

CHALLENGE™

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68

MEGATRAVELLER®

*Lightning Never
Strikes Twice*

James Maliszewski

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Window of the Mind

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MORE!**



GDW





The Snatch went

ZONED OUT

BY
CHRISTOPHER E.
WOLF



Like clockwork...



DEEP GREEN

Terrorist Leader

Name: Jasper

Bod: 3

Quickness: 4

Strength: 3

Charisma: 5

Intelligence: 5

Willpower: 3

Essence: 3.5

Reaction: 4 (6)+1D6

Skills: Armed Combat: 3, Car: 2, Demolitions: (B/R) 3, Firearms: 6, Psychology: 4, Unarmed Combat: 4, Leadership: 5, Negotiation: 4

Cyberware: Smartgun link, wired reflexes 1

Gear: IWS Bountyman (Ares Predator) with smartgun link, armor clothing, FN-HAR assault rifle with smartgun link

Average Terrorist

Same stats as leader, but without Leadership or Negotiation skill.

Watcher Spirit

Force: 6

Toxic Earth Spirit

Force: 5

Bod: 8

Quickness: 2x2

Strength: 8

Charisma: 1

Intelligence: 4

Willpower: 5

Essence: 4A

Reaction: 7/12

Attacks: 4S3+1 reach, Special

Powers: Alienation, concealment, corrosive secretions, fear, manifestation, noxious breath

The snatch and grab went like clockwork. Just a few more hours of waiting in this gopping jamhole, then Zeta-Impchem gets spammed, a payback they're long-overdue. Jasper looked over at the young Elven girl strapped to the cot. She groaned and weakly struggled to regain consciousness. The prison drug in her system was working—that should keep her harmless for awhile.

Suddenly, the sound of heavy artillery pounded outside the steel-plated access door of the warehouse. Jasper grabbed for his Bountyman and clicked off the safety. Get a grip, chummer, he told himself. It's just another day in the Squeeze, and the Surfers are just taking care of business as usual.

This adventure was specifically designed for use with FASA's *London Sourcebook*, but with slight modification, it can be used in any city. The group will need at least one mage (preferably hermetic), but will not need a decker.

The story begins with Julia Saint-Smythe (the daughter of Lord Reginald Saint-Smythe, earl of Cameiliard, being abducted by members of Deep Green, ecological terrorists of radical disposition. The terrorists, however, are not really in control of the situation—they are being set-up by a Toxic Druid group, which plans to kill them and take the hostage to be used as the main sacrifice in a blood ritual.

LOUNGING LIZARDS!

The characters are contacted by a fixer called James the Silent, who informs them of a job. James has a reputation for representing "clients" of noble background. Most of the jobs are highly dangerous, but the payment usually matches the risk.

If the characters accept his offer, James will inform them that a black Nightsky with a gold diamond crest emblazoned on the hood will arrive within the hour to pick them up. A meeting will take place at the Lounging Lizard nightclub, a place the characters have never heard of and would never be able to find on their own. The Lounging Lizard is a members-only corporate nightclub and is well protected by a hermetic ward, with physical muscle to back up the magical defenses.

The characters will be led to a private room in the back, where they will meet with James the Silent, a man in his late forties, very much overweight and dressed in the latest fashionable, corporate-style suit. James will allow them to order what they wish from the bar, and

once they are served, he'll get right to the point.

He tells them that a few hours ago, Julia Saint-Smythe was abducted by Deep Green agents while she was leaving her flat in South Kensington. The job consists of finding Julia and rescuing her from the terrorists. His "client" is offering £30,000 plus an additional £10,000 if the characters keep the job quiet enough to stay out of the trash-faxes.

If the characters do not accept the job (their loss!), they will be detained, then magic and mind-altering drugs will be used on them to erase all knowledge of this meeting. If the characters accept the job, James will show them a holo-pic of Julia. She's Elven, blonde, 20 years old and looks like a simsense starlet. Any mages in the group who pass an INT success test at target number 4 will realize that some of the pieces of jewelry she's wearing are spell foci.

The last instructions from James are that when the girl is safe, the PCs should call BTG# (717) 555-8238, and a team will show up to pay them and take the girl. He will then bid the PCs good-day and have them escorted to the Nightsky they arrived in and transported to their original pickup point.

THE SQUEEZE

Julia is being held captive in the Lambath Containment Zone, a.k.a. The Squeeze. The Squeeze is the UK version of the Redmond Barrens in Seattle (for more information on The Squeeze, see the *London Sourcebook*, pages 109-114).

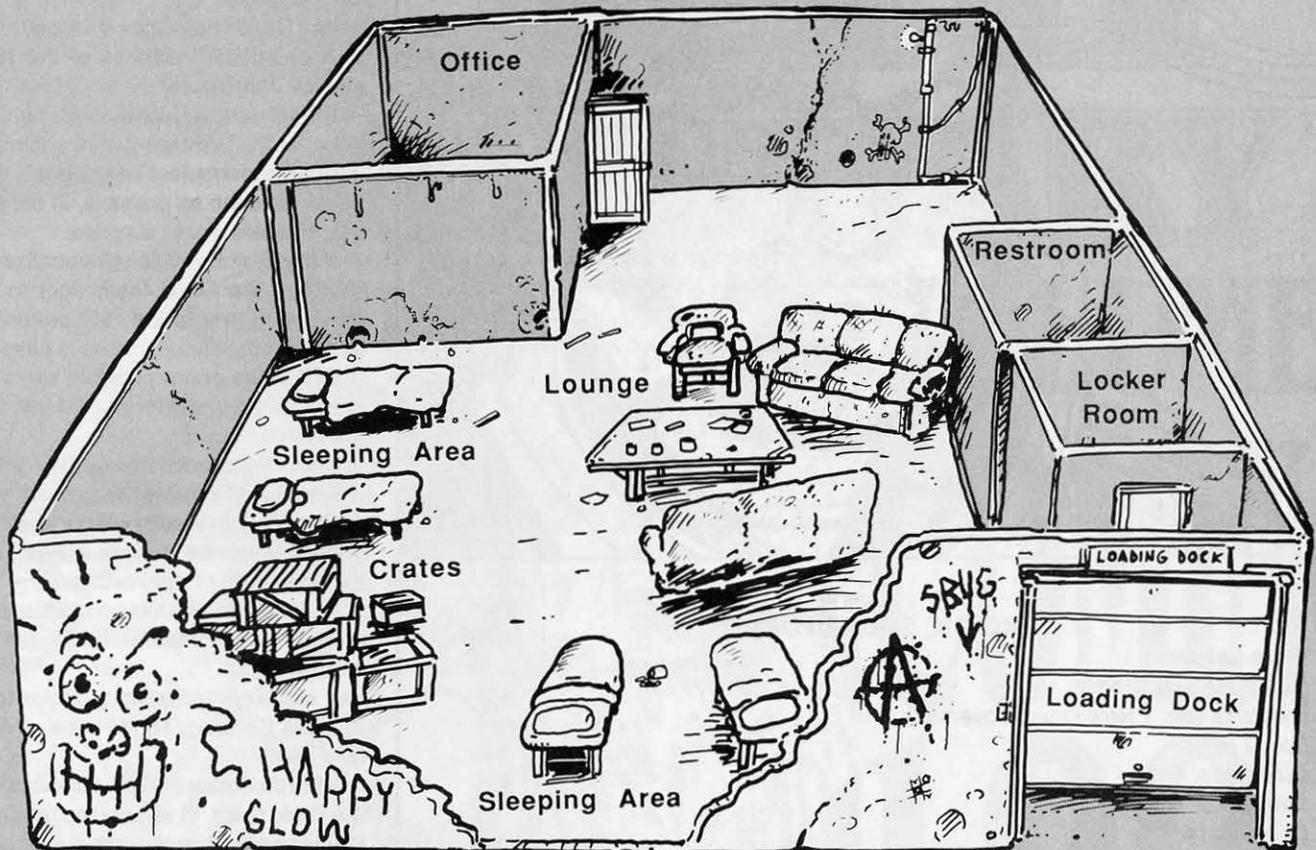
The terrorists are holed-up in an abandoned warehouse (what else?) in the New Cross district. It has a security rating of F. Whenever the characters enter and leave The Squeeze, roll for an encounter on the Squeeze Encounters Table.

Encounters in The Squeeze

2D6 Result

2-3 **Magic:** The characters encounter what looks like a young woman trying to comfort a group of hideously deformed children. The children are actually 42-24 victims that live in the alleys and streets of The Squeeze. The young woman is a free spirit that has taken pity on the children. If the characters offer to help in some way, the spirit will grant them one wish within her power. If the runners ignore the children or abuse them in some way, she

Terrorist Hideout



will curse them and throw Alienation on the offending characters.

4-8 **Gang:** The PCs run into the middle of a gang war between the New Cross Surfers and the Brixton Boys. As soon as the runners appear, the Brixton gang takes off, thinking the runners are the Surfers' backup. The Surfers are suspicious of the runners but offer to lead them to the Deep Green hideout for a small fee—50% of the gear the runners get from the terrorists.

9-10 **Beggar:** 42-24 victim begging for food.

11 **Animal:** The runners are attacked by a pair of Gargoyles. *Bod:* 10/3, *Q:* 4x3, *S:* 8, *I:* 2/4, *W:* 4, *E:* 5, *R:* 3, *Attk:* (STR)S2. *Powers:* Concealment, enhanced physical attributes (strength, once per day for 5D6 turns), noxious breath. *Vulnerability:* Iron.

12 **Underworld:** A fixer offers to hook the runners up with some black market weapons. Whether this guy is legit or not is up to the gamemaster.

TERRORIST HIDEOUT

The Deep Green terrorist hideout is a small, abandoned warehouse in the New Cross District of The Squeeze. It is a single-story building. The interior walls are made of normal construction plastic (barrier rating 4). All the windows have been covered with thick impact plastic (barrier rating 10), and all exterior doors are reinforced steel sheet (barrier rating 24). The locks are heavy bolt, tooled steel. STR test to break the lock is target number 10.

The Toxic Druid group that hired the terrorists has placed a Watcher spirit to keep an eye on them. When the player characters attack the Deep Green members, the Watcher will report the outcome to its masters immediately following the battle. A Toxic Earth spirit, force 5, has been placed outside the building with orders to attack anyone who leaves the warehouse with the girl, including the terrorists. However, the girl is not to be harmed in any way. Damaged goods do not make good sacrifices.

The number of Deep Green members is double the size of the party, plus one leader.

Locker Room: Used by warehouse employees when the place was in operation.

Office: Empty.

Crates: These are old, rotting and empty. If someone hides behind them, they will provide hard cover.

Lounge: This area provides minimal comfort, with a table, some chairs and two couches. The terrorists will most likely be in this area.

Sleeping Area: This area has a few flimsy screens for privacy. This is where Julia is strapped to a cot. One terrorist will guard her at all times. Julia will not be much help to her rescuers—she has been pumped full of drugs to keep her from doing any magic. If the characters have a medkit, they may be able to bring her back to consciousness, but will she be at a +4 modifier for all her tests.

DON'T CALL US...

If the characters are successful in their rescue of Julia, they will eventually find themselves calling the phone number James gave them. The phone will be answered by James, who will inform them that a team will be dispatched immediately to pick up the girl and pay the runners.

However, the Druids have dispatched their own team to get the girl from the runners. This Druidic strike force con-



DRUIDIC STRIKE FORCE

Team Leader

Name: Ian MacGregor

Initiate Grade: 1 New Druid Movement

Bod: 2 (4)

Quickness: 4

Strength: 2

Charisma: 4

Intelligence: 5

Willpower: 5

Essence: 5.1

Magic: 6

Reaction: 4 (8)+1D6

Skills: Conjuring: 3, Etiquette (Druidic): 2, Firearms: 3, Magical Theory: 4, Sorcery: 6, Unarmed Combat: 2

Spells: Manaball: 5, Powerball: 5, Clairvoyance: 5, Detect Enemies: 2, Detect Guns: 4, Personal Combat Sense: 5, Heal Moderate Wounds: 3, Increased Reaction +2, Mask: 3, Armor: 5, Confusion: 4, Power Focus: 1 (Golden Sicle), Spell Lock: Armor/2 successes, Spell Lock: Personal Combat Sense/4 successes

Cyberware: Boosted reflexes 1, cybereyes with thermographic/lowlight

Gear: Armor jacket, flash packs (3), HK227 SMG with laser sight, 50 rounds standard ammo

Second in Command

Name: Kinslayer

Use Elven street samurai stats on page 104 of the *Street Samurai Catalog*.

Average Druidic Agent

Use the average terrorist stats.

sists of team leader Ian MacGregor, an Elven street samurai named Kinslayer and a number of regular agents equal to the PC group.

The Druids have sent a second team to intercept and dispose of the team sent by James.

If the characters have neutralized the Watcher, the Druid team will start searching for the characters immediately, then attack as soon as possible, in order to gain the element of surprise.

If the Watcher wasn't neutralized, it will lead the Druid team right to the characters, where they will pretend to be the contact team James is sending.

Below are some possible ways the characters might be tipped off that they are impostors:

- If the characters previously set up a password-counterpassword with James, the false team will not know the correct response (unless it was mentioned in front of the Watcher).

- Unless the characters mention payment, the false team will not have the money.

- Mage characters may decide to do an Aura Sensing, Mind Probe or Analyze Truth.

If the characters fail to cooperate with the Druid team, or as soon as the Druid team can catch the characters off-guard, the Druids will attack the runners, then grab the girl and run.

PICKING UP THE PIECES

If all has gone well, the girl has been handed over to the proper people, the runners got their pounds and everyone is happy—except Roy Chambers. Who?! Roy is the Toxic Shaman who was going to sacrifice Julia to empower a spirit. This failure has decreased his threat rating by one, and he is most unhappy. He knows who is responsible and will be seeking revenge.

Team Karma: Award 2 points for defeating the Toxic Earth Spirit, 1 for neutralizing the Watcher, 1 for surviving the mission, 3 for handing Julia over to the proper people, -5 for giving Julia to the Druids.

Individual Karma: Award a bonus as per the *Shadowrun* rules. Ω

Journeys, the Journal of Multidimensional Roleplaying, is seeking article submissions. We will consider articles on nearly any multigenre roleplaying game by nearly any publisher, including any *Dangerous Journeys* genre, *GURPS*, the *Hero System*, *Torg*, *Amber*, *Dream Park* and other games, as well as cross-genre articles and some few pieces of general interest.

For our free submission guidelines, send a SASE to Journeys Journal, PO Box 1646, Dept J., Bloomington, IL 61702-1646 USA.

New Shamanic Totems

The shaman is an intrinsic part of any shadowrun. While the original game provides a lot of very important totems, it fails to consider some of the more interesting characters of the Haida. This article introduces four of the more colorful, and neglected, shamanic entities from the west coast. An experienced game master can add a certain flair to a gaming session by introducing new totems and their human counterparts. It's nice to know that not every shaman has to be Wolf or Dog. So without further adieu, meet Mink, Beaver, Deer and Heron.

BY ANDREW J. LUCAS



Mink (Made-Like-the-Sun)

Mink is the illegitimate son of Sea Lion and Sun. He often disregards his physical shortcomings, attempting tasks far beyond him, to be accepted by others. As might be expected, Mink doesn't always succeed, but in spite of a vicious temper, he has no trouble accepting failure. He has a tenacious demeanor completely at odds with this apparent willingness to admit defeat. He may fail, but he never gives up.

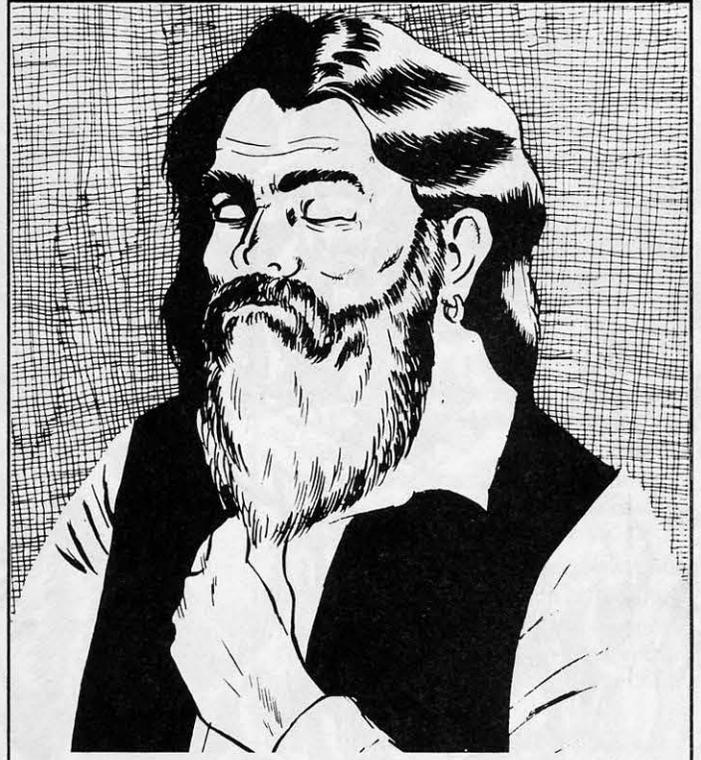
Environment: Mountain or forest (shoreline).

Advantages: +2 dice on any combat spell, +2 dice on any increase attribute spell.

Disadvantages: Mink shaman are always small, the runts of the litter. Because of their lack of stature, they are constantly trying to prove themselves, especially in combat. Mink appears almost exclusively to bastards and orphans. Followers of the Mink totem are well liked by other shaman, sort of like an annoying little brother. Most shaman are considered wise men, and enigmatic sages, except Mink. Perhaps it has something to do with the way they can't pass up a really good dare (must make a Willpower check to avoid).

Common Quotes:

- "Yeah! Well I can do that just as well."
- "Hey guys what's up? REALLY! Good thing I'm here, then."
- "Can so."
- "Get your fragging hands off me, ya drek-headed troll!"



Beaver

It comes as no great surprise that Beaver is industrious. What should be stressed is the magnanimous attitude of the totem. Beaver does not think of himself as an entity separated from mankind, but more of an older brother. Like any brother, he occasionally has to show his siblings the proper way to do something, and even punish them when they get out of line. He is usually very helpful and friendly when approached, but will fight like a demon if necessary.

Environment: Forest (stream or lake).

Advantages: +2 dice for conjuring river spirits, +1 die for sustaining spells (one only).

Disadvantages: Beaver shaman are usually short and often overweight in spite of being very fit. Dwarves appear to have an affinity with Beaver, and the majority of them are dwarves. Though it may seem unlikely, Beaver shaman often have two and sometimes even three jobs, in addition to their shamanic studies. They are your classic workaholics and must keep busy. A Beaver shaman is not very good at waiting. They must make periodic Willpower checks (target number GM's discretion) or immediately find something to do, even if it means leaving a stakeout, for example.

Common Quotes:

- "I'll get right on it, as soon as I finish up here."
- "You need how much? I'd love to help, but I'm overdrawn already."
- "Hoi, chummer! Want some soy-kaf? My treat."



Heron (Master-of-Fog)

Heron is known for his grace, patience and dexterity. This totem is prized for his knowledge and the freedom with which he shares it. For the most part, Heron is aloof and does not seek the company of others. He favors his own company and is always seen in the spirit world carrying a bag of fog on his shoulder, from which the lake mist constantly leaks.

Environment: Forest (usually around mountain streams or lakes).

Advantages: +2 dice with detection and illusion spells, +2 dice to increase dexterity spells.

Disadvantages: Heron shamans are natural hermits. While not in anyway antisocial, they prefer to live apart from the masses and study the spirit world. As such, they suffer -1 die to cast any spell while in an urban environment.

It is rare, but not unheard of, to find Heron followers in Seattle. This intense, almost maniacal, study makes them much sought after by shamanic researchers. In fact, it is rumored that Daniel Howling Coyote consulted with an ancient Heron sage before instigating the Great Ghost Dance in 2010.

Common Quotes:

- "Hey! Guns don't kill. People do. How did I know what the kid wanted the fireball for?"
- "I think that's possible. Ask me in a week or so."
- "Could you pass that book please?"
- "Well, now. That's very interesting. It reminds me of the tale of...."



Deer

Deer is by far the most inquisitive of all totems—even more so than Raven. And he shares Raven's habit of getting himself hurt by giving his curiosity full rein. This totem has always been linked with innovation and discovery. In fact, Deer is credited with the discovery of fire by his followers. Deer likes to think of himself as a provider and will always put his people before himself. This self sacrifice is completely at odds with the huge ego and incredible vanity of Deer.

Environment: Forest.

Advantages: +2 dice for researching new or innovative spells, +2 dice to conjure forest spirits.

Disadvantages: Curiosity and vanity are commonplace in shamans of Deer. Life is always good for Deer. But when you're sure you can do anything, how could it be anything but. Overconfidence and a short attention span make these shamans appear flighty. If the shaman stumbles across a discovery (magical or otherwise) which would benefit mankind, he must roll vs. Intelligence if he tries to conceal it from the public. This is to reflect the internal rationalization that the character is undergoing to justify hiding the discovery. Deer shamans are often part-time journalists or PIs. Wolf shamans have an unusual rapport with Deer completely at odds with any mundane notion of the proper order of things. But then people are not animals, and shamanic totems are so much more.

Common Quotes:

- "How do you like my new Colt Manhunter? I think the chrome goes well with my blouse."
- "Portable fusion generators! How can Aztechnology call this a corporate secret? It should be shared with all the people!!!"
- "I never should have opened that box. Hey, what's this?"
- N-E-C-R-O-N-O-M-I-C-O-N. Looks good. I wonder who the author is?" Ω