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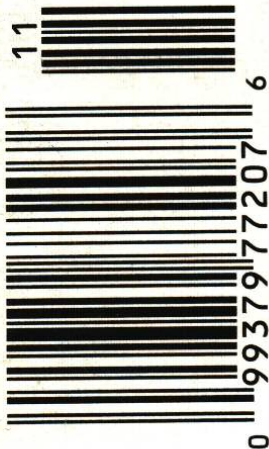
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# PARTY CRASHERS



C.R. Shaver & Jason Rush





**SHADOWS OVER THE BIG EASY**  
**"PARTY CRASHERS"**  
**AN ADVENTURE FOR SHADOWRUN**  
**BY C. R. SHAVER & JASON RUSH**

*The Samuvani Chriscraft Otter glided silently into position, just over 200 meters from the riverboat. Light spilled from the huge ship, reflecting on the black water, as the night air carried music and laughter to the smaller boat.*

*Three passengers were on board the Otter, reduced to shadows in the darkness. One shadow, its bulk dwarfing its companions, pounded its massive fist against the side of the boat and growled, "Come on, let's go!"*

*"Easy, Ajax," one of the other two said, his lilting voice betraying his Elven heritage. "We've still got a few minutes before Sorrento and Pressbutton are ready."*

*"Right, Ash," Ajax replied. He tightened his grip on his Vindicator minigun, trying to control his Trollish impatience. Glancing at the squat figure behind the Otter's controls, he said, "You ready, LeBlanc?"*

*The Dwarf spat into the water and smiled, his yellow teeth surrounded by a tobacco-stained beard. "Any time, any place, cher. Dat's my motto."*

*Just as LeBlanc aimed another stream of tobacco juice at the river an explosion shattered the night. A section of the riverboat erupted in a gout of flame, burning wood flying into the river. A ball of blue fire followed, arcing high over the river before slamming into the water with a burst of steam.*

*"Fraggin' hell!" Ajax yelled. He stood and started the Vindicator, the electric whine of its spinning barrels mixing with the screams and gunfire from the riverboat. "Looks like the drek's hit the fan." Ash rose behind the troll, his hands glowing with arcane energy, ready for serious hell-raising.*

*"Hit it, LeBlanc!" Ash cried. The Dwarf threw the Otter forward, kicking up an angry white spray. The trio slammed toward the riverboat, shadows against the fire and the night, on their way to crash a party.*

# INTRODUCTION

"Party Crashers" is an adventure for **Shadowrun** set in the New Orleans sprawl. It was designed for four to six low-experience characters, at least one of whom should be a decker. The characters are hired by a Mr. Johnson to infiltrate a Mardi Gras party thrown by Petrocorp, a petrochemical megacorporation. The party will be held on board a 19th century-style riverboat, and the characters' task is to help Melanie Hager, a high-ranking wage mage, defect from

Petrocorp and reach a safe meeting place.

What the shadowrunners do not know is that the defection is a setup. Petrocorp has been tipped off, and they plan to use the extraction as a chance to flex their megacorp muscle. They have "detained" Hager and planted a Petrocorp wage mage's Ally Spirit in her place. The spirit will not reveal this fact unless the characters manage to escape the riverboat; then it has been instructed to attack with no mercy.



This adventure is set at the beginning of Mardi Gras, during mid-to-late February of 2052. The fury and insanity of the carnival season has yet to reach its peak, but the GM should feel free to weave some of the Mardi Gras atmosphere into the adventure. Having characters accosted by costumed revelers or get caught in the middle of a parade are two possibilities. The main things to remember about the season are that the streets are always crowded with masqueraders and partygoers, drink and music are everywhere, and the city is awash with the purple, gold, and green of Mardi Gras.

GMs not running a campaign set in New Orleans can still use this adventure, either by having characters travel to New Orleans or by switching the setting to their campaign city. Changing the time of year from Mardi Gras to Halloween, the location of the party, and other features of the scenario may aid in fitting the adventure into an already existing campaign.

## ADVENTURE CONTACT

The GM should choose a character with at least one Corp-type contact. This character will be contacted via vidphone by a plump, bespectacled man who wishes to be called 'Mr. Johnson'. If asked how he got the character's number, Mr. Johnson will only say that they have mutual friends.

Mr. Johnson has a job he thinks will interest the characters. If pressed for details, he will say that the job is a corporate extraction, medium risk. Pay will be 35,000 nuyen

per person, non-negotiable. Mr. Johnson asks that anyone interested in the job be at the corner of Dumaine and North Rampart at 8 P.M. that night. He will be there at 8:15 and will answer any questions the characters have.

## THE MEETING

As the characters travel to Dumaine and North Rampart, located in New Orleans' Downtown district, they will be assaulted on all sides by Mardi Gras. Drunken revelers will jostle them, tourists will "ooh" and "ahh" at them, and they will have to shout to be heard over the music that fills the air. Near Decatur Street the group will encounter the tail end of the parade of the Krewe of Baldr, an Elven Krewe. Even these final two or three floats are breathtakingly beautiful: all silver and blue, with white-haired Elven mages weaving brilliant illusions of color and sound as they pass.

When the characters reach Dumaine they will realize they are in the middle of a crowd watching the Krewe of Zulu parade. Hundreds of people press in on all sides, the calmer ones screaming "Throw me something, mister!" while the more uninhibited jump, push, kick and even strip to get the attention of someone on a float. The parade itself is a stunning spectacle of music and vision, conceived around an ancient Egyptian theme. Beautiful women and handsome men, all costumed and wearing masks, stand on the slow-moving floats, hurling beads and doubloons to the crowd. Characters will be pelted with these, and some lucky shadowrunner may even catch a golden coconut, the most famous prize of the Zulu parade. Feel free to go wild with this parade, but any violence from characters will be swiftly dealt with by 2D6 Zulu Warriors (see "Natives of the Big Easy") that act as parade security.

At 8:20 the character first contacted will spot Mr. Johnson pushing his way through the crowd, plastic cup of beer in hand. He will apologize for being late and guide the characters to a relatively quiet, private spot. There he will launch into his spiel:

"My employers want one Melanie Hager, a mage working for Petrocorp, extracted from her present position. Ms. Hager is willing to defect, but Petrocorp might frown on her leaving. We need someone to help her get out.

"In two days Petrocorp is throwing a Mardi Gras costume party. It's going to be held on the corp CEO's riverboat, the *Mississippi Maiden*. The extraction is scheduled to come off during the party; you've got to get in and get Hager out. Details are up to you, but Hager must be at 1700 North Peters Street, Downtown, by 11 P.M. that night or all deals are off.

"The *Maiden* is docked at a private facility near Esteban Street, in the Corp Sector; it isn't hard to spot. To get in to the party you've got to be on the guest list, which is stored in Petrocorp's security computer system. A decker should be able to get in and insert names and SINS for anyone sneaking





in; you'll need credsticks with the SINS for I.D. If you're on the list all you've got to do is get a costume and show up at the *Maiden* after 8 P.M. Oh, you might want to acquire a boat for your getaway.

"Once you're in, you'll have to find Hager. She shouldn't be too hard to spot since she'll be dressed like Peter Pan. Once you've found her, stay close until 9; that's when the extraction has to come off, because the *Maiden* is scheduled for a 9:15 cruise down the river. Hager's got to be off before the boat leaves the dock. Here's a picture of Hager, in case you have trouble identifying her."

Mr. Johnson will give the characters a small photo, obviously taken from a corporate security file. Hager is a thin, steely-eyed redhead who appears to be in her early thirties.

Mr. Johnson will stay just long enough to confirm that the characters agree to his terms. He will dance around any other questions, saying only that security at the party should be no problem. He will flatly refuse to answer any questions about the circumstances of Hager's defection. Finally, Mr. Johnson will say he can stay no longer and leave, wishing the characters good fortune.

## INFORMATION

The characters have a little less than two days to gather information on Petrocorp, the party, or Melanie Hager. Below are areas of information the characters might pursue. Each area included a list of contacts that might help the characters and the skill necessary to acquire the information. All tests are Unresisted. The amount of information revealed depends upon the number of successes the players roll.

### PETROCORP

The following information is available on the public net:

Home Office: New Orleans, LA, CAS

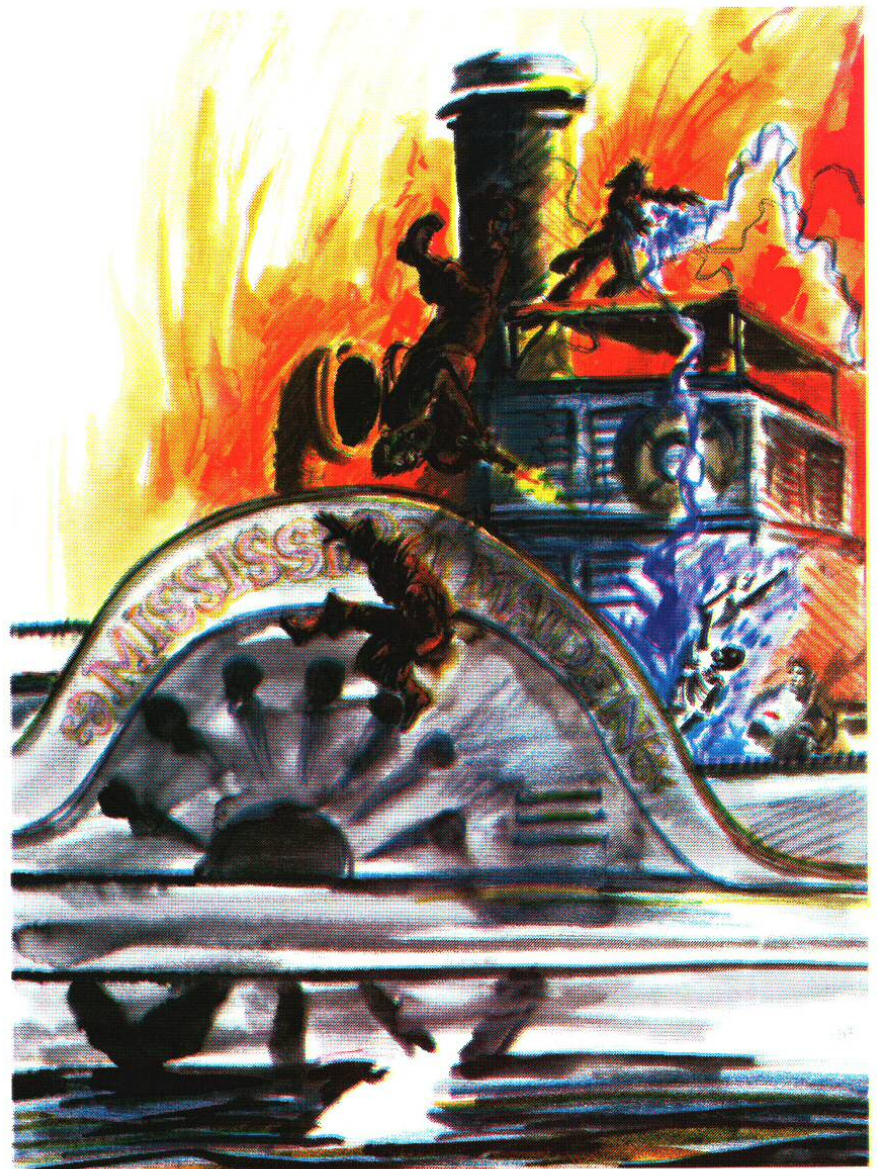
President/CEO: Matthew Conway

Profile: Petrocorp is one of the largest petrochemical corporations in the CAS. It is heavily involved in the search for new natural resources, petroleum production, and the chemical industry.

Any character can attempt to find out more. Appropriate contacts are any Corp type; the player must attempt an Unresisted Etiquette (Corp) Success Test, Target Number 10, to obtain this piece of information:

"I've heard Petrocorp's been doing some real hush-hush research since that spill in '49. Something about a new way to clean up spills that's a lot cheaper and more efficient. Conway himself is heading the project."

This is intended as a red herring, presented to keep the characters on their toes. GMs may wish to develop this idea for a future assault against Petrocorp.



### THE PARTY/THE MISSISSIPPI MAIDEN

Contacts: Any

Skills: Etiquette (Street), Target Number 7; Etiquette (Corp), Target Number 4

**1-2 Successes:** "Hey, I heard there's a major league party on that boat. Too bad it's just for Petrocorp drones."

**3-4 Successes:** "Oh, the Petrocorp Mardi Gras party. Real wiz gig, chummer. Great food, great liquor, all on the prez's riverboat. If you could swing it, that would be a night to remember."

**5 or more Successes:** "I know about that party. Only the high-ups at Petrocorp go, along with any special guests they invite. Heard security's real tight. Busting in would be tough; getting out would be impossible."

### MELANIE HAGER

Contacts: Any Corp type or Magic type

Skills: Etiquette (Corp), Target Number 7; Etiquette (Magic), Target Number 10

**1-2 Successes:** "Yeah, Hager's the number three or four wage mage or Petrocorp."

**3-4 Successes:** "Melanie Hager? She's high-up in Petrocorp's magic department. They had a profile of her in *Corporate Mage Journal* a few months ago."

**5 or more Successes:** "I saw an interview with her



on the trid a few weeks ago. She seemed to be a real shaikujin, for a mage. She said that Petrocorp had her working on projects to make the world a better place. You know, the usual corp line."

## THE MISSISSIPPI MAIDEN

Characters may wish to see the *Mississippi Maiden* before the night of the party. The private facility Mr. Johnson spoke of is a large parking area and small dock, all surrounded by a 10' tall fence. It is located near Esteban Street, a few blocks into New Orleans' Corporate Sector, nestled between several warehouses and office buildings. The heavy smell of the river fills the air, but the dock itself is like most corp property: clean, well-kept, and well-guarded.

As the characters watch, a stream of trucks is admitted to the facility by four guards wearing blue Petrocorp uniforms, Uzi IIs slung over their shoulders. The guards will not allow the characters to enter the property. Use the Corp Security Guard stats (SR, pg. 165) with Uzi IIs and armor vests for the guards. A short gangway leading from the second deck of the *Mississippi Maiden* to the dock is visible from the street and is currently being used to load supplies from the trucks to the riverboat.

The boat itself is moored at the small dock. The *Maiden* is a huge riverboat, roughly 55 meters long by 20 meters wide. It has two enclosed decks topped by an open-air deck and a pilot house. At its stern is a massive paddle wheel, and two smokestacks are near its bow. The craft is painted black and silver, and several flags and banners of green, gold, and purple are draped over its decks.

## HIRING A BOAT

If the characters decide to take Mr. Johnson's advice and hire a boat for their getaway, they may not know where to begin. Any Street type can help the characters; an Unresisted Etiquette (Street) Success Test, Target Number 3, is necessary. At least one success lets the characters know that the best river pilots frequent Captain Willie's, a bar on North Peters Street just a few yards from the river.

Captain Willie's is a small, grimy tavern specializing in cheap beer and seafood. It is filled with various river people: pilots, dock workers, boat crews, even a few squatters able to afford a drink. If the characters brazenly walk in and shout out "We want to hire a boat!", they will be greeted with silence and sullen stares. No one in the bar will speak to the characters; indeed, the patrons will act as if the characters do not exist. Continuing to annoy these patrons could lead to violence, as most of these rough-and-tumble river people are not afraid of any kind of street trash.

If characters are more subtle and ask the bartender about pilots seeking work, they will be directed to a table occupied by a Dwarf. The Dwarf wears a greasy, tattered New Orleans

Saints baseball cap and has a huge wad of tobacco in one cheek. The bartender will say the Dwarf's name is LeBlanc.

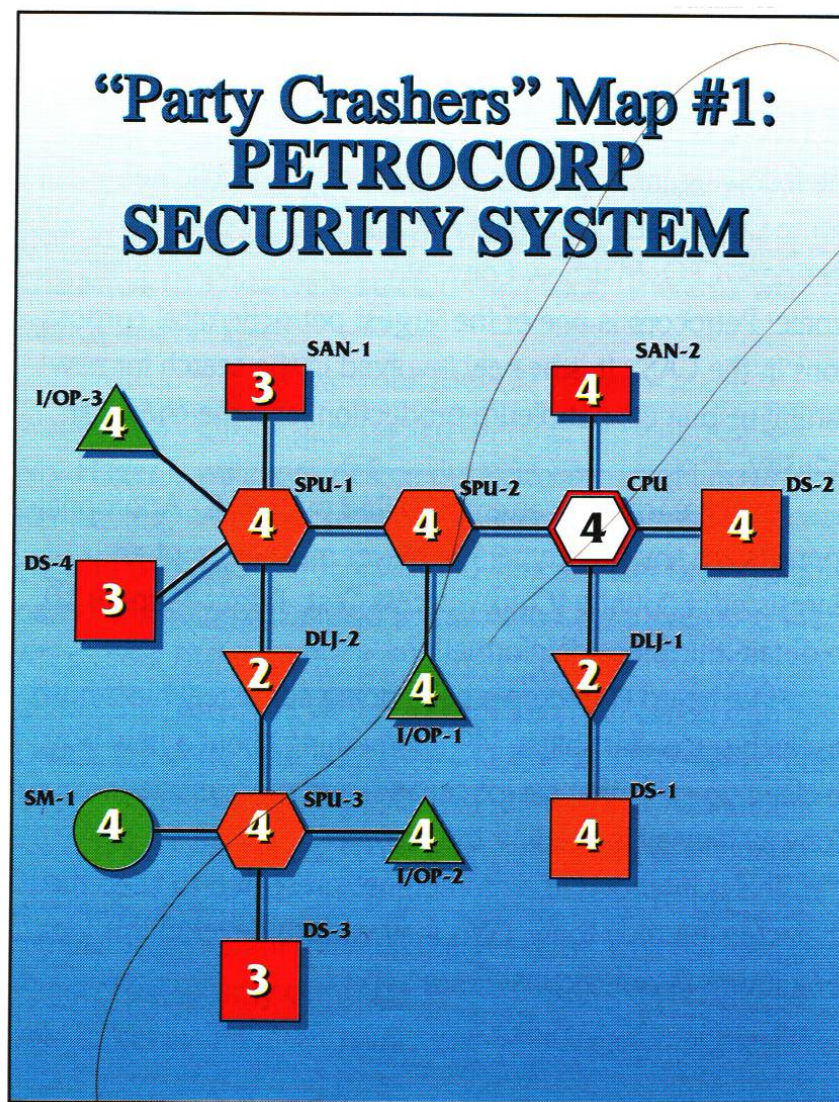
LeBlanc is a Dwarf of few words, and when he does speak it is with a thick Cajun accent. He punctuates his speech with streams of tobacco juice that always just miss the spittoon at his feet. LeBlanc is a Bayou Dwarf (see "Natives of the Big Easy") from the top of his cap to the soles of his filthy, stained combat boots. He will listen to the characters' proposal and will accept it for 15,000 nuyen, to be paid after the job. He cannot be talked down, and if the characters balk too much at his price he will tell them where to go.

After agreeing on a price LeBlanc will lead the characters outside the bar to a small dock. His boat, a black Samuvani Chriscraft Otter named *Cherie*, is there. LeBlanc says that anyone to be with him on the night of the extraction should meet him at this dock at 8:00 P.M. If no characters are to be on the *Cherie* before the getaway, he simply says he will be in position when the characters need him. He then aims a steam of tobacco juice into the river and hops in the *Cherie*, gliding off with almost no sound.

## MATRIX RUN

By now the characters should have several ideas on how to handle the extraction. Part of any plan should include an assault on Petrocorp's security computer system, where the party guest list is stored. Once in the system a decker can add names and SIDs to the guest list.

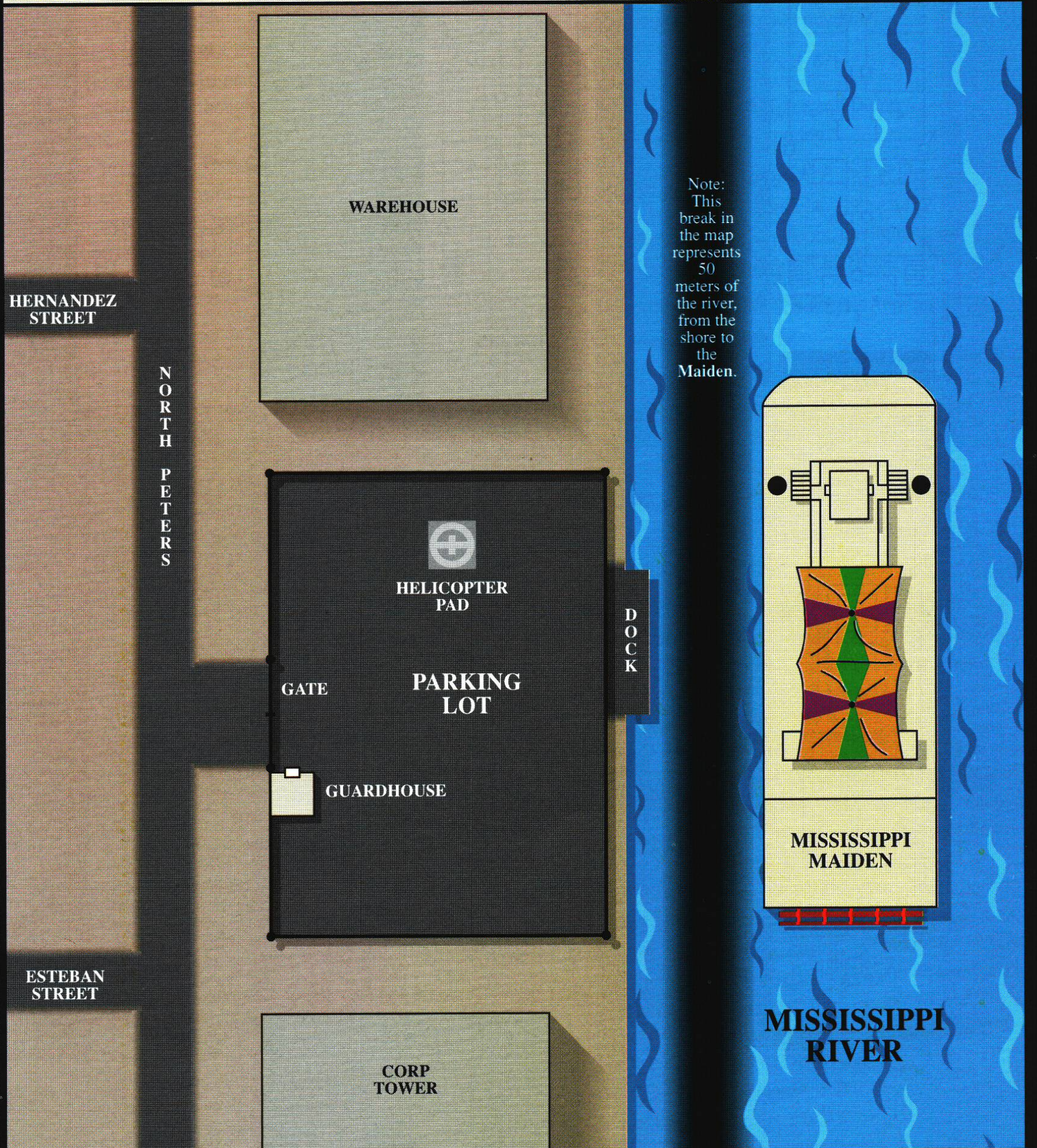
No contact will have the security system SAN number, as it is unlisted and carefully protected. A decker can try to find



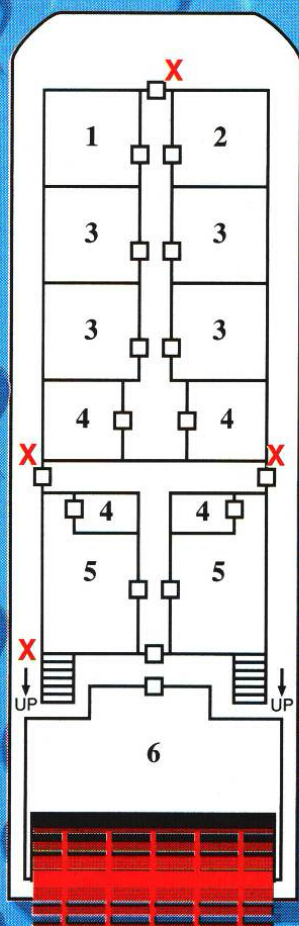


# “Party Crashers” Map #3: DOCK AREA

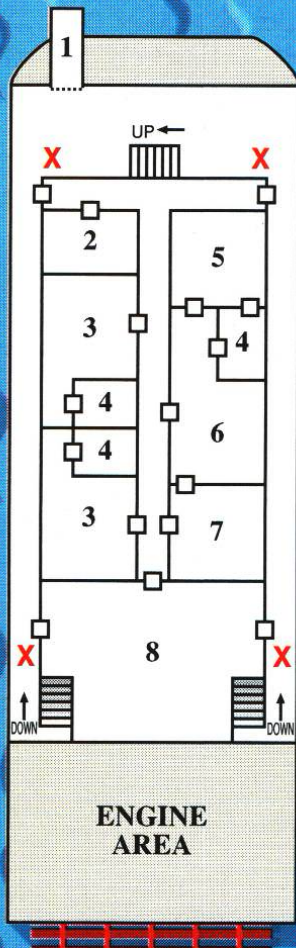
SCALE  
0 2 4 6 8 10  
METERS



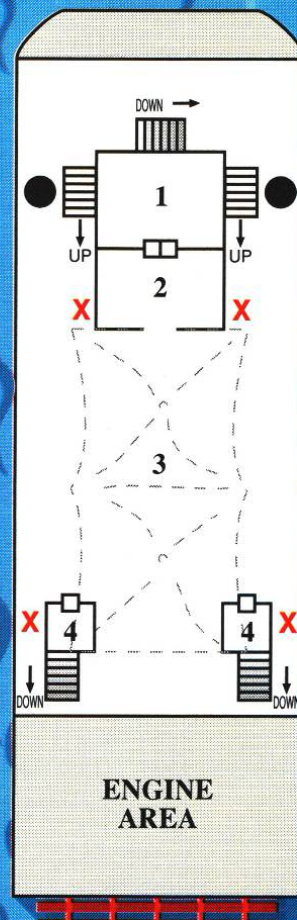




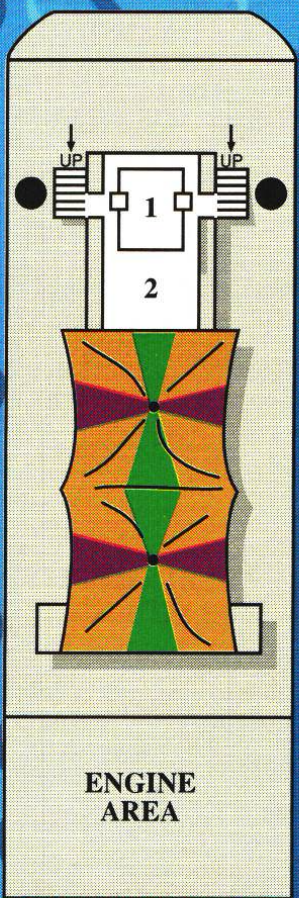
MISSISSIPPI  
MAIDEN  
DECK 1



MISSISSIPPI  
MAIDEN  
DECK 2



MISSISSIPPI  
MAIDEN  
PROMENADE DECK



MISSISSIPPI  
MAIDEN  
PILOT HOUSE

## "Party Crashers" Map #2: MISSISSIPPI MAIDEN

- |                      |               |
|----------------------|---------------|
| □ :DOOR              | ● :SMOKESTACK |
| ▢ :DOUBLE DOOR       | ▢ :STAIRS     |
| ..... :GATE (LOCKED) | X :GUARD      |
|                      | ▢ :AWNING     |

SCALE  
0 2 4 6 8 10  
METERS



the LTG number, but it requires an Unresisted Computer Success Test, Target Number 3 and Threshold 2. A decker may want to gather information on the system before going in. This requires an Unresisted Etiquette (Matrix) Success Test, Target Number 4, or an Unresisted Etiquette (Street) Test, Target Number 8.

Contacts: Any Decker type, Fixer, Mr. Johnson, or Technician

**1 Success:** "Pretty tough system to crack. I've heard it carries a lot of IC."

**2-3 Successes:** "I scoped it once. The entire corp system looks like a lot of smaller systems linked together. Didn't go in, though. I've heard it's pretty hairy in there."

**4 or more Successes:** "The security system is separate from the rest, with a SAN leading to the main corp system. They pack tough IC, but nothing that can't be beat. A good decker can get through it, if he watches his step."

Since this is a security department system, it carries more IC than a regular system of the same size. If a decker is traced to an outside location, security personnel will relay that information to Metro Security, who will arrive to deal with the decker in 2D6 minutes.

The Petrocorp system appears as a huge blue "P" connected to several smaller Ps by bright lines. The security system is one of these smaller Ps; its SAN appears as a normal door, and can be opened by turning the doorknob.

The following list shows all nodes, their security levels, any IC present, and the nodes' maximum and normal load ratings.

**SAN-1:** Red 3, Access 4, Trace and Report 4, Load: 12/6. Directory #7139, unlisted.

**SPU-1:** Orange 4, Access 5, Load: 12/2. Data Routing.

**SPU-2:** Orange 4, Access 5, Load: 12/2. Security Operations.

**I/O P-1:** Green 4, Access 3, Load: 8/1. This is one of the security department's decks.

**CPU:** Red 4, Access 4, Killer (M) 4, Load: 16/6.

**SAN-2:** Red 4, Access 6, Killer (M) 6, Load: 16/9. This SAN leads to the main Petrocorp computer system.

**DLJ-1:** Orange 2, Access 2, Load: 6/1.

**DS-1:** Orange 4, Access 4, Scramble 4, Load: 12/4.

This contains routine security reports for the past six months.

**DS-2:** Orange 4, Access 4, Killer 4, Load: 12/4. Complete security files on all Petrocorp personnel. A decker can find Melanie Hager's file; it shows she is a native of New Orleans, is 34 years old, and has worked for Petrocorp for six years. She is currently working on a project to develop a microbe that feeds on petroleum waste products. A successful Evaluate program will reveal five files totaling 290 Mp, worth an unfenced 180,000 nuyen.

**DLJ-2:** Orange 2, Access 2, Load: 6/1.

**SPU-3:** Orange 4, Access 4, Trace and Dump 4, Load: 12/6. Selective Data Routing.

**SM-1:** Green 4, Barrier 4, Load: 8/2. This is actually a cluster of slave modules controlling all security cameras, exterior and interior doors, the lighting of Petrocorp's main plant, and PANICBUTTON.

**I/O P-2:** Green 4, Access 4, Load: 8/1. Another security department deck.

**DS-3:** Red 3, Access 4, Killer 4, Load: 12/4. This is a collection of files on current security operations and investigations. A successful Evaluate program will reveal two files totaling 160 Mp, worth an unfenced 100,000 nuyen.

**I/O P-3:** Green 4, Access 3, Load: 8/1. Yet another security department deck.

**DS-4:** Red 3, Access 4, Scramble 4, Load: 12/4. This is a catch-all storage area that holds the guest list to the Mardi Gras party. Guests are listed by name and SIN. Hager is listed as a guest; also in the file are twelve names preceded with the remark "SEC".

If the characters are to infiltrate the party their aliases and SINs must be added to the guest list. If none of the characters is a decker a merc decker may be hired; if no one has a decker contact, finding a merc requires at least one success on an Unresisted Etiquette (Street) Success Test, Target Number 5. Appropriate contacts would be any Street type. The fee for a merc decker will be 3D6 x 1000 nuyen: half before the run, half after. If a merc decker is hired, the GM should use the Fast Resolution System (*Virtual Realities*, pg. 49) to resolve the run. The security system's base difficulty for the Opposed Success Test is 7.

The characters will also need credsticks carrying their false SINs. Finding these requires an Unresisted Etiquette (Street) Success Test, Target Number 4. Any Street-type contact can be used. Fake credsticks cost 2500 nuyen each.



## THE PARTY

By the night of the party the characters should be ready for action. Any characters that are going to rendezvous with LeBlanc aboard the *Cherie* should meet him at the dock near Captain Willie's at 8 P.M. Any characters planning on attending the party should arrive at the private dock, in costume, at about the same time. Since this is the Mardi Gras season there are a multitude of costume shops open; rental fees are 50 nuyen per day plus a 100 nuyen security deposit. Devious GMs may make players attempt an Unresisted Charisma Success Test, Target Number 3; failure means the only costume available in the character's size is a fuzzy pink bunny suit, complete with a two-foot long carrot.

LeBlanc will be on time and, after being paid, will take the characters to a small, dilapidated wharf about 200 meters from the *Mississippi Maiden*, which is now anchored 50 meters from shore. The riverboat is visible from this point, and LeBlanc says that no Metro Security river patrols will bother them. The Dwarf then slouches behind the Otter's controls, waiting for instructions.

The private dock is a flurry of activity. Sleek limousines fill the parking lot, cabs fight to reach the gate, and, as the characters arrive, a helicopter sets down on a landing pad at the far end of the lot. A harried guard at the gate will ask the characters' names and, if they have been added to the guest list, request their credsticks for a SIN check. If the characters are not on the list, or there is a problem with their SINs, the guard will summon two more guards (use Corp Security Guard, **SR** pg. 165, with armor vest and Ares Predator) who will escort the characters off the property. Any resistance results in the characters being hustled into an unmarked car and taken to a nearby Metro Security fort, where they can look forward to a lot of questions and at least a night in jail.

Characters who pass the security check will be instructed to wait in line for a boat to take them to the *Maiden*. Before they leave the guard gives everyone a small badge with a holographic Petrocorp logo on it. He explains that all guests are required to wear a badge.

As the characters wait in line they will see three silver and black GMC Riverines serving as ferries for the guests. The sleek boats can carry six passengers plus a pilot; the pilot of each Riverine is a Petrocorp security guard. A Riverine will take the characters to a small gangway leading up from the water, which in turn leads to Deck 1. All the decks are crowded with costumed partygoers, tuxedoed waiters, and uniformed guards. There are twelve armed guards on the *Maiden*: four each on Decks 1 and 2 and the Promenade deck. Use the same stats for these guards as for the guards at the dock. These guards have been instructed not to interfere with the extraction attempt until the characters begin their escape.

As the characters move about the *Maiden* they are

surrounded by cool jazz, the low buzz of conversation, an occasional laugh, and the constant press of other guests. If they weren't risking their butts, the experience would be quite enjoyable. Food and liquor are both plentiful and of the highest quality; for those interested there is dancing and even offers of quick trysts in some shadowy corner.

Characters might be tempted to enter some of the doors on the *Maiden*. Unless an area description states otherwise, all doors have maglocks with ratings of 2. If guards spot characters attempting to enter any doors (failure on a Resisted Stealth Success Test, Target Number 3; pit the character's skill against the guard's Intelligence) they will stop the characters and ask that they stay in open areas and use the Promenade Deck restrooms.

## AREA DESCRIPTIONS

### DECK 1

All decks have three-foot high railings separating the deck from the river. Decks 1 and 2 also have 10-foot high ceilings. Light is provided both by multicolored lanterns hung on the walls and more mundane electric lights.

**1) Storage Room:** Linens and bathroom supplies.

**2) Storage Room:** Cleaning equipment and supplies.

**3) Crew's Quarters:** These are spartan bedrooms, designed for two people. Each holds a pair of beds, dressers, and desks. All show signs of occupation, but hold nothing of real value or interest.

**4) Restrooms:** These are bathrooms, complete with tubs and showers.

**5) Guest Quarters:** These are pleasant, clean bedrooms/living rooms. Each holds a double bed, desk, dresser, table, several chairs, a couch, and a private bathroom. Both are currently unoccupied.

**6) Engine Room:** Though the *Mississippi Maiden* appears to be a steam-driven vessel, it actually runs on a standard internal combustion engine. This room holds the engine, the tools to repair (or sabotage) it, and the small generator that powers the craft's electrical systems. There is always an engineer present (use the Mechanic, **SR** pg. 168; substitute Boat (B/R) for Ground Vehicles (B/R). If he is threatened he will try to reach the intercom (left of the door) and call a security guard. Three guards from Deck 1 will respond immediately.

### DECK 2

**1) Gangway:** A short walkway with a chain-link hand rail. When the boat is docked this is how passengers embark. It is currently blocked by a small gate with a maglock (rating 2).

**2) Security Room:** Any characters apprehended on the *Maiden* will be brought here and placed in restraints until Metro Security arrives. The room contains a desk, several chairs, and a small intercom system linking this room to all



guest quarters, the engine room, the meeting room, Conway's quarters, the kitchen, and the pilot house. All guards on the *Maiden* carry small two-way radios that are also linked to the intercom.

**3) Guest Quarters:** These are identical to the guest quarters on Deck 1. They are currently unoccupied.

**4) Restrooms:** Private bathrooms with tubs and showers.

**5) Bedroom:** The bedroom of Matthew Conway, the president of Petrocorp and the owner of the *Mississippi Maiden*. It is tastefully decorated in a subdued style, with a large waterbed, a trid set, dresser, armoire, and small desk with a chair. A deck is built into the desk. Both the dresser and armoire contain clothes cut in the latest styles; besides the clothes, there is nothing of value in the bedroom.

**6) Living Area:** Conway's apartment; the door is equipped with a maglock (rating 7). This is a comfortable, if crowded, living room/dining room. It contains a couch, several chairs, an elaborate telecom, and a fully stocked bar. There is also a small dining table with four chairs. On the dining table is a mountain of papers; most are computer hardcopy and bear the Petrocorp logo. Anyone searching through them will find the papers complex and nearly

incomprehensible, but the name "Pacri Project" appears several times. These papers are several weeks old and have lost any value they once had.

**7) Office:** Conway's office. It contains a large desk, a plush chair, a few smaller chairs, and a deck built into the desk. The office reeks of wealth and power; valuable art hangs on the walls and the furniture is all of the highest quality. The office also holds a well-stocked bar. The door leading from the office to the hallway has a maglock (rating 10), while the door leading to Conway's apartment has a maglock (rating 7).

On Conway's desk is a small, sealed canister holding a clear gelatin-like substance. The substance contains a prototype of a microbe created by Petrocorp to feed on petroleum waste byproducts. Dubbed "Pacri" from a Japanese word meaning "eat," this sample is inert, an early stage in the experiment.

Characters searching through the desk may attempt an Unresisted Perception Success Test, Target Number 5. Success means the character finds a hastily written note, reading "Mitchell — keep guards on their toes, look out for anything, be ready for action when they snatch her — MC."



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Below the note is the signature of Claude Mitchell, Petrocorp's chief of security.

**8) Meeting Room:** This room's door has a maglock (rating 4). It is a corporate meeting room, with a large table, several chairs, and a telecom. It currently contains nothing of value.

## PROMENADE DECK

**1) Kitchen:** A large, well-stocked kitchen. The night of the party it is a harried, frantic place; any characters entering will be ushered out by a cook or waiter.

**2) Buffet Area:** This area is dominated by several huge tables, each bearing a massive amount of food. Most of the food is Creole: boiled shrimp, crawfish, crab, jambalaya, gumbo, and boudin. There are also French, Japanese, and traditional American foods. Diners pick up a plate and file past the various dishes, asking waiters to serve them. There are a few dining tables, but these are all full. Most diners simply stand and eat.

**3) Open-Air Area:** This entire area is covered by a green, gold, and purple awning, ten feet above the deck. A

small jazz band plays on the southern corner; they are mostly human, but the distinctive music of two Elven jazzers can also be heard. A few couples dance under the awning. Most people, though, are either mingling or gathered around the three gambling tables in this area. Everyone is in costume, and a bar in the eastern corner is doing a brisk business.

About five minutes after the characters make their way to the Promenade Deck, have each player attempt an Unresisted Perception Success Test, Target Number 5. Anyone with at least one success will spot the Ally Spirit masquerading as Hager. Allow characters a chance to spot "Hager" every five minutes at the same Target Number. If characters waste time, the GM can remind them that the boat leaves the dock at 9:15 P.M.

Once the characters approach the Ally Spirit, it will stay close to them, acting as if they are close friends. If other partygoers are nearby the Ally will make small talk; if it is alone with the characters it will discuss the extraction plan. It will follow any instructions, but will refuse to join in any combat, preferring to duck under cover until the coast is clear.

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TEK-1002



## PILOT HOUSE

**1) Pilot House:** The *Mississippi Maiden's* control room. During the party the pilot and two crew members are present (use standard human statistics). If threatened they will attempt to reach Security on the control panel intercom. Three guards from the Promenade Deck will respond to their call.

**2) Open-Air Area:** An open area with two benches. It is currently unoccupied.

Once the extraction begins the characters' main problem will be the guards. There is no way to get off the boat without being spotted, short of magic. Even if it appears that the characters are going to manage to sneak off, the Ally Spirit will trip and scream, attracting a guard's attention. If a firefight begins, partygoers will panic and scatter, inflicting a +1 penalty to all Fire Combat Target Numbers. Guards will not hold their fire. Of the four guards on each deck, two will always stay at their posts, leaving two to pursue the characters. Any fire from the *Maiden* to the *Cherie* has an additional +1 penalty to Fire Combat Target Numbers due to the boats' shifting.

At some point during the extraction characters may have to jump from the *Maiden* and swim to the *Cherie*. Jumping requires an Unresisted Athletics Success Test, Target Number 3; the target number increases by one for each deck level from which the characters must jump, i.e., 4 on deck 2, 5 on the Promenade deck, and 6 if the characters jump from the pilot house. Any character failing the test will sustain a 3L1 wound, with the wound staging increasing by one for each deck level. Swimming to the *Cherie* requires another Unresisted Success Test, Target Number 2, for each five meters the characters must swim.

Once on board the *Cherie*, characters will hear the roar of approaching boats. As LeBlanc speeds away the three Riverines pursue; each boat carries two security guards armed with Uzi IIs and a pilot.

"Watchou got me into, ya?" LeBlanc will exclaim, cursing any answer the characters give. He will yell that he can lose the guards, but the characters have to trust him; he is taking them into the bayous south of New Orleans.

It would be impossible to map a chase through the bayous, so the table below should be used to generate the chase as it happens. Roll 3D6 at the beginning of each Vehicle Combat Turn; the results are LeBlanc's actions. The maze of the bayou can be treated as Restricted conditions (SR, pg. 72). Even with the Riverines' superior speed, the tight bayou waterways and LeBlanc's skill as a pilot are enough to prevent them from overtaking the *Cherie*. The Petrocorp boats will, however, manage to stay in range for a firefight.

Each time the GM rolls on the table there is a chance of LeBlanc shaking a pursuer. Each Petrocorp pilot must attempt an Unresisted Motorboat Success Test, Target Number 8 (their

skill rating in Motorboat is 4); success means the pilot keeps up the chase, while failure means they are lost in the bayous.

### 3D6

3-4

5-8

9-10

11-12

13-14

15-16

17-18

### RESULTS

The boats encounter a small piece of solid ground. Each pilot must attempt an Unresisted Motorboat Success Test, Target Number 3, or the boat will take a 3M4 hit.

Continue straight.

Left turn.

Right turn.

U-turn.

A dead end. LeBlanc will speed around, bursting through the Petrocorp boats. Each pilot must attempt an Unresisted Motorboat Success Test, Target Number 4, or ram with the *Cherie* (SR, pg. 73).

An Awakened creature resembling a cross between an alligator and an octopus bursts from the water, attacking the boat nearest to it (determine randomly). The thing is a horrid gray-white, with tentacles writhing from its neck and snout; its 20-foot body reeks like an open grave. As soon as LeBlanc sees the creature he screams "Oh Lord, it's my mother-in-law!" before turning the *Cherie* in the opposite direction and slamming the accelerator to full throttle. The creature will not pursue fleeing boats, but will attack anyone foolish enough to stay within its reach.

### CAIMOG(1)

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

15 4\*2 15 - 1/4 3 6 4

Attacks: 6D3, +2 Reach

Powers: Venom

If for some reason the characters begin to pursue the Petrocorp boats, the GM should use the table to determine the actions of the corp pilots, allowing LeBlanc an Unresisted Motorboat Success Test, Target Number 4, to follow them.

As the chase continues the GM should describe the gloomy terrain the characters speed through. It is composed of waterways, alternately narrow and wide, bordered on both sides by thick masses of trees and occasional small pieces of dry ground. Rotting shacks, derelict tugboats and the remains of dried-up oil derricks loom out of the darkness as the boats race by. Gray and green Spanish moss hangs from the trees, and the constant sound of the bayou's animal life fills the air: the calls of birds, the splash of fish and frogs, even the hisses of alligators as the characters pass the reptiles in the murky



bayou water. A thick smell, sometimes fresh and forest-like, other times like a sewer main explosion, permeates the surroundings. All of this rushes by the characters at speeds of up to 60 miles an hour; they cannot tell where they're going or where they've been, forced to rely on LeBlanc's skills to get them out safely. As the chase's speed builds, the GM should remember to roll crash checks (**SR**, pg. 73) for each vehicle involved.

If LeBlanc manages to evade the guards, the characters are still not totally safe. The Ally Spirit will use this opportunity to attack, letting them have everything it's got. It will not fight to the death, assuming Astral form and fleeing if combat lasts over five turns. During that time, however, it will do its best to destroy the characters.

If anyone survives all this hell, LeBlanc will guide the *Cherie* back to the dock near Captain Willie's. Cursing, the Bayou Dwarf will demand his money and order the characters off his boat. Before speeding off, LeBlanc promises that no river person will ever work for the characters again.

The meeting place Mr. Johnson specified is about a 10-minute walk from the dock. It is an unused warehouse, and a black van sits in the parking lot. As the characters approach, they will see that van's back doors are. Mr. Johnson and three street samurai lie in the back of the van, several large bullet holes through their bodies. Needless to say, the characters are not going to be paid, and they had better leave the parking lot pronto or they may encounter the Petrocorp hit squad that geeked Mr. Johnson and his muscle.

Any character accessing the public net during the next three days will hear reports of Petrocorp foiling a kidnap attempt by "anti-corp terrorists." The trid will also carry these reports, including interviews with the real (and Control Thoughts-influenced) Hager, saying that she is loyal to Petrocorp and has no idea why anyone would want to kidnap her. The characters should chalk it all up to experience, realizing that, in the shadows, things are rarely what they seem.

## NON-PLAYER CHARACTERS

### ALLY SPIRIT

**Appearance:** Normally the Ally Spirit stays in its astral form, but it has been instructed to manifest as Hager for this mission.

**Mannerisms/Attitude:** Until it is attacked, the Spirit will act in all ways as characters would expect Melanie Hager to.

**Loyalties:** Its wage mage master, and in turn Petrocorp.

Attributes	Skills	Spells
Body: 4	Magical Theory: 4	Power Bolt: 6
Quickness: 4	Sorcery: 6	Heal S. Wounds: 4
Strength: 4		
Charisma: 5		
Intelligence: 5		

Willpower: 4

Essence: 6

Magic: 6

Reaction: 4

**Notes:** The Ally Spirit has the following powers (**Grimoire**, pp. 82-83): Manifestation, Sorcery, Telepathic Link.

### LEBLANC

**Appearance:** LeBlanc is a male Bayou Dwarf, about 1.3 meters tall and weighing 70 kilograms. He is a bit thin for a Dwarf, but life on the waterways of south Louisiana has made him rock hard. His hair is light brown and his eyes are gray. LeBlanc sports a long, bushy beard, stained by the juice of a thousand chaws. He always wears a battered Saints baseball cap and usually wears flannel shirts and blue jeans with combat boots.

**Mannerisms/Attitude:** LeBlanc is like everyone else in the city: out to make a nuyen with a minimum amount of danger. His most distinguishing mannerisms are his thick Cajun accent and his constant chewing of tobacco, complete with spitting for distance.

**Loyalties:** His ownself, cher!

Attributes	Skills	Gear
Body: 5	Armed Combat: 4	Armor Jacket
Quickness: 3	Etiquette (Bayou): 6	Browning
Strength: 5	Etiquette (Street): 3	Ultrapower
Charisma: 2	Firearms: 5	with integral
Intelligence: 3	Motorboat: 8	laser sight &
Willpower: 4	Motorboat (B/R): 8	reactive
Essence: 6	Stealth: 2	trigger
Reaction: 3		Mossberg CMTD with
		integral laser sight
		Survival Knife

### THE CHERIE

Type: Samuvani Chricraft Otter

Handling: 4

Speed: 15/45

Body: 2

Armor: 0

Signature: 3

Pilot: 2



# Origins '93

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Edition AD&D, but adequate.

The sheet of adventure ideas fills its intended role nicely, but the mini-adventure is decidedly under-written. Called "Icing the Body Electric," it deals with a busload of tourists that get turned into Shockers (electricity creatures) and must be hunted down by all nearby Kin. Some exposition, explanation, and advice might have been useful (other than yet another narrative about Club Afterdark's owner) — better yet, four more pages of plot ideas would have been a delight to read.

But the real treats here are the expanded, four-page character sheets. There is actually a different sheet for each character race (two each of eight races, including Sorcerer), with individualized artwork of the race in question — extravagant, for a small company. Their most useful portions are the back pages, which detail the racial Flaws and have tailored lists of all possible Edges. The complete skill lists (also on the back) really should have included lines to mark down scores, since it is impractical for a jack-of-all-trades to rewrite every skill in the box on Page 2, but that's the only legitimate gripe.

Overall, two fine **NightLife** accessories (sheets and screen). Only the weak mini-adventure and that pesky matter of value-for-the-price prevent a "4" rating.

## Pendragon

**Blood and Lust**

**Rating = 4**

**Publisher:** Chaosium Inc., 950-A 56th Street, Oakland, CA 94608

**Authors:** Paul Cockburn, Suzanne Courteau, Garry Fay, Greg Stafford, Leonard Willson.

**Price:** \$18.95

Reviewed by Chris Hind

The first twelve pages of this 128-page book contain advice for running a **Pendragon** campaign and an essay on travel, including encounter tables. This material will prove useful since the four main (and numerous short) adventures in "Blood and Lust" beckon from all across the isle of Britain, and suggestions are given to combine these into a medium-length campaign.

"The Adventure of the Heart Blade" brings romance to the forefront though a series of evocative events. It starts with one amorous player knight wooing his love in the background, and then becomes a full-length quest to recover the Heart Blade — a weapon as interesting as Excalibur. Clever

symbolism, intrigue, and multiple endings should make for memorable play.

"The Adventure of the Castle of Tears" modifies an established Arthurian legend into a player-centered story. It pits the players against the dreadful customs of Castle Pleure just as Sir Tristram and the Lady Isolde do in *Le Morte d'Arthur*. This is also excellent.

In "The Adventure of Morgan le Fay's Challenge," non-player characters force the player knights into a series of encounters. I would have preferred that the important lessons about knowing the face of one's enemy were not forced upon the players. As a result, this is the weakest of the adventures, although some plot twists are interesting.

The next 14 pages develop another area of Britain for further adventure — the dukedom of Angleland in northeastern Logres. It follows the same format as the description of Salisbury in **Pendragon**. This material also includes a dozen ready-to-use encounters in the Forest Adventurous, including the phantom black dogs so common in Anglian folklore.

During "The Adventure of the Stygian Stallions," player knights travel around the previously-described Angleland in an attempt to rescue the most amazing horses in Britain. The clues are a bit tenuous, but players will long remember their visit to the horse market.

Finally, the back of the book contains a stack of handouts for "The Adventure of the Heart Blade." Overall, "Blood and Lust" is excellent in both form and content. Its only fault is poorly-drawn maps — a minor gripe since the rest of the product is so good.

## Shadowrun

**Shadowrun:  
Second Edition**  
"Sneak Preview"

**Rating = 5**

(conditionally)

**Publisher:** FASA Corporation, P.O. Box 6930, Chicago, IL, 60680

**Author:** Tom Dowd (and a cast of thousands)

**Price:** \$30

Reviewed by Matthew Gabbert

[Note: This review was based on an unbound pre-release copy of the new book which contained no artwork or charts.]

1989 saw the introduction of FASA's best-selling cyberfantasy RPG, **Shadowrun**. Now, three years later, Tom Dowd and Co. have worked their magic once again, combining new ideas and material from previously published supplements with

suggestions from thousands of players and GMs. The result is **Shadowrun: Second Edition** (or **Shadowrun II**, for short). Subtitled, "Bigger and Better Than Ever," **Shadowrun II** is close to 300 pages long and seems ready to lead the whole product line for many years to come.

At the heart of any RPG is the character creation system. If players can't generate reasonably balanced and interesting characters quickly and easily, they won't even want to play. **Shadowrun II**'s character creation section has been greatly expanded, offering more options and explanations than the previous edition. This should help to attract more new players, while clarifying some fuzzy areas for veterans.

An RPG's combat system puts the "game" in "roleplaying game," but I've always considered **Shadowrun**'s to be its weak link, with its overly complex, often patchwork mechanics. **Shadowrun II** offers a greatly streamlined system, though it is much deadlier to player characters and NPCs alike. Rules are given for adjusting the danger level (up or down).

Finally, what has always made **Shadowrun** unique among RPGs is its combination of a multi-faceted magic system with detailed, Gibbnesque computer hacking rules. Both the Magic and Matrix chapters have been seriously beefed up, borrowing material from the **Grimoire** and **Virtual Realities** supplements respectively. Conjurors and console cowboys will be equally pleased by the results.

Despite all the new material, the only previously published sourcebook made obsolete by **Shadowrun: Second Edition** is **The Grimoire**. A brief appendix lists necessary updates to all the other books and promises that a **Grimoire II** will be forthcoming. If the artwork and production values for the final version of **Shadowrun II** are up to FASA's usual high standards, then I see no reason not to give this nicely maturing product my highest recommendation.

## Skyrealms of Jorune

**Skyrealms of Jorune  
(Third Edition)**  
**Complete Roleplaying  
Game**

**Rating = 4**

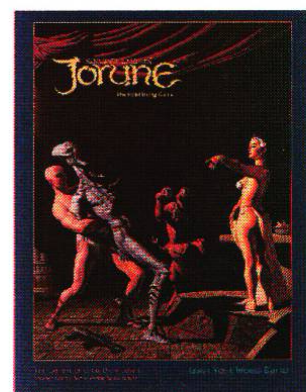
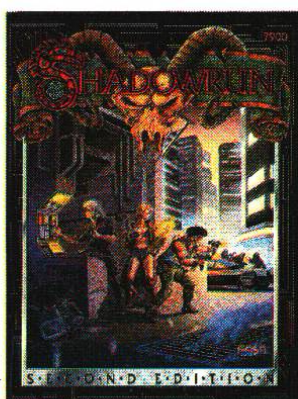
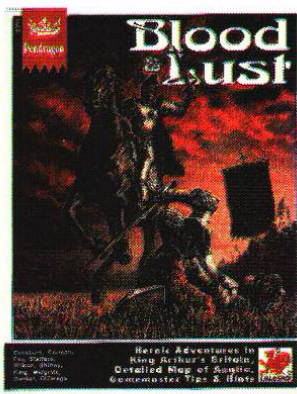
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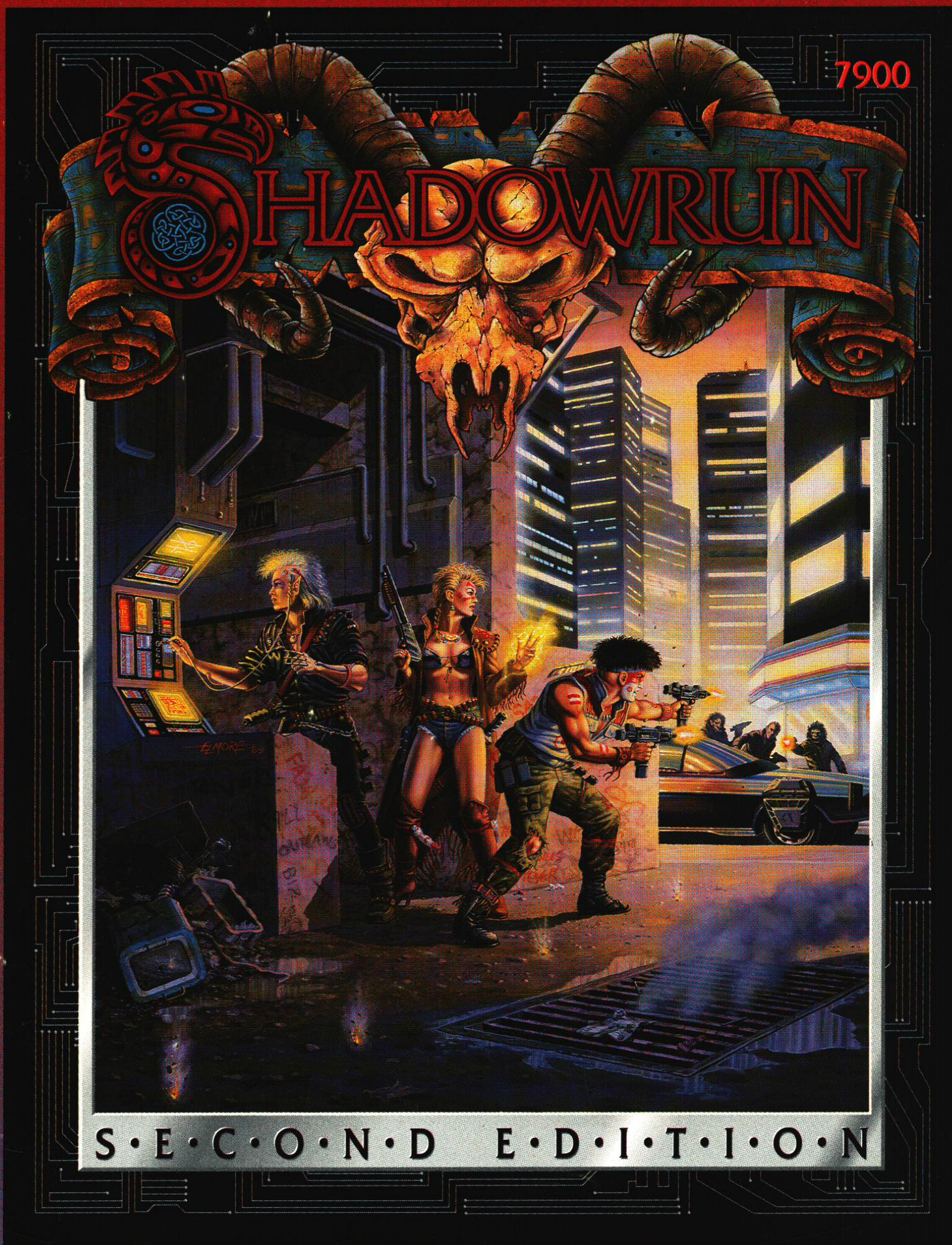
**Price:** \$20

Reviewed by Stephan Wieck





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