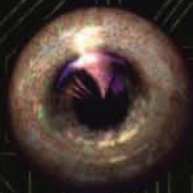


THEY SAY THE EYE RETAINS THE IMAGE OF
THE LAST THING IT SEES...



ACCORDING TO SOME, PARTS IS PARTS.

BUT WHEN ONE OF THOSE PARTS CONTAINS A MOTIVE FOR MURDER, BETRAYAL,
AND CORPORATE ESPIONAGE, CAN A SHADOWRUN BE FAR BEHIND?

EYE WITNESS TAKES A TEAM OF SHADOWRUNNERS ON A QUEST FOR JUSTICE ACROSS
SEATTLE, INTO THE BOARDROOM OF A CORRUPT CORP, THE DARKEST
CORNERS OF THE SPRAWL'S SLUMS, AND THE NOXIOUS DEPTHS OF
SEATTLE'S UNDERWORLD.



EYE WITNESS IS A SHADOWRUN

ADVENTURE THAT CAN BE USED WITH BOTH THE

ORIGINAL AND SECOND-EDITION RULES.



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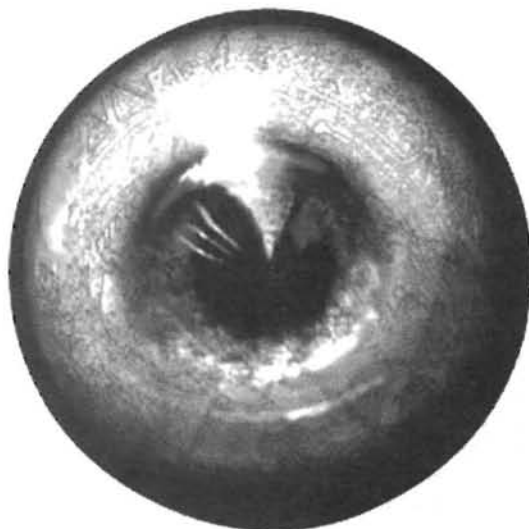
 **SHADOWRUN** 7316

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EYE WITNESS

Sample file



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WHISTLEBLOWER: A PROLOGUE

Wait for the system to cycle past the hidden camera and then run for the door. . .

In theory, the break-in should be easy. He'd designed this security system, after all. *Easy in, easy out*, Griffin Moore told himself. *Just follow the plan and stay cool*. Once inside the door and jacked in, his stealth program would do the real work. Griffin suppressed a nervous cough and tried to breathe more slowly. His temples pounded with the agitated rhythm of his heartbeat, and sweat trickled down the sides of his face. Staying cool would be the hard part. Griffin swallowed and forced himself to concentrate on the next step.

Count three and crawl under the invisible IR laser beam without triggering the silent alarm. . .

Theory was his business. The company employed him as a troubleshooter because he'd written the book on quality control, literally and figuratively. For a brief moment, he wondered what the frag he was doing here. Up until recently he'd been a happy little wageslave, using his talent for computer tech to make a comfortable living. Not exactly ritz, but good enough. And yet here he was ready to chuck it all just because a little something didn't smell quite right. He was a corpboy, born and bred; this shadow drek was out of his field. What kind of fragging hero game did he think he was playing?

Stand perfectly still for thirty seconds, while the program cycles down the motion detector. Keep your hands from shaking, or security will spot you in a heartbeat. . .

The company valued his work, and paid him well for it. But if the execs had so much respect for his abilities, why had they brushed him off when he told them about the chip? Something felt dangerous-bad, and he had a nasty suspicion what it was.

Wait for the last camera to go dead, then move slowly to the end of the hall. . .

With a click, the door to R&D swung open, the security system registering the event as an unscheduled maintenance check. Griffin breathed a silent sigh of relief and stepped over the threshold.

He'd only been up to R&D half a dozen times, but he knew the computer system inside and out. It only took him a couple of minutes to find the terminal he needed. Pulling a deck from a nearby work station, he slotted a fistful of custom chips and jacked in.

Sparkling blue and silver, the net stretched out around him in all directions, a spider's web of infinite complexity and unearthly beauty. The cat's cradle of the Multitech system hung in the air before him like a puzzle. If the design team ran their shop by the book, the blueprints Griffin wanted would be archived in a registered datastore; but then again, if everything was frosty, he

wouldn't be making this unscheduled visit to the Matrix. Null to registered datastores; he'd have to look elsewhere.

If I were an incriminating file, where would I hide?

Nodes rushed past as Griffin navigated his persona to the datastore that protected the department's secure files. As he approached, a disembodied eye appeared and started scanning for intruders. Griffin spotted it, and with a flick of a mental relay conjured a missile launcher that took out the tracer in a blaze of failing subroutines. A million clicks away, his meat hand wiped a trickle of sweat off of his forehead.

He was in.

In a dark corner of the R&D lab a single screen flickered to life, data flowing in an amber tide across the flatview. Yanking the data deck from his neck, Griffin slid his office chair across the tiled floor, allowing himself a satisfied grin. He'd cross-loaded the file; now he had only to access it to get his answers. Feeling almost carelessly confident at having gotten this far, he triggered an icon, booted the OptiCAD™, and waited as the program interpreted the data he had lifted.

After a few minutes, the OptiCAD™ ceased its low-level grumbling. Griffin stretched in his chair, then leaned forward and began scanning the data. Paging from image to image, he tried to make sense of it with a growing sense of dread. Optical chips were among his specialties, but he had never seen designs like the ones on the flatview. Either some designer had been criminally negligent, or the company was perpetrating a fraud of nightmare proportions.

Griffin swallowed, his mouth suddenly dry. The false confidence of a moment ago drained out of him like air from a popped balloon. If what he was seeing was even half as bad as it looked, he couldn't stop here. He'd have to tell somebody. . .

His meat body parked in front of a deck across town, a Multitech decker watched Griffin raid the R&D datastore. Whatever was in the restricted file must have meant plenty to the poor slot; the decker wondered if it meant enough to die for. The security code on that particular file called for terminal intervention. He'd jacked in as soon as the flag went up, prepared to burn the poor fragger's brain cells, but the higher-ups had waved him off. He was glad; that meant someone else got to do the wetwork tonight. Handing out terminal brain-fry was the decker's job, but nothing said he had to like it. Shivering, he jacked out and started packing his gear, making a mental note to keep his curiosity to himself.

INTRODUCTION

Eye Witness is a roleplaying adventure set in the world of **Shadowrun**.

The year is 2055. Advances in technology are astonishing, with humans able to blend with computers and travel through that electronic netherworld of data known as the Matrix. Even more astonishing is the return of magic. Elves, dwarfs, dragons, orks, and trolls have reassumed their true forms, while megacorporations (rather than superpowers) rule much of the world. Moving through it all like whispers in the night are the shadowrunners. No one admits their existence, but no one else can do their secret work.

This adventure takes place in the shadows and back alleys of Seattle's urban sprawl. The vast sprawl includes the original city of Seattle and the surrounding sixteen hundred square miles on the eastern shore of Puget Sound. Yet even this vast megaplex is but an enclave set amid even larger states ruled by Native American nations, metahumans, and Awakened beings.

GAMEMASTERING NOTES

Eye Witness nominally takes place in the city of Seattle, but it can also take place in any major city the gamemaster chooses. The adventure uses a largely linear story format, with many of its events triggered by actions that the player characters might take in the course of the run. The **Plot Synopsis** in this section summarizes the story background and presents the most probable course of the adventure, though certainly not the only one possible. To run **Eye Witness** the gamemaster needs a thorough familiarity with the contents of this book, and both gamemaster and players should be familiar with the basic **Shadowrun** rules. Except for certain information earmarked as **Player Handouts**, the contents of **Eye Witness** are for the gamemaster's eyes only.

Eye Witness is designed for a team of four to six shadowrunners representing a variety of talent, including at least one mage or shaman and a decker. Players may use any of the character archetypes listed in the **Shadowrun** rules or various supplements, or they may generate their own characters.

SHADOWRUN RULES

Eye Witness uses the **Shadowrun, Second Edition (SRII)** rules. Game information, specifically statistics, appear in the **SRII** format. Gamemasters still using the first-edition **Shadowrun** rules will need to convert the non-player characters (NPCs) presented in this book to their first-edition equivalents. The gamemaster must also adjust weapons for different Damage Codes, watch for differences in some spells, and calculate various Dice Pools for use with the first-edition rules.

