

THE WEB OF D

An adventure with more legs and eyes than you could shake a wobbly stick at for FASA's Shadowrun RPG.

By Kevin Anderson

The following is a short, but tough, scenario for FASA's Shadowrun system. The team of runners taking part should contain at least one mage or shaman as the team will be up against magical opponents, likewise some street muscle should be included. The Grimoire and The Universal Brotherhood may be of use while running this adventure, but are not essential. Details have been given for both first and second edition rules, designated by SR and SR2 respectively, statistics use () for SR and [] for SR2.

The Job

The runners are approached by a Mr. Johnson; a short, weasel-faced individual dressed in a crumpled grey suit. Mr. Johnson has a client who will be returning overseas in two days time, the client wishes to leave with a small souvenir - a Mayan statuette of a feathered serpent that is currently in the possession of Roderigo Williams. Mr. Johnson knows only that Williams is a high level executive for Ares and his home address, a mansion in the Bellevue district of Seattle. The offer is 25,000 nuyen for the statuette, this may be upped by 1,000 nuyen per success at Negotiation (Johnson has Willpower 4 and Negotiation 5).

Footwork

The runners have a maximum of two days to scope out the run and execute it, the following can be discovered by appropriate use of Etiquette skills and contacts. Target numbers are 4.

Roderigo Williams

Contacts: Any corporate, mercenary, samurai.

1 Success "Williams? Yeah, he's the guy that prototyped the Predator II, a real paranoid I hear."

2-3 Successes "Williams' always been worried about assassins, especially since the Blackwing took out Ares' top exec. in Chicago."

4+ Successes "Someone's tried to kill him twice in recent weeks, I hear he's got Ares' security crawling all over his estate."

Williams' Estate

Contact: Any street types, squatters, derelicts etc. in Bellevue

1 Success "Big sorta mansion, like in the old days, it's surrounded by a wall and got its own ground - real secluded like."

2 - 3 Successes "Don't be fooled by the old world stone, that surrounding wall's stone over armoured steel, the grounds have been salted with AP mines and there's cameras."

4+ Successes "There's a blind spot, if you go in over the North Wall and angle in towards the South East the setting sun'll blind the cameras."

Williams' Computer

To track down Williams' system address requires a Computer skill test against a target number of 5 with two successes needed. The system has no customised architecture (use generic descriptions SR page 102-103 [SR2 page 166-167]).

SAN Directory 64-8721. Orange - 4, ACCESS - 5

SPU 1 Orange - 3, TRACE & REPORT - 4

CPU Red - 4, Black IC KILLER - 5

I/O 1 Orange - 3, ACCESS - 4. Williams' personal terminal in his office.

DS Red - 3, SCRAMBLE - 4. Useful stuff here includes the vault combination (78411986) and three data files detailing technical specs. for forthcoming Ares products (sized at 10, 20 and 40 Mp, worth 2,000 nuyen per MP).

SPU 2 Orange - 3 BLASTER - 4. Security sub-processor. A decker could extract a plan of the grounds and the locations of the individual mines from here.

SM Orange - 2, ACCESS - 4. Controls input from the cameras and pressure sensors. A decker in here can also deactivate the mine field.

I/O 2 Orange - 2, No IC. Security Terminal (in security centre). If a decker is here during the run he will find that this node is dead.

Complications

Now, when was the last time a Shadowrun adventure was plain and straight forward, eh? This one's no different. The basic information the runners have is 100% true, what nobody knows is as follows.

Like all top execs. Williams was often wracked by doubts about his capabilities, as such he was lured into joining a chapter of The

Universal Brotherhood, he soon became an active member and even supplied arms for their security forces. A week ago, Williams saw something that he shouldn't have in the UB chapter house, his mind did a triple back flip and he fled in fear (rightly so) of his life. Since that time he has remained closeted in his mansion surrounded by his personal security force.

Two attempts by insect spirits in human form (Flesh Forms) have failed to kill Williams, now a mated pair of spider spirits have been sent to eliminate him and any witnesses. The pair are a Force 6 male flesh form and a Force 5 female, true form, Queen!

As luck (or fate, or the referee) would have it, the spiders' attack is occurring just as the runners begin their run....

The Mansion

As mentioned earlier, Williams' home is in the Bellevue district of Seattle, a secluded estate some 2km from the nearest highway. The house is a replica of an old English mansion and stands in its own grounds.

The Wall

The grounds are surrounded by a 3m high, stone clad steel wall (12 points of hard cover). A single gateway is blocked by a locked steel gate (maglock, level 8). Both the wall and the gate have pressure sensors set in them, these require a roll of Perception - 8 to spot and Electronics - 5 to deactivate.

The Grounds

These are grass covered and offer no cover. Cameras mounted on 2m high poles continually scan the grounds, at sunset, however, the sun effectively blinds the cameras at the rear of the house (assuming that the sky is clear, which it will be on the day of the run). More dangerous are the passive defences, i.e. the mines, each mine is pressure sensitive and will cause 6M3 [SR2 9M] damage (-1 power per 1m from mine up to a range of 3m) resisted by armour and body dice only. Each runner has a 1 in 6 chance per 5m travelled of hitting a mine (figure a straight line minimum route of 100m between the wall and the mansion), allow a Perception - 8 test to spot them by a faint subsidence. Once a mine has been detonated the runners will realise that they must be 3m+ apart and the test to spot them becomes Perception - 6. A trail of detonated mines leads from the gate to the front door (the spiders used the Queen's immunity to normal weapons to clear a path).

EARTH

Unknown to the runners, the internal security is somewhat busy with the early visitors, hence the cameras are not being watched, likewise no one will investigate the mines going off.

The Mansion

Build of stone clad steel, all rooms are sound proofed as Williams likes his quiet, as such a Perception - 6 test is necessary to hear an unsilenced gunshot in an adjoining area (assuming that the door is shut). All rooms are furnished with antique furniture (or reproductions), referees should flesh out the basic descriptions given below as desired.

Porch

Steps lead up to the main doors which are secured by Maglock of rating 6 (as are the rear and side doors). Sprawled across the steps is a dead security guard, his armour literally clawed apart, his weapons and right hand are missing.

Hall

The hall is dimly lit as the light fittings have been smashed, two suits of archaic armour stand either side of the doors (weight 20, ballistic 3, impact 6) both hold polearms. Standing upon the stairs facing the doors is a tall figure wrapped in a long coat, as the runners enter he raises all six of his arms, four of them ripping through the coat and opens fire - this is the male Flesh Form Spider, he will fight to the death.

Sitting Room

A dead guard lies sprawled across a blood soaked couch, the walls are riddled with automatic weapon bullet holes.

Dining Room

The massive table and twelve chairs have been piled up in one corner, all are riddled with bullet holes. Behind them is a wounded cook (normal person, no combat skills or weapons) he is one box away from a deadly wound and unconscious. If healed he will only babble incoherently, "the Spiders.... the Spiders...."

A dumbwaiter leads up to the second floor.

Lift Shaft

A concealed lift leads from the second floor to the basement. The lift is at the base of the 25m shaft and will be staying there as the female spider bit through the cables. A character can climb down these cables with a successful Athletics (Climbing) - 4 test, failures fall. The top of the car has been ripped open and the interior filled with webs, fallers must resist 6M2 [SR2 7M] damage and will be stuck in strength 6 web (requires a Strength - 6 success



to break free). Also in the web are hordes of spiders (see area 17 for details).

Cook's Bedroom

The door has been kicked in, otherwise untouched.

Butler's Bedroom

See above.

Bathroom and WC

Living Room and Lounge

The only modern item of furniture is a trid entertainment centre, the screen currently has the butler's body wedged through it. If someone examines the body they will find that the head has been bitten off!

Study

Williams occasionally worked from home in this room, a computer terminal (I/O 1) is here. Clinging to the underside of the desk is a large Black Widow spider which will bite anyone sitting at the desk. The desk drawer holds 18,000 nuyen in United Oil binds.

Library

Williams' collection of old, real, books. Mainly volumes on armaments, the total collection is incredibly bulky and worth perhaps 200,000 nuyen to a collector.

NOTE: All lights on the upper level have been smashed, the only light comes from any windows, apply penalties depending on the time of day or night.

Second Floor

Upper Landing

A further two sets of armour are here. A stuffed griffin stands facing the stair top, in dim light the runners may not realise that it is not alive! Two very scared guards are at the far end of the passage they will shoot anything in sight.

Guest Bedroom

All of the doors have been smashed open.

Bodyguard's Room

Williams' street samurai, Ace, used this room. A group of three security guards have barricaded themselves in here. The door requires a Strength or Body - 6 test to break down and the guards (who have soft cover) will open fire on anyone who enters.

Williams' Bedroom

The otherwise normal furnishings of this room are covered in a living carpet of spiders of all types and sizes. Anyone entering will feel them crawling into clothing and armour, any such victim will suffer a +2 modifier to all tests until the spiders have been removed. Additionally, each such victim has a 2 in 6 chance of being attacked by a Black Widow.

If a runner investigates the walk in closet he will discover a huge hole ripped through to the lift shaft.

Concealed Lift

A Perception - 9 test is required to spot the door concealed in the wooden panelling. The door is no longer operating (see area 6) a Strength - 6 test will open it.

The Basement

The spiders attack on the lift has shorted all the power to this level, as such the main lights are off and only dim red emergency lights illuminate the way (reduced light). Throughout the level are many small spiders on walls, floor, ceiling and equipment.

Corridor

A hole ripped through the elevator leads into this corridor, two guards lie dismembered in a pool of blood. The doorway leading to area 22 is covered in webs.

Security Centre

The door has been smashed open, within amidst the remains of a dozen smashed monitors and three severely deceased guards is the Queen Spider. She will pursue the runners towards and into area 25.

Foyer

The door is blocked by Strength 6 Webs that may be burnt or ripped apart with a Strength - 6 test. Within lie two partially eaten guards and a massive vault door. The door has an electronic combination lock, an Electronics - 18 test will open it as will the correct combination or explosives (the door has a barrier rating of 10).

The Vault

This large chamber contains many examples of Mayan and Aztec statues and artefacts. A brief search will locate the Feathered Serpent statuette which ways 25. All other items are very bulky and only of value to a collector.

Armoury

The door is locked by a Maglock - 6. Within are two guards who have riot shield (ballistic +2, +3 Dodge dice [SR2 ballistic +2, combat pool +3 dice]) in addition to their normal gear. The referee may place whatever weapons he wishes here bearing in mind that Williams is an exec. for Ares.

Gunnery Range

The Gunnery Range is a maze of moveable partitions, it has two uses - with the partitions folded back it is a firing range, with them out it is a combat training zone. Currently, Williams and his street samurai are hiding here from the female spider.

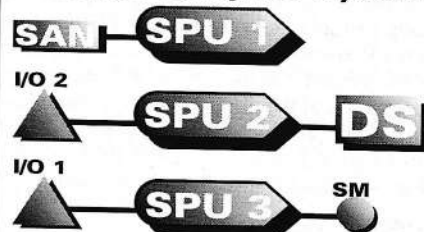
When the runners are forced here, emphasis the cramped passages, dim light and weird noises. Each turn roll one die: 1-3 Nothing, 4 Encounter Williams, 5 Encounter the samurai, 6 Encounter the spider.

Williams will be half mad and frantic; he will beg the runners to save him. Smart runners can get the vault combination and up to 500,000 nuyen from him for this service. Further attempts at blackmail are left up to the referee.

The Samurai, Ace, will attempt to take the runners out. Each turn of combat the female spider has a 2 in 6 chance of arriving, if this occurs Ace will break off and run.

The Queen Spider will relentlessly hunt down first Williams and then any witnesses.

Williams' Computer System



DAI/92

The Opponents

Roderigo Williams

Half insane since his encounter at the Universal Brotherhood chapter house. If not rescued by the runners he will probably be easy prey for the spiders.

B Q S C I W E R

2 3 2 4 6 2 6 4

Pools: Dodge 3, Defence 1

[Threat/Professionalism: 1/1]

Skills: Firearms: 4, Firearms Build & Repair: 10, Computer: 5, Electronics: 4, Physical Sciences: 4, Etiquette (corporate): 4
Gear: Ares Heavy Security Armour (7/5), Ares Predator II (15 shots, 1 extra clip, 6M2) [15c, SA, 9M]

Ace - Street Samurai

Williams' hired muscle, Ace is suffering from mild cyber-psychosis (a form of insanity) and will not retreat from any perceived threat to his employer. Use the standard Street Samurai (SR page 46 [SR2 page 62]) with Partial Heavy Armour (6/4) and APDS ammo for all weapons (+1 power, -1 ballistic armour).

[Threat/Professionalism: 4/4]

Security Guards

Ares personnel hired by Williams, armed with state of the art equipment. These guards are not prepared for spirits, those still alive intend to stay so and are avoiding the spiders; they will assume the runners are in cahoots with the spiders and try to take them down.

B Q S C I W E R

5 5 5 3 3 4 4.75 6 (2 dice)

Pools: Dodge: 5, Defence (armed): 4, Defence (unarmed): 4

[Threat/Professionalism 3/3]

Skills: Firearms: 6, Armed Combat: 4, Unarmed Combat: 4

Cyberware: Wired Reflexes: 1, Smartgun Link

Gear: Ares Medium Security Armour (6/5), includes Ultrasound sights (no penalty in dark or Vs. invisible), Ares Predator (10 shots, 2 extra clips, 4M2 [15c, SA, 9M]), HK227 SMG (20 shots, 1 extra clip, 5M3 [28c, SA/BF/FA, 7M])

The Spiders

Insect Spirits are fully detailed in The Grimoire and the Universal Brotherhood, however, sufficient details are included here to run them for this adventure.

When an attacker uses a mundane weapon to strike or shoot either spider use Willpower instead of the attack skill, as unshakeable strength of will is more important than weapon skill against these spirits.

Male Flesh Form (Force 6)

A human body possessed by a male spider spirit, the merge was not totally successful and the resulting form has 6 arms (although two of these are vestigial and of no use) and chitinous growth over its abdomen and chest. It has



appropriated two HK227s and two Predators from the dead guards and it can fire all four each action with a penalty of +1 on the SMGs and +2 on the pistols, and will do so while it closes to melee range.

B Q S C I W E R

10 9 10 - 6 2 6 (A) 12

Attacks **Armour**

10M2 [10M] 4/4

Pools: Dodge: 9, Defence: (unarmed): 9

[Threat/Professionalism 4/4]

Skills: Firearms: 7, Unarmed Combat: 12
Gear: HK227 SMG (20 shots, 5M3, 2 of), Ares Predator (10 shots, 4M2, 2 of)

Female True Form Queen Spider (Force 5)

A female human body possessed and mutated by the Queen Spider spirit, the result is a huge (2m tall and wide) spider! The Queen is single minded in her mission to kill Williams and any others in the mansion.

B Q S C I W E R

10 11 11 5 5 5 5 (A) 15

Attacks: 11S3 [12S]

[Threat/Professionalism: 5/4]

Powers: Spider Control - may command normal spiders, Enhanced Senses (Smell), Fear - make an opposed test between spiders Essence and the Victim's Willpower, use result to gauge victim's reaction, Immunity to Normal Weapons - 10 points of armour against normal firearms, Venom - 5S2 [5S] toxin with a speed of one turn, Web Spinning - generate strength 6 web, requiring a Strength - 6 test to break.

Weaknesses: Reduced Senses (Sight)

Vulnerability: Insecticides

Black Widow Spiders

Rather large examples of the species and under the control of the Queen, each can be easily killed once located. They will attempt to get inside a runners' armour and clothing where they can bite and inject a toxin (4S3 [4S] damage, speed 5 turns).

Karma

The adventure is worth the following group Karma:

Surviving **1 Point**

Removing Statuette **1 Point**

Destroying Male Spider **1 Point**

Destroying Female Spider **2 Points**

William Survives **1 Point**

Award individual Karma Points as per SR rules page 166.

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