

By the Light of the Silvery Moon

**A one round Shadowrun Virtual Seattle Tournament For Shadowrun
3rd edition**

By Scott Spencer

SHADOWRUN is a registered trademark of FASA, Corp. RPGA is a registered trademark of TSR, Inc. Tournament detail copyright 1999 by Scott Spencer. TSR, Inc. is a subsidiary of Wizards of the Coast, Inc. ALL RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a tent in front of him/her, with their character's name as well as their real name, race and sex. This makes things easier for the players (and GM) to keep in character.

The actual playing time will be about three and a half-hours. Use the last 30 minutes to vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the player's scoring sheets. This way you will not be influenced by their rating and comments.

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

A note about the text: some of the text in this module is written so that you may present it to the players, while other text is for your eyes only. Text for the players is in *bold italics*. It is suggested that you adapt player text to fit the situation.

About This Module

This module is designed for a group of four to six players using characters generated under the Virtual Seattle guidelines or pregenerated "Primed Runner" characters in Polyhedron 107. At least one full mage or shaman is recommended for this module

The module is organized into four sections: **Introduction**; **StarLight**, **StarBright**; **Reach out and Touch Someone**; and **Picking up the Pieces**. Karma refreshes after each section. An additional section, **Legwork**, covers information that the runners can learn by using their contacts and investigative skills.

Each section of the module is broken down into sub-sections; **Tell it to them Straight**, **Biz**, and **Details**. **Tell it to Them Straight** contains information to be read to the players when they first enter the encounter. **Biz** is all the information the characters can learn by using skills or poking around. **Details** contain background information for the GM to use when running the encounter.

Housekeeping

Before the run begins, all players must deduct one month's lifestyle nuyen from their liquid cash, unless they have purchased a Permanent Lifestyle. If they do not have enough? Tough! They were warned in the character generation rules. They must buy a lower lifestyle or live on the street. And the streets ain't a nice

place, chummer. If they live, maybe they will learn from their mistake.

THE TEAM KARMA POOL IS EQUAL TO THE NUMBER OF PLAYERS AT THE TABLE.

MODULE SUMMARY

This is a tale of greed, corruption, betrayal, and magic. Just a few of your favorite things, Hoi Chummer?

The principal actors in our psychotic melodrama are: Jennifer Campbell, a student, sometimes dabbler in the shadows, and heir to a fortune; Uncle Artimus Richardson III, a philanthropist and evil initiate mage; and last but not least, a gang (pack) of werewolves.

Has your jaw hit the floor yet? No? Good. It seems that Jennifer's Uncle Artimus has been conducting magical experiments on his ward. Uncle Artimus has been trying to perfect a shapechange spell that will work without the mage having to sustain it and is compatible with cyberware.

Jennifer is a senior at the University of Seattle as well as an up and coming shadowrunner (she is in it for the thrill), and up until the last few days has had no idea of her uncle's machinations. Her first idea that something was wrong was when her uncle forbid her to leave the house. (His experiments were at a critical stage). She also found one of her uncle's notebooks detailing the first stages of the experiment. Not knowing what else to do, she gathered her gear and ran straight to her buddies in the shadows.

Uncle Artimus was infuriated that she would abandon him at such a critical time. He cannot go to Lonestar for help: what he is doing is illegal and Jennifer is over 18. So he used one of his corporate contacts to find him a team of top-notch shadowrunners. The Johnson puts the word on the street, and – poof -- the runners are hired. The runners meet Artimus Richardson III at his estate in Bellevue. He tells them that his niece has run away and has fallen in with unsavory types who want to use her for her money. "Find her" are his orders.

The runners are able to track Jennifer though various contacts and learn that her aura has been changed. They will also find out that she is part of a shadowrunning team (though not affiliated with Claudia yet...). They will also find out that the team has been known to frequent a bar called Fenris Nacht.

However, all this leg work has tipped off Jennifer and her crew. They set up an ambush to stall the runners while Jennifer is seeing a specialist inside Fenris Nacht. Once the firefight ends Jennifer and company will use their friends inside the club to escape. Later, she will contact the runners asking for a truce and a meeting on neutral ground. If the runners agree, then she will explain that she is learned her uncle is conducting experiments on her and she wants revenge. She wants to hire the runners to help her take out her uncle. She does not have much cred now, 3000 nuyen each, but if they help her she will give them another 10000 each if they are successful. Normally she would turn to her friends for something like this, but they were all badly banged up in the firefight. The runners have two choices here: they can help Jennifer, which will lead to a showdown with Uncle Artimus, who is a powerful mage; or they can fulfil the original contract and deliver Jennifer to her Uncle.

It is important to note that Uncle Artimus is very paranoid and will not leave this to the shadowrunners. He will have them followed. Have one runner make a Perception check once per scene with a target number of 12. One success is all they need to get the feeling that they are being watched, but when they look, they cannot find anyone or anything.

Introduction: Hiring

This is where the players meet the Johnson (Uncle Artimus) and each other. It should take about ½ an hour to play.

Tell it to Them Straight

You check and double check the address. It's the right one all right -- a huge ivy covered manor house on a sweeping estate at the heart of Bellevue. A shadowrunner's nightmare. The Johnson said be there at 10 pm sharp, and it's 10 pm. As you ring the bell the door swings open on its own. A small floating man greets you. "Please follow me to the study. You are expected." The apparition leads you down a long hall to an oak door. "Go on, the Master is waiting for you"

The small floating man is really a watcher.

As you enter the room, the first thing you note is that the walls are covered in books, real honest to drek cloth and paper books. In the center of the room, sitting in front of a large crackling fire at a large wooden desk, is a balding old man. "Friends, please help yourselves to some refreshments and make yourselves comfortable" Pointing at the wet bar by the

door and the chairs arrayed in front of the desk. Once the runner have gotten drinks and/or sat down he will continue.

If anyone astrally senses, the man is a mage (he's masking as a normal mage but is a grade 4 initiate -- normal test to spot this) and the fire is actually a fire elemental (5).

You must be the investigators my friend said he would find for me. Good, good. I am Artimus Richardson the third. And who might you be?

At this point introductions are in order

Well, I guess we should get down to business. The reason I want to hire you is that my niece has run away. She is over 18 so there is nothing LoneStar can do, but I am afraid that she is not prepared for the gruesome nature of the real world. She is a bit innocent when it comes to assessing the true nature of people. And I am afraid that some less than savory types will attempt to use her for her money or other things. Could you help me...Please? She has been missing for 36 hours. [note: There should be a lot of hand wringing and emotion here] I am willing to pay 9000 nuyen with a 3000 nuyen bonus if you can find her in 48 hours. 2000 of that I will pay to you now. Will you help me?"

At this point the runners can negotiate if they want to. Artimus has a will of 7 and a negotiation of 5 (he will go as high as 15000 nuyen).

If the players agree to help him...

Biz

"Excellent. Here is a recent picture of her (handing it to the nearest player). Would you like to see her rooms?"

He leads the party up a winding spiral staircase and down a long hall to another oak door. Inside the door is what looks like an office, with a bedroom off to the right and a well appointed bathroom to the left.

"Well, gentlemen I will leave you to your investigation. Call for Milfred and he will show you the way out."

With that Artimus leaves.

The room looks like that of a typical college student. Posters and picture adorn the walls. There are

bookshelves on both sides of the door and a desk with a tabletop computer facing the window.

The bathroom is plush, but standard. It is big, with a toilet, bathtub/shower and sink. There are various beauty aids and personal effects in here: shampoo, soap, dirty clothes, a hairbrush with blond hair stuck in it, etc. The mirror above the sink is shattered. The bedroom is shaded in pastels. There is a large walk-in closet in the wall. The walls and table are adorned with a variety of masks from African tribal masks to theater masks, to Marti Gras masks. The bed is a large waterbed. There is nothing underneath except dust bunnies.

The closet is large, you've seen smaller squats. Several empty hangers are on the rack. There is no luggage. Tres Chic clothes are also hanging in here.

The computer has a variety of entries. A computer or electronics test (4) will be enough to break the simple encryption. There are a number of homework assignments -- apparently she was studying design and music. There is also a file labeled "journal" (see player handout 1).

If the runners examine the closet have them make a perception test (6). A single success will be enough to notice that there is a crease in the carpet where they shouldn't be one. If they investigate, they will find a hidden compartment. Inside is a large duffel bag: The contents are: 1 shot-up armored jacket, a set of form-fitting body armor, an AK97 assault rifle, a biotech kit, and a grapple gun with catalyst stick. Not things a college student should have. If Uncle Artimus is asked about these items he will be baffled.

If they search the bedroom they will also find, hidden in one of the masks, a holdout pistol loaded with one silver bullet. The bullet has some sort of runes engraved on it. Note a Pistols B/R skill check (5) will reveal that this is custom work and very fine work indeed.

There is nothing else here.

Details

There are three things for the runners to find here. Of the three the documents in the computer will be of the most use. If they do not get that and the names of the shadowrunners in it, at some point you will have to throw them a bone.

The gear hidden in the closet will help the runners establish that Jennifer is running the shadows. It can also be added to their loot.

The gun hidden in the mask is to help reinforce how desperate she had become.

If the party thinks of it, there is enough hair, skin, etc. For them to track her astrally.

If a mage/shaman senses the room they will pick up strong emotions of anger, despair, and betrayal.

StarLight StarBright

Tell it to them straight:

Well that did not take very long, an hour and a half according to your watch. It also did not yield as much as you had hoped. But if it were easy, the old man would not be hiring shadowrunners now would he?

Biz

This is the legwork phase of our escapade.

The runners don't have very many options at this point. They can use the hair as a material link. They can check street contacts. They can trace the bullet. Or they can try to sift through the computer documents.

Using the hair as a material link. Because the hair is old, tracking Jennifer is a bit harder. This must be done on the Astral Plane. Use the rules for astral tracking on page 176 of SR3. However assign a target of 8 instead.

- 1 success – you are able to follow the trail to the Tacoma area, where it ends.
- 2 successes – the trail gets fresher as you narrow it to Renton, in fact, it looks like she was in Renton, the Meredith section of town, no more than 4 hours ago.
- 3 successes - you follow the trail through Tacoma, though Renton, and back to Downtown Seattle to what looks like a bar with a whole lot of dual-natured beings. If they have spotted you then they are ignoring your presence. It looks like Jennifer is there.

Checking the street contacts: appropriate contacts: fixer, Johnson, "Have you seen this girl" (target 5)

- 1 success – who is she?
- 2 successes – She is a runner, but I cannot remember her name.
- 3 successes – Yea goes by the street name of Dancer. A shaman I think.
- 4 successes – Yea she's a wannabe who runs with a crew of up and coming talent.

5 successes – Yea, She’s weird, hangs out at a bar called Fenris Nacht, downtown. She is supposed to be a wannabe combat type, but a chummer of mine swears she was throwing mojo around.

Fenris Nacht: Appropriate contacts: Bartender, Street Shaman, Talismonger, Fixer (target 4)

1 Success - Yea it’s a snooty bar downtown, funny foreign name.

2 successes – Yea Its caters to the nature crowd, Shamans and such.

3 successes – Stay away from that place, it’s dangerous. It is the hang out of a lot of shifters in the sprawl. Even Lonestar don’t mess with them.

Computer: needs a Computer (4) check

2 successes for 1 file will yield the journal file. (**player hand out 1**)

3 successes will let the runners know that there is something hidden deep in the system. To extract this a computer check (6) with 2 successes is needed. (player handout 2). As soon as this file is activated the computer will begin to erase all data.

Details

Not really much here, all roads lead to Fenris Nacht.

Fenris Nacht

Tell it to them straight

Well this is the place. It doesn’t look like much. You finally found it located in a blind alley in the sub-basement of an office building. The alley is decorated with stairs leading down to the bar, a dumpster at the end of the alley, and a drunk sitting in front of the dumpster, drinking. (See player handout 4). Down the stairs is a steel door with a camera assembly hanging from the ceiling. Fenris Nacht is spray painted across the door. The door is Locked.

Biz

If a mage astrally senses: The bar has several occupants. 4 of them are looking back at you from the astral, (a Magic BackGround (4) skill check will identify them as werewolves). You also see 3 individuals with blackish auras, denoting cyberware. In addition to this you detect the aura of Jennifer. She is definitely magically active, but her aura is twisted somehow. You have never seen anything like it.

As the players mill around, they will need to make a perception check (5) to notice movement on the roof of the building.

0 successes – surprised may not react

1-2 successes – may act as normal

3 successes – notice movement on roof.

Jennifer’s shadowrun team has positioned themselves on the roof and is waiting for the runners. They will not shoot to kill, unless lethal fire is returned. They will just try to run the shadowrun team off. The crew consists of three street sams (use the Ganger archtypes) Jennifer and the other shaman are inside.

By the time the firefight outside is finished, Jennifer will be long gone. The runners will be able to get into Fenris Nacht with minimal trouble. However, all they will get is hostile stares. If they want to start trouble let them. They will be facing 4 shapechangers and one wolf shaman, as well as 2 cybered bouncers (use street sam archetype.) However, if they are polite and ask nicely the bartender will hand them a note and a cell phone. (see player handout 3). The bartender will also give them roof access, to collect any “trophies” as he calls them.

Details

There are two things that might go wrong in this chapter; the runners may not take out the crew, or they may get uppity with the werewolves. (For stats on both see the **cast of characters** section.) The crew really is composed of wannabes. Jennifer and her mentor, Papa bear (bear shaman), are the only two that count as professional runners. If necessary, make this obvious: if the party starts to retreat, have one of the bad guys drop a gun or somesuch.

Waiting With Antici...Pation

Tell it to them Straight

Why the hell do these things have to be so complicated? This was supposed to be a simple missing persons run. Find the girl and bring her home. Null Sheen, yeah right.

Details

There is a lot that the runners can do here. They have approximately 4 hours to kill between the bar and the phone call. They can check their contacts, they can continue to track Jennifer, or they can go rest, recover stun, summon, etc.

If they check their contacts, there is no really new information that they can pick up. If they check on

Uncle Artimus, they will learn that he is a philanthropist who is raising his brother's daughter and living off her inheritance, which is quite hefty.

If they try to continue to track Jennifer, the trail leads to Snomish and then disappears. There is evidence that someone has helped her mask her aura.

If they gather gear, go shopping, summon or rest, let them.

Reach out and Touch Someone

Tell it to them straight

At exactly 10:45 the cell phone rings. You hear a soft voice on the other end whisper "Club Penumbra, North Corner booth, half an hour." And then the phone hangs up. Not enough time to trace at all.

Once you get to Penumbra, you are each asked to check any weapons (you will be given a claim check). Anyone attempting to smuggle weapons in will have to get them past Horus the friendly troll bouncer (use troll street sam archetype) and his handy-dandy chem sniffer (10). You immediately spot Jennifer amidst the milling throng and pulsing music. She, like yourselves, is here on business and looks it. She also looks like she has not slept in days.

As you move towards her, she watches you warily, like a trapped animal on the verge of exploding into action.

As the runners reach the table, they will see a cred stick sitting there, as well as a large white-noise generator, and an old-fashioned notebook with real paper. A perception (6) shows that Dancer is unarmed. Her hands are flat on the table. As the runners sit down, she speaks.

"I am glad you have decided to accept my offer, to at least hear me out. I hope that none of you were injured in the shoot out outside of Fenris Nacht. I told them that we would be safe inside, but they are -- or were -- impulsive. The reason I asked you to meet me here is to offer you a job. I want to hire you to help me deal with my uncle. I know that you have already agreed to take me back, but do you honestly think that someone who is willing to experiment on his family will actually let you collect anything? Here is the notebook I took from him. I don't understand much of it, but you might."

Anyone attempting to decipher the notebook needs to make a Magic background (6) test.

1 success – This is advanced stuff. Most of it is over your head. It would take you years of study to figure it out.

2 successes – It is a very complicated, very advanced ritual for some sort of transformation spell.

3 successes – both of the above and the fact that she is telling the truth. It changes the body by changing the AURA and she is the target.

After everyone has seen the notebook...

"I have one more scrap of evidence. I want to get the drek-sodden son of a malignant goat that did this!"

And she opens her jacket. You see that her skin is mottled with patches of silver gray fur.

"Will you help me? I don't have much right now, maybe enough to pay you 3000 each, with another 10,000 each once we finish."

Her appeal is genuine, now the runners have to choose.

If the runners choose to help Jennifer, then go to THE GOOD, BAD AND THE HAIRY.

If the runners decide that a deal is a deal then go to BRING EM BACK ALIVE.

Bring 'em Back Alive

Tell it to them Straight

"Very well, I am leaving now. If you try to stop me, security will come down on you like a ton of bricks. "

With that, she stands and walks into the milling throng.

Biz

The runners will no doubt want to capture her. Unfortunately, that is impossible to do with in the environs of Club Penumbra. Once they leave the club, it is easy to follow her.

Details

Club Penumbra is run by ex-shadowrunners. Security is very tight: the club itself is warded and is considered a safe haven. Anyone who is caught violating that security will be dealt with severely. If the runners try anyway, security will respond quickly and efficiently with four street sams and one mage with a level 7 air elemental on call.

If the runners follow her out of the club...

As you emerge from Penumbra you see Jennifer with Uncle Artimus and four Corporate suit types. Jennifer is being held by one of the guards and appears to be unconscious. "Ah, there you are! It seems that I do not need your services after all. As a gesture of good faith, you may keep the initial payment and here is another 5000 nuyen (tossing a credstick to the ground). Leave now."

If the runners decide to pick up the credstick and walk away, go to PICKING UP THE PIECES. Otherwise, go to SHOWDOWN.

The Good, The Bad, and the Hairy

Tell it to them Straight

"Good, I am glad that you have decided to help me. Lets go, I want to get this over with while we still have the element of surprise on our side."

As the runners leave the club they run into Artimus who is accompanied by four Corporate Razorboys.

"Ah I see that you have found my niece and she has convinced you that I am the enemy. Don't deny it, I can read it in your auras. However, as a gesture of good faith, I will let you walk away. All you have to do is leave her with me."

Biz

Let the runners negotiate the price of the run if they want to. Jennifer is willing to go as high as 12000 nuyen.

If the runners do walk away, Artimus and gang will open up on their exposed backs.

Details

This is going to get nasty. Use the Weapons Specialist archetype for the company men. Uncle Artimus can be found in Cast of Characters. Don't forget to roll for Lone Star response. (1d6 minutes)

Showdown

Tell it to them straight

This is not the place you would have chosen for a battle, but it will have to do. The suits fan out, drawing their weapons and moving in front of Uncle Artimus.

Biz

This is a straight up firefight. The goons will seek cover and try to ventilate the runners. Uncle Artimus will shapechange into a very large bear and attack the nearest player. Keep in mind that he can throw spells from this form.

Details

This is the final encounter, it should be close, but realistically the runners should have little trouble with it.

Picking Up the Pieces

If the runners survive, they will all get paid.

They have the 2000 each from Uncle Artimus. and 1000 total from Jennifer. If they helped Jennifer, They have an extra 3000 each plus whatever they negotiated. If they walked away, they have 2000 each plus 5000 to split among all of them.

In addition to this they have what ever they could loot off the bodies minus fencing fees (Claudia can do this for her usual cut). Most of this stuff they'd be better off keeping to use themselves.

Karma

Survival :	1
Threat Level	2
If they Helped Jennifer	4
If they Turned her over	1

Maximum Group Karma 7

The GM should award up to 5 points of individual karma as he/she sees fit.

Further awards:

If the runners helped Jennifer they will get her as a Contact. She has links to both the Corporate world and the Shadows. Make sure to sign off on this.

Cast Of Characters

Artimus Richardson III

Human Hermetic Mage
Initiate Level:4

Body: 4
 Quickness: 3
 Strength: 2
 Charisma: 5
 Intelligence: 7
 Willpower: 6
 Essence: 6
 Magic: 1 0
 Reaction: 5
 Initiative: 5+1d6 (3d6)

Skills

Conjuring: 6
 Sorcery(Ritual) 6/8
 Etiquette Corp 5
 Magic background 8
 Ritual Magic Background 10
 Negation 5
 Pistols 3

Spells

Increased Reflexes +2 4
 Heal 5
 ManaBall 5
 Stunbolt 5
 Powerbolt 4
 Shapechange 6
 Detect Enemies 5
 Mindlink 4
 Phantasm 5
 Armor 6

Gear

Sustaining Foci 4
 Browing Max power with APDS
 Secure Vest 2/1
 Cred stick with 10000 nuyen
 Doc Wagon Platinum
 Expendable Spell Focus
 (Drain/Manipulation) 4
 Combat Pool: 8
 Spell Pool: 6

Stats in Bear Form

Body
 9 with 1 point hardened armor
 Quickness: 4
 Str: 9
 Chr: 5
 Intelligence: 7
 Willpower: 6
 Reaction: 5
 Attacks 9S +1 Reach

Shapechange spell (originally from Grimoire 2nd edition. But treat as an original design for 3rd edition.

Type: Physical Range: Touch
 Target: 6
 Duration: Sustained Drain: F/2
 +2 Serious
 Remember that he has +2 to all magic while sustaining this spell.

Da Crew

Race: Human

Body: 4
 Quick: 6
 Strength: 5
 Charisma: 2
 Intelligence: 4
 Will: 3
 Essence: 5.5
 Reaction: 5
 Initiative 5+1d6

Skills:

SMG: 4
 Bike: 3
 Athletics: 3
 Pistols: 4
 Edged Weapons: 5

Combat pool: 6

Gear:

Smartlink
 Ingram Smartgun: (BF/FA, 7M, 32 clip)
 Remington Roomsweepers: (SA, 9S(f), 8mag.)
 500 in Novatech Scrip.
 Cougar Fineblades Long (6M)
 Armor jackets 5/3

Corp Bodyguards

Weapon Specialist archetype

Body: 4
 Quickness: 6
 Strength: 4
 Charisma: 3
 Intelligence: 6
 Willpower: 4
 Essence: 4.15
 Reaction: 6(7)
 Initiative: 7+2d6

Skills

Biotech (first aid) 1/3
 Edged Weapons 5
 Etiquette: 3
 Gunnery: 6
 Pistols: 6
 Assault Rifles: 6
 Stealth (sneaking) 1/3
 Thrown Weapons: 4

Gear

Boosted reflexes 2
 Cybereyes (rangefinder, flare comp, Low light, thermographic, vision Mag (3))
 Smartlink 2
 AK98s (SA,BF,FA 8M, 38 clip)

Regular ammo, offensive mini grenades (10S)
 Savalette Guardian (SA/BF, 9M, 12 clip)

Player Handout 1

Journal entries

4/20/60 (10 days ago)

I can't seem to sleep, so here I am up at 5 in the morning typing in my dreking computer. I wish I knew why I was having these nightmares. The psychiatrist at school cannot help me. He said it's stress...but I know that can't be it. I think that tomorrow, today, I will go see Papa bear about it, after all he helped me find Wolf.

4/25/60 (3 days ago)

This will be my last journal entry, I am leaving. I don't trust my uncle, it is nothing I can put my finger on, but lately I just feel that he has turned really malicious towards me. The only evidence I have is a pic of my uncle's workshop. I snuck in and it was full of pictures of me surrounded by weird symbols. Grabbed a notebook on my way out, it detailed plans to turn the subject, I assume he means me, into an animal. I am so lost, my friends will know how to help me.

Player Handout 2

Partial datafile retrieved from computer

.....Safe Location.....
.....Fenris Nacht

.....Ward & Eastlake.....

Player Handout 3

If you are reading this, then no doubt you are the shadowrunners that my uncle has hired to bring me back. This chase can go on long enough to cost you a lot of money. I am sure you can eventually find me, but I will not go back willingly!

I am willing to meet with you at a neutral location, under a flag of truce. You see I need your help and would like the chance to exercise some karmic irony. I will call this cell phone at 10:45 pm, approximately 4 hours from now. I will then disclose the place I would like to meet. I am will to pay you 1000 nuyen just to show up and listen to what I have to say. If you are agreeable let me know then, if not then I will just disappear.

Please help me.

Jennifer

Player Handout 4 - Outside of Fenris Nacht

