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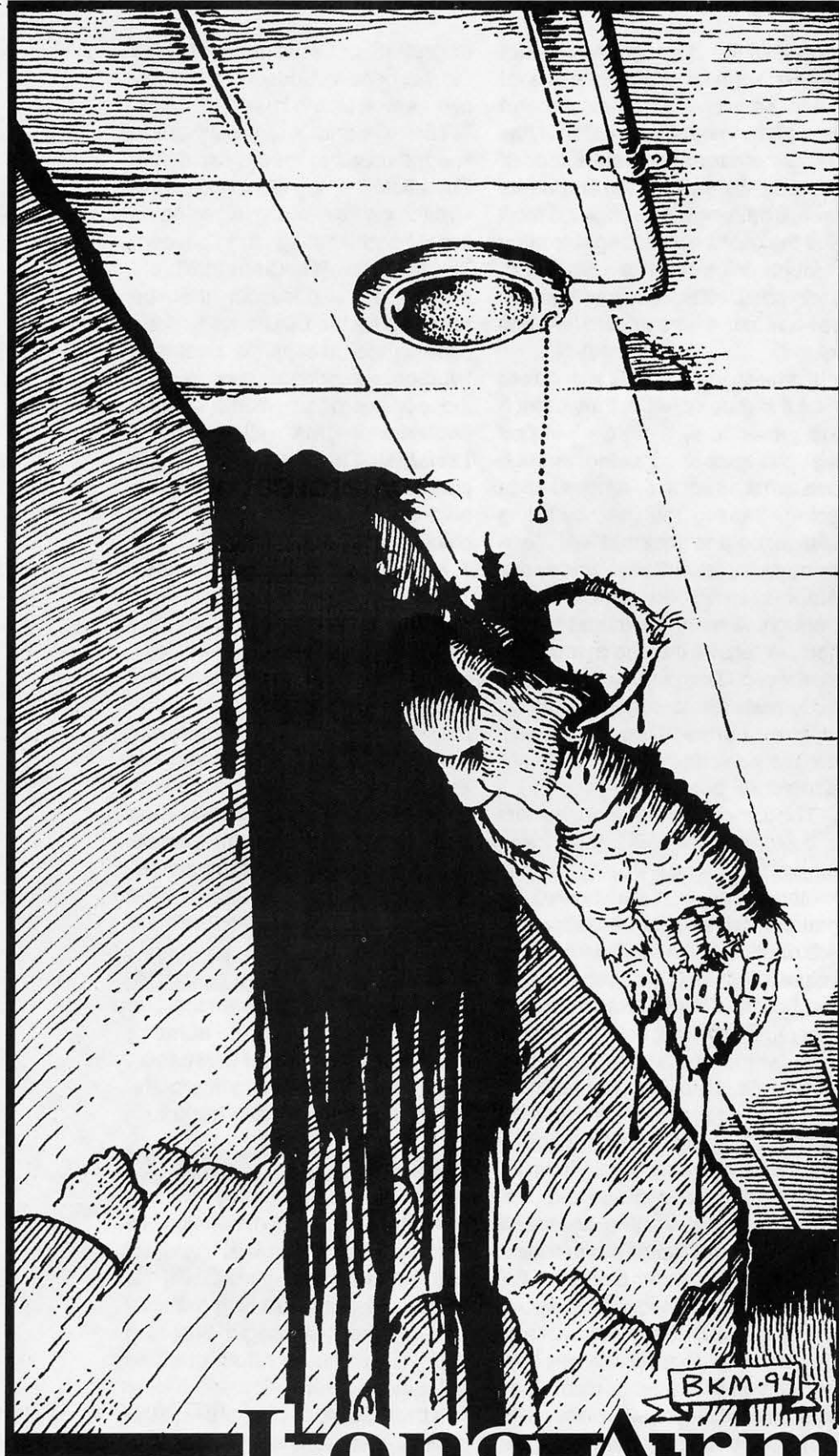
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Long-Arm of the Sprawl

A Shadowrun 2nd edition adventure by Christopher E. Wolf
Art by Bradley K. McDevitt

"Twitch one muscle," sneered the Lone Star Cop, "and I get to fill my quota for this month." We hadn't even started the run, and Lone Star was all over us. It was like they were waiting for us to make our move. The first person I'd ordinarily point at for setting us up would be the fixer who'd arranged the meet. But Lone Star hauled her in before we could even make contact. Lone Star has its way of dealing with shadowrunners stupid enough or unlucky enough to cross its path, but the way they've come after us is pushing it, even for them.

A copy of *Seattle Sourcebook* would be helpful for running this scenario, as would a copy of *The Grimoire*, 2nd edition.

In the book *Find Your Own Truth*, a novice shaman named Sam Verner stole a powerful focus that was used to trap harmful spirits for untold millennia. One of those spirits, known as "Twilight," was encountered in FASA's module, *Total Eclipse*. Another of those spirits, named Kelaemordue: Eater of Souls, was also released. Kelaemordue was weakened by long imprisonment and immediately fled to his place of power in order to regain what little energy he could muster. After a few years of lying dormant, he discovered a spot on the physical plane where he could focus his energy and transfer power to himself from victims' life energy sacrificed to him. Lone Star Precinct 12 was built directly over the site of power. A plan formed in Kelaemordue's mind. He possessed the Precinct Captain and used him to control the minds of the other high-

ranking officers of that precinct. Using the Lone Star officers, he started ordering the arrest of the SINless of the streets, which were then used as human sacrifices to grant Kelaemordrue more power.

All was going according to Kelaemordrue's plan until a cybersnoop by the name of Cynthia Mathues started investigating the disappearances of the squatters, bag ladies and other SINless people in the vicinity of the precinct. She asked too many questions for her own good and attracted the attention of the possessed Lone Star officers, who decided she had to be silenced permanently. But first they wanted to interrogate her to find out how much she actually knew or was guessing at.

As chance would have it, or maybe it was fate, she decided to set a meet with some shadowrunners to hire them as muscle and backup while she conducted her investigation. She wasn't sure what was going on, but she wanted some insurance in case things got too hot for her to handle. This is where the runners come into the story. They are the group of runners she hires to protect her.

MEETING

The runners have been having some lean times lately and are looking for work. A chummer of theirs, a cybersnoop named Cynthia Mathues, calls them and wants to arrange a meet. She tells them that she's onto something big, and whatever is up is worth lots of Nuyen. A large cut of that Nuyen could be directed their way. She won't say what the run is about, but tells them to meet her at Underworld 93 at 11 that night if they want to make some easy Nuyen.

GETTING THERE

Underworld 93 is one of the hottest nightclubs in Seattle, if not the hottest. It's located in the outskirts of the Puyallup Barrens—not the best or safest location, but that doesn't stop it from packing the people in or getting the biggest novastars, like Maria Mecureal, The Elementals or Concrete Dreams, to play there.

The trip to Underworld 93 can be

uneventful, or the gamemaster can throw the runners some trouble using the *Sprawl Sites Sourcebook* (a gang encounter would be appropriate).

Once the runners arrive at U 93, they will have to fight the large crowds of people and get past the troll bouncer, Newt, who happens to be blocking the door. Not everyone who walks in off the street is allowed in. The runners have several options to accomplish this: They can make a Street Etiquette test with a target

number of 5 with at least one success. Or they can mention to Newt that they are supposed to meet Cynthia Mathues and give him their names. If any of the runners played in the FASA module *Maria Mecureal at Underworld 93*, Newt will recognize them and let them in. Inside the club, it's even more packed with people than outside. Up on the stage, Tribal Warfare, the ballistic new group from the East Coast Sprawl, is shaking the rafters with the sound waves blasting from the giant speak-

KENNETH SCOUT DOG SHAMAN

Attributes: Body: 4, Quickness: 3, Strength: 2, Charisma: 5, Intelligence: 4, Willpower: 6, Essence: 6, Magic: 6, Reaction: 3 Initiative: 3 + 1D6.

Dice Pools: Combat: 6, Magic: 5.

Skills: Conjuring: 5, Etiquette (Street): 3, Firearms: 3, Magical Theory: 5, Sorcery: 5, Stealth: 3, Armed Combat: 2, Unarmed Combat: 3 Police Procedures: 4.

Spells: Analyze Device: 4, Clairvoyance: 3, Detect Enemies: 3, Detect Magic: 5.

Gear: Medicine Lodge Materials (1), Medkit, Stun Baton, Ruger Super Warhawk (with 10 rounds regular ammo).

COP CREATURES

Attributes: Body: 8, Quickness: 5x4, Strength: 6, Charisma: 1, Intelligence: 1, Willpower: 5, Essence: 5, Reaction: 4.

Powers: Concealment, Fear.

Weaknesses: Allergy (Light) Severe, Allergy (Sunlight) Extreme.

Attacks: 6S + 1 Reach.

KELAEMORDRUE, EATER OF SOULS FREE SPIRIT IN GREATER FORM

Appearance: Kelaemordrue's appearance is quite the opposite of what you would expect from an inhuman, evil spirit. He is handsome, in an earthy sort of way. This is because when he was first summoned eons ago, he was an Earth elemental that was used to help cultivate a small community. The ravages of war destroyed the village and all its inhabitants. The invaders desecrated the earth, salted the fields and left everything in ruin. As a result, Kelaemordrue was set free, but his desire for revenge has warped him into the evil spirit he is today.

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

Skills: Conjuring: 6, Negotiation: 3, Sorcery: 6, Stealth: 3.

Spells: Stunblast: 6, Powerbolt: 6, Combat Sense: 6, Mind Probe: 6, Invisibility: 6, Spell Barrier: 6, Astral Static: 6.

Attack: 8S2 (10S).

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, Hidden Life (Kelaemordrue's life force is inside the precinct captain's body).

Weaknesses: Allergy (Light, Extreme), Vulnerability (Sunlight).

ers strategically located around the 30-foot-high tri-vid screens behind the bandstand.

If the runners ask around, they are directed to a booth a good distance from the stage by Mick the bartender. After a while, it will be apparent that Cynthia is not going to show for the meet. A good team of runners would realize that nobody goes to the trouble of setting up a meet and not showing up. That just doesn't happen—period.

The runners won't realize at this point that their involvement in this run isn't voluntary. It's already been decided by Lone Star that the runners are accomplices of Cynthia and need to be apprehended at all costs. If the PCs go to Cynthia's apartment, go to section called Ambush, Part 1. If the runners do no legwork or any investigation at all, go directly to the section marked Star Light, Star Bright.

STAR LIGHT, STAR BRIGHT

If the runners show no interest in finding out what has happened to their business associate, Cynthia, then hit them with an encounter with Lone Star as soon as possible. The amount of cops, equipment and resources should be the same as in Ambush, Part 1.

The cops are under orders to bring the runners in for questioning, so they will be trying to capture rather than kill the PCs at this point. If all of the runners are captured, go to the section marked Caught. If some or all of the runners get away, see the section marked On the Run.

AMBUSH, PART 1

The runners can easily get the address of Cynthia's apartment. She has a flat in the Westwood district of downtown Seattle. Westwood is a middle-class neighborhood with a class A security rating.

Breaking into the apartment should be no problem for the runners—in fact, it should seem almost too easy to get in. The PCs should be able to find at least two bits of information before Lone Star crashes in the door on them.

The first bit of information is on

her trideo recorder. The chip in the player shows a number of interviews that she conducted during her investigation into the missing SINless people.

The second bit of information is that all of the missing SINless were from the Beacon Hill area of Seattle.

Once the runners have gotten the information above, but before they leave the apartment, have them make a Perception test target number 6. No successes means they are completely ambushed by the Lone Star cops busting in the door on them. One success gives them +2 on all target numbers, but at least they can react and take evasive measures. Two or more successes gives them a +1 on all target numbers.

The number of cops will be double the number of runners. One in four of the cops will be a mage (use stats for a Street Mage, page 61 of *Shadowrun*, 2nd edition). If there are more than eight cops, only eight of them will assault the apartment. The rest are in reserve outside the building for backup as needed. The cops are not there to geek the runners outright. They are trying to capture them for interrogation purposes. The cops will try to stun them first, and if things get tough, they will go for lethal damage after that. Use the statistics for the Street Cops on page 211 of *Shadowrun*, 2nd edition. If the runners beat the cops, go to the section marked On the Run. If the cops manage to capture some or all of the runners, go to Caught. Give the runners at least one chance to escape from the cops on the way to the station.

ON THE RUN

The runners have a few options at this time. They can hole up somewhere and hope whatever is going on blows over soon, or they can leave Seattle for a while. Neither of these options is going to do their street reps any good. Taking the initiative and trying to find out why Lone Star is after them is a better option.

With a minimal amount of legwork, they should be able to find out the following information:

Make a Street Etiquette test target number 4 and consult the following table.

Success	Result
1	Lone Star has been picking up a large number of squatters recently, and no one ever sees them again.
2	Cynthia Mathues was working on this story just before she was arrested.
3	The cops who arrested Cynthia were from Precinct 12—they're out of their jurisdiction. Precinct 10 patrols Westwood, not 12—they patrol Beacon Hill, and that's where all those SINless people are being arrested.

If the runners have a contact within Lone Star, they can easily find out that there is no warrant for their arrests (at this time).

If the runners decide to do some decking in the Lone Star System (very risky), there are several options on how to do the matrix run:

1. Use the Fast Resolution System from *Virtual Realities*, page 49. Assign at least a rating of 6 for the target number.

2. Generate a random matrix system from *Shadowrun*, 2nd edition, pages 192-193.

3. Have the group's decker make an unresisted Computer skill test target number 6. They will need at least 2 successes to gain any information.

Regardless of which method they use for decking, the information they get remains the same: They can find no record of Cynthia's arrest or where she was being held.

While the runner's are doing their research a news item catches their attention: "Cynthia Mathues, ace investigating reporter, was found dead at her apartment earlier today. The cause of death was from a B.T.L. chip burnout."

Note: The runners will have known previously that she wasn't a chiphead. The referee should have the runners make a Perception 6 test. One success will reveal that the cops who discovered the body were from Precinct 12.

By now, the runners should have

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a pretty good idea that something strange is going on at the Beacon Hill precinct. Most runners will probably want to pay a visit there to find out what is happening and why Lone Star is doing this to them. Go to the section marked Ambush, Part 2. If the runners don't follow up on this, keep sending more and more cops after them—they'll get the hint soon enough.

AMBUSH, PART 2

By now the runners are probably getting ready to raid the Beacon Hill precinct to either rescue team members who have been arrested by Lone Star or to find out why Lone Star wants them so badly.

As soon as the runners enter the Beacon Hill District, Kelaemordrue knows they are there. It is, after all, his domain. He sends a number of Lone Star cops equal to three times the number of runners in the group. There should be a Chrysler-Nissan Patrol One vehicle for every four cops. At least one of the Lone Star officers arriving on the scene will be a street mage. The cops are ordered to shoot to kill and bring all the runners back to the precinct—dead or alive. Chances are good that all of the runners will be captured in this encounter. If so, go to the section marked Caught. If the runners are really bashing the cops, feel free to have Lone Star send for backup in the form of a Citymaster with at least 10 more cops in reserve.

Note: Try to have all of the runners get taken into custody. They will have a chance to escape, so you're not treating them unfairly. The main point is to get them inside the precinct one way or another.

CAUGHT

The runners who are caught are stripped of all their weapons, gear and magic items. Mages are fitted with Magemasks (*Neo-Anarchist's Guide to North America*, page 97) to stop them from performing any magic. Any cyberware that is detected will be neutralized by cybercontainment cuffs. The runners will be thrown into a holding cell in the basement of the precinct and left alone for the time being.

Eventually, they will hear the sound of conflict going on outside **Shadowrun**

of the cell. A few seconds later, the cell door bursts open, and a young Lone Star cop, a rookie, throws the runners' gear at them and says, "I can't believe I'm doing this! C'mon, grab your gear and get your butts moving; I'll explain on the way what's going on!"

Note: What is going on is this: Shortly after the runners were brought in, some Lone Star Cops who weren't in on the conspiracy started asking too many questions for their own good. The possessed cops felt it was time to eliminate them. Thus, a civil war is now being enacted inside the precinct.

The rookie who freed the runners is a Dog Shaman named Kenneth Scout. He is an Amerindian of the Salish Tribe. He has been guided by Dog to the runners for help in eliminating the evil spirit that has taken control of the precinct. Dog also informs Kenneth that they need to go deeper underground in order to confront the spirit.

The trail will eventually lead to an underground passage hidden behind one of the holding cells. Go to the section marked "Depth Charge."

DEPTH CHARGE

The passage that Officer Scout and the runners have discovered is the access to the site where the human sacrifices are made to Kelaemordrue. The passage is guarded by Lone Star Cops. Unfortunately, the cops are no longer human. They have been transformed into horrible creatures of nightmare by Kelaemordrue. The creatures look as though someone turned their bodies into clay and then stretched their torso until they almost snapped in half, then did the same to their arms and legs. The most horrible aspect of the creatures is that there is no mistaking they were once human. The creatures are nonsentient and have only one goal—destroy whoever enters the cavern. They gibber madly, then attack the runners at first sight of them. Officer Scout is visibly disturbed because he recognizes some of the creatures as former cops he has pulled duty with. This only makes him want to put them out of their suffering quickly and make

Kelaemordrue pay for what he's done to them. There are twice the amount of creatures than there are runners. Once the runners get past these things, it's a clear path to the site from which Kelaemordrue is controlling the cops.

KELAEMORDRUE...FINALLY!

The runners have finally come face to face to face with Kelaemordrue, Eater of Souls. The runners will have the element of surprise because Kelaemordrue is busy controlling the cops in the battle that is going on upstairs in the precinct, and Kelaemordrue made the mistake in believing no one would be able to get past the guardians to the site.

Kelaemordrue will be surprised for one combat round. He will then break contact with the cops under his control and direct the full attention to the runners. The runners may be able to banish Kelaemordrue or at least block him from manifesting on the physical plane for awhile, but they won't be able to destroy him unless they do one thing first. Kelaemordrue has hidden his life in the body of the precinct captain; until the runners kill him, Kelaemordrue will be able to return sometime in the future, when he has gathered more strength.

PICKING UP THE PIECES

The runners will have gained the respect and trust of Officer Scout (providing he survived the battle) and may use him as a contact with Lone Star in the future.

They might try to sell the story to the media. If they managed to get pictures or other evidence to back up their claim, the *Seattle-News Intelligencer Update-Net* will buy the story for 50,000 Nuyen. Lone Star officials will refuse to comment to the media.

Finally, Karma points are awarded as follows:

Surviving the adventure: 2

Avoiding capture for the whole adventure: 1

Defeating Kelaemordrue: 3

Destroying Kelaemordrue permanently: 5

Individual Karma awards as per page 190, *Shadowrun*, 2nd edition. Ω



"The old fogeys say I'm betraying the power. Drek! You don't see them living on Nutrisoy in the streets, do you? No, they live nice and cozy in their ivory towers and lecture us on how to live.

"If they lived on the streets, they'd do what I do—whatever I have to in order to survive."

Too smart to risk his life in combat and too independent to join a corp, the Magic-Thief has found the perfect way to make his way in the world.

Attributes

Body: 3
Quickness: 2
Strength: 2
Charisma: 3
Intelligence: 4
Willpower: 5
Essence: 6
Reaction: 3
Magic: 6

Skills

Conjuring: 5
Magical Theory: 5
Sorcery: 6
Stealth: 4
Firearms: 4
Electronics: 4
Athletics: 2

Gear: Doc wagon contract (basic), low-light goggles, armorjacket, Browning max-power, grenades (two neuro-stun and two smoke), stealth grapple line, grapple gun, expendable fetish for one spell.

Magic: Analyze Device: 4, Clairvoyance: 4, Invisibility: 4, Magic Fingers: 4, Chaotic World: 4.

Contacts: Street Mage, Fixer, Street-Gang Boss, Street Doc.

Description: The Magical Thief is basically the same as the thief (see **Challenge 69**), but with magical trimmings.

Magical Spy Archetype

To convert the Magical Thief to a Magical Spy archetype, change the equipment to what the Spy has (see **Challenge 73**), and change the spells to the following: Analyze Truth: 4, Mind Probe: 5, Invisibility: 3, Control Thoughts: 4, Mask: 3. Ω

By David Perry Art by Terry Stoatz

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