

CELTICTM DOUBLE-CROSS

RENOWNED
AS A LAND OF **WONDERS**,
TÍR NA NÓG BRIMS WITH ANCIENT ELVEN ART AND
SOPHISTICATED ELVEN NOBLES, POWERFUL MAGIC
AND CUTTING-EDGE TECHNOLOGIES.
BUT BE NEATH THIS CULTURED FACADE
LIES A DARK MIX OF
LONG-SIMMERING **FEUDS**
AND MACHIAVELLIAN **PLOTS**.
NOW ADD A DASH OF GOOD OLD UCAS POLITICS,
AND YOU HAVE A BYZANTINE BREW OF
BETRAYAL AND **BLOODSHED**,
A MICKEY FINN WITH A **LETHAL** KICK.

CELTIC DOUBLE-CROSS IS A SHADOWRUN ADVENTURE
FOR ADVANCED PLAYERS AND GAMEMASTERS.
IT IS COMPATIBLE WITH BOTH SHADOWRUN, SECOND EDITION RULES
AND THE ORIGINAL FIRST-EDITION RULES.
THE TÍR NA NÓG SOURCEBOOK IS REQUIRED FOR PLAY.

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CELTIC DOUBLE-CROSS



FASA CORPORATION



WHERE **IMAGE** TAKES PRECEDENCE **OVER WISDOM**

WHERE SOUND BITE POLITICS ARE SERVED TO

THE **FAST FOOD CULTURE**

WHERE STRAIGHT TEETH IN YOUR MOUTH

ARE **MORE IMPORTANT** THAN THE **WORDS**

THAT COME OUT OF IT

RACE-BAITING IS THE WAY TO GET **SELECTED**

WILLIE HORTON OR

WILL HE NOT GET **ELECTED** ON...

TELEVISION, THE DRUG OF THE NATION

—**TELEVISION, THE DRUG OF THE NATION**

THE DISPOSABLE HEROES OF HIPHOPRISY



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CELTIC DOUBLE-CROSS

Writing

Carl Sargent (and Marc Gascoigne)

Development

Tom Dowd

Editorial Staff

Senior Editor

Donna Ippotilo

Associate Editor

Sharon Turner Mulvihill

Editorial Assistants

Diane Piron-Gelman

Rob Cruz

Production Staff

Art Director

Jeff Laubenstein

Project Manager

Steve Bryant

Cover Art

Doug Andersen

Cover Design

Steve Bryant

Jim Nelson

Illustration

Tom Baxa

Joel Biske

Steve Bryant

Mike Jackson

John Paul Lona

Karl Waller

Cartography

Ernesto Hernandez

Radley Masinelli

Jim Nelson

Layout

Mark Ernst

Production Assistant

Joel Biske

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FADE TO DUSK: A Prologue



The emissary from Portland made Nathair uneasy. The choice he had so long awaited had come upon him, and it made him nervous. "Friend, you ask a great deal. Why should I involve myself in this matter between the Seelie Court and my princely cousin by law? I do not care for the role of a go-between."

"But you hate your man," the tall elf from Portland said, a note of urgency creeping into his speech.

"You and I have both seen the poisoned dregs of Humanis, the bitter and resentful individuals who respond to his thinly veiled message of hate. He's very careful, Corrame; he never openly espouses their cause, but he accepts the support of those twisted creatures behind the scenes. Master of the political tightrope he may be, but he cannot hide his hate for us. I can see it in his patronizing manner. He cannot help it; he tries so hard to be

friendly, to act like a man of the people. But he is blind as well. He doesn't see that I know his true nature. Enough of this; what can you tell me about him?"

Nathair's companion leaned forward and set his green-tinged glass down on the marble table. "His closet hides a little skeleton. It has remained hidden a long time, the evidence of it... *liquidated*, shall we say. Luck, however, favors us; a straw in the wind has blown our way. Your man owes people who are about to call in the debt."

Nathair gave a nervous cough. He tried to relax, tried to conceal the excitement that gripped him. "Tell me what you know."

The emissary smiled. "A meeting is going to take place in Tír na nÓg. A very special meeting, mark you. Your man won't attend in person, but a senior aide will. You will most likely be chosen, as you are his expert on Tír na nÓg. I can suggest a way to create a nasty mess at this meeting that will sink your man for good. He will be wiped out, ruined, never to carry a single vote or district again."

Having delivered this pronouncement, the elder elf sat back and watched Nathair with narrowed eyes. Nathair met his gaze evenly, trying not to show his eagerness too overtly. To succeed at the kind of intrigue Corrame and his ilk prized, one needed to display self-control. The elder elf must have liked what he saw, for he continued with a wider smile. "There is also your family to consider; they would appreciate your help in a certain matter. Are you willing to listen?"

Nathair smiled. The tension left his shoulders, and his hands released their grip on the arms of his chair. He nodded, mute, as Corrame raised his glass.

"You'll need to get some strangers into the entourage, Nathair. Some scapegoats to shoulder the blame."

"Easily accomplished. He has had one or two problems with security recently; if I made a discreet suggestion about adding some new faces for extra protection—peripheral surveillance, perhaps—my requests would surely be granted. Yes, I can arrange that." Nathair knotted his fingers together and closed his eyes, thinking through the possibilities. "It should work well. When the strike occurs, I can show remorse; after all, I brought in the outside security. I can claim it is my fault that they failed, though I could not have guessed they would turn traitor. He will enjoy the spectacle of an elf abasing himself, and never think to question a word I say. With your help, I can stay in Tír na nÓg and keep the story quiet, for which my employer will be grateful enough to keep me by his side. From there, I can make certain of his ruin, should one raid prove insufficient." Nathair paused for a moment to savor the newly hatched intrigue. "Yes, I like this."

"Then let us talk of a trade," Corrame said. "This file in return for your mediation ..."

INTRODUCTION

Celtic Double-Cross is a roleplaying adventure set in the world of **Shadowrun**.

The year is 2054. Astonishing advances in technology have enabled humans to merge with computers and travel through the electronic netherworld of data called the Matrix. Magic has returned as well, and elves, dragons, dwarfs, orks and trolls have assumed their true forms. Megacorporations, rather than superpowers, rule the world. North America has been Balkanized, and many major European states have disintegrated as well. Moving among this world like whispers in the night are the shadowrunners. Operating along the margins of society, their existence is acknowledged by few, but no one else can perform their secret work.

Celtic Double-Cross takes place in the European nation of Tír na nÓg, formerly Ireland. Much of the time, the shadowrunners have their hands full simply trying to stay alive in this elven nation, as terrorists, paranimals, security squads, and the like target them. Combat skills will come in handy, but social and decking skills will likely prove even more valuable. Above all, the runners must think on their feet in order to survive.

GAMEMASTERING NOTES

Most **Shadowrun** adventures use a decision-tree format. **Celtic Double-Cross** is slightly different. The action follows a linear progression for the first three encounters, then opens into a wide-ranging decision-tree format in which the actions of the player characters determine which of the remaining encounters actually take place. The turning point in the adventure from linear to decision-tree action takes place in **Don't Ask For Scotch**, p. 19; besides allowing players to generate their own encounters, this section includes the itinerary from which the adventure's subsequent encounters spring and a timetable of behind-the-scenes actions that affect what happens to the player characters. Depending on their choices throughout the rest of the adventure, the player characters may succeed or fail in several different ways.

To run **Celtic Double-Cross**, the gamemaster needs a thorough familiarity with the contents of this book, as well as a working familiarity with the basic **Shadowrun** rules and the **Tír na nÓg** sourcebook. The contents of this book are for the gamemaster's eyes only, except for certain items marked as **Player Handouts**. With the exception of the **Tír na nÓg** material, this book contains everything needed to play **Celtic Double-Cross**.

Celtic Double-Cross is designed for a group of five to eight player characters. An experienced decker and at least one character with a high Charisma Attribute and well-developed social skills such as Etiquette, Psychology, and Negotiation, will greatly increase the group's chance of success. In general, brains prove

more useful than brawn in **Celtic Double-Cross**; in this adventure, the runners almost never get to use massive firepower. In terms of defense, a team with at least two experienced magicians has a definite advantage over one dependent on street samurai. Because **Celtic Double-Cross** takes place in an elven nation, human and elven runners have a slightly easier time in this adventure than ork, troll, or dwarf characters.

Celtic Double-Cross combines several approaches to gamemaster information. Most of the encounters are carefully scripted, but occasionally the gamemaster has to wing it when making transitions between encounters, especially if the runners must travel long distances. To aid the gamemaster in his challenging task, each encounter includes hints on how to gamemaster the sometimes sketchy or extremely complex train of events.

Because so much of **Celtic Double-Cross** hinges on what decisions the players make at various times, more than one of the encounters in this adventure are not standard encounters at all. Instead, they serve as resource sections for the gamemaster, outlining different options for player-character activities and encounters that may or may not take place. These non-standard sections also enable the gamemaster to keep track of the various events of the adventure that determine the direction of the storyline.

Certain events in **Celtic Double-Cross** depend on decisions made and actions taken early on that trigger later encounters, requiring the gamemaster to keep close track of the runners' actions. For example, because police agents hunt the runners for a substantial part of the adventure, certain actions such as plugging into the Matrix for information increase the probability that the police will catch up with their quarry. Should the runners need vital information from the Matrix, they will simply have to bear the risk and deal with the consequences. Beginning with the encounter **Don't Ask For Scotch**, the gamemaster must keep track of such visible actions to determine what happens later on.

CHARACTER NATIONALITY

Celtic Double-Cross assumes that the player characters are from North America. British characters or runners from other lands where English is a first language can be substituted without much difficulty, though Brits may be at something of a disadvantage (see **Don't Ask for Scotch**, p. 19). Native-born Irish runners can also be used, but this choice requires more work by the gamemaster to adapt the adventure and maintain the challenge for the players. For example, native Irish characters would find it much easier to handle communications, contacts, and so on, and so the gamemaster may choose to increase target numbers in those areas to keep the adventure interesting.