaning</b>	38
<b>Shadow Concert</b>	39
<b>LEGWORK</b>	41
<b>CAST OF SHADOWS</b>	
<b>Eclipse</b>	44
<b>Twilight</b>	45
<b>Whispering Wind</b>	46
<b>Wildfire</b>	47
<b>Bambi</b>	48
<b>Coyote</b>	49
<b>PICKING UP THE PIECES</b>	50
<b>PLAYER HANDOUTS</b>	51

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# SHADOWLIGHT: A Prologue

The Redmond Barrens is a dangerous zone to walk through, even in daytime. The area is a haven for the SINless, especially for the vicious, lawless go-gangs. But a select group of people may walk unmolested in the Barrens, and virtually anywhere else in Seattle they want. This select group does not worry about run-ins with the lesser street scum.

Protected by a reputation that precedes them, these individuals project a dangerous aura that warns off casual street punks.

One such man strides angrily through the streets of the Redmond Barrens on a hot summer day overcast by Seattle's usual gray cloud banks. The man is tall and lean, his face darkened and wrinkled by many years' exposure to the sun and wind. He is middle-aged, but has the strong stride of a much younger man. His black eyes flash as he passes the human debris littering the sidewalks. His long black hair, shot through with silver, hangs free in the humid winds of Seattle.

His leisure suit is of an ordinary cut, but it is made from fringed buckskins. Intricate beadwork designs decorate the suit and his moccasins. The beadwork designs create a chaotic jumble of spiders, ranging from the harmless house spider to the deadly black widow.

The finishing touch of his unique ensemble is the black silk top hat perched on his head, a few eagle feathers stuck in the headband. A large tarantula rides jauntily on the top of the elegant hat. The tarantula almost appears to be stuffed or rubber, but it occasionally moves to keep its balance on the hat. The man's dark skin, hawk-like features, and style of dress indicate that he is probably an Amerindian, and perhaps a shaman. Even if he were not well known in the Redmond Barrens, the mere possibility that he might be an Indian shaman fond of insects (particularly spiders) would be enough to keep even the dimmest street punk out of his way.

Shamans with insect totems are famous as dangerous, vindictive, and generally evil bastards. Those who have survived in the shadows have a saying, "Don't cross an insect shaman unless you're absolutely sure you can frag him."

This Indian shaman, known as Face of the Eclipse, mutters furiously to himself as he moves through the dirty streets of the Barrens. Eclipse is mad at both the physical and spiritual worlds, both of which seem to constantly thwart his plans. As he nears the Pink Pitbull, a local bar and strip joint, his muttering becomes briefly audible. A strung-out chipper hears him say, "Five months of nothing but bloody drek," and pipes up, "Me, too, brother!" Eclipse aims a kick at the chiphead as he walks past, but the man is just aware enough to roll out of the way.

Eclipse crosses the street, barely avoiding being run down by a lone Crimson Crush gang member speeding down the street on his Rapier. Eclipse moves silently into the club and to his regular seat, directly in front of the stage. Wood Nymph, the elf girl dancing lithely on the stage, is less than happy to see the irritated Indian.

It isn't because he is a bad tipper. As a matter of fact, he can be quite extravagant with his money. No, it's the way he looks at a girl that makes Wood Nymph nervous. She is used to men gazing at her with lust, but in this man's eyes is always something else, something dark.

Then there's the spider. Eclipse never removes his hat, and so when he leans forward to place a nuyen scrip in a girl's G-string, his hat tips forward too, until it almost touches the dancer's midriff. The spider just rides along, and gets far too close to the girls for anyone's comfort.

Eclipse seems unaware of his pet's effect on the dancers, but he was mildly amused the one time the spider actually brushed against a dancer's stomach and she fainted dead away.

Wood Nymph is lucky today. Eclipse is too lost in his own thoughts to even notice her. As he nurses an alcoholic concoction known as a Fraggin' Dragon, he reflects on the last five years.

Five years ago, Eclipse was high in the ranks of the shadowrunners' hidden society. The shaman had pulled off a number of high-risk, high-paying runs and had gotten away clean. The old-timers predicted that he would be on the top of the heap for a long time, but Eclipse still felt something missing. Deep down, he craved a more powerful future than that awaiting a burnt-out runner.

After one really big score, Eclipse retired from the biz, investing his money in various shadow deals and a few legitimate businesses. He had a comfortable life, but he still felt empty.

Those feelings changed five months ago, when Eclipse was contacted by a spirit calling itself Twilight. A powerful, free roaming spirit, Twilight had escaped the binding of its original summoner centuries earlier, during the last cycle of magic. Since then Twilight had roamed the world causing chaos and destruction, according to its nature.

The spirit was eventually captured by four powerful shamans in the Australian outback, who tricked him into entering a place of ancient power. Once caught, Twilight was ceremonially locked into a special cave that served as a prison for other evil spirits.

Twilight remained trapped in the cave for centuries. Five months ago, the magical wards sealing the cave were briefly broken. Twilight escaped and limped back to where he had first been summoned from the astral plane. His long imprisonment had greatly weakened him, however, and he desperately needed someone to perform the ceremony that would restore him to full power.

Casting out a mental feeler from his resting place in NAN territory near Seattle, Twilight encountered the mind of Eclipse. He discovered he had a natural affinity with the shaman, perhaps because Twilight's physical form was that of a huge spider. And so Twilight and Eclipse struck a deal, using the ancient covenants that cannot be broken. Eclipse agreed to try to find a way to heal Twilight; in return, the desperate Twilight pledged to serve Eclipse. The bargain was sealed and the preparations began.



Eclipse has been working hard for five months, trying to rediscover the ceremony to heal Twilight. But the ancient magical traditions that had originally summoned the spirit are now lost to the ages, and Eclipse can find no trace of a ceremony that would restore the spirit's power.

Eclipse's frustration level has finally reached the frag point. He storms out of his medicine lodge, which is in the rooftop garden of his apartment, ignoring Twilight's weak mental pleas to continue the search. His instincts guide his body to the Pink Pitbull, sensing that he needs to relax.

Eclipse's subconscious mind suddenly jars him out of the past and into the present. On stage, a female troll with a decent body (if you ask a male troll) is trying to dance with a sexy grace that is impossible for her to achieve. But it isn't the dancer that Eclipse has suddenly noticed, it's the music. A melodic, heavy-metal song, it pounds at Eclipse's intuition, setting off warning bells in his head.

Eclipse stands abruptly and moves toward the disc jockey's booth.

"Who plays that song?" The DJ, a male elf apparently whacked out on some strong dandelions, slowly focuses his attention on the impatient shaman.

"Pretty chilly, huh. It's a demo track by the Elementals. It's called 'Healing the Spirit.'"

"Where did you get it?"

"Uhh, like one of the group got his hands on some money, so they built their own recording studio and they plan to make a chip." The elf rolls his eyes. "Crazy, if you ask me, going into the biz without a slick corp backing you up."

"Where did you get it, you bloody idiot?"

"Hey, man, don't get your karma in a spin. Their studio is like, nearby. They passed out the demo track to a lot of joints in the area."

"Here's a hundred nuyen. Give me the chip."

"You're fragging me, right? A hundred for a chip? What're ya, some sort of collector or corp recruiter?"

"Take the deal, or I'll take your miserable soul and give it to my pet spider to play with." Something in the shaman's voice suddenly sobers the elf, who finally sees the wild look in the other man's eyes and quickly turns to stop the music.

Eclipse slips the astonished elf the hundred nuyen, rips the chip out of the player, and hurries out of the Pink Pitbull. The look in his eyes prevents even the bouncer from trying to stop him.

Eclipse makes it back to his apartment building, a few blocks away, in record time. The ten-story structure stands among a number of condemned buildings in this area of the Barrens. It's actually in fairly good shape in comparison to the decrepit properties surrounding it. Eclipse bought the apartment building for a good price because of the generally run-down condition of the neighborhood.

He quickly deactivates a number of magical and mechanical traps and locks in order to enter the building, reactivating them behind him as he strides toward the only working elevator. Boarding the car, he waits impatiently during the slow ride up to the penthouse apartment. When he reaches the top, he jogs through his apartment, nodding to his dark-skinned elf bodyguard, Dusk.

Eclipse moves through the sliding glass doors into the rooftop garden, the main reason he bought the building, grabbing a portable chip player on his way out. Reaching the





center of the garden, he enters a beautifully decorated teepee, his medicine lodge.

He quickly performs the ritual that allows him to open his mind wide enough to receive Twilight's faint whispering. Contact comes quickly.

"Have you gotten over your childish tantrum?" Twilight's whisper sounds like dry leaves skittering over paper.

"Shut up and listen to this music." Eclipse mentally commands the spirit.

He plays the music, Twilight listening through their mental link. While the music is playing, Eclipse's mental link to Twilight becomes clearer and stronger than ever before, and he knows his flash of intuition in the bar was right.

"I don't believe it," hisses Twilight. "This song sounds like a bastardized version of an ancient healing ritual. Where did you get it?"

"The where is not important. The who is. This song is a demo track by a rocker group about to release its first album. When I heard it, I sensed a connection to our goals."

"Have you assensed it?"

"No. I waited to do it in private." Twilight grows quiet, knowing that the shaman needs complete concentration to slip into the astral world. Eclipse briefly feels the usual pain/ecstasy, as he rips/gently removes his soul from his body, the experience articulate mages describe as being born and dying at the same time.

Leaving his body and entering the astral plane, his soul assumes its astral form, a large, glowing humanoid with the head of a spider. Surveying his medicine lodge, which appears

as a vast spider web, he centers on the demo chip. In the astral world, Eclipse can see only the chip's coldness. The technology alone will not suffice: he must seek the musicians.

Eclipse leaves the astral world and returns to his body. He must relate what he has seen to Twilight, because the spirit is completely cut off from the astral plane.

"You must find out all you can about this band as quickly as possible. They may possess knowledge of the entire ceremony. You must hurry, Eclipse, my time draws near. I weaken daily." The spirit sounds agitated. Eclipse mentally nods and breaks contact.

Eclipse hits the streets again, this time accompanied by Dusk. Eclipse knows he must hurry, Twilight will soon be beyond healing, and Eclipse will lose the advantages to be gained from a captive spirit of such power.

Eclipse spends the next week reestablishing his old system of contacts. After a week of digging and bribing, Eclipse is able to get complete personal files and pictures of the rock group known as The Elementals.

Back in the shadowy interior of his medicine lodge, Eclipse contacts the anxious spirit. Twilight quickly assimilates the information about the band members, and Eclipse uses their mental link to show Twilight what the band members look like.

The first picture shows the leader and lead vocalist of the group, a young female known as Whispering Wind. Dressed in tight-fitting, skimpy red leathers, she is a dark beauty with mocking brown eyes.

The energy of the male elf guitarist in the second picture seems to burst off the photo. Clothed in red biker leathers that clash with his bright red hair, his green eyes reflect amusement at a private joke. He is known as Wildfire.

The third picture features a dark, solemn Indian brave decked out in traditional clothing, playing a bass guitar. His long black hair is kept back from his face with a beautifully hand-tooled leather headband. He bears the name of his personal totem, Coyote.

The fourth member pictured is one of the ugliest trolls on the face of the earth. Known as Bambi, he twirls a pair of sticks from behind an acoustic drum set.

"It doesn't matter who they are," whispers the spirit, "or how they know the ceremony. You must capture them and find out how much of the spell they know. If necessary, you must force them to help you perform the ceremony that will bring me back to my former power. You must hurry, Eclipse."

"The arrangements are being made as we speak. I have arranged for a secret journey into the Indian territories where you are located. I am meeting an acquisition team tonight. They will deliver The Elementals to us."

"I will need nourishment when I regain my full strength. I would hate to accidentally devour you in the throes of a feeding frenzy." The spider spirit's sibilant tones seem to carry both a warning and a threat.

"I would that hate that too, oh friend," the Indian replies sarcastically. "The band and the acquisition team will serve that purpose nicely." Evil laughter rings out from Eclipse's penthouse apartment, laughter echoed by a chilling mental giggle. A squatter wandering the streets below feels a sudden shiver seem to pass through his very soul. He moves on quickly, pulling his overcoat tighter around his body, even though a gentle spring sun is shining through the broken cloud cover over Seattle.

The shadows of the city are caught in an Eclipse of the soul, while the Twilight rises.



# INTRODUCTION

**Total Eclipse** is a roleplaying adventure set in the world of **Shadowrun**. The year is approximately 2050. Advances in technology are astonishing, with humans able to blend with computers and travel through that netherworld of data known as the Matrix. Even more astonishing is the return of magic. Elves, dwarfs, dragons, orks, and trolls have reassumed their true forms, while megacorporations (rather than superpowers) rule much of the world. Moving through it all like whispers in the night are the shadowrunners. No one admits their existence, but no one else can do their secret work.

This adventure takes place in the shadows and back alleys of Seattle's urban sprawl. The vast sprawl includes the original city of Seattle and the surrounding 1,600 square miles. The megaplex is a small outpost in the area of North America ruled by a coalition of Amerindian tribes. Nations of various metahumans and other Awakened beings have also carved a niche for themselves. The climax of this adventure takes place outside of Seattle in the restricted Indian lands, at a place of ancient power.

## GAMEMASTERING NOTES

**Total Eclipse** uses a decision-tree format by which the players team can arrive at the same encounter via different routes, depending on the choices they make.

Except for sections designated as **Player Handouts**, all materials in this book are for the gamemaster's eyes only. Before playing this adventure, the players and gamemaster should become familiar with the basic **Shadowrun** rules. The gamemaster also needs to have thorough knowledge of the adventure.

Players may use any of the character archetypes listed in the **Shadowrun** rules or the various supplements to **Shadowrun**, or may generate their own characters.

The players team should be made up of a good balance of investigative, combative, and magically skilled characters. This adventure requires almost no decking, and so a decker character is not essential. The players can always hire a decker NPC if they decide they need information from the Matrix.

## MAKING SUCCESS TESTS

During the course of the adventure, the players will make a number of Unresisted Success Tests using a skill and a given target number. These Success Tests are indicated by the name of the appropriate skill and the target number. For example, a Stealth (4) Test refers to an Unresisted Stealth Success Test with a Target Number of 4.

## SUCCESS TABLES

At times, the gamemaster will use success tables to determine how much information the players receive. Each success table lists different information for different numbers of die roll successes. Rolling a high number of successes always reveals the information for the lower numbers of successes as well. For example, a character achieving three successes would learn the information for three successes as well as the information for 2 and 1 successes.

## HOW TO USE THIS BOOK

Aside from the basic **Shadowrun** rules and a copy of **The Grimoire**, this book includes everything needed to run this adventure. A copy of the **Street Samurai Catalog** and **Native American Nations: Volume One** (for information on the Salish-Shidhe Council) would be helpful, but are not required. The gamemaster should read through the adventure carefully, paying particular attention to the sequence and timing of events, before beginning play. Some important plot developments will not become apparent to the players until well into the adventure, but the gamemaster will have to lay the groundwork early on. He can do that best by being familiar with the entire storyline.

The written adventure tries to cover all the most likely, and even some of the more improbable, ideas that the players might come up with during the adventure. But, as every good gamemaster knows, players will always be able to propose at least one idea that the gamemaster did not anticipate. The **Seattle Sourcebook** and **Sprawl Sites** can help the gamemaster create special encounters for characters who stray off the beaten path of the adventure.

The adventure begins with **Musical Extractions**, where the characters are hired by their Mr. Johnson (in this case, Eclipse). The first half of the adventure is a straightforward snatch-and-deliver, with few major twists. At the halfway point of the adventure, the characters receive a follow-up job offer related to their first task. Even if they take a pass on the second job, events will conspire to send the team back to the main chain of events. Whichever path the characters take, the adventure will lead them to a climactic battle in the heart of NAN territory.

The adventure is made up of a series of encounters that advances the characters toward their goal. Each encounter section is divided into three parts, entitled **Tell It to Them Straight**, **Behind the Scenes**, and **Debugging**.

**Tell It to Them Straight** is read out loud to the players. It describes the setting from the characters' point of view and creates a mood for the players. Any important non-player-

character (NPC) dialogue is also given here. The gamemaster may need to adapt the text to reflect the previous choices of the shadowrunners. Special instructions to the gamemaster are printed in **boldface** type.

**Behind the Scenes** tells the gamemaster what is happening in each encounter and the possible directions of events. Data the players can discover, any relevant NPC information, and consequences of player actions are also noted. If a map is needed to play this encounter, it is included in this section. Non-player character stats needed to roleplay the section are usually included here as well, though in some cases, the gamemaster may be directed to existing Archetype or Contact statistics either in the **Shadowrun** rulebook or the **Sprawl Sites** sourcebook. This section may also include hints and suggestions for handling the encounter.

**Debugging** gives the gamemaster suggestions on how to get the game back on track if things go too far wrong. The suggestions given are just that, however. The gamemaster should feel free to steer the characters back to the main plot line by any convenient device.

Several special sections in the back of the book gather together essential information to be used throughout the course of the adventure. The **Legwork** section provides rumors and information about various people, places, and things that can be obtained from contacts in the adventure. **Cast of Shadows** gives vital statistics and background information on important NPCs that appear in the adventure. **Picking Up the Pieces** lists the Karma awards the player characters receive for completing the adventure, plus any major and minor changes in their lives that will occur as a result of their involvement in the adventure. The **Player Handouts** let the player know how their success or failure affected the world (or their small part of it) and hint at upcoming events.

## PLOT SYNOPSIS

Long ago, in a time forgotten by most people, a number of evil, free roaming spirits were imprisoned in a mystically sealed cave in the outback of Australia. Recently, a novice shaman accidentally and unknowingly released several of these spirits into the world again (see **Find Your Own Truth**, third volume in the **Shadowrun** trilogy by Robert Charrette).

One of these evil spirits, Twilight, returned to the place from which it had originally been summoned, a small place of power in what is now Salish-Shidhe Council lands. Weakened by its long imprisonment, and drained by the strain of traveling such a long distance while still connected to vestiges of the imprisonment spell, Twilight found itself on the verge of dissolution. The spirit needed to be healed by a special ritual of rejuvenation before it completely faded away.

As told in the **Prologue**, Twilight made mental contact with Eclipse, a shaman in nearby Seattle. They struck a deal that bound each party to certain conditions of partnership, and Eclipse began to search for the healing ritual. After meeting dead ends for five frustrating months, Eclipse finally found a clue in a song heard at a neighborhood bar.

The song was a demo cut by a local group, The Elementals, who had only recently gained fortune and a following. Several months earlier, Whispering Wind, the lead singer of the band, had wandered into a used book store. She came across a leather-bound book entitled *The Fifth World of the Third Eye*, copyrighted several decades before magic returned to the world.

The author of the book, which was a compilation of information about ancient cults and rituals, was Professor Erik Vonen, a third-rate anthropology professor. This financially desperate man jumped on the bandwagon of the new age movement of mysticism popular during his lifetime. He claimed





## INTRODUCTION

that his books were based on solid evidence from various historical and archaeological sources. In reality, his books were mostly fabrications built up from legends and slim scraps of historical evidence.

The Vonen book that Whispering Wind discovered was ostensibly a how-to book for summoning spirits and other beings from alternate planes of existence. Strangely fascinated by the book, Whispering Wind bought it and took it home. After reading the book, she started writing songs based on the rituals and imagery presented by Vonen. Like many of his books, it was mostly drek. Some of the rituals in this book, however, had been gleaned from ancient writings that embodied racial memories of the way things once were, fundamental truths reaching back to the knowledge of the shamans active during the time of Twilight's first summoning. Unknown to Whispering Wind, she too carried some of those racial memories. The combination of her subconscious knowledge and the deeper symbolism Vonen had somehow included in his meanderings allowed Whispering Wind to create songs from the rituals she read and the rhythms she felt. Her songs held power.

The Elementals, thanks to Whispering Wind's new songs, soon began a rapid climb to the top. They played a number of hot nightclubs in Seattle, and eventually played to a sold-out crowd at Underworld 93. The band decided not to wait for an entertainment corp to sign them up; they wanted to make it on their own. Using the money from their club appearances, the band bought a building in a relatively safe part of the Redmond Barrens and remodeled it, buying the best in (used) computerized sound equipment that they could afford. While they were making the final edit on the music tracks of their first chip, they released the demo track "Healing the Spirit," giving copies to various clubs in Seattle. The song sparked a lot of interest, and music lovers eagerly anticipated the complete chip's release.

Eclipse heard the song almost as soon as it came out and recognized the fragments of the powerful rituals it incorporated. Eclipse and Twilight assumed that the band had somehow learned the rejuvenation ritual that would heal the rapidly fading spirit. They decided to kidnap the band members and take them to the spot where Twilight was hiding. Once there, they would force the band members to perform their song.

Eclipse hires the runners to kidnap the band members, posing as a representative of an anonymous entertainment corp. Eclipse tells the players that The Elementals had a contract with his corp, but artistic tempers flared and they broke their contract, going their own way with the only existing copy of the audiochip they were working on. Eclipse wants the runners to "persuade" the band members to meet with him. He also wants the runners to bring him any copies of the chip they find. Eclipse will not mention the name of his corp, and shadow etiquette forbids the player characters asking such a question.

Eclipse makes it very clear that he wants the job done quietly, because bad publicity could ruin the sales of the chip. If the runners take the job, he gives them the address of the band's recording studio. He cannot provide home addresses.

Arriving at the address Mr. Johnson gives them, the player characters see the four band members leaving the studio and splitting up. The players must decide how they want to nab the musicians.

Whispering Wind goes to her ultrasecurity flat near the edge of the Barrens. Wildfire heads for his apartment, located above a trid/simsense arcade frequented by go-gangers.

Bambi's apartment is located in the back of a department store catering to troll customers, where he works as the night security guard. Coyote heads for the grounds of a formerly elite hotel on the edge of the Barrens, where a small group of Indians has a camp.

If the players meet up with and attack the band members one at a time, the last two members to be kidnapped will have gotten wind of the abductions and made defensive preparations. If the players go out as a group to kidnap each band member, they meet little resistance, but must still capture the musicians without killing or seriously harming them.

Mr. Johnson's instructions direct the team to deliver the band members to Eclipse's apartment. He attaches amulets with spell locks to each band member. This places the musicians under Eclipse's control, and they will tell him everything they know.

Eclipse tells the runners that he has convinced the musicians to return to the corp. He pays off the team, then offers them another job.

Eclipse explains that the return of the group to the corporate fold means that publicity and production for the chip will start up again. The corp wants to shoot a publicity music trideo featuring the title track of the chip, "Healing the Spirit," to coincide with the release of the chip. Lupus, the great music trideo director, agreed to film the publicity trid, but only if he was allowed to choose the location.

Said location is in the middle of Salish-Shidhe territory. Eclipse says that at one time the corp had a license to enter the area and film the trideo, but the license expired during the dispute with the band.

Obtaining a second license and cutting through the red tape will take at least six months, which, Eclipse explains, will disrupt the band's momentum and the corp's profit margin.

Eclipse wants the characters to escort him, the band, and Lupus into S-S Council lands and bring them out again safely. He offers the players a large amount of money, but does not push them if they refuse this job.

If the players turn down the escort job, they are attacked by an assassin hired by Eclipse to kill them.

The players deal with the would-be killer, in the process discovering that their recent employer also hired the assassin. Determined to have it out with Eclipse, they bypass Eclipse's apartment security, but find no one at home. Clues in the apartment point clearly to where Eclipse has gone. The runners, still angry, but also curious, will probably want to follow Eclipse, realizing that something bigger than a music trideo is being produced.

Meanwhile, with or without the players' team, Eclipse and his group trek into NAN territory. If the players declined Eclipse's offer, he hired another group of mercenaries to protect him. Eclipse and his bodyguards must avoid NAN patrols or be captured. They must also avoid the wildlife that inhabits the land.

Once they reach the place of magical power, Eclipse and his companions discover that the ancient Indian burial ground is currently the lair for a banshee and a pack of ghouls.

If the players did not accompany Eclipse, but are following behind him, they will run into the ghouls fleeing Eclipse's mercenaries.

At the "filming location," The Elementals' musical equipment is unloaded and set up. They begin to play "Healing the Spirit." If they play long enough, the ritual will heal Twilight. If

the player characters traveled with Eclipse, they will realize that something strange is going on just about the time Eclipse and his people get the drop on them. If he successfully surprises the player characters, Eclipse prevents them from interrupting the ceremony. At the ceremony's close, Eclipse attempts to feed the runners to Twilight as his first snack in a long time. Of course, the players will probably free themselves and stop the villains.

If the players are following Twilight, they arrive at his camp just as the ceremony reaches its peak. If they attack Eclipse and his men first, instead of stopping the band, Twilight is healed. Then they will have to deal with the spirit, too.

If the characters stop the ceremony before Twilight is healed, they must deal with a berserk Eclipse and his thugs. If things get rough, and it looks like the players might lose, an S-S Council patrol, including shamans, will happen by and come to the rescue, just like the cavalry.

### PREPARING THE ADVENTURE

The opponents in this adventure are unique characters with distinct personality traits. The gamemaster should read the individual descriptions carefully so that each villain is convincing.

The excitement in this adventure derives from the player characters discovering Eclipse's true goals. The gamemaster should try to maintain the tension as long as possible, keeping the characters in suspense until the truth bursts upon them in a blinding flash.

The object of the game is for the gamemaster and players to have fun and not get bogged down in statistics and rules. Keep the action fast. Instead of searching the rulebooks for a specific answer, the gamemaster should make a quick decision and keep going. The tension and excitement should be non-stop, leading to a final heroic showdown.

### STARTING OFF

The characters learn about the job through their regular fixer, who describes it as a simple snatch-and-deliver job, paying good money. If the players have yet to establish a regular fixer, they find out about the job through one of their regular contacts. If the players show interest, tell them that they can meet their prospective client late that same afternoon at the Pink Pitbull, a dubious strip joint in the Redmond Barrens. The fixer or contact can only tell them that the client is a middle-aged Amerindian.

If the players want to pass on the job without looking into it, remind them once again that money and rep is the name of the game. If they are still reluctant, make standard-of-living deductions from their credsticks and throw in some equipment-repair bills. Remind them about that wild night on the town they had last week. Their credsticks must be nearly drained.

If they still resist getting involved, send Eclipse's assassin after them as if they had performed the job. Eclipse wants to make sure that any loose ends that might incriminate him (anyone who has even heard about the job) are tied off. If they survive, they can trace the assassin back to Eclipse, which lands them right in the middle of the adventure.

If they immediately decide to take the job, open the adventure with the first section, **Musical Extractions**





# MUSICAL EXTRACTIONS

## TELL IT TO THEM STRAIGHT

Facing the faded pink facade of the crumbling building across the street, you once again wish you had taken your mother's advice and become a mortician. [Name of Fixer or Contact] has sniffed out a new job for you and your fellow runners, and you are supposed to meet Mr. Johnson inside the dubious-looking club in front of you.

The pink neon sign proclaims this to be the Pink Pitbull, a little-known establishment in a lovely area of the Redmond Barrens. A cheap eight-color holoprojector creates a floating image of a naked female elf writhing exotically over the entrance, giving you a good idea of what kind of bar this is.

Shrugging your shoulders in resignation, you move through the battered doorway, resisting the urge to look up once more before you get inside. The interior is pretty much what you figured it would be, late neo-tacky. The whole room and almost everything in it is the same revolting shade of pink. The small club is dominated by a bar at one end of the room and a stage at the other end. The dim lights reveal that the space between is filled with small tables and chairs that rest on a wall-to-wall pink shag rug.

At first, you don't see anyone performing. Then you realize a female dwarf is now on stage; apparently this place caters to all kinds. Scanning the room quickly, you see a man that fits the description your contact gave of a tall, middle-aged Amerindian dressed in a typical corp suit.

The man is sitting across the room in one of the joint's few wall booths. As you look him over, the sarariman returns your gaze and nods slightly. You jerk your head in his direction for your partners' benefit, then you all jander over, keeping a close watch on everyone else in the place. A Japanese suit is sitting in front of the stage, apparently treating himself to a mid-level power lunch. The only other person in the joint is a dangerous-looking elf standing at the bar. He gives you a cold glance as you pass by. Definitely a razorpunk, he's probably your client's bodyguard, but he still merits a close eye. On the bar beside him is a small package, which makes you even more nervous.

When you approach the Amerindian's table, he nods to you and speaks.

"I believe we have a friend in common, the invaluable [Name of Fixer or Contact]."

**The contact introduces himself simply as Johnson, offering the player characters a seat and a drink. After the pleasantries have been exchanged and the drinks served, the contact gets right down to business.**

"Gentlemen, I represent a well-known entertainment corporation that prefers to remain anonymous. I need your help to return a group of wayward musicians to the company fold.

"The musicians are members of a band called The Elementals. They are cutting their first audiochip with my company.

"Unfortunately, artistic tempers flared at some of the company's suggestions. They stormed out of the recording studio, taking the only copy of their album with them, threatening to take legal action and break their contract.

"They have since purchased their own small recording studio and have put the finishing touches on the album, which they plan to release themselves.

"The band has released the first track on the album as a demo chip, giving it out to various clubs in Seattle. The response to this song, 'Healing the Spirit,' has been incredible. Meanwhile, the legal dispute is crawling along at a snail's pace, thanks to a contractual loophole our lawyers inadvisedly allowed into the contract. They will be able to release the audiochip independently before we can legally stop them. The company will lose money and face. In addition, our release date for the album is drawing near. The whole matter could generate negative publicity for both the company and the album.

"I believe if I had a chance to talk privately with the band members, we could work something out—bury the hatchet, so to speak. I would like to hire you gentlemen to gently persuade the band members to meet with me at my condo. They have so far refused to talk to or see me. I would also like you to acquire a copy of the complete multi-track recording, so that my company will have the upper hand if the group still refuses to cooperate after talking to me.

"It is very important that this operation be kept as quiet as possible, because we would like to avoid any more negative publicity. Time is short; I need you to deliver all of the merchandise to me by midnight tonight.

"If this job interests you, and if you think you can pull it off quietly, we can discuss fees."

## BEHIND THE SCENES

Mr. Johnson is actually the shaman known as Eclipse. He wants to capture The Elementals rock group because they seem to know the ritual that will free the spirit Twilight, as described in the **Plot Synopsis**, p. 8.

Eclipse offers the player characters 5,000¥ each per band member successfully brought to his condo by midnight tonight. He also offers a 5,000¥ bonus for each runner if a complete copy of the album is also delivered at the same time. If the team tries to bargain this fee, have them make an Opposed Success Test using their Negotiation Skill, each side using the other's Willpower as their target number. Each success for the runners adds 1,000¥ to the total payment, and each success for Eclipse subtracts 1,000¥ from the original offer.

After the fee is determined, Eclipse shows the team pictures of the band, connecting each face with a name. (See **Cast of Shadows**, p. 43, for descriptions of the band members.) He also gives them the address of the band's private recording studio near the edge of the Redmond Barrens. Eclipse does not know their current home addresses. ("They moved out of their old places when they broke their ties with the company.")

Eclipse once again stresses the importance of keeping the whole operation as quiet as possible and avoiding publicity. He hints that it would be in the best interests of all parties if the runners were not seen with the band near their studio.

The recording studio is in a fairly well-patrolled and public area of Seattle, the Redmond neighborhood in the Redmond Barrens, near the edge of the Bellevue District.

Eclipse also stresses that the runners should not harm the band members. Damaged merchandise means no payment. To help them accomplish this goal, Eclipse tells them, he hopes they will not be offended by a small gift. He motions to the elf razorboy at the bar, who quietly moves to his employer's side and places the package he is carrying on the booth table. He stares coldly at each of the team members, then returns to the bar.

Eclipse says that the package contains a Narcojet pistol (4D3 Stun) and one reload for each player character.

The package does, in fact, contain the pistols, which the characters may keep as a bonus when the job is finished.

As soon as the deal has been made, the players cautioned, and the package delivered, Eclipse leaves, telling the player characters that he hopes to see them at midnight. The elf razorboy at the bar follows close behind Eclipse.

If one of the team asks the bartender or one of the dancers for information about their new employer, have the player make an Etiquette (Street) (5) Test. Use the Success Table below to determine what the runners learn.

Successes	Result
0	"Him? Ain't he with you?"
1-2	"Sure, that guy's almost a regular around here. It's funny seeing him without his usual hide suit on. An' I sure never thought I'd see him without that drecky-looking hat of his."
3	"That fragging spook gives me the chills. Word is he's a shaman who used to be a hot runner in the biz, but he retired about five years ago. His rep makes him out to be crazy, and he's sure got a thing for spiders. Usually has a tarantula perched on top of his hat."
4+	"Yeah, I know him, name's Eclipse. A couple days ago he came in here looking like a wizworm with an upset stomach. Sat down and ordered his usual drink, a few minutes later he has a fit when he hears some song playing. Roughs up the smoother DJ, grabs the chip of the song, and then slots and runs. Nobody here was about to try and stop him. Word is you don't cross him if you want to stay alive."

If they ask about the elf DJ, the players will learn that he got spooked by Eclipse and quit. Nobody knows where he hangs out, he was just moving through. Nobody will remember the name of the song that was on the chip Eclipse took, or who it was sung by.

If the players' team want to use their contacts to find out more about Eclipse (if they learned his real name) or The Elementals, see **Legwork**, p. 41. Give the players very little time for information-gathering. They need to begin surveillance on the band. Each player character will have time to make only one contact. If it is usually necessary to arrange a meeting, or if the contact works on a callback system, the player will not have time to talk to that contact. In other words, if the runner can go directly to a face-to-face meet or make one phone call to reach his contact, then he can get information from that contact. Time is too short to allow any other style of legwork.

When the team is ready to check out The Elementals' recording studio, go to the next section, **Star Search**.

## DEBUGGING

If for some reason the players do not take Eclipse up on his deal, the adventure does not end here.

Simply skip ahead to **Strangers in the Night**, p. 28. Eclipse wants to tie up all loose ends, so he hires an assassin to kill the player characters.







## TELL IT TO THEM STRAIGHT

The address your employer gave you leads to one of the few prosperous areas in the Redmond District, the Redmond Center Mall area. This massive structure of chrome, neon tubing, steel, and plexiglass houses more than two hundred different stores and businesses.

The Elementals' recording studio is on the first floor of a five-story building just across the street from the mall.

Oh yeah, Eclipse was right. Civillian and Lone Star traffic in this area makes the thought of trying anything here professional suicide for a shadowrunner.

## BEHIND THE SCENES

The building housing the studio is a remodeled office building. The first floor of the building, which is called the Redmond Business Nest, is also the home of Sam Sprawl's Real Estate, Chachi's Hair Styles, and a small branch of Federated Salish Savings and Loan.

This area of Redmond is heavily patrolled by Lone Star Security guards. At any commotion, hordes of Lone Star officers descend on the players. (Use **Street Cop**, p. 171, **SR**.)

If the team is silly enough to actually stand around outside the building, a Lone Star patrol comes by and rousts the characters. If the characters are visibly packing heavy hardware, they will probably be hauled in.

Fortunately, the office building is in the middle of a small shopping mall, which includes a Trid Games Arcade, a Stuffer Shack™, a Busy Bee Soyburger shop, and the Moon Blossom Restaurant (authentic Awakened Thai cuisine), so the runners have a good chance of being inconspicuous. They will only have a few minutes to look around before the four band members leave the building and start up their bikes.

(Note that if the players' team tries to enter the building after the businesses close for the day, both the main entrance door and the doors to the individual companies are locked with a high-security maglock (Rating 7). A security guard stays in the bank at night.)

The Indian (Coyote) and the elf (Wildfire) both ride Yamaha Rapiers, while the girl (Whispering Wind) has one of the new Aurora racing bikes. The troll (Bambi) gets on a Honda Viking motorcycle that has been specially modified to handle a troll rider.

They yell their good-byes and then set off in four different directions. The player characters must now figure out how to follow each band member. The bikes were parked in front of the

building. If the characters were carrying any tracking devices, they had time to attach them to the bikes.

To successfully tail a band member without being noticed, the talling character must make three successful Opposed Success Tests. The player character rolls against a target number equal to the band member's Vehicle or Stealth Skill, whichever is greater. If the talled band member accumulates more successes than the pursuer, he realizes that he is being followed and tries to lose his tail.

The chase is resolved using a combination of the **Pursuit** and **Vehicles and Combat** rules found on pp. 64 and 71, respectively, of **Shadowrun**. If the band member successfully loses his shadow, the player character cannot find him again. If the player character is able to stay with his quarry, but the band member knows the tail is there, the band member can reach his home with enough time to get inside and set up a defense against his pursuer.

If the runners manage to follow one or more of the band members to their homes, they must decide how to run things from there on in. Each group of runners can attempt to capture the band member it was following, or the runners can meet to compare notes, and then go out as a group to snatch each band member.

The next four sections describe the homes of each band member in several different ways. Use the first description if the band member is oblivious to the fact that he or she is about to be kidnapped.

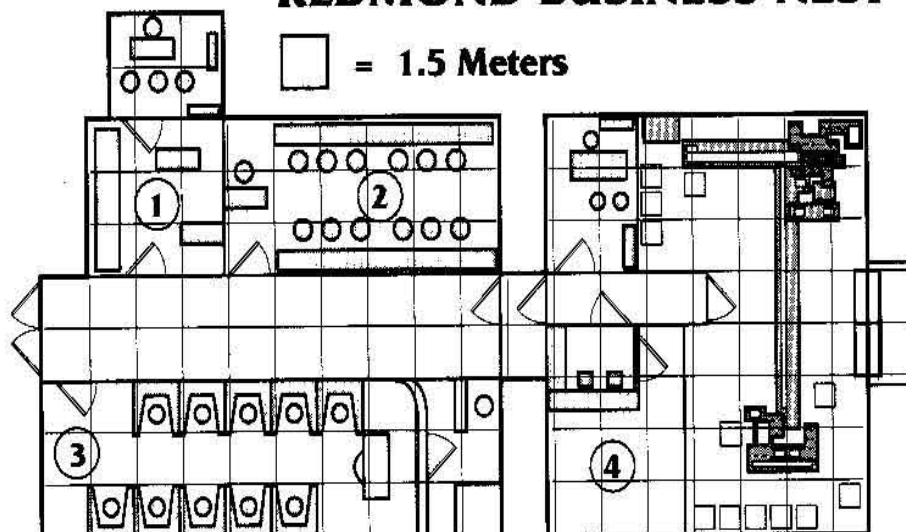
Use the second description if the band member detected the tail, but was unable to lose him. In that case, the band member has enough time to make a few minor defensive preparations before the player(s) arrive at his or her house.

Use the third description if the band member knows ahead of time about a possible kidnapping attempt. This scenario takes place if the player characters decide to work together and kidnap the band members one at a time. Friends warn the last two band members to be kidnapped about the disappearance of the first two. If any band member escapes capture, he or she goes to the home of the last band member to be attacked, where they will prepare to fight for their lives.

If a runner was spotted while following his target, but was able to keep up with the band member, the musician can warn one other band member by vidphone when he gets home. According to how much time the forewarned band member(s) has before the runners try to capture him, use the second or third description.

The final judgment of how prepared each band member is for the kidnapping attempt is up to the gamemaster.

## REDMOND BUSINESS NEST



### REDMOND BUSINESS NEST MAP KEY

#### Sam Sprawl's Real Estate (1)

This office consists of an outer reception area and an inner main office. The reception area provides for the comfort of waiting clients with a couch and a coffee table covered with glossy magazines. The small desk and chair in the reception area are used by Sam's secretary, Lola (use **Corporate Secretary**, p. 165, **SR**).

The inner office belongs to real estate agent Sam Sprawl (use **Corporate Official**, p. 107, **Sprawl Sites**). It is decorated in mid-American bland, typical for a junior executive.

The office computers contain nothing of note. Most of the computer memory is filled with real estate information.

#### Chachi's Hair Styles (2)

This shop consists of one long room lined on both sides with hair stylists' chairs and mirrors. The receptionist's desk and chair sit just inside the entrance to the shop, which provides no waiting area because Chachi's makes appointments for all its customers. They accept no walk-ins. The room contains a number of high-tech hair styling machines.

The computer on the front desk contains no data valuable to anyone outside the salon. The flies deal only with customers' hairstyles.

Chachi is a former squatter who managed to better himself (use **Squatter**, p. 170, **SR**, with the Special Skill of Hair Stylist 6). Chachi tries to hide his lowly past with a phony Latin accent, but he is a genuinely gallant man who delights in bringing a thrill to the dull lives of the overweight corporate housewives that come to his salon.

Chachi is assisted by five female hairstylists who once were squatters like Chachi (use **Squatter** with Hair Stylist Skill 4). Chachi trained them himself.

#### Federated Salish Savings and Loan (3)

This small, one-room bank has ten small booths containing computerized teller machines. At the rear is a small office used by a technician (use **Technician**, p. 120, **Sprawl Sites**, with Negotia-

tion 4 and Etiquette (Corporate) 4) who is also trained as a bank teller and low-level executive. Beyond the office is a small walk-in vault containing 40 safe deposit boxes. A security guard stands by the vault doors (use **Corporate Security**, p. 165, **SR**).

#### The Elementals Recording Company (4)

The Elementals' recording facilities take up most of this small office building. Because it is not yet officially open to the public, the office door is locked with a typical maglock (Rating 5).

The business suite opens into a small reception area containing a comfortable couch, a coffee table, and a small receptionist's desk. This area is rarely used and looks rather bare.

The receptionist's desk is in front of a door leading into a short hallway. A door on the right side of the hallway leads into a large, unused business office.

A door on the left side of the hallway leads into a small sound-engineering booth that is directly adjacent to the recording studio. Both rooms contain all the special equipment needed to cut an album. The equipment is in good condition, but is obviously second-hand. A careful search of the rooms reveals no sign of a copy of the multitrack master-audiochip Eclipse is seeking.

The members of the band recently became worried that a music corp might try to steal their songs, and so they recorded the only existing tracks of their album on four different music chips. Each band member carries one of the chips. The chips are encoded in such a way that the recordings on all four chips must be recombined in order for any to be of use.

A door at the end of the hallway opens into a large area filled with machinery. This room contains a computerized assembly line that makes and packages audiochips.

### DEBUGGING

If the player characters are incompetent or very unlucky and cannot tail the band members to their homes, the runners can find the band members' addresses in the recording studio computer. The computer security level is Green-6, with only one Barrier 7 IC program.

# HOME OF THE WIND

## TELL IT TO THEM STRAIGHT

**If Whispering Wind did not detect her followers, read the following.**

Whispering Wind lives in the Bellevue District. Her apartment is in a development whose small, one-story buildings all look the same. The area borders the Redmond District, so you want to keep it quiet—the place is probably crawling with Lone Star cops. The lights in her apartment are on, but you don't see any movement behind the curtains.

**If Whispering Wind has been forewarned enough to prepare for the team's attack; or if the player characters are kidnapping the band members one at a time and she is one of the last two to be picked up; or if she detected her follower(s) and got to her apartment ahead of them, read the following.**

Whispering Wind lives in the Bellevue District. Her apartment is in a development whose small, one-story buildings all look the same. The area borders the Redmond District, so you want to keep it quiet—the place is probably crawling with Lone Star cops. Her apartment is dark and quiet.

## BEHIND THE SCENES

Use **Medium Residence**, p. 33, **Sprawl Sites**, for this apartment. Whispering Wind's bedroom also has a skylight that opens out onto the roof. A rope ladder leads up to the skylight.

The windows of the apartment and the maglock on the door are high-tech security, requiring an Electronics (5) Test to bypass the alarms. Use the following success table to determine the results.

### Successes

### Result

0

You hosed it, drekhead, and the alarms are ringing (so to speak). (Lone Star patrols start arriving in 1–6 minutes. The team can go ahead with the kidnapping and risk a fight with the arriving cops. Or the team might have enough time to kidnap the girl, but become involved in a vehicle chase with Lone Star. (Use the Lone Star Cop stats in the next section.) The Lone Star patrol drives a Chrysler-Nissan Patrol-1. They will call for back-up as soon as they arrive on the scene. The gamemaster will have to wing it if this turns into a car chase.)

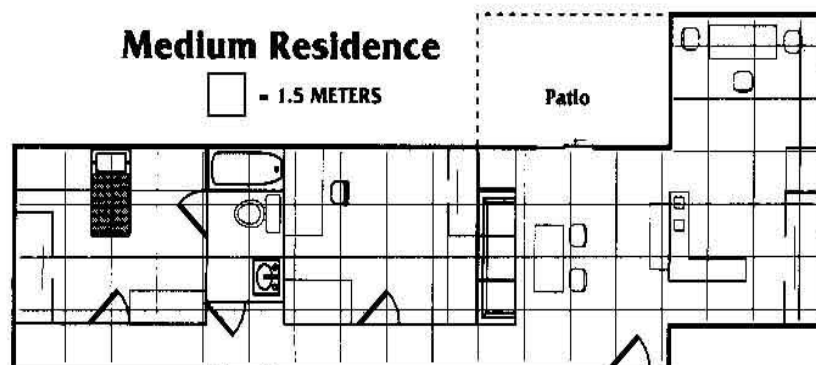
1

You failed to open the lock, but you didn't set off any alarms. (Additional attempts to bypass the alarm have a Target Number 9.)

2+

Success! You deactivated the alarm and noiselessly opened the door (or window).

If Whispering Wind is unaware of the kidnap attempt, she is washing her hair when the runners attempt to defeat the alarm system and break in. If the team enters without setting off the alarms, have each player character make a Stealth (4) Test. If a character achieves no successes, he accidentally knocks something over. If the characters set off the alarm or knock something over, Whispering Wind wraps her hair in a towel and hides behind the bed with a gun in one hand and her music chip in the other. If all the runners make their Stealth Tests and the alarm was not set off, her head is under the faucet, and the music chip is lying beside Vonen's book on the bedroom dresser.







# BONUS FOR THE ELF, MAN

## TELL IT TO THEM STRAIGHT

**Read this description if Wildfire is ignorant of the kidnapping attempt, or if he becomes aware of the attempt just a few minutes before the characters reach his apartment (for instance, if the characters blow the tall and he sees them).**

Wildfire rides deep into the Redmond Barrens ghetto, into the heart of the lands controlled by the thrill gangs. You follow at what you hope is a safe distance, reasonably sure that he will not spot you. Finally, he stops at a run-down two-story brick building surrounded by ruins.

Wildfire parks his Rapier in front of the building at the end of a long line of other motorcycles. He locks his cycle to a long plexisteel rod running parallel to the ground. The posts of the rod are sunk deep into the concrete of the sidewalk.



A number of beat-up and variously modified cars are also parked in front of the place, all painted with various gang symbols and slogans. The variety of gang logos and the lack of general mayhem tell you that this is one of the few areas the gangs honor as neutral territory.

A flashing neon sign outside the building proclaims it to be "Wildfire's Fantasy Arcade."

**If the players are kidnapping the band members one at a time and Wildfire is one of the last two band members to be kidnapped, or if he has been warned by a band member that escaped the team's kidnapping attempt, read the following.**

Wildfire rides deep into the Redmond Barrens ghetto, into the heart of the lands controlled by the thrill gangs. You follow at what you hope is a safe distance, reasonably sure he will not spot you. Finally, he stops at a run-down two-story brick building surrounded by ruins.

Wildfire parks his Rapier in front of the building next to a few other motorcycles. He locks his cycle to a long plexisteel rod that runs parallel to the ground. The posts of the rod are sunk deep into the concrete of the sidewalk.

Among the vehicles also parked there is a beat-up and heavily modified Ford Americar. All the vehicles are painted with various gang symbols and slogans. The Americar has "Crimson Crush" painted on the side. The variety of gang logos and the lack of general mayhem tell you that this is one of the few areas the gangs honor as neutral territory.

A flashing neon sign outside the building proclaims it to be "Wildfire's Fantasy Arcade."

## BEHIND THE SCENES

A small electronic-games arcade run and owned by Wildfire, the building sits in the middle of the worst part of the Redmond Barrens. The temperamental elf has impressed upon the gangs that this is neutral territory, and that no violence will be tolerated. The clubhouse of the first, and only, gang to break Wildfire's rules was visited by a high-explosive missile. Wildfire often mediates meetings between rival gang leaders in the back room.

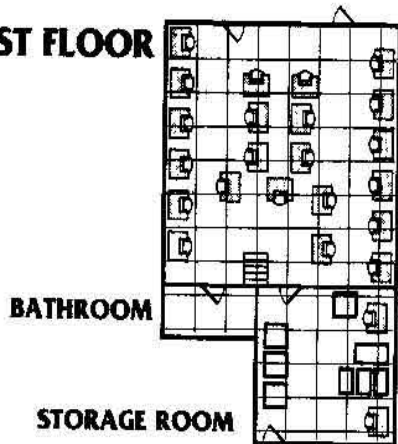
The arcade is filled with electronic trid games, each built into the base of a square table. One to four chairs are set at each table. Computer chips and electronic wiring are visible under each table's clear surface.

Trid players purchase tokens for the table-top games from a dispensing machine in the rear of the arcade.

Game-players may use a datajack to plug directly into the game for superior control, or use the joysticks located on the sides of the table. The game screen, or display, appears above the table, using trid to create a three-dimensional game surface.

# WILDFIRE'S FANTASY ARCADE

## FIRST FLOOR



## SECOND FLOOR



The actual description and rules of the individual games are left up to the gamemaster. He may also wish to use some or all of the following game names:

- Street Samurai Showdown
- Mage Fire
- Dragon Wars
- Corp Wars
- Nuked Pre-Pubescent Samurai Dragons
- Panzer Hunt
- Unicorn Nights

The arcade also features simsense games (rumored to be as addictive as BTL chips) such as "Super Mareno Brothers LXXX" and "SINless City 2050." These games consist of reclining chairs with electrodes for hook-up to datajacks on the headrest.

A small unisex bathroom is located at the rear of the arcade. A door next to the bathroom leads to the storage room, which is taken up largely by the electronics repair shop. In addition to various electronic parts and a workbench, the storage room holds a small plastic table and several chairs. A locked steel door leads from the storage room to the back of the building. This door has no outside handle, and cannot be opened in any way from the outside.

The door to the bathroom is under a narrow staircase leading up to Wildfire's spartan office and sleeping quarters. Wildfire runs the place with the help of Micro, a dwarf technician. Security is provided by Thud and Blunder, twin trolls.

### MICRO

B Q S C I W E M R Armor  
4 2 6 2 6 4 3.8 — 4 (1/1)

Initiative: 4 (+1D6)

Dice Pools: Defense (Armed) 4, Defense (Unarmed) 1, Dodge 2

Skills: Armed Combat 5, Computer Theory 6, Computers (B/R) 6, Electronics 6, Electronics (B/R) 6, Etiquette (Street) 3

Cyberware: DataJack w/200 Mp Memory

Gear: Armor Vest (1/1), Laser Crescent Axe (+1 Reach, 3S2), Tech Kit

CONDITION MONITOR			
MENTAL			
PHYSICAL			
I	M	S	D/UNC

### THUD AND BLUNDER

B Q S C I W E M R Armor  
9 3 9 1 4 2 6 — 2 (3/0)

Initiative: 2 (+1D6)

Dice Pools: Defense (Armed) 3, Defense (Unarmed) 6, Dodge 3

Skills: Armed Combat 4, Etiquette (Street) 5, Firearms 2, Unarmed Combat 6

Gear: Armor Clothing (0/3), Beretta 200ST [Light Pistol, 26 (clip), 3 spare clips, 3M2], Shock Gloves (5L3 Shock Damage, plus 4M1 Fist Damage)

CONDITION MONITOR			
MENTAL			
PHYSICAL			
I	M	S	D/UNC

CONDITION MONITOR			
MENTAL			
PHYSICAL			
I	M	S	D/UNC

If Wildfire has no idea that he is about to be kidnapped, he will be in his small second-floor office looking over the day's accounts. Micro and Thud are playing cards in the storage room. The other troll, Blunder, wanders through the crowd in the arcade, watching for trouble.

The place will be fairly busy as long as the characters are inconspicuous. When they first come in, Blunder gives them the same suspicious stare he gives all unfamiliar faces, but after a few minutes he ignores them. The runners' first problem arises when they realize that Wildfire is not on the ground floor of the arcade.

The arcade is dimly lit, however, and so the runners can attempt a Stealth (3) Test (3 is the average Intelligence of the arcade's crowd) while climbing the stairs. One success allows the character(s) to get up the stairs and into Wildfire's office without attracting the attention of anyone in the arcade. A successful Stealth Test also allows the runners to surprise Wildfire and (hopefully) subdue him without making too much noise.

If the team fails their Stealth Test, Blunder sees them and starts yelling as he runs up the stairs after them. Unless the team can come up with a plausible lie and make a successful Etiquette (Street) (2) Test or Negotiation (4) Test, Blunder will throw them out. If they resist his efforts, he calls for Thud, who may engage the team the next round.

Even if the team successfully subdues Wildfire, they still must get him out of the arcade without being noticed. The second floor has no windows, so they will have to create a diversion, or convincingly lie their way out of the arcade.



## BONUS FOR THE ELF, MAN

As soon as trouble breaks out, the customers will immediately assume that rival gang members are violating the arcade's neutrality. The gang members start to fight each other, basically ignoring the player characters (who can still be hit accidentally by flying flak or fists).

If the characters are wearing gang colors or symbols, either intentionally or by coincidence, members of any rival gangs fire directly at them. Each character dressed as a gang member will be fired on twice every round.

Thud and Blunder go for the runners immediately, pulling on their shock gloves and duking it out. If Micro hears the disturbance, he grabs his laser axe off his workbench and comes in swinging. Micro will go berserk if any games get smashed during the fight.

If Wildfire realized that he was being followed, he gathered his employees and stationed them on the stairs as soon as he entered the club. When Wildfire sees the runners, he yells, "The cops! It's a raid!" Most of the gang members flee out of habit, and one or two player characters may get caught in the stampede. One particularly brave (or foolish) gang member will stay and attack each runner. While the player characters deal with the stampede and go-ganger assaults, Wildfire and his employees move into position for a surprise attack on the team.

If Wildfire was warned a few minutes before the team makes the kidnap attempt, but does not know what the player characters look like, he will mount nearly the same defense as described above. He will not accuse the team of being police, however, until one of the runners makes a suspicious move.



If the characters are kidnapping the band members one at a time, and Wildfire is one of the last two band members to be kidnapped, he will be prepared. Wildfire explains to his patrons that he is in trouble and expects an enemy attack.

Wildfire wants to keep the gang members out of the fight, so he asks them to leave. Six gang members, however, each from different gangs, volunteer to stay and back him up. These six gang members will pretend to be engrossed in various video games when the player characters enter the arcade.

The two trolls wander the room with their hands in their pockets, hiding the fact that they are wearing shock gloves. The dwarf has his head stuck in a game, pretending to be absorbed, but his laser axe is leaning against the base of the table. Wildfire casually leans against the same machine, quietly talking with the dwarf, the arcade game hiding the katana in his hand.

If Whispering Wind escapes the team's kidnap attempt, and if she had enough time to make it, she will also be here. She hides on the balcony overlooking the arcade floor.

Every stranger that comes into the arcade that night is closely watched. The moment someone (the runners) makes a wrong move, everyone in the place attacks.

Wildfire will not try to escape, but will fight ferociously until he is knocked out. His portion of the band's track is on a chip in his jacket pocket.

### GANG MEMBER (6)

<b>B</b>	<b>Q</b>	<b>S</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>E</b>	<b>M</b>	<b>R</b>	<b>Armor</b>
5	6	5	6	5	4	5.7	—	5	(1/1)

**Dice Pools:** Defense (Armed) 5, Defense (Unarmed) 5, Dodge 6

**Skills:** Armed Combat 5, Bike 4, Etiquette (Street) 4, Firearms 4, Projectile Weapons 3, Stealth 5, Unarmed Combat 5

**Cyberware:** Hand Razors (2L2), Low-Light Cybereyes

**Gear:** Knife (2L1), Synth-Leather Clothing (1/1), Tiffani Self-Defender [Hold-Out, 4 (clip), 2 spare clips, 3L1], Yamaha Rapier

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

### DEBUGGING

If the players accidentally kill Wildfire, Eclipse will find a replacement musician. Of course, the player characters lose part of their fee if this happens. If Eclipse must use an alternate musician in the ceremony, Twilight will still be healed, but it will take longer.

# TAILING THE TROLL

## TELL IT TO THEM STRAIGHT

**If Bambi failed to notice the player characters following him, read the following.**

You have been following Bambi deeper into the Redmond Barrrens for several minutes now. It's easy to follow the large troll on the even larger motorcycle, but traffic is fairly light in this area, and many of the buildings are in the process of, or have been, torn down, so you must take extra care to avoid being seen.

You consider jumping Bambi before he reaches his destination, but several groups of go-gangers have already driven by, all with a friendly wave for Bambi. It looks like The Elementals have a lot of fans in this area. This, and the fact that Bambi might have a copy of the music at his place, stops you from acting too soon. **If the players decide to attack Bambi before he gets home, go immediately to Behind the Scenes.**

Bambi arrives at his destination, a large brick building that looks like a store. The dark windows and sign indicate that the shop is closed for the night. You can just barely make out the unlit sign, which says "Bloom's Troll Emporium."

The store is at the end of a dead-end street, flanked by a narrow alley on the right. Bambi wheels down the alley and drives up a ramp on the side of the store's back loading dock. As his Viking travels up the ramp, the loading dock door slides up and open, and then slides back down behind Bambi.

**If the players are kidnapping the band members one at a time, read the following. (This scene takes place no matter in what order of the sequence Bambi is kidnapped.)**

You have followed Bambi deep into the Redmond Barrrens. It was easy to follow the large troll on the even larger motorcycle, but traffic in the area was fairly light, and many of the buildings are in the process of, or have been, torn down, so you had to take extra care to avoid being seen.

You briefly considered jumping Bambi before he reached his destination, but changed your minds after several groups of go-gangers drove by, all of them with a friendly wave for Bambi. It looked like The Elementals have a lot of fans in this area. This, and the fact that Bambi might have a copy of the music at his place, stopped you from acting before he got home.

**If the players decide to attack Bambi before he gets home, go immediately to Behind the Scenes.**

Bambi finally arrived at his destination, a large brick building that looked like a store. The dark windows and sign indicated that the shop was closed for the night. You could barely read the unlit sign, which said "Bloom's Troll Emporium."

The store is at the end of a dead-end street, flanked by a narrow alley on the right. Bambi wheeled down the alley and drove up a ramp on the side of the store's back loading dock. As his Viking traveled up the ramp, the loading dock door slid up and open, then slid back down behind Bambi.

The team scoped this out earlier. Now you're here, and it's time to rock 'n' roll.

**Read the following description if Bambi notices the player characters following him.**

You have followed Bambi deep into the Redmond Barrrens. It's easy to follow the large troll on the even larger motorcycle, but traffic is fairly light in this area, and many of the buildings are in the process of, or have been, torn down, so you must take extra care to not be seen.

You briefly consider jumping Bambi before he reaches his destination, but several groups of go-gangers have driven by while you were following him, and all of them have waved at Bambi. It looks like The Elementals have a lot of fans in this area. This, and the fact that Bambi might have a copy of the music at his place, stops you from acting too soon.

Suddenly, Bambi speeds up. He glances back at you and you realize that he knows he is being followed, but you manage to keep up with him. Scanning ahead, you see that the street down which he is leading you is a dead end. The street lamps are dim, and you can just make out the sign on the large store at the end of the street, which reads "Bloom's Troll Emporium." You notice that Bambi is heading for a narrow alley that runs beside the store.

Bambi makes a quick, ducking motion with his head, and seconds later skids his bike into a three-sixty and screeches to a stop. The gun port on his Viking slides up, making you slightly uneasy, as does the sight of two troll-sized shadows moving on top of the Emporium. Oddly enough, even though they have the drop on you in a big way, Bambi and friends seem to be waiting for something.

## BEHIND THE SCENES

If the player characters decide to jump Bambi before he reaches home, use the **Movement** rules, pp. 71-2, **Shadowrun**, to determine the outcome of the chase. When the team attacks Bambi, he fights back. The gamemaster should keep track of any damage Bambi takes from crashing. Two combat turns into the fight, five go-gangers drive by and join the struggle on Bambi's side.

If Bambi caught wind of the characters tailing him, he uses his helmet comm to warn his brothers that he is on the way with some company. Bambi then fakes trying to get away from the runners, leading them on a merry chase but making sure they keep up with him. By the time they reach the Emporium, Bambi's brothers have set up a deadly ambush for the team and Josh and Hoss wait on top of the Emporium, ready to open fire on the player characters.

## TAILING THE TROLL

Before they deal with the trolls, the runners must detect and avoid a line of monofilament wire that Bambi's brothers stretched across the alley at the head level of someone riding a motorcycle. Have each player make a Perception/Intelligence (8) Test. One success means that the character noticed the wire and can attempt to avoid it. A character who fails to notice the monofilament wire runs into it and takes 6S4 damage. The Damage Code is modified by the speed of the bike. Add +1 to the Power Level of the Damage Code if the bike was moving slowly, +5 if it was traveling at cruising or normal speed, and +10 if the bike was moving full out.

At the moment of contact with the monofilament wire, the character driving the motorcycle must make an Unresisted Success Test against the appropriate Vehicle Skill, at a Target Number 6. Characters with reflex enhancements reduce the target number by the current bonus to their base Reaction Attribute. Use the following success table to determine the results of the success tests.

Successes	Result
0	"Ouch." The character suffers full damage, as noted above, modified by speed. The victim can make a normal Damage Resistance Test to reduce the amount of damage. A helmet is the only armor that can protect against this damage. If the character is wearing a helmet and takes full damage from the wire, the helmet is ruined.
1-2	"Using skill born of desperation, you manage to lean your bike far enough to avoid getting knocked off. Your head misses the line by <i>that much</i> , but you skin your knuckles." Unfortunately, the player character must now make a crash check (p. 73, <b>SR</b> ).
3	"Riding the brakes hard, you stop the bike a micro from the monofilament wire." The character has a -4 Initiative modifier next turn.
4+	"Displaying a skill that would make Boweevel, the current combat bike idol, green with envy, you slide your bike under the wire. Once clear, you pull the bike upright again with no apparent effort and keep going. (The trolls are so stunned by these superior skills that the character automatically adds +5 to his Initiative roll the next combat turn.)

The team must now deal face-to-face with Bambi and friends. Bambi fires his bike's Panther assault cannon until the player characters close to within melee distance, then he takes out his combat axe and starts swinging. Josh and Hoss use their Colt Manhunters until the runners come into Bambi's hand-to-hand combat range.

When the team closes with Bambi, Josh and Hoss rush down to help, reaching the street 3 combat turns later. Josh fires his net gun, then wades in with his stun baton. Hoss leads with a few shurikens, then starts swinging his combat axe.

### JOSH

**B** **Q** **S** **C** **I** **W** **E** **M** **R** **Armor**  
6(8) 3 6 1 2 2 5.7 — 2 (4/3)

**Initiative:** 2 (+1D6)

**Dice Pools:** Defense (Armed) 2, Defense (Unarmed) 6, Dodge 3  
**Skills:** Bike 2, Computer (B/R) 2, Etiquette (Corp) 3, Etiquette (Street) 3, Etiquette (Tribal) 3, Firearms 5, Stealth 2, Unarmed Combat 6

**Cyberware:** Retractable Spurs (6M2)

**Gear:** Armor Vest w/Plates (4/3), Colt Manhunter [Heavy Pistol, 16 (clip), 3 spare clips, 4M2, w/Laser Sight and Ultrasound Sight], Defiance AZ-150 Stun Baton (5L3 Stun + Special), Doc Wagon Contract (Basic), Williams Capture-500 Net Gun (see p. 72, **Street Samurai Catalog**, if used)

CONDITION MONITOR				
M	I	N	T	A
P	H	Y	S	I
↑	↑	↑	↑	↑
L	M	S	D/UNC	

### HOSS

**B** **Q** **S** **C** **I** **W** **E** **M** **R** **Armor**  
7(8) 3(7) 6(10) 1 2 1 0 — 2(4) (5/3)

**Initiative:** 2 (4) (+2D6)

**Dice Pools:** Defense (Armed) 3, Defense (Unarmed) 6, Dodge 7  
**Skills:** Armed Combat 3, Bike 2, Etiquette (Street) 3, Firearms 5, Stealth 3, Throwing Weapons 5, Unarmed Combat 6

**Cyberware:** Muscle Replacement (4), Wired Reflexes (1)

**Gear:** Armor Jacket (5/3), Colt Manhunter [Heavy Pistol, 16 (clip), 3 spare clips, 4M2, w/Laser Sight and Ultrasound Sight], Combat Axe (+2 Reach, 10S2 or 5L3), Doc Wagon Contract (Platinum), Remington Roomsweeper [Heavy Pistol, 6 (magazine), 6 spare rounds, 3M3], Shurikens (8) (5L1)

CONDITION MONITOR				
M	I	N	T	A
P	H	Y	S	I
↑	↑	↑	↑	↑
L	M	S	D/UNC	

If the team runs from this formidable opposition and tries again later, the trolls are ready and waiting for them inside the store. (Bloom's Troll Emporium is the family business.) Bambi lives in a small apartment at the rear of the store and serves as the night watchman. Four wolves also patrol the store at night, obedient only to Bambi and his brothers.

### WOLVES

**B** **Q** **S** **C** **I** **W** **E** **M** **R** **Attacks**  
5 5 x 4 4 — 3/4 2 6 — 5 5M2

CONDITION MONITOR				
M	I	N	T	A
P	H	Y	S	I
↑	↑	↑	↑	↑
L	M	S	D/UNC	



## TAILING THE TROLL



If Bambi is unaware that he is about to be kidnapped, he is alone in his apartment at the rear of the store when the runners arrive. Josh and Hoss have gone home for the evening. Bambi is listening to his chip of The Elementals' music track through headphones. The music is on full blast, because Bambi depends on the wolves to either take care of trouble or alert him to the presence of intruders. If the runners make a noise loud enough to be heard over the music while taking out the wolves, Bambi comes running with his axe in hand and the chip in his pocket. Bambi keeps the chip on his person outside the studio unless he is listening to it.

Getting into the store is not easy. It is locked up tight and has a good security system. At night, thick sheets of macroplast (Barrier Rating 22) slide across the front entrance and windows. The sliding panels are set on a time lock, and cannot be opened manually from the inside or forced open from the outside.

The large cargo door (Barrier Rating 18) on the loading dock does not have an outside maglock. Access to the deck is controlled from a panel located to the side of the cargo door inside the building. A high-speed data burst pulsed at sensors on the door opens it from the outside. A character with Electronic or Computer Skills can recognize these sensors on the outside of the door. The runners may make an Electronics (B/R) (7) Test or Computer (7) Test to open the door.

### Successes

0

### Result

You really screwed up. Alarms go off inside, alerting Bambi to the break-in attempt. Alarms also ring at a nearby Lone Star station (troops arrive within 30 minutes) and in the homes of Bambi's brothers (they can get to the store in ten minutes).

1

The door doesn't open, but at least no alarms went off. (The player can try again, adding +2 to the target number.)

2+

Success! The door slowly slides up.

If the players fail to bypass the lock on the loading-dock door, or if they need to get in quick because they set off the alarms, a well-placed grenade or other explosive might open a hole in the door. Blasting an entrance requires a Demolitions (5) Test. One or more successes will open a hole that the runners can use to enter the store. No successes means the charge was not planted quite right, in which case the players are caught in the backlash. The runners take no damage, but will be slightly stunned, giving the team +2 to all target numbers for the next three minutes.

If Bambi knows about the other kidnapping attempts, he has contacted his brothers, and they have prepared an ambush for the characters. The wolves are roaming the aisles as usual.

Josh poses as a mannequin, modeling hunting clothes in the Leisure section of the store. He holds his loaded net gun and has his Manhunter holstered under his jacket.

Hoss is in the food section, crouched in a corner behind a tower of Mama Beani's Canned Troll Fritters. As soon as the runners come in range, he attacks. Bambi is in the electronics department, hidden behind the counter.

## TAILING THE TROLL

### BLOOM'S TROLL EMPORIUM MAP KEY

#### Checkouts (1)

This row of checkout counters contains barcode scanners and credstick slots.

#### Food Section (2)

This section features various "ethnic" troll foods (it's better not to know the ingredients), including candies to satisfy the powerful sweet tooth for which trolls are known. A wide selection of a common stuffer snack brand is also on display.

#### Electronics Section (3)

The electronic equipment in this section (computers, trid machines, music synthesizers, simsense machines, and so on) was built with switches and keyboards that accommodate the larger hands and fingers of trolls.

#### Leisure Section (4)

These leisure items are designed for the large troll frame. The selection includes hunting and camping gear, weapons, and toys. A large sign over a counter announces that modified vehicles built for troll drivers can be ordered here, and a reinforced Viking motorcycle is on display.

#### Clothing Section (5)

This section takes up most of the store, featuring a large selection of clothes tailored to the troll physique. Clothing for female and young trolls is also available.

#### Furniture Section (6)

This section features furniture built for the large troll frame.

#### Stockroom (7)

This large room is filled with boxes of store supplies and merchandise.

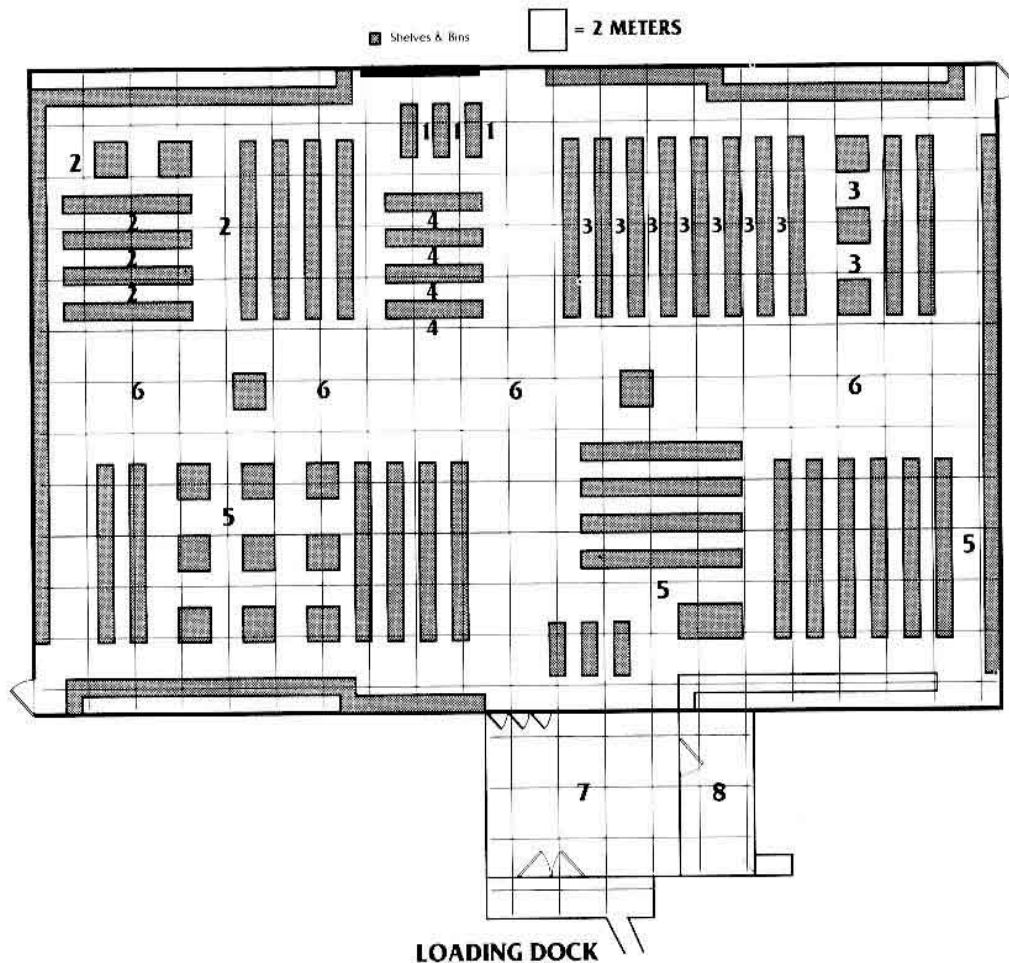
#### Apartment (8)

Bambi has the only magkey to this section of the store, which is usually kept locked. All the furnishings in this small, one-room apartment are built to troll-scale. A set of drums is in one corner. A trid/simsense entertainment center faces a living room suite with a sofa bed. A small efficiency kitchenette is in one corner of the room. A large walk-in closet is built into one wall, and a large door opens into the bathroom.

### DEBUGGING

If the characters kill Bambi, they lose part of their fee and make Eclipse unhappy. (Not a good state of affairs.) Eclipse is forced to find a replacement drummer for the ceremony, which still works, but takes much longer.

### Medium Store



# HAPPY HUNTING GROUNDS

## TELL IT TO THEM STRAIGHT

**Read the following description if the runners plan to kidnap Coyote immediately after tailing him to his destination.**

Coyote heads his Rapier deep into the Redmond Barrens, toward the boundary of Seattle and NAN territory. Signs of "civilization" have begun to thin out; even the ruined buildings in this area are scarce, and natural plant life is more abundant.

Following the Indian, you can tell that he is heading for a large, crumbling building on top of a hill. The hill and the surrounding area is teeming with foliage. As you near the top of the hill, you recognize the building as the Redmond Grand Hotel, one of Seattle's fanciest hotels in days gone by. The Redmond was famous for its well-tended park land back before the Computer Crash of '29.

The park surrounding the hotel was manicured into what passed back then for a natural state, but was generally considered imperfect because it lacked wildlife. The land on which the park was built was rumored to be filled with toxic chemicals that apparently let plants grow but killed animals. In an attempt to complete the park, the hotel released animals into the surrounding lands, but they quickly died. Some were hunted and eaten by the city's poor, and others were assumed to have died from eating the allegedly poisonous plant life.

The slightly eccentric owner of the hotel also owned a large number of shares of an entertainment corp well known for its theme parks. He ordered the corp to build small mechanical animals with limited movement and actions, and then placed them in his park. Years later, when the Redmond Barrens area declined, the hotel was abandoned. Street talk is that the park is haunted and the mechanical animals still move through the underbrush.

Coyote turns onto a dirt road that leads to the park, then disappears into the darkness.

**Add the following lines to the end of the above description if the player characters are working together to kidnap the band members one at a time.**

A few hours later, you and the rest of the team gather at the spot where Coyote turned onto the dirt road, ready to begin the next snatch-and-run.

## BEHIND THE SCENES

Actually, the land on which the hotel is built is not filled with toxic waste. This rumor was started by a corporation that wanted to buy the land from the owner of the hotel. This same corporation went so far as to poison some of the park's plants and animals, but the owner still refused to sell the land. The owner finally died, clearing the way for the corporation to acquire the land, but they are tied up in litigation over the rights to the property. It may be years before the corp gains clear title to the area.

In the center of the abandoned hotel grounds is a squatters' camp. The small tent city has a transient Amerindian population, currently made up of ten squatters and a shaman.

Coyote does not live here. He has an apartment on the other side of town, but once a week brings food and other supplies to the squatters, then stays the night. When Coyote first came to Seattle, he lived with the squatters for a while, and helps them out now because he is grateful for their past kindness.

If the player characters drive their vehicles down the dirt road that Coyote used, they are spotted by a hidden scout who warns the other squatters. If the squatters are forewarned, the runners reach the small village and run into the ambush described below. (Smart characters will avoid the road and sneak into the park lands on foot.)

If the runners travel on foot, skirting the road, have each player make an Opposed Success Test against the Indian scout, using Stealth. The following modifiers apply to the target numbers: Normal Vision +4; Low-Light Vision +2.

The Indian scout adds a +2 modifier to his Stealth Skill because he is using low-light goggles. If the Indian achieves more successes than at least one player character, he spots the team. He sneaks off to alert the squatter village and the squatters will have the ambush ready.





## HAPPY HUNTING GROUNDS

If all the runners achieve more successes than the Indian scout, they spot the scout, and can jump him or sneak past him.

The dirt road leads to the squatter village. If the runners make it past the sentry without raising the alarm, Coyote and the squatters are sitting around a small fire. The players can attack with the advantage of surprise. Coyote plans to spend the night at the camp, but he and the others will not go to bed before midnight (Eclipse's deadline).

If Coyote realized that he was being followed, he signaled the sentry as he passed. The scout warns the village, and so by the time Coyote reaches the village, the squatters have set up the ambush. He will take his place and wait for the runners to arrive.

If the team tries to grab Coyote on the dirt road before he reaches the squatter village, he hears them coming and still reaches the village ahead of the runners. All other things being equal, he knows the dirt road by heart, which gives him the advantage. If the runners try this plan of attack, the sentry will notice the kidnap attempt and run ahead to the camp to prepare the ambush.

If the team is kidnapping the band members one at a time, and Coyote is one of the last two band members to be kidnapped, a friend tells Coyote what is happening by way of the comm unit on his Rapier. Coyote enlists the aid of the squatters, and the ambush is ready.

The squatters and Coyote set up their ambush by hiding themselves among the trees that surround the field where they have set up their small village. The village consists of eight small teepees circled around a small fire pit in the center of the field. The squatters have closed the door flaps of their teepees, and a sleeping bag stuffed with clothing and rocks lies beside the still-smoking fire. Coyote's Rapier is parked beside the sleeping bag.

The squatter shaman has summoned a spirit of the park (field spirit) with a Force of 6. The Park spirit appears as a wizened, old oriental man wearing gardening clothes. The Park spirit uses its Concealment power to hide Coyote and five of his friends, who are spread out among the teepees.

### INDIAN SQUATTER (5)

<b>B</b>	<b>Q</b>	<b>S</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>E</b>	<b>M</b>	<b>R</b>	<b>Armor</b>
5	5	5	5	5	5	6	—	5	(0/2)

**Initiative:** 5 (+1D6)

**Dice Pools:** Defense (Armed) 6, Defense (Unarmed) 6, Dodge 5

**Skills:** Armed Combat 6, Etiquette (Tribal) 4, Projectile Weapons 6, Stealth 6, Unarmed Combat 6

**Gear:** Binoculars, Compound Bow [w/20 arrows (6M2)], Knife (2L1), Low-Light Goggles, Real Leather Clothing (0/2), 1 Smoke Grenade, Survival Kit

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

### INDIAN SHAMAN

<b>B</b>	<b>Q</b>	<b>S</b>	<b>C</b>	<b>I</b>	<b>W</b>	<b>E</b>	<b>M</b>	<b>R</b>	<b>Armor</b>
3	3	3	5	4	6	6	6	3	(0/3)

**Initiative:** 3 (+1D6)

**Dice Pools:** Astral Defense as skill, Astral Dodge 4, Astral Magic 5(7), Defense (Armed) 3, Defense (Unarmed) 1, Dodge 3, Magic 5(7)

**Skills:** Armed Combat 3, Conjuring 6, Enchantment 3, Etiquette (Tribal) 3, Magical Theory 3, Sorcery 5, Stealth 3

**Gear:** Power Focus +2, Real Leather Clothing (0/2), Illusion Spell Focus +2, Field Spirit Focus +2, Survival Knife (3L3)

**Spells:** Detect Enemies 4, Heal Deadly Wounds 4, Overstimulation 4

**Totem:** Snake (+2 Dice for Illusion, Healing, and Detection Spells)

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

### PARK (FIELD) SPIRIT

The Indian shaman is always accompanied by a Park (Field) spirit of Force 6.

**Force:** 6

**Powers:** Accident, Concealment, Guard, Immunity to Normal Weapons against Fire Combat Attacks (Manifest Form), Search

CONDITION MONITOR									
MENTAL									
PHYSICAL									
L	M	S	D/UNC		L	M	S	D/UNC	

The gamemaster should make a secret Perception (12) Test for each character to see if they spot the hidden enemies. The other five Indians and the shaman are hidden among the trees surrounding the clearing.

The spirit uses its Search ability to help locate the players (Target Number 4), especially if they are under an invisibility spell (the spirit must make a successful roll against a target number equal to 4 plus the Force Rating of the Invisibility spell).

The shaman uses his spells to heal any Indians that are badly hurt, give his summoned spirit instructions, cast Overstimulation on the runners, and cast Detect Enemies if any of the player characters disappear.

As the team enters the clearing, the squatters let loose with bows and arrows, and Coyote opens fire with his gun. If one or more of the squatters is killed, Coyote surrenders to the players, asking the squatters to stop firing so that he can leave the park with the runners. The Indians reluctantly comply. Coyote carries his track of the chip in a pouch that hangs on a thong around his neck.

### DEBUGGING

If the characters accidentally kill Coyote, they lose part of their fee. Eclipse is forced to find a replacement bass player for the ceremony. This makes him unhappy, because, though the ceremony still successfully heals Twilight, it takes longer.

# CREDSTICK ON DELIVERY

## TELL IT TO THEM STRAIGHT

It's midnight, time to deliver the goods and collect the pay. You easily find the address your Mr. Johnson gave you, because it's only a few blocks from the Pink Pitbull. An old ten-story apartment building, this address looks to be in better shape than most of the buildings nearby. If you crane your neck, you can tell that at least part of the roof is some sort of garden.

You stand in front of the heavy security door and ring the bell. A small security camera gazes at you indifferently for a moment, then the door buzzes open. Pushing your captives ahead of you, you enter a small lobby. Mr. Johnson's elf razorpunk is waiting for you, and silently ushers you toward one of two elevators.

The other elevator looks broken, the door gaping open on an empty shaft. The elf presses his finger against a maglock with a print sensor, and the other elevator door opens. Your little group crowds into the car, and for a moment you imagine the elevator plunging down under the extra weight. It holds up, though, and lifts you to the top floor, the penthouse apartment.

The door quietly slides open, revealing a luxurious, tastefully decorated apartment. Sliding plexiglass doors open out onto the roof, which is covered by an overgrown garden. You can see a large teepee in the middle of the wild growth. Your host emerges from the teepee and enters the apartment.

**The following dialogue should reflect the runners' success or failure in capturing the band members. For instance, depending on how many Elementals were killed in the kidnapping attempts, Eclipse will be merely angry or in a towering rage.**

"Excellent, quite outstanding!" Mr. Johnson smiles and greets you with outstretched arms. "I am very pleased with your success. Please usher our guests into the study so that I can have a word with them in private. Before I do that, allow me to present your payment immediately for a job well done." (At this point, he also takes any chips you obtained and pays you the agreed-upon bonus.) "I would appreciate it if you would make yourself at home for a few minutes—fix yourselves a drink—because I want to propose another job for our mutual profit. I'll just be a minute."



Mr. Johnson goes into the study. The elf stays with the team, then enters the elevator a few minutes later in response to a buzzing noise from somewhere in the apartment. The elevator returns with the elf and a coarse, hairy man dressed in flashy, expensive clothing. He ignores you and your friends.

As the newcomer pours himself a drink, Mr. Johnson reenters the room, followed by the four band members. The band is smiling, and it looks like they have settled their differences. Mr. Johnson thanks you for waiting.

"You gentlemen [and ladies] have successfully completed this first task, so I will offer you another business opportunity. The Elementals and I have buried the hatchet, so to speak, and so the album is back on track. Unfortunately, we now have a small publicity problem. You see, my company hired the famous director, Lupus, to film a music trideo for one of the songs.

"Lupus, my other guest tonight, insisted that artistic integrity required the project be filmed in NAN territory. We arranged for a special license allowing us to enter Indian territory and film the trideo, but the license has expired. It would take several months to cut through the red tape and get another.

"Normally, this would not be a problem, but the misunderstanding with the band has put us behind schedule. The company needs the trideo to come out right before the album is released for maximum advertising punch. If we wait for a second license, we will also lose Lupus' services as director. If we do not make the trideo now, my company will lose a great deal of money. I want your team to quietly escort us into NAN territory for the filming, and bring us back out again. The location Lupus has chosen is only about a day's travel from the Seattle border. Will you accept this job?"

## BEHIND THE SCENES

Eclipse is using his apartment for this meet because he is short on time and does not have easy access to another secure meeting place. Eclipse believes that the characters will be dead soon anyway, and so it does not matter if they know where he lives—they will not be back to cause problems.

The Elementals are docile now because they are wearing necklaces that Eclipse talked them into accepting. The necklaces are actually spell locks enchanted and bonded with a Control Thoughts spell. The band will obey Eclipse's orders as long as those orders do not conflict with their basic personalities. If any of the runners attempts to listen in on the "conversation" Eclipse is having with the band members in the other room, he will hear nothing, except for possibly the snap of metal clasps.

The whole music trideo story is a lie, of course. The player characters will probably be suspicious of the set-up, but remind them that Mr. Johnson's career may hinge on the success of The Elementals' album, which would explain why he is more than willing to take the risk of entering NAN territory without authorization.

Eclipse explains that his party must leave right away, so that they will be ready to "film" by late afternoon the next day. He also tells the runners that they will be responsible for carrying the film equipment, which is automatic, and helping to set it up. Eclipse offers the runners 25,000¥ to escort the party into the Indian territories.



Eclipse's plan for immediate departure will prevent the runners from getting any information from their contacts. They may feel free to use Eclipse's phone to make a few calls, but will probably (and quite rightly) suspect that Eclipse or Dusk will listen in on their conversations.

If the team accepts the offer, go to **Shadows in the Forest**, p. 33. If the players turn down Eclipse's job offer, he pleasantly says he understands, and says good-bye. Actually, he is angered by their refusal.

If the players turn down the job, go to **Strangers in the Night**, the next section.

## DEBUGGING

If the runners make trouble in Eclipse's apartment, the gamemaster may play the situation out as it stands, or add half a dozen burly street toughs, who come running from adjoining areas of the apartment (use **Gang Member**, p. 39, **SR**) and attack the runners, allowing Eclipse, Dusk, Lupus, and the band to escape and carry out Twilight's healing.



# STRANGERS IN THE NIGHT

## TELL IT TO THEM STRAIGHT

You've just finished a successful run, and it's still pretty early. Do you feel like resting, or do you want to go out and party?

## BEHIND THE SCENES

Eclipse has decided that the runners are a loose end that he wants tied up. Earlier tonight, he contacted an old friend who owes him a favor. The friend is a mage assassin known as Nemesis. Most of the assassin's clients, including Eclipse, are unaware that Nemesis recently became a vampire. He is not happy about the situation, but it *has* made his line of work easier. He just has to be careful to keep his changed nature a secret. Eclipse hired Nemesis to take out the player characters, who know too much for the shaman's peace of mind.

The gamemaster should let the players describe how their characters plan to spend the rest of the night, allowing them to get a fair distance away from Eclipse's apartment building before Nemesis ambushes them from a quiet street corner.

Nemesis attacks with distance spells and weapons. If the players close with Nemesis and he begins to lose the fight, he

uses his vampiric powers to even it up. Nemesis will fight to the death, especially if the runners find out that he is a vampire. He has a reputation, and a secret, to keep.

If the players search Nemesis after they defeat him, they find his pocket secretary. A character with Computer Skill may attempt a Computer (6) Test to access the data in the machine. If the character achieves at least one success, he can access the pocket secretary's data files. The data files reveal that Nemesis met "E." earlier that afternoon. The address given for the meet is Eclipse's apartment building.

The runners, by now at least slightly irritated, will probably decide to visit Eclipse for a friendly discussion. Go to **Nobody Home**, the next section.

## DEBUGGING

The only way the characters can hose things here is to lose the fight with the assassin and get killed. Nemesis would not inflict vampirism on anyone else, no matter what the circumstances; because he must make the effort to create another vampire, it will not happen here. If the characters are killed by Nemesis, they die.



**NEMESIS**

Nemesis is a well-known mage assassin. Recently, he was hired to kill someone who turned out to be a vampire. The vampire drained all of Nemesis' Essence, but made the mistake of not destroying him. Nemesis became a vampire, and returned to destroy the vampire who infected him with the Human-Metahuman Vampiric Virus (HMHVV).

Nemesis collected his fee for the job, then killed his client.

Nemesis resumed his career, carefully concealing his vampiric nature even from his victims. He prefers not to use his vampiric abilities to kill his targets. To minimize speculation about the occasions when he is forced to do so, he has started a rumor around that he uses a spell that drains Essence. This explanation satisfies those who wonder why some of his victims look like they have been attacked by a vampire.

**Attributes**

- Body: 6
- Quickness: 30
- Strength: 12
- Charisma: 4
- Intelligence: 5
- Willpower: 5
- Essence: 10.1
- Magic: 10
- Reaction: 17(18) (+2D6)

**Skills**

- Conjuring: 3
- Etiquette (Corp): 2
- Firearms: 3
- Magical Theory: 4
- Sorcery: 6
- Unarmed Combat: 2

**Dice Pools**

- Astral (Defense): As Skill
- Astral (Dodge): 5
- Astral (Magic): 6 (7)
- Dodge: 30
- Defense (Armed): 1
- Defense (Unarmed): 2
- Magic: 6 (7)

**Cyberware**

- Boosted Reflexes: 1 (+1D6 on Initiative)
- Low-Light Cybereyes w/Thermographic

**Gear**

- Armor Jacket (5/3)
- Flash-Pacs (3) (Rating +4)
- HK227 [SMG, 20 (clip), 2 spare clips, 5M3, w/Laser Sight and Gas-Vent Recoil Compensator (2)]
- Power Focus (1)
- Spell Lock (Armor/2 successes)
- Spell Lock (Personal Combat Sense/4 successes)

**Spells**

<b>Combat</b>	<b>Detection</b>	<b>Health</b>
Mana Bolt: 5	Clairvoyance: 5	Heal Moderate Wounds: 3
Manaball: 5	Detect Enemies: 2	Increase Reaction: +2
Power Bolt: 5	Detect Guns: 4	<b>Illusion</b>
	Personal Combat Sense: 5	Confusion: 4
		Mask: 3
		<b>Manipulation</b>
		Armor: 5

**Vampiric Powers**

- Enhanced Physical Attributes
- Enhanced Senses (hearing, smell)
- Essence Drain
- Immunity (age, pathogens, poison)
- Infection
- Mist Form
- Regeneration
- Thermographic Vision

**Weaknesses**

- Allergy (sunlight, severe)
- Induced Dormancy (lack of air)
- Essence Loss
- Vulnerability (wood)

CONDITION MONITOR			
MENTAL			
PHYSICAL			
L	M	S	D/UNC



# NOBODY HOME

## TELL IT TO THEM STRAIGHT

You and your angry friends are back at your former employer's apartment building. All the lights are out in the penthouse apartment. In fact, the whole building is dark. You have a bad feeling that "Johnson" and crew have already left for NAN territory.

If he sent one assassin after you, he'll probably send another when he finds out you're still alive. Best to take him out before that happens. But you have no idea exactly where he went, and you don't know if he will even be coming back to Seattle. You hope that you will find a clue to his whereabouts in his apartment.

## BEHIND THE SCENES

If the player characters try to use a decker to bypass Eclipse's security system, they meet with disappointment. First, they have to get Eclipse's unlisted LTG number, which means decking the phone company. If the decker pulls that off, all he will learn is that Eclipse physically unhooks his home computer and security systems from the Matrix whenever he leaves town. More bad news follows this discovery.



If the runners get inside the building, they eventually discover that the only datajack into the security and computer system is located in Eclipse's apartment, and to get into Eclipse's apartment, they have to bypass the building's security system.

If the team tries to force its way in using explosives, use a Barrier Rating of 10 for the outside doors and walls of the building (see **Demolitions**, p. 122, **SR**). Naturally, using explosives on a private residence sets off alarms, but the Lone Star patrols do not arrive for 30 minutes.

If the characters try to finesse their way in, their first obstacle is the Rating 7 maglock on the building's front door. All other exterior doors in the building have been blocked up. An Electronics (7) or Computer (B/R) (7) Test is required to finesse the maglock on the outside door. Consult the table below for the results of the test.

### Successes

0

### Result

You hosed it. A silent alarm has gone off at Lone Star headquarters. Of course, this is the Redmond Barrrens, so it will probably take 30 minutes for a patrol to arrive. And the unfortunate tech trying to open the lock got zapped by a heavy-duty electrical current. (The Damage Code for the jolt is 5L3 Stun. The victim must add +4 to all target numbers for 5 turns. For every success the character achieves on a Body Resistance Test, reduce the length of disorientation by one turn.)

1

The door doesn't open, but the tech didn't set off any alarms, either.

2+

Click. Success! The door opens!

Once past the outside door, the runners must deal with the Rating 7 maglock on the elevator door. If they decide to blow it up (Barrier Rating 6), let them. The doors are easy to blow open, but the blast destroys the elevator's systems. The characters will have to climb up the elevator shaft or else climb the stairs.

Have the tech attempting to open the elevator's maglock use the above procedure and Success Table, with one addition. If the tech achieves one success, the elevator doors will open. Once the characters are inside, the elevator will begin moving up. When it reaches the eighth floor, however, it will start moving rapidly downward, and the characters will experience free fall for one brief moment before they hit bottom.

The Damage Code for this fall is 854. Characters wearing armor reduce any damage taken by their armor's normal Impact Rating. The Dodge Pool cannot be used to reduce this damage.



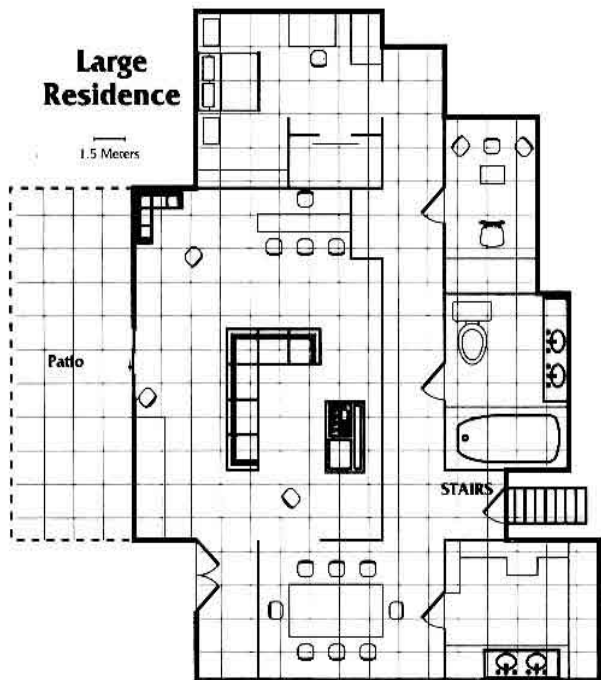
## NOBODY HOME

Any surviving characters can attempt to climb up the empty elevator shaft or else climb the stairs.

If the survivors try climbing either the working elevator shaft or the shaft of the broken elevator, they discover a maintenance ladder that reaches all the way to the top. Motion sensors in the shafts will detect the characters' movement, however, causing trap doors located at the top of both shafts to swing open when the characters reach the fifth floor. The trap doors reveal a small alcove that opens onto both shafts. The alcove houses a salamander conjured by Eclipse. The salamander is a guard, and will attack anybody climbing either shaft.

If a character takes Moderate or heavier damage from a salamander attack, the character must make a Willpower (6) Test. If he achieves no successes, the character will fall off the ladder. A falling character can attempt one Strength (8) Test. One success means that the character was able to grab hold of the ladder and stop falling, receiving one Light wound from the impact. The fall to the bottom of the shaft has a Damage Code of 5S3.

\*The salamander is the only trap Eclipse set in the elevator. Once the characters deal with the salamander, they can climb the rest of the way up the shaft and open the elevator doors into the penthouse apartment.



### SALAMANDER

**B** 5   **Q** 6 x 3   **S** 2   **C** 4   **I** 4   **W** 4   **E** 4A   **M** —   **R** 10/20\*   **Attacks** 3M4

\*Manifest/Astral Reactions

**Initiative:** 10/20\* (+1D6)

**Powers:** Engulf, Flame Aura, Flame Projection, Guard, Immunity to Fire, Magical Resistance, Manifestation, Psychokinesis

**Weaknesses:** Vulnerability (water)

CONDITION MONITOR			
□	□	□	□
MENTAL			
□	□	□	□
PHYSICAL			
L	M	S	D/UNC

The runners will also encounter a few problems if they take the stairs. The metal stairs go all the way up to the penthouse apartment. The first four flights of stairs are trapped. On each flight of stairs, have each player roll 1D6, with the character who is leading rolling first, the next character in line rolling second, and so on. The first character to roll a natural 6 has stepped on an electrified step.

The Damage Code for the jolt is 5L3 Stun. The victim adds +4 to all target numbers for 5 turns. For every success achieved on a Body Resistance Test, reduce the length of disorientation by one turn.

Only the first four flights of stairs are trapped in this way. A tech with a tool kit can easily check each step for an electrical current, but this forces the characters to climb the stairs more slowly.

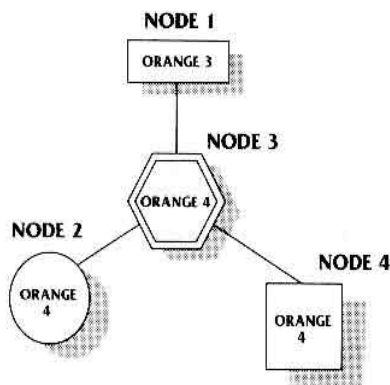
The only other trap in the staircase is on the landing of the fifth floor. Motion sensors detect the runners and cause two flash-paks set in the walls to go off. Have each player make a Willpower (6) Test. The number of successes determines how each character reacts.

Successes	Result
0	The character stumbles back and hits the railing hard. A successful Reaction (5) Test means the character catches himself before he goes completely over the railing. This wrenches his shoulder, automatically causing a Light wound. A falling character can attempt two Strength (8) Tests. One success means that he was able to grab the stairwell and stop his fall, taking a Light wound in the process. Falling all the way to the bottom of the stairs causes the character to suffer damage with a 5S3 Damage Code.
1	The character stumbles back and must make a Reaction (4) Test. If he achieves no successes, he will tumble down one flight of stairs, automatically taking a Light wound. Anyone behind a tumbling character must make a Reaction (3) Test or also fall one flight.
2+	No problem. The character is stunned and blinded, but manages to keep his feet under him.

Characters who make it to the top of the stairs find a Rating 10 maglock on a door leading directly into Eclipse's penthouse apartment.

The door to the stairs is located between the kitchen and the bathroom. The doors to the elevator are located between the bedroom and the den. The patio leads out into the large rooftop garden.

A search of the apartment yields only two clues. The first clue can be found in Eclipse's personal computer, which is in his study. The computer system is very basic, containing only a CPU, a datastore, and a slave module. The computer can only be accessed by a decker or a character with Computer Skill.



### ECLIPSE'S COMPUTER SYSTEM KEY

**CPU** = Central Processing Unit

**DS** = Datastore

**I/OP** = Input/Output Port

**SM** = Slave Module

**SPI** = Sub-Processor Unit

**CPU:** Orange-4, Barrier 6.

**DS:** Orange-4, Killer 4.

**SM:** Orange-4, Trapped IC (This IC appears to be a Barrier 4, but also releases Trace and Burn 4).

**I/OP:** Orange-3, Access 4.

The datastore is Eclipse's personal log. It is a record of Eclipse's association with the spirit Twilight and his attempts to heal it. Recent log entries detail his discovery of The Elementals and his theories about their music, including notes on his research into whether or not their demo release, "Healing the Spirit," is close enough to the rejuvenation ritual to restore Twilight to full strength. The datastore does not contain a description or map of where in the NAN territory Eclipse planned to take The Elementals.

The second clue is in Eclipse's medicine lodge, the large teepee in the garden. Because it is a medicine lodge, a mage cannot assense the interior.

Eclipse's pet naga guards the entrance to the teepee. The creature has the run of the garden, and will attack anyone other than Eclipse who tries to enter the teepee. Eclipse taught the naga the Sleep and Chaotic World spells, which it will cast intelligently and to its best advantage.

### NAGA

**B** **Q** **S** **C** **I** **W** **E** **M** **R** **Attacks**

5/1 2x3 6 3 3 4 (8) — 4 5M2,-1 Reach

**Powers:** Guard, Magical Guard, Venom (Toxin, 8S2, Speed 1 turn)

**Spells:** Chaotic World, Sleep

If the runners enter the teepee, they find an old parchment showing the general area where Eclipse plans to perform the healing ritual. Eclipse compared this old map, the first record of the continent's known landmarks and territory, to a current map of the area to get a better idea of where the ceremony should take place. Comparing the two maps helped him pinpoint Twilight's location and the strongest place of power near that location. He took the current map with him, leaving the parchment behind. The player characters can easily obtain a current map of NAN territories, and can compare the two maps to figure out Eclipse's intended destination.

If the runners explore the other floors of the apartment building, they find that each floor has four empty apartments (use **Medium Residence**, p. 33, **Sprawl Sites**) that have obviously been unoccupied for years.

If the players decide to follow Eclipse into NAN territory, go to **Crowded Neighborhood**, p. 35.

### DEBUGGING

If the players decide that Eclipse is more trouble than he is worth and decide not to hunt him down, the healing ceremony succeeds and Eclipse returns to Seattle with Twilight free and at full strength. Eclipse discovers that the characters are still alive and goes after them personally, aided by Twilight, Dusk, and Lupus.

If the runners try to warn NAN authorities about the serious situation developing within their borders, they will be ridiculed and then ignored. (As is usual when dealing with civil authorities.) The characters can try to talk their NAN contacts into warning the authorities, but their story is just too unbelievable, especially because the characters have no proof to back up their claims. By the time the red tape gets cut and a patrol is sent to check out the area marked on the map, Twilight will be healed. The NAN patrol will be wiped out by Twilight and his mortal allies, and the characters and their NAN contacts will be left dealing with a lot of questions from angry, suspicious NAN Council members.

The characters will spend most of their time looking over their shoulders for Twilight and Eclipse. This is not just paranoia—the nasty pair is out to get them. But they have a lot of time to prepare their defenses, because this debacle has flushed their credibility as runners down the toilet.

# SHADOWS IN THE FOREST

## TELL IT TO THEM STRAIGHT

If the runners accepted Eclipse's offer and are entering the forest with him and the band, read the following.

The quiet darkness of the night blankets you as you look back at the edge of Seattle. The Redmond Barrens seem to slowly disappear and the forest takes over, its silence amplifying unfamiliar sounds. You feel as if every nerve ending is as exposed as you are right now, moving your charges quietly across the clearing. According to your employer's information, this area is the least-patrolled section of the Seattle/NAN border. His sources also indicated that this is the best moment to cross the border in this section, because one of the infrequent patrols has just passed. His sources seem to be right, because no shots ring out as you slip into the trees.

## BEHIND THE SCENES

Eclipse's information was only half right. The border is lightly defended in this area, but the location to which this expedition is headed is sacred to the tribes in the area. The Salish-Shidhe patrol this part of the woods more regularly, and so the runners will encounter a five-man troop before they reach the place of power.

Have the player character leading the party, or the player character scouting ahead, make an Opposed Success Test using Stealth and Perception against the patrol scout. If the player character achieves more successes than the patrol scout, he detects the patrol, but the patrol remains completely unaware of the team's presence. The runners can simply hide their group until the Indian patrol passes by. If the team wants to attack the patrol, Eclipse reminds them that this is supposed to be a quiet in-and-out operation, and he would rather not get the NAN on his tail.

If the team and their group avoids the patrol, they will reach Twilight's lair a few hours later. Go **House Cleaning**, p. 38.

If the Indian scout achieves more successes than the player character, the patrol sets up an ambush for the team. When they have the group surrounded, they step out and order them to surrender. Eclipse immediately calls on a Forest spirit he has waiting in astral space and orders it to use its Concealment power on everyone in the group except the runners. Eclipse, Lupus, Dusk, and the band members escape, leaving the player characters to explain their unauthorized presence to the S-S patrol. Eclipse will not call on the spirit unless it is absolutely unavoidable, because he wants to conserve his energy for the upcoming ritual.

## SALISH-SHIDHE BORDER PATROL (5)

B	Q	S	C	I	W	E	M	R	Armor
6	6	6	3	5	4	5.3	—	5	(3/0)

**Initiative:** 5 (+1D6)

**Dice Pools:** Defense (Armed) 3, Defense (Unarmed) 3, Dodge 6  
**Skills:** Armed Combat 3, Athletics 3, Car 3, Computer (B/R) 1, Electronics (B/R) 1, Etiquette (Tribal) 4, Firearms 5, Gunnery 5, Rotor Craft 3, Unarmed Combat 3

**Cyberware:** Low-Light Cybereyes, Smartgun Link

**Gear:** Armor Clothing (3/0), Berretta Model 70 [SMG, 35 (clip), 3 spare clips, 4M3, w/Gas-Vent Recoil Compensator (2) and Smartgun Adapter], Medkit, Seco LD-120 [Light Pistol, 12 (clip), 3 spare clips, 3M2, w/Laser Sight], Survival Knife (6L3), Thermographic Binoculars, 4 Trauma Patches (2)

CONDITION MONITOR			
MENTAL			
PHYSICAL			
L	M	S	D/UNC

CONDITION MONITOR			
MENTAL			
PHYSICAL			
L	M	S	D/UNC

CONDITION MONITOR			
MENTAL			
PHYSICAL			
L	M	S	D/UNC

CONDITION MONITOR			
MENTAL			
PHYSICAL			
L	M	S	D/UNC

If the players decide to fight their way out, they will have a tough time of it, because the natives are trained warriors. If the runners kill any members of the patrol, and if NAN can track the deaths back to the characters, they will be in deep guano. If they surrender to the patrol, the characters have an equally tough time convincing the Amerindians that they were only sneaking into NAN territory to film a music vid. When they search the characters and find the camera equipment, they are intrigued. Of course, all the characters' equipment and weapons are confiscated.

The characters can try to use their Negotiation Skills to talk the patrol into going to the ritual site. If they fail, the patrol takes them to their headquarters instead, where the characters are interrogated, forced to pay a heavy fine, and spend a month doing hard labor. Eclipse and Twilight take this opportunity to make various business arrangements. When the characters are finally released, Twilight and Eclipse go after them.



## SHADOWS IN THE FOREST



The border patrol members do not have Negotiation Skills, and so default to Charisma on the Skill Web for this test.

If the players make successful Negotiation Tests, the patrol agrees to accompany the team to the location of the trideo filming. After traveling for several hours, the group runs into five ghouls driven from the ritual area by Eclipse and friends. The maddened ghouls appear suddenly, attacking the members of the patrol because the natives are openly carrying weapons and so are seen as a threat. The gamemaster should run the battle between the patrol and the ghouls normally. If any natives survive the battle, they decide to take a chance and return the characters' weapons to them, and continue the trip. If the patrol is killed, the characters must deal with the remaining ghouls.

### GHOUL (5)

**B Q S C I W E M R Attacks**  
7 5x4 6 1 4 5 (5) — 4 6L2/6M2 Stun

**Initiative:** 4 (+1D6)

**Dice Pools:** Defense (Armed) 1, Defense (Unarmed) 4, Dodge 5

**Skills:** Athletics 6, Unarmed Combat 4

**Powers:** Claws (as Improved Hand Razors 6L2), Enhanced Senses (smell, hearing)

**Weaknesses:** Allergy (sunlight, moderate), Reduced Senses (blind)

CONDITION MONITOR				
MENTAL				
PHYSICAL				
L	M	S	D/UNC	

CONDITION MONITOR				
MENTAL				
PHYSICAL				
L	M	S	D/UNC	

CONDITION MONITOR				
MENTAL				
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CONDITION MONITOR				
MENTAL				
PHYSICAL				
L	M	S	D/UNC	

CONDITION MONITOR				
MENTAL				
PHYSICAL				
L	M	S	D/UNC	

If the characters avoided or killed the patrol, or if the patrol was killed by the ghouls, the characters can either continue toward the filming site or head back to Seattle. If they return to Seattle, the trip home is uneventful.

If the players decide to go on to the filming site, go to the next section, **Crowded Neighborhood**.

### DEBUGGING

If the players wimp out and head back to Seattle after the ghouls wipe out the patrol, the ceremony to heal Twilight succeeds. Eclipse, Dusk, and Twilight return to Seattle and hunt down the characters.

# CROWDED NEIGHBORHOOD

## TELL IT TO THEM STRAIGHT

**If the runners are following Eclipse and his group, read the following.**

Comparing the old map of the NAN territories you found in Eclipse's teepee with a current one, you get a general idea of where Eclipse might be headed. You need to take the most direct route there to make up time, and so you decide to enter NAN territory from the outlying areas of the Redmond Barrens through an area your contacts say is currently poorly patrolled. As you cross the final clearing and enter the edge of the NAN forest, you nervously await the sound of gunshots. They never come.

**If the player characters accompanied Eclipse into the forest and were captured by the patrol, read the following after the group encounters the ghouls.**

That was a close one. If the natives weren't so professional, you'd be puppy chow, because the patrol had all your firepower. Reclaiming your weapons, you decide that your employer, piece of drek that he is, owes you some extra cred for abandoning you. You just wish you knew what made those ghouls so berserk. The remaining troopers (if any are left) gladly return your equipment. Even though they still don't completely trust you, they want your help.

## BEHIND THE SCENES

If the characters are trailing Eclipse through the forest, they encounter the native patrol after Eclipse and his group ran across them and promptly mowed them down. At least one Indian's body is badly burned. Several bodies are full of arrows, and one looks like it was ripped up by a wild animal.

A few hours later, the characters run into five ghouls that are fleeing their territory, which happened to be the ritual area. Eclipse, Dusk, and Lupus drove them out of their lair. Because both groups are surprised by the encounter, the characters and the ghouls both roll for normal Initiative. See **Shadows in the Forest**, p. 34, for the ghouls' stats.

An hour after the encounter with the ghouls, the characters can see bright lights through the trees ahead. They can also hear a few strains of music, which tells them that they have almost caught up to Eclipse. Before the runners can reach the ritual area, Dusk and Lupus, who has assumed his wolf form, ambush the team. Lupus attacks without warning, jumping at the nearest character's throat. Dusk fires arrows at the characters from the branches of a large tree. When the team reaches hand-to-hand range (within two or three rounds), Dusk sneaks back down the tree and attacks the characters one at a time using his katana. After his initial surprise attack, Lupus will also silently stalk the characters.

If the runners accompanied Eclipse into the forest, but were separated from him in the encounter with the patrol, Dusk and Lupus still attack the team when they approach the ritual area. Lupus and Dusk will keep the team away from the clearing as long as they can so that The Elementals play, the stronger Twilight gets. The gamemaster must keep a careful record of the length of the fight with Dusk and Lupus, because the longer The Elementals play, the stronger Twilight gets. Dusk will protect Eclipse and his plan with his life. Lupus runs away if he takes Serious or heavier damage. When the team defeats the two killers, they can head for the bright lights and music up ahead.

## DEBUGGING

If the entire team goes down and out in the fight with Lupus and Dusk, the gamemaster should create a handy S-S patrol that can wander in and stop Eclipse from healing Twilight. The natives will heal the players in order to question them, checking their stories by magical methods. The patrol fines them heavily, warns them not to enter NAN territory again without permission, and sends the team back to Seattle.



**DUSK**

Dusk, an elf street samurai who has been running the shadows for a long time, has made a name for himself as the strong, silent type. He is a deadly warrior who only speaks when speech is unavoidable. His skin is coal black, his hair is silver, and his eyes appear lavender.

A few years ago, Dusk and Eclipse were the only surviving members of a deadly run during which they saved each others' life. Following the ancient code of the samurai, Dusk has served as Eclipse's personal bodyguard since that run.

**Attributes**

- Body: 4
- Quickness: 7 (9)
- Strength: 4 (6)
- Charisma: 4
- Intelligence: 4
- Willpower: 4
- Essence: .5
- Magic: —
- Reaction: 5 (9) [+3D6]

**Dice Pools**

- Defense (Armed): 6
- Defense (Unarmed): 6
- Dodge: 9

**Skills**

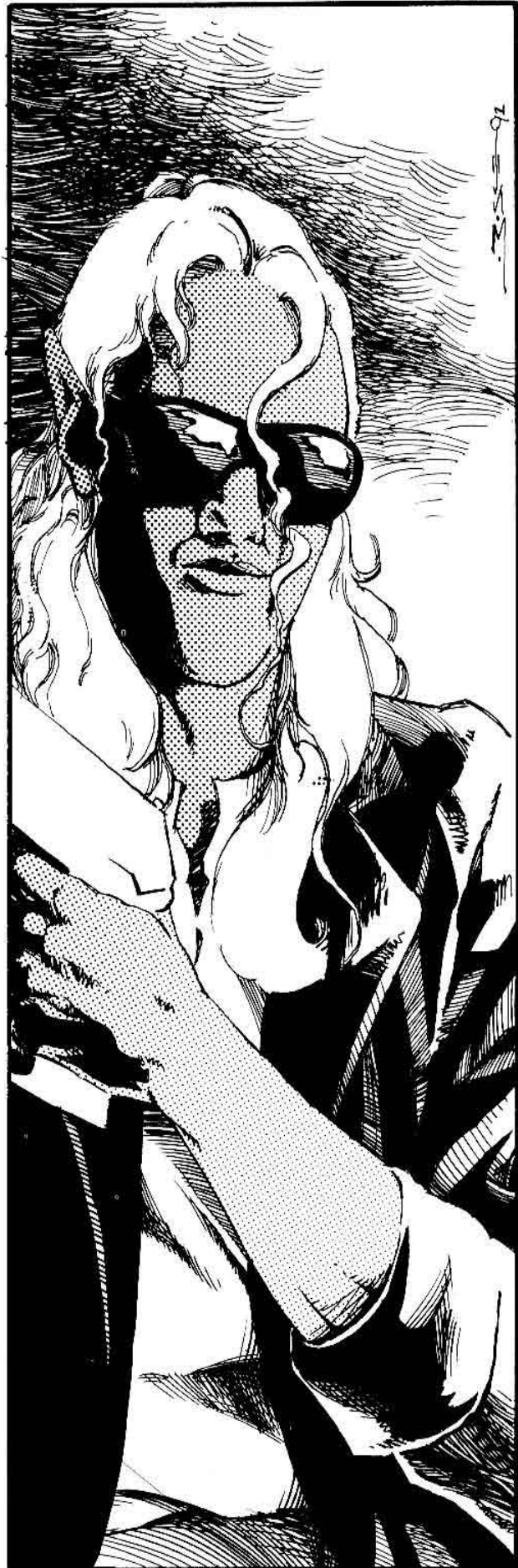
- Armed Combat: 6
- Bike: 2
- Etiquette (Street): 3
- Firearms: 6
- Stealth: 6
- Throwing Weapons: 1
- Unarmed Combat: 6

**Cyberware**

- Muscle Replacement (2)
- Smartgun Link
- Wired Reflexes (2)

**Gear**

- Ares Predator II [Heavy Pistol, 15 (clip), 3 spare clips, 6M2, w/ Reactive Trigger and Smartgun Adaptor]
- 20 Arrows (6M2)
- Compound Bow System w/ Bow Accessory Mount (Smartgun Adaptor)
- FN HAR [Assault Rifle, 20 (clip), 4 spare clips, 5M3, w/Gas-Vent Recoil Compensator (2) and Smartgun Adaptor]
- Katana (+1 Reach, 6M3)
- Lined Coat (4/2)
- 5 Shurikens (3L1)
- 6 Stimulant Patches (2)



CONDITION MONITOR									
MENTAL					PHYSICAL				
L	M	S	D/U/NC						



**LUPUS**

Eclipse was actually telling the truth when he introduced Lupus as a famous music trideo producer. He is also a wolf shapeshifter.

Lupus was always different from the rest of his pack. As soon as he was old enough, he left the forest to explore life in Seattle, and discovered and fell in love with music. Unfortunately, Lupus was not musically gifted. He was also fascinated by music trideos, though, and so he acquired training in that field. Within a few years, he had reached the top of the music trideo business and was considered one of the best producers in CAS.

A business rival found out about his heritage and used it to blackmail him. Lupus hired Eclipse and Dusk, who arranged for the blackmailer's "disappearance." Eclipse and Dusk also did their homework, and discovered Lupus' heritage. They did not want to blackmail him with their knowledge, but they reserved the right to call in a favor from him someday. Lupus reluctantly agreed to this deal.

The second attribute numbers below are for his wolf form.

**Attributes**

- Body: 5/7
- Quickness: 4 x 5/6 x 5
- Strength: 5/6
- Charisma: 5/5
- Intelligence: 3/3(4)
- Willpower: 3/2
- Essence: 8/6
- Reaction: 5/5 (+1D6)

**Dice Pools**

- Defense (Armed): 4
- Defense (Unarmed): 5
- Dodge: 4/6

**Skills**

- Armed Combat: 4
- Computer: 3
- Etiquette (Corporate): 4
- Etiquette (Media): 4
- Etiquette (Street): 4
- Negotiation: 4
- Stealth: 6
- Unarmed Combat: 5

**Gear**

- Survival Knife (5L3)
- 3 Trid Recorders
- 10 Trid Recorder Chips
- Pocket Secretary

**Attack in Wolf Form:** Bite (6M3)

**Powers**

- Enhanced Physical Attributes (in animal form)
- Low-Light Eyes
- Regeneration

**Weaknesses**

- Allergy (mild, silver)
- Vulnerability (severe, silver)

CONDITION MONITOR			
1	2	3	4
MENTAL			
1	2	3	4
PHYSICAL			
L	M	S	D/UNC





# SHADOW CONCERT

## TELL IT TO THEM STRAIGHT

**If the players accompanied Eclipse from Seattle through NAN territory to the filming site, read the following.**

Your pulse is still racing from the battle, but Eclipse demands that you immediately help Lupus set up the filming equipment. You put away your weapons and start unpacking your backpacks.

Lupus shows you how to set up a number of battery-powered collapsible floodlights and several tripod-mounted trideo recorders, which he has you place at even intervals around the clearing.

Dusk helps The Elementals set up their equipment, also battery powered, on the large, flat rock recently occupied by the banshee.

The Elementals start playing "Healing the Spirit" about an hour before dawn. As you listen to the strangely compelling music, you notice a low-lying fog creeping into the clearing. Light seems to flash in the fog, creating weird atmosphere effects. You're impressed by Lupus' special effects. The wind picks up as The Elementals' song reaches a crescendo and a bright spot of light near the band starts to expand. You've had your suspicions all along, and suddenly you're sure that something real bad is about to happen.

**If the team caught up with Eclipse at the clearing where the ceremony is to take place, read the following.**

Bright floodlights illuminate The Elementals, who have set up on a large slab of rock in the center of the clearing. A number of other stone slabs are scattered across the clearing. As you watch the band play, a low-lying fog creeps into the clearing.

Light seems to flash in the fog, creating weird atmospheric effects. The wind picks up as The Elemental's song reaches a crescendo and a bright spot of light near the band begins to expand. Your erstwhile employer stands near the growing spot of light, a satisfied smile on his face.

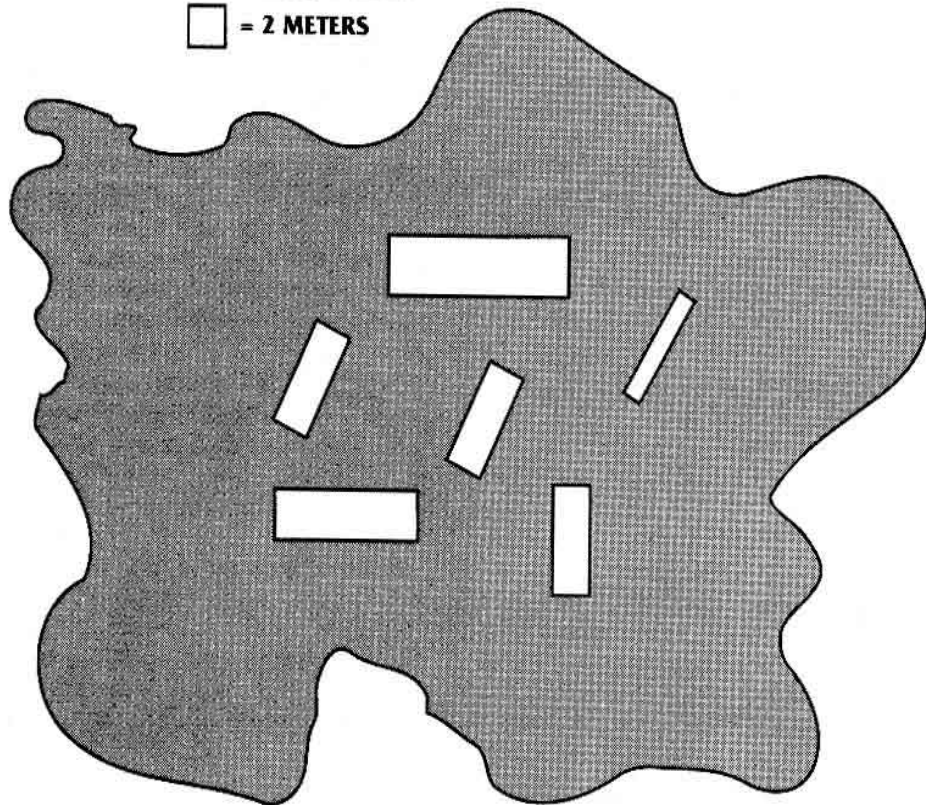
You have a bad feeling about this.

## BEHIND THE SCENES

In either scenario, the characters have five combat turns to somehow stop The Elementals from finishing the song. At the beginning of the third combat turn, Twilight begins to emerge from the spot of light. At the beginning of the sixth combat turn, Twilight has manifested completely in physical form and at full strength. Twilight appears in its Great Form (see **The Grimoire**, p. 75). The spirit takes no damage from attacks made against it before it has manifested fully (in the sixth combat turn).

## CLEARING MAP

□ = 2 METERS





## SHADOW CONCERT

As soon as the players try to interfere with the band, Eclipse attacks. If the runners have not already disposed of Dusk and Lupus, they join in the fight.

If the characters traveled with Eclipse all the way to Twilight's hiding place, he and his allies watch the team closely during the ceremony. They will be alert for any sign that the team suspects the real purpose of the performance. If the characters attack the band or Eclipse, the players must roll for normal Initiative.

If the players followed Eclipse to the clearing, they can make a surprise attack, because Eclipse is engrossed in the ceremony. (Lupus and Dusk have already been encountered in a previous section.)

If the team fails to stop the band before the healing ritual is finished, Twilight emerges into the physical world. In its Great Form, Twilight looks like a three-meter-tall spider. As it leaves its prison, the spirit immediately moves to attack the characters and drain their Essence. He ignores the band members for the moment because he knows they are trapped by the spell locks.

Twilight and Eclipse will fight to destroy all evidence of the spirit's rebirth. Twilight will attempt to drain the Essence of the

runners and the band, leaving no witnesses alive to tell the tale of its return to the physical plane of existence. Eclipse simply wants the team and the band dead so that he can enjoy the power Twilight will give him without interference. If it looks like the characters will lose the battle, the gamemaster should mention the virtues of living to fight another day. The runners should realize that if they lose this fight and die, no one will be around to warn the world that Twilight and Eclipse are on the loose. If the team decides that survival is the better part of valor and makes a run for Seattle, the trip home is unpleasant but uneventful.

If the characters defeat Eclipse and Twilight, they make it back to Seattle with no problems. They can take the surviving band members back to Seattle with them, because Eclipse's spell locks are broken by his death.

## DEBUGGING

The players have a problem at this point only if they are killed or if they run away from Eclipse and Twilight. If they run away to Seattle, Twilight and Eclipse hunt them down later.



# LEGWORK

## CONTACTS

To follow up on or discover clues in this adventure, the player characters need to investigate people, places, and situations. One of the best ways for runners to get the information they need is through their contacts. This section provides success tables containing information available to the runners from their sources.

A Success Test using Street or Corporate Etiquette, Target Number 4, typically serves to find out what a contact does or does not know. The amount of information available from the contact depends on the number of successes the player achieves. Characters who achieve more than one success gain all the information available to all previous levels of success.

The gamemaster should try to make the player character's interaction with his contact more than a few simple, abstract die rolls. The meeting should be played out in full: contacts are characters with their own lives, points of view, and needs, not simply spigots of information to be turned on and off automatically.

The player character should roll a number of dice equal to his Etiquette Skill to determine what information the contact knows and is willing to impart. Once the number of successes is determined, the meeting can take place, and the gamemaster can roleplay the encounter with the appropriate information level in mind. Meetings should be tailored to the "personality" of specific contacts. Some will want to have a straightforward meet in a specific place, others will have more elaborate forms of information exchange set up.

Contacts are generally considered trustworthy, as long as the runners play it safe. A player character should never compromise his contact by making it obvious that information came from him or by revealing that the team may be planning to hit some group with which the contact is affiliated. Are the contact's ties stronger to his group or to the runner? A good runner never tests those ties by putting his contact in a situation where he must choose.

Whether or not the runner has to pay for his contact's services, and how long it will be before the contact may want information or a favor in return, can add another dimension to these encounters. Dealing with contacts is a two-way street.

The information below is presented in the order the player characters are likely to encounter it, however, the pace of this adventure allows the characters few chances to get information from their contacts.

## ECLIPSE

### Appropriate Contacts (Target Number 4)

Bartender, Bounty Hunter, Elf Hitman, Fixer, Gang Boss, Street Cop, Talismonger, Troll Bouncer, Mafia Don, Yakuza Boss, Shaman, Street Mage, Street Shaman, Combat Mage, Elf Mage

Successes	Result
0	"Who? Who? Who?"
1	"Yeah, sure, I remember him. A couple of years ago he was a real hot runner. For some reason he dropped out of the biz."
2	"He retired about five years ago after saving a pile of nuyen from a lot of geek jobs. He lives in some apartment building in the Barrens with his bodyguard, an elf razor named Dusk."
3+	"People generally stay away from him—he has a nasty temper. Some people say he is the shaman of a very weird totem, but I forget which one they mention. I think it is just an act to maintain a dangerous rep."





**THE ELEMENTALS**

**Appropriate Contacts (Target Number 4)**

Rocker, Gang Member, Gang Boss, Media Producer, Body-guard, Club Habitué, Club Owner, Fan, Newsmen/Media Entrepreneur, Reporter

**Successes**

**Result**

- 0 "Ain't that one of those oldie 2-D videos? Something about dead guys wearing weird clothes, or something?"
- 1 "Hoi! Those rockers are pretty good, I heard them at Underworld 93 a few weeks ago."
- 2 "I heard their troll drummer owns some department store for trolls somewhere in the Redmond Barrens. I also hear that the elf guitarist owns a trid/simsense arcade in the middle of go-gang territory in the Barrens."
- 3 "I've heard that for some drekky reason, none of the corps are interested in them. Say they're too radical, and not that popular."
- 4+ "Word on the street is that they plan to record and sell an audiochip track on their own, without corp help. I wonder how the fragging music corps feel about that."

**TWILIGHT**

No information available.

**PROFESSOR VONEN**

**Appropriate Contacts (Target Number 6)**

Burned-Out Mage, Former Wage Mage, Street Mage, Talismonger, Combat Mage, Elf Mage, Former Mage Detective, Wiz-Kid Mage

**Successes**

**Result**

- 0 "Wasn't he one of those Jack-the-Ripper clones?"
- 1 "A few years before all this wiz guano hit the oscillator, Vonen wrote a few best-selling books on the occult and magic."
- 2 "Vonen's books are considered drek by most modern-day mages."
- 3 "I guess Vonen was a professor of anthropology, so he could have based part of his books on actual history and legends."
- 4+ "I don't know, I always thought that stuff was scary. Some of what he wrote almost felt true, ya dig?"



# CAST OF SHADOWS



**ECLIPSE**

Eclipse was an active shadowrunner for many years before "retiring." He left the biz to follow a call to become a shaman of the Spider totem. During his last shadowrun, Eclipse fell through the rotted floorboards of an abandoned squat and landed, quite literally, in a room full of spiders. His leg broken, he expected the worst. The hoard of spiders merely stared at him, however, skittering quietly away when his friends appeared to rescue him.

Eclipse is slightly mad (if such a condition is possible), often muttering to himself without rhyme or reason. He is, nonetheless, extremely intelligent and perceptive. He expects his agreement with the spirit Twilight to seal his fate. He may be right.

**Attributes**

- Body: 4
- Quickness: 5
- Strength: 3
- Charisma: 5
- Intelligence: 5
- Willpower: 6
- Essence: 6
- Magic: 6
- Reaction: 5

**Dice Pools**

- Defense (Armed): 3
- Defense (Unarmed): 2
- Dodge: 5
- Magic: 7

**Skills**

- Armed Combat: 3
- Bike: 2
- Conjuring: 6
- Enchantment: 5
- Etiquette (Corporate): 4
- Etiquette (Street): 4
- Firearms: 4
- Magical Theory: 5
- Sorcery: 7
- Stealth: 5
- Unarmed Combat: 2

**Gear**

- Ares Predator II [Heavy Pistol, 15 (clip), 2 spare clips, 6M2]
- Armor Jacket (5/3)
- Medicine Lodge (7)
- Spell Focus (+2 All Combat Spells)
- Spell Focus (+2 All Illusion Spells)
- 6 Spell Locks (Control Thoughts)
- Spirit Focus (+2)
- Survival Knife (3L3)

**Spells**

**Combat**

- Hellblast: 6
- Manaball: 6
- Powerball: 6
- Sleep: 6

**Detection**

- Combat Sense: 6
- Mind Probe: 6

**Illusion**

- Chaotic World: 6
- Invisibility: 6

**Manipulation**

- Control Thoughts: 6
- Petrify: 6
- Turn to Goo: 6

CONDITION MONITOR			
MENTAL			
PHYSICAL			
L	M	S	D/UNC



## TWILIGHT

(Free Spirit in Greater Form, see **The Grimoire**, p. 75.)

Magicians trapped the ancient spirit called Twilight, along with others of his kind, in a magical prison in the Australian outback centuries ago. Recently, Sam Verner, a well-meaning, but ignorant novice shaman, removed the power stone that sealed the prison. Twilight and other more powerful spirits escaped.

Twilight still suffered from the power of the binding spells. Its escape did not free it, as it had hoped would be the case, because the spirit could not reenergize itself without assistance. It somehow returned to the place of power from which it had been lured by the magicians who trapped it, now in the area known as the Salish-Shidhe Council. It made this place near the country's border with Seattle its lair, and using its remaining strength, searched for nearby Spider shamans. It found Eclipse.

Twilight does not intend to honor his agreement with Eclipse for long.

### Attributes

Body: 6 (16)  
 Quickness: 8  
 Strength: 10 (20)  
 Charisma: 1  
 Intelligence: 6  
 Willpower: 7  
 Essence: 10  
 Reaction: 8 (+5 Initiative in Great Form)

### Skills

Conjuring: 6  
 Negotiation: 3  
 Sorcery: 6  
 Stealth: 3

### Spells

#### Combat

Powerball: 6  
 Manaball: 6

#### Detection

Combat Sense: 6  
 Mind Probe: 6

#### Illusion

Invisibility: 6

#### Transformation/Manipulation

Barrier: 6  
 Toxic Wave: 6

**Attack:** 8S2

### Powers

Binding  
 Confusion  
 Dispelling  
 Enhanced Physical Attributes  
 Essence Drain  
 Fear  
 Immunity (age, pathogens, poisons)  
 Immunity to Normal Weapons (Armor treated as Impenetrable Cover, immune to Small Arms fire with Power Levels under 5; attacker using normal weapons uses Willpower instead of Weapon Skill)  
 Regeneration  
 Sorcery  
 Venom  
 Wealth

### Weaknesses

Allergy (silver, severe)  
 Vulnerability (silver)

CONDITION MONITOR			
□	□	□	□
MENTAL			
□	□	□	□
PHYSICAL			
▲	M	S	D/UNC





## WHISPERING WIND

Whispering Wind is a beautiful young woman with an equally beautiful voice. The only daughter of a famous mercenary, she learned to take care of herself at an early age, but her father was pleased when she chose a singing career rather than become a mercenary like him.

The recent death of her father in a corp action in Australia depressed Whispering Wind, and her friends have noticed a recent, drastic change in her personality. She can call in a lot of favors from old mercs who held her father in high esteem.

### Attributes

Body: 5  
 Quickness: 5  
 Strength: 4  
 Charisma: 6  
 Intelligence: 4  
 Willpower: 6  
 Essence: 5.6  
 Magic: —  
 Reaction: 4

**Initiative:** 4 (+1D6)

### Dice Pools

Defense (Armed): 3  
 Defense (Unarmed): 2  
 Dodge: 5

### Skills

Armed Combat: 3  
 Bike: 2  
 Etiquette (Media): 3  
 Etiquette (Street): 5  
 Firearms: 4  
 Unarmed Combat: 2

### Special Skills

Instrumental Music: 6  
 Musical Composition: 4

### Cyberware

Datajack  
 Synthesizer Link

### Gear

Ceska vz/120 [Light Pistol, 18 (clip), 2 spare clips, 3M2]  
 1 Concussion Grenade (4M3 Stun)  
 Fairlight CDR-XM Compu-keyboard  
 Survival Knife (4L3)  
 Synth-Leather Jacket (1/1)  
 Throwing Knife (2L1)  
 Aurora Racing Bike

CONDITION MONITOR			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
MENTAL			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PHYSICAL			
L	M	S	D/UNC



**WILDFIRE**

Wildfire is a talented musician with an attitude unlike that of most other elves; in other words, he figures that he is just a regular guy. He is smart and confident to the point of arrogance, but can also be patient and forgiving. A former go-gang member, he has managed to lift himself above the gang mentality. He has not forgotten his past, though, and so tries to promote peace between the gangs in his area of the Redmond Barrens. He runs a trid/simsense arcade in a bad part of the Barrens that serves as neutral territory for all gangs.

**Attributes**

- Body: 5
- Quickness: 5
- Strength: 4
- Charisma: 6
- Intelligence: 5
- Willpower: 6
- Essence: 5.6
- Magic: —
- Reaction: 5

**Initiative:** 5 (+1D6)

**Dice Pools**

- Defense (Armed): 5
- Defense (Unarmed): 2
- Dodge: 5

**Skills**

- Armed Combat: 5
- Bike: 2
- Etiquette (Media): 3
- Etiquette (Street): 5
- Firearms: 3
- Unarmed Combat: 2

**Special Skills**

- Instrumental Music: 6
- Musical Composition: 4

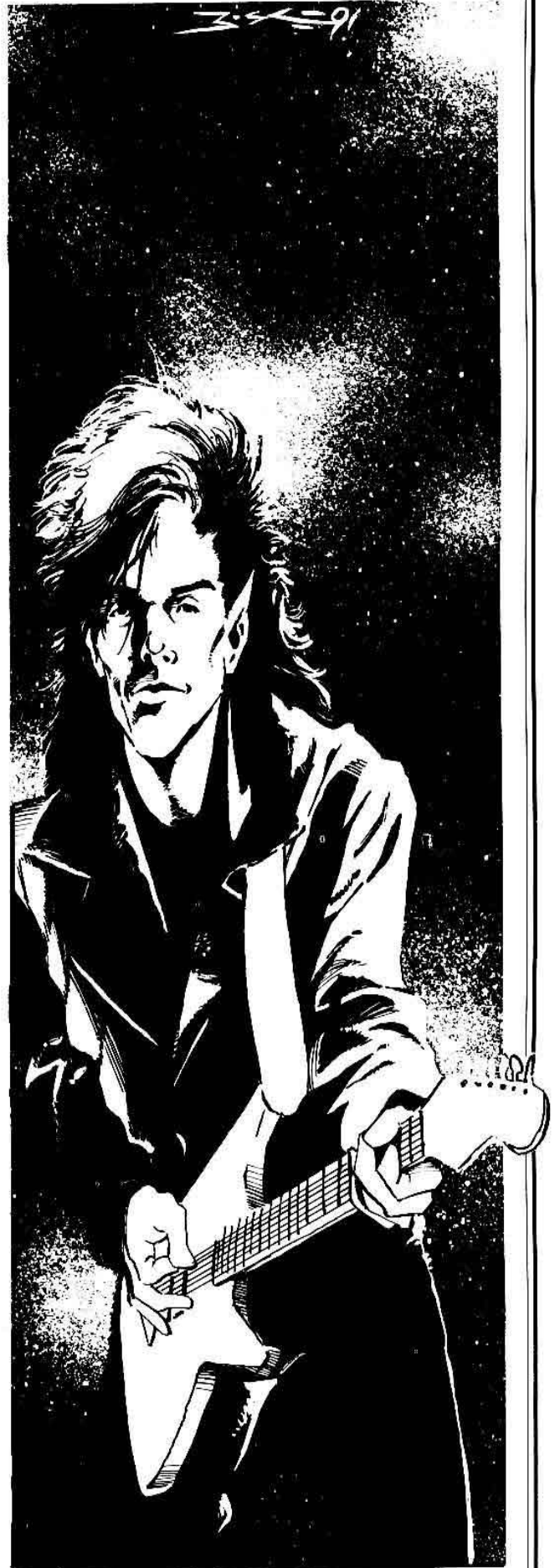
**Cyberware**

- Datajack
- Synthesizer Link

**Gear**

- Berretta 200ST [Light Pistol, 26 (clip), 2 spare clips, 3M2]
- Fender-Fase/180 Guitar
- Katana (+1 Reach, 4M3)
- Survival Knife (4L3)
- Synth-Leather Jacket (1/1)
- Throwing Knife (2L1)
- Yamaha Rapier

CONDITION MONITOR			
MENTAL			
PHYSICAL			
L	M	S	D/UNC



**BAMBI**

When people hear about a troll named Bambi, they laugh; that is, until they see him. Bambi is large even for a troll, which explains how he lives with his name.

Bambi and his two brothers had an understanding father who accepted them when they goblinized at puberty. As they grew older, their father saw how hard it was for them to fit into normal society, in part, simply because of their size. This inspired him to open Bloom's Troll Emporium, a department store specializing in items made especially for trolls.

The business flourished, and the three brothers inherited it on their father's death. The three brothers had already established themselves in careers, and so they hired a manager to run the business. Bambi took up residence in his father's old apartment in the back of the store and serves as night watchman. The huge troll is a talented and dextrous drummer.

**Attributes**

- Body: 10
- Quickness: 5
- Strength: 8
- Charisma: 5
- Intelligence: 4
- Willpower: 5
- Essence: 6
- Magic: —
- Reaction: 5 (+1D6)

**Dice Pools**

- Defense (Armed): 5
- Defense (Unarmed): 2
- Dodge: 5

**Skills**

- Armed Combat: 5
- Bike: 2
- Etiquette (Media): 3
- Etiquette (Street): 5
- Firearms: 3
- Unarmed Combat: 2

**Special Skills**

- Instrumental Music: 6
- Musical Composition: 4

**Gear**

- Combat Axe (+2 Reach, 4L3/8S2)
- Honda Viking w/ Panther Cannon (10D4/5S2)
- SCK Model 100 [SMG, 30 (clip), 2 spare clips, 5M3, w/Laser Sight]
- Sheff-6000 Series Drum Kit
- Survival Knife (8L3)
- Synth-Leather Jacket (1/1)
- Throwing Knife (4L1)

CONDITION MONITOR			
MENTAL			
PHYSICAL			
L	M	S	D/UNC





**COYOTE**

Coyote served many years in the Ute Nation military forces. He grew bored with his military career, however, and decided to pursue his true vocation, music. He went to Seattle. At first, he lived in a small Amerindian squatter village on the grounds of an abandoned hotel located in the Redmond Barrens. He got his own apartment when The Elementals became popular and money started coming in.

Coyote remembers the kindness shown to him by his squatter friends, and keeps in touch with them by stopping by on a regular basis with food and other supplies.

Coyote is a fun-loving, carefree young man who enjoys playing jokes on others and has a biting, sarcastic wit. He is also a generous man, willing to risk even his life for friends or innocents.

**Attributes**

- Body: 6
- Quickness: 6
- Strength: 6
- Charisma: 5
- Intelligence: 4
- Willpower: 5
- Magic: —
- Essence: 5.6
- Reaction: 5 (+1D6)

**Dice Pools**

- Defense (Armed): 5
- Defense (Unarmed): 2
- Dodge: 5

**Skills**

- Armed Combat: 3
- Bike: 2
- Etiquette (Street): 5
- Etiquette (Tribal): 4
- Firearms: 4
- Gunnery: 5
- Rotor Craft: 3
- Unarmed Combat: 3

**Special Skills**

- Instrumental Music: 6
- Musical Composition: 4

**Cyberware**

- Datajack
- Synthesizer Link

**Gear**

- Browning Ultra Power [Heavy Pistol, 10 (clip), 2 spare clips, 4M2]
- Survival Knife (6L3)
- Synth-Leather Jacket (1/1)
- Throwing Knife (3L1)
- Yamaha LNX-4200 Key-guitar
- Yamaha Rapier

CONDITION MONITOR			
MIND			
PHYSICAL			
L	M	S	D/UNC



# PICKING UP THE PIECES

## AFTEREFFECTS

For once, the players will not have any corps mad at them at the end of the run. They could still have made enemies out of a lot of other people, however. If the characters killed any bystanders during the kidnapping attempts, someone is sure to be looking for them. If they accidentally killed one of the band members, the other band members come after the team or hire someone to geek them.

If the players killed Whispering Wind, a number of her father's old merc friends will be out for vengeance. Wildfire's death gives a number of go-gangers reason for a vendetta. No one really notices Bambi's death unless his brothers are still alive. Only the surviving band members will avenge Coyote's death.

The runners might also have some trouble with NAN, which is just as powerful as any corp and twice as mean when one of their own gets geeked. The team had better hope that the deaths of any NAN guards cannot be traced back to them.

Of course, if the runners really hosed it, and Eclipse and/or Twilight are still alive...

## AWARDING KARMA

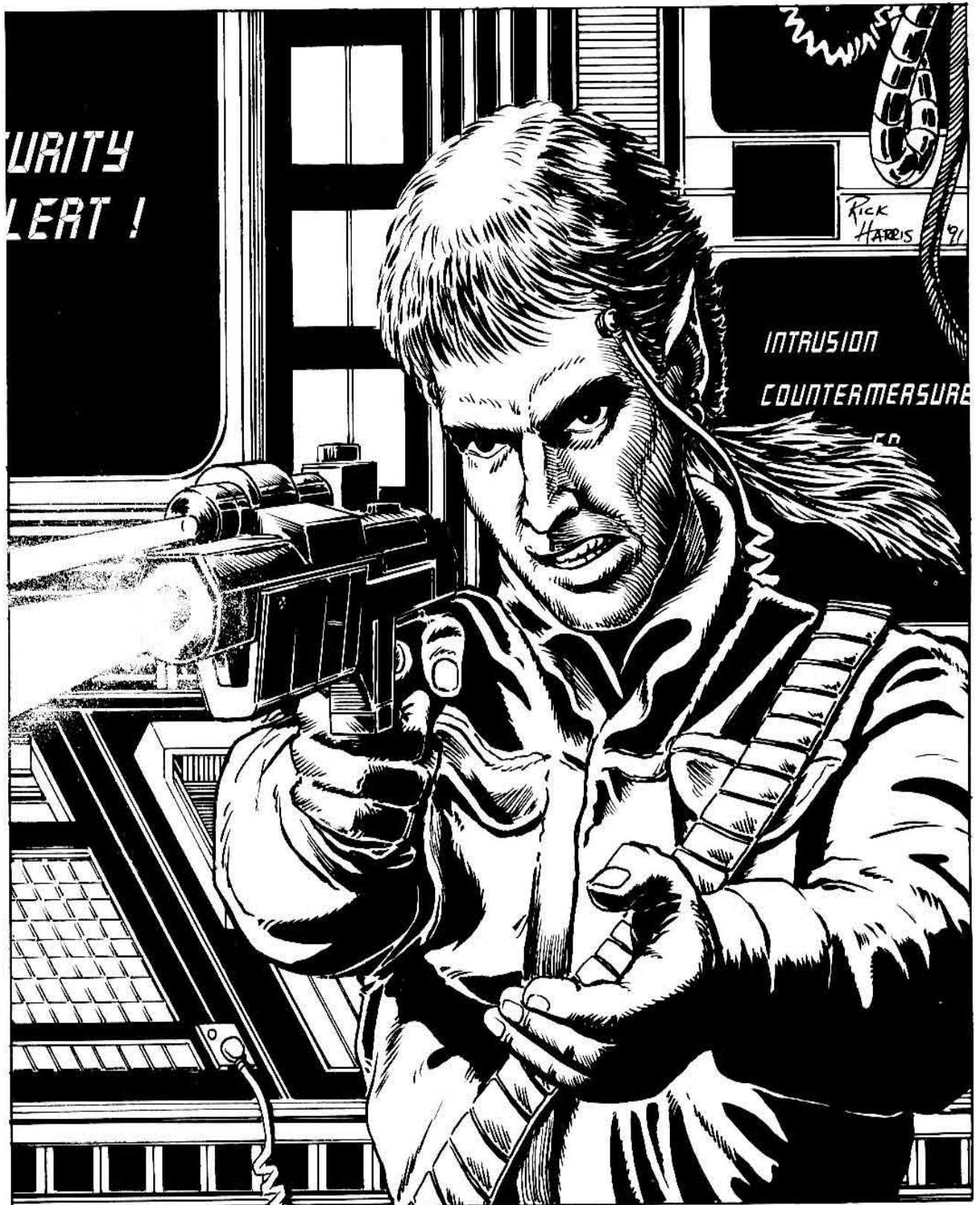
The runners who survive the adventure and make it safely back to Seattle have a nice cred balance from the first job waiting for them, but their only other reward is Karma. Award Karma to each player as follows:

Surviving the adventure	2
For each band member successfully kidnapped	1
Disrupting the rejuvenation ritual	3
Defeating Eclipse and his allies	3

Individual Karma awards should be made at the gamemaster's discretion.



# PLAYER HANDOUTS





## TODAY'S HEADLINES:

## RAVEN REPEATS

### INTERNATIONAL

- CAS officials report massive rioting in Atlanta in the area around the Fulton County Stadium, a notorious squatters habitat. No information is available on the extent of damage.

### LOCAL

- Governor Schultz will form a task force to investigate allegations of illegal bid-rigging by Shiawase Envirotech. The governors office announced that preliminary investigation into public works sub-contracts revealed a 'pattern of suspicious actions.'

### BUSINESS

- The recent news that Global Technology was producing illegal experimental BTL chips (see accompanying story) has caused a dramatic drop in its stock values. Rumors indicate that Hollywood Simsense will take this opportunity to complete a recently attempted takeover of Global.

### ENTERTAINMENT

- After a long honeymoon cum vacation, Maria Mercurial announced that she will head out on the concert trail as soon as she finishes her next simchip.
- Brilliant Genesis has just announced the release of "Ninja Dragon Wars," starring Honey Brighton, who was formerly with MegaMedia.

### SPORTS

- The first all-troll Urban Brawl biker gang, the Road Hogs, is scheduled to appear at Duster's Drag Strip & Arena next Saturday against the newly reformed Ratchet Squad team.
- The newest member of the WL beat the Cardinals by a score of 13-1 last night, a surprising upset.

## KING DOME DAMAGED, CLOSED FOR MONTHS

The Seattle Kingdome is temporarily closed for repairs, following a violent incident this past weekend.

Kingdome officials will only report only that a street gang, reportedly the troll Red Death gang of the Puyallup District, entered the historic structure and did considerable damage to the property. No further details are available at this time.

A spokesperson said the Kingdome will reopen about May 1.

Those holding tickets for events scheduled for the Kingdome should contact the promoter of the event, *not* dome management, for information on rescheduling or refunds.

The mysterious Dr. Raven and his expert crew once again broke a case for Lone Star Security Systems. Dr. Raven revealed that Global Technologies, a skillsoft manufacturer, had produced a number of illegal BTL chips programmed with a full range of emotions and the skills of a complete persona. The CAS military was highest bidder to buy the chips before Raven interceded.

## DEMONSTRATIONS AT CITY HALL

Riots broke out today at Seattle City Hall between two groups of protestors. The Humanis Policlub, rumored to have connections with Alamos 20,000, staged a demonstration against the city government's plans to declare the second Monday of December official Awakening Day, to be celebrated with a city-wide festival. Fighting erupted when various metahuman activist groups arrived to counterprotest.

## RENRAKU TO BUY SEATTLE FERRY SYSTEM

Rumors run rampant in city government today as the city council meets with Renraku officials. Inside sources state that Renraku will make an offer for the Seattle Public Ferry System. The city allegedly is tempted to sell the mismanaged transportation system. Renraku and government officials both refuse to comment on these speculations.

## ELEMENTAL MAGIC

A new band called The Elementals has just released their first audiochip—and it is hot. The success of the chip is particularly amazing because the group recorded and released the chip without corp sponsorship.

The chip, *Through the Lightning*, featuring the single "Healing the Spirit," is the number one request at clubs, and The Elementals themselves have played to wildly enthusiastic crowds all over Seattle, including sold-out dates at Underworld 93.

Vocalist Whispering Wind writes many of the bands songs, in the emerging syntho-magic style. Backed by guitarist Wildfire, bassist Coyote, and Drummer Bambi, her amgical songs are thaking the Elementals to the top.

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Those holding tickets for events scheduled for the Kingdome should contact the promoter of the event, *not* dome management, for information on rescheduling or refunds.

## **RAVEN REPEATS**

The mysterious Dr. Raven and his expert crew once again broke a case for Lone Star Security Systems. Dr. Raven revealed that Global Technologies, a skillsort manufacturer, had produced a number of illegal BTL chips programmed with a full range of emotions and the skills of a complete persona. The CAS military was highest bidder to buy the chips before Raven interceded.

## **DEMONSTRATIONS AT CITY HALL**

Riots broke out today at Seattle City Hall between two groups of protestors. The Humanis Policlub, rumored to have connections with Alamos 20,000, staged a demonstration against the city government's plans to declare the second Monday of December official Awakening Day, to be celebrated with a city-wide festival. Fighting erupted when various metahuman activist groups arrived to counterprotest.

## **RENRAKU TO BUY SEATTLE FERRY SYSTEM**

Rumors run rampant in city government today as the city council meets with Renraku officials. Inside sources state that Renraku will make an offer for the Seattle Public Ferry System. The city allegedly is tempted to sell the mismanaged transportation system. Renraku and government officials both refuse to comment on these speculations.

## **DEATH OF THE ELEMENTALS**

Salish-Shidhe authorities today reported that four bodies were found in their territory at dawn, just across the Seattle-NAN border. The bodies were discovered in a clearing rumored to be a gathering spot for Awakened creatures. Unconfirmed reports say evidence indicates that the victims were attacked by a creature that drained the victim's life force. Authorities suspect that a vampire or banshee is responsible for the deaths. Musical equipment and identification on the bodies revealed that the victims were members of a band called The Elementals. A popular local band, they recently began work on their first audiochip, which they were producing independently.



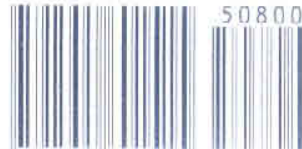
The word is out, chummer. If you want blazing rock and roll, there's only one band to see: The Elementals. The buzz is they're about to become the next local band to hit the big time.

There's just one problem. The Elementals have broken their recording contract, and in the world of corporate domination, nobody goes solo.

The runners' job? Find the band and bring them home. Alive.

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