

CORPORATE PUNISHMENT™

FASA
CORPORATION

A Shadowrun Adventure

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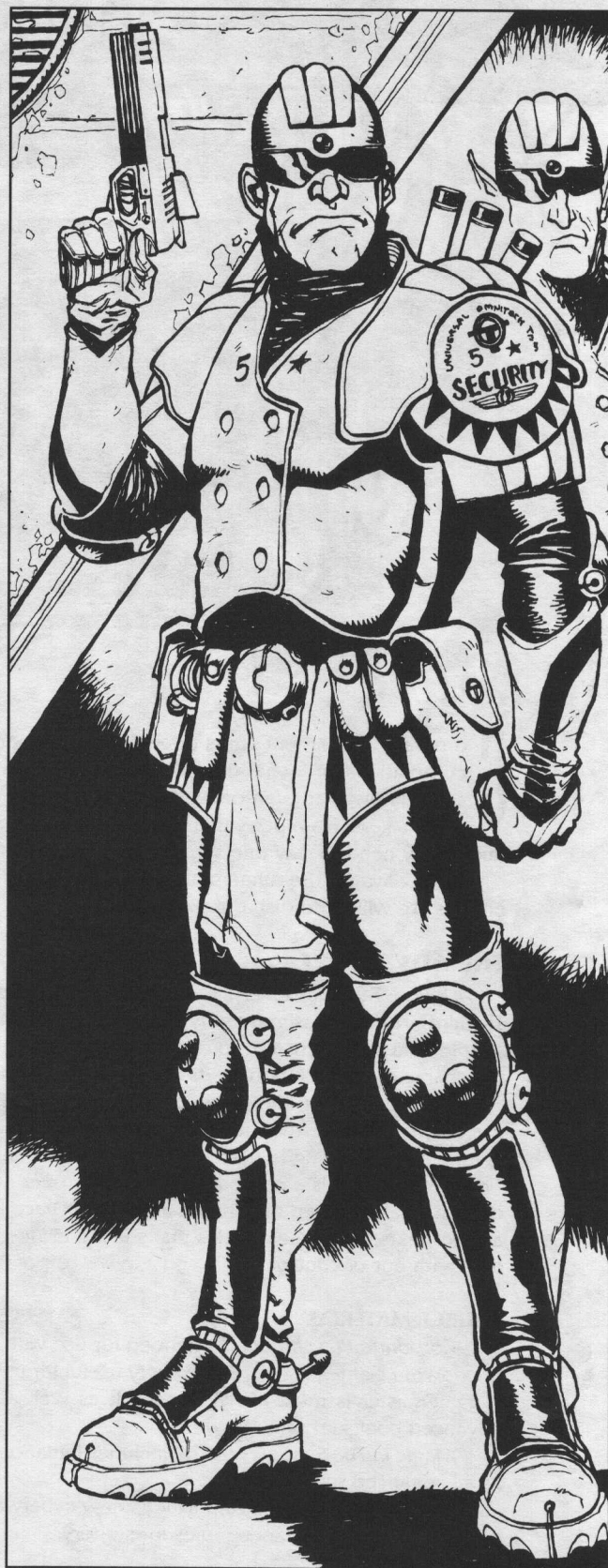
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INTRODUCTION



Corporate Punishment offers three different *Shadowrun* roleplaying adventures linked by a single theme: the corporations and what they are willing to do in the cause of one-upmanship. The stakes are high and the corps know that even one slip-up can damage their image and their relationships with the other movers and shakers. From petty theft to wetwork, the corps know the shadows are the place to get the professional talent they need to stay one step ahead of (or catch up to) the competition.

As always for the runners, the problem is not finding work, but surviving the punishment these paranoid entities are willing to dish out.

THE ADVENTURES

Double Take ships the player characters into the walled city of Portland in the ultra-paranoid country of Tir Tairngire. Their assignment is to hit Universal Omnitech on behalf of Telectrian Industries. What should be a simple data steal turns out to be only one thread in a tangle of corporate and governmental politics, snagging the characters in ancient hatreds and the bottom line.

In *Second Effort*, the player characters must infiltrate a spy into one of the most secretive corporations in the world—Proteus AG. Their ultra-secure facility five hours north of Seattle in the secluded forests of the Salish-Shidhe makes getting in hard and getting out even harder.

Legacy unfolds a corporate power play over one of Dunkelzahn's bequests—a set of scrolls given to the dragon Hualpa. When the dragon allows the Draco Foundation to arrange for others to conduct research on the ancient texts, someone decides that sharing is for suckers. Sent to Boston to enter the fray, the characters must deal with out-of-control magic and survive corporations playing for keeps.

SOURCE MATERIAL

Corporate Punishment is intended for use with *Shadowrun, Third Edition (SR3)*. Gamemasters will find the *Shadowrun Gamemaster's Screen* very useful for running these adventures, because it contains all of the tables a gamemaster is most likely to consult as well as the *Critters* book. Also recommended are the following advanced books for *Shadowrun*.

Magic in The Shadows (MITS) includes initiation, metamagic, new spells, totems and adept powers, as well as all advanced rules for magic.

Man & Machine (M&M) includes new cyberware, rules for bioware, chemicals and compounds and nanotechnology, plus advanced rules for surgery.





Virtual Realities 2.0 (VR2) includes all the advanced matrix rules.

Rigger 2 (R2) provides all the rules for rigging and drones. *Shadowrun Companion (SRCOMP)* includes various rules for both players and gamemasters.

Corporate Download will help gamemasters portray the mindset of the corporations, the reasons behind their actions and the backgrounds of the ten megacorporations that tower over the world like titans.

In addition, each adventure contains a Shadowlore section that lists sourcebooks that can be used to flesh out that adventure.

USING THE ADVENTURES

The typical *Shadowrun* adventure revolves around a single story that may contain multiple shadowruns. Usually, the runners are hired to do a job; they research various aspects of it, plan their attack, do the job and (if they survive) get paid. An adventure is usually equivalent in scope to a movie, with a beginning, middle and end. How expansive each section of the adventure is depends on the overall plot. Some adventures are straightforward—go to the warehouse, steal the prototype and bring it back. Others are more elaborate—go to the warehouse, steal the prototype, leave documentation to frame the competition and plant false data in their computers, and then bring the prototype back to the employer—who also wants the runners to grab the scientist in charge of the operation to explain how to use the prototype ... plus dodge their security, the competitor's security and the cops. Then they'll get paid.

Each adventure begins with a *Prologue*. This fictional introduction sets the tone and background of the adventure. Some can be read to the players, while others are for the gamemaster's eyes only. Gamemasters can use bits of these fictional accounts to flesh out the background and offer the characters various pieces of information throughout the adventure. Each adventure has a *Preparing the Adventure* section that provides the background story, the basic plot, a timeline of events and any special rules or source material the gamemaster may need.

At the end of each adventure is a section entitled *Picking Up the Pieces*, designed so that the gamemaster can wrap up the adventure in the best way for each group. This section offers information for running the entire adventure, including the following subsections.

It's a Wrap deals with potential fallout, player questions, future developments, plot ideas and other elements that wrap up the adventure (or explain why it doesn't get wrapped up). *Awarding Karma* contains guidelines for awarding Karma to individual player characters.

At any time during an adventure, the player characters might search for information using their contacts, various Matrix connections, or even via astral space. Because players may choose to do this at any time, all of the possible searches and results are gathered together in the *Legwork* section. Having all the information in one place makes for easy gamemaster reference. *Cast of Shadows* includes descriptions, background information and game statistics for important non-player characters, items or groups in the adventure. These characters have fully fleshed-out histories and complete statistics.

Scenarios

Every adventure includes various encounters, from getting hired to fighting the gargoyle to negotiating for more money because the run was harder than expected. These encounters are called scenarios. A series of scenarios makes up an adventure. Each scenario includes the following subsections, which help gamemasters manage the information necessary to run the scenario.

What's Up, Chummer? offers a synopsis of the action in the scenario. The gamemaster can use it as a quick reference and overview. It also describes the connections to the previous scenario and the one that follows. *Tell It To Them Straight* is generally written to be read out loud and represents what the gamemaster tells the players. You can impart the information in any way that seems appropriate—in a funny voice, as Matrix or computer data, in a nighttime phone call, or even in a question-and-answer session with the players.

The *Hooks* section offers hints on mood and other elements that set the stage for the scenario. It also reminds the gamemaster of twists and hidden information that the player characters may or may not discover. *Behind the Scenes* includes the bulk of the information for the scenario. It lays out for the gamemaster what needs to be set in motion and how subsequent actions unfold. It also covers how non-player characters react to the player characters' actions. Depending on the individual scenario, *Behind the Scenes* may include maps, descriptions of important items, information that player characters can gather through legwork, statistics for non-player characters or critters, and information on what the player characters discover.

In an effort to offer the gamemaster some help and hints when running these adventures for player characters who are more powerful than average, *Pushing the Envelope* offers a place to begin when trying to make the adventure appropriately challenging. Finally, the *Debugging* section offers solutions to potential problems the gamemaster may encounter in a scenario. While we can't predict what every group will do, *Debugging* gives the gamemaster ideas for how to handle unexpected developments.

GAMEMASTERING THE ADVENTURES

Every gamemaster who has ever run a game session has his or her own style of preparation. There is no right or wrong way to prepare to run a *Shadowrun* game. Do whatever you feel comfortable with and whatever makes it fun for you. Gamemastering is work, but it should also be enjoyable.

That said, every gamemaster should go through the following basic steps in order to run a fun, successful and stress-free game.

Step One: Read the Adventure

Before beginning play, the gamemaster should read the adventure from start to finish. This provides the overall plot, what the characters need to accomplish and the potential problem points, plus reminds you to review various applicable rules.

Step Two: Assess the Adventure

Adventures are written on paper, not in stone. That means if something in an adventure doesn't scan for you, you can change it. If an adventure generally doesn't appeal to you but contains some good ideas that you want to use in your own adventure, do so. We don't mind—honest.

Step Three: Know the Characters

Photocopy character record sheets or create a second one for your use. Jot down notes on the characters' contacts, skills and attributes. It's especially important for the gamemaster to keep track of the characters' gear: ammo runs out, and spells and decker utilities always work the same from session to session.

Step Four: Write Yourself Notes

Because you are the one who keeps the story moving, write yourself notes about it. Useful notes are anything that reminds you of what you want to cover and where to find the necessary information in any *Shadowrun* product. No two gamemasters take notes in the same way; there is no right or wrong way to do this. Do whatever you feel comfortable with, and adapt your style when something doesn't work.

Step Five: Don't Panic!

Gamemastering is a lot of work, and sometimes you just can't find stuff when you need to—plot elements are forgotten, clues get left out, you can't find a rule, players want to do something you didn't think was possible, and so on. Any or all of these things can happen at any time, and usually all of them happen on the game day for which you just didn't have time to prepare. Well, don't worry about it. If you need to look stuff up, do so; if the session slows down while you search the adventure for a missing piece of information, so be it. Players will understand and forgive. (If they don't, make them be the gamemaster next week.)

GENERAL RULES

Published *Shadowrun* adventures use the rules presented in *Shadowrun, Third Edition* and various sourcebooks for the *Shadowrun* game line. Standard rules such as Success Tests, the Rules of One and Six, Perception Tests, Negotiations Tests and the more common mechanics are described in *Shadowrun, Third Edition* and are not repeated in this book.

HOUSE RULES

In *Shadowrun*, as in other games, rules are rules. But it's your game, and as with every game ever invented, players will come up with "house" rules and gamemaster options. We have absolutely no objection to you doing this. However, if you create your own rules and options or choose to disregard certain official rules, the gamemaster must make sure everyone at the table

knows those rules before the game begins. It is also important to ensure that house rules are fair; that they affect player and non-player characters in the same way. If they don't, the gamemaster should rethink the house rule.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the metahuman element that faces off against the player characters. NPCs created for the adventures in this set have already been "generated" and appear either in the *Cast of Shadows* section for each adventure or in the appropriate scenario.

These NPCs are created in a vacuum; they can hold their own against average characters, but may quickly fold against an experienced or high-powered group or may be too tough for new players with new characters

to handle. The gamemaster should assess the strengths of the NPCs and adjust them to suit the group.

All NPCs have a Karma Pool (p. 246, *SR3*) and a Professional Rating (p. 248, *SR3*) to help balance them against player characters. If these numbers can't be adjusted appropriately for the gamemaster's group, the gamemaster may use the rules for creating Prime Runners (p. 83, *SRComp*) to determine the appropriate level of the NPCs for the player characters and adjust the NPCs accordingly.

Average attributes for the various metahuman races appear on p. 19 of the *Critters* book in the *Shadowrun, Third Edition Gamemaster Screen*. If you need to create an NPC quickly, you can use the sample character statistics in *SR3* or any pregenerated character in any published *Shadowrun* product.



DOUBLE TAKE



E SPRIT DE CORPS: A PROLOGUE

Moire regarded her reflection in the mirror. A cap of jet-black hair framed a face that was just shy of delicate, emphasizing the points of her ears. The guarded look in her dark blue eyes offset the softness of her features. Once, long ago, her eyes had been expressive and open. Her face would appear ageless for a long time, she knew, but the years were leaving their stamp on her nonetheless.

She glanced at her watch. Break time was over. She wished she could make her rare appearances at the office even rarer. She hated enslavement to a clock and a desk.

Sighing, she straightened her shoulders and then walked out of the executive washroom into the hallway of the Telestrian Habitat. Several politely curious elves, fellow Telestrian employees, looked up as she passed. Perhaps they wondered who exactly she was. She had her own office and clearly carried some authority, yet she rarely worked in-house and had no clear job or purpose. She smiled vaguely at them all. They knew better than to pry, and her mind was already planning the remainder of the tedious afternoon.

The minute she walked into her office, she sensed something amiss. She had half-drawn her gun before she recognized her invader.

An elven man sat comfortably at her faux cherry-wood desk, apparently awaiting her arrival. He swiveled around in her chair and straightened up slightly, still relaxed. His dark designer suit echoed his black hair and eyes.

"Good afternoon, Moire. Have a seat." The half-smile he gave her lightened his sharp features. He gestured toward the only other chair in her office, across from her desk. She glanced at it and then back at him, willing herself not to glare.

"This is entirely unexpected, Bla—" At his warning look, she switched to his title. "... Count. Your presence here, that is. Though perhaps I shouldn't be surprised. The last time we met, you—"

He cut her off. "Last time was different. Please—let's dispense with formalities, Moire. I only expect you to use my title when we're speaking in front of the flunkies out there. Even I have to keep up appearances." He reached for a small device hidden in her desktop and pressed a button. A barely tangible sensation in her ears told her he'd activated the white-noise generator. A wry smile twisted the corners of her mouth.





"Of course, Evan. Everything comes down to appearances, doesn't it? Take the cancellation of the last Rite, for example ..."

She trailed off as one of his eyebrows slid up.

His answering wry smile didn't quite make it to his eyes. "You're partly correct, Moire. Which brings me to the reason behind this visit. I've been asked to prepare you to undertake several tasks on behalf of your employer—tasks that will also benefit certain interested parties in our government." He paused, watching her closely for any reaction. She kept her face a mask of casual half-interest.

He went on. "You are to hire a team of shadowrunners from outside our borders. They will infiltrate and sabotage a specific R&D laboratory in Universal Omnitech's Portland subsidiary offices. The shadowrunners are to obtain all of Universal Omnitech's project files from this lab concerning research into the 'magic' gene or genes. I'll forward more details to you later. You will arrange for their actions to be publicly blamed on Saeder-Krupp." He paused, waiting for that last sentence to sink in. "Have I made myself clear?"

Moire nodded, blinking several times. Then, measuring her words, she said, "I can do it, but ... Saeder-Krupp? That one has never hesitated to respond to provocation in kind. What assurances do I have—"

"If you do your part of the job correctly, you have no worries. A good employee is a valuable asset, after all." His message was clear: do what you're told, do it well and you'll be protected. He watched silently as she mulled everything over.

Despite its dangers, the possible repercussions of the play were not her primary concern. She knew the target had been chosen for political reasons, and she had few doubts about her ability to protect herself. But one detail disturbed her. It lingered in her conscience, reminding her of the past.

"And the runners?" she asked, knowing the answer before he spoke.

"Not your concern. If they're smart, they'll take care of themselves." He stood and turned off the generator. On his way out the door, he paused to speak softly in her ear. "See you at the next Rite. I'm sure you'll Progress."

"Not enough to leave it all behind," Moire murmured to the empty room.

PREPARING TO PLAY

As with most *Shadowrun* adventures, the gamemaster should read through and become familiar with *Double Take* before playing it. In particular, the gamemaster should understand the major NPCs and forces at play, as their actions will greatly influence how the scenario develops. *Double Take* is open-ended, meaning that the adventure has several different outcomes depending on the player characters' actions and who they do or do not end up working with and for. The gamemaster may find it helpful to "map out" a few of the more likely outcomes based on his or her knowledge of the players and characters in the gaming group. Doing this will enable the gamemaster to pre-arrange certain encounters rather than relying exclusively on improvisation to fit the storyline.

DIFFICULTY

Double Take is a difficult run. It places the player characters in a hostile, foreign city from which they cannot escape and marks them as wanted both publicly and privately. The characters will be on the run with limited resources and several forces hunting them down. Unless handled carefully, *Double Take* can easily lead to characters getting killed or ruining their careers as shadowrunners. Unless the characters can improvise and play their cards right, they will have to compromise with one of the forces pursuing them. Inexperienced players may find it difficult to negotiate this course, and so may need occasional guidance from the gamemaster to spur them along. Several NPCs are provided for this purpose. Likewise, several of the opposing NPCs are exceptionally deadly; the gamemaster may need to tone them down or stack the deck in the player characters' favor in order for the latter to survive. By contrast, experienced players may run with the action; the gamemaster may need to up the ante to make them feel threatened.

BACKGROUND STORY

Double Take places the shadowrunners as pawns in a strategic contest between two vastly powerful enemies. In this case, both opponents happen to be members of Tir Tairngire's ruling Council of Princes: the dragon Lofwyr and the elf Aithne Oakforest. The pieces used in this round of the game are corporations, specifically Saeder-Krupp and Telestrian Industries.

The story begins when Oakforest, through his agent Count Evan Parris (aka Blackwing), instructs a company woman at Telestrian Industries to hire a team of runners from outside the country. Oakforest has strong connections with the Telestrian family and owns a significant percentage of stock, and so has the authority and motivation to operate through the corp.

The runners are hired to penetrate a Universal Omnitech subsidiary facility located in Portland. The site in question houses a research lab that recently made a significant breakthrough in gene-mapping, concerning the genes allegedly responsible for magical ability (the so-called "magus factor"). This breakthrough may be the first step on the road toward claiming the ten million nuyen offered in Dunkelzahn's will for explaining the basis of magical ability. The runners are told to steal the project data and wreck the laboratory. The data will go to Telestrian Industries, to further its own genetic research programs. Information linking the runners to the raid will be leaked to the Tir media, setting them up to take the fall.

To make matters worse, the runners are to be framed as Saeder-Krupp operatives. They will become fugitives trapped in a foreign land, with no easy escape route. Meanwhile, the Tir media will pillory Saeder-Krupp and its head, Prince Lofwyr, at a time when Lofwyr is already under pressure in the Council of Princes. Ideally, the scandal will force his hand in a way beneficial to Oakforest. If things go smoothly, Telestrian will obtain a wealth of important data from a rival corp, while Oakforest's bitter rival takes the blame and suffers a barrage of criticism, punitive measures and political pressure.

The Telestrian company woman chosen to handle the job is Moire Ferguson. Years ago, Moire ran the shadows in Seattle



under the name Banshee. Looking for a new life, she was drawn to the Tir by its lofty ideals and commitment to building an elven society. After the past several years spent in service to Telestrian and the Tir, she has become disillusioned. Instead of a promised land, she found a society wracked with the same prejudice, elitism and backstabbing that she sought to escape.

Unfortunately for Moire, Count Parris chose her for the operation because higher-ups have noticed her change in attitude. Fearing she may soon become a security risk, the count has decided to dispose of her rather than risk her going renegade. Having run black operations for the corp for years, Moire knows more than an untrustworthy employee should.

The run begins when Banshee hires the runners in Seattle. Efficient as always, she carefully hides her affiliation from the runners, but arranges to get them into Tir Tairngire safely and get them the equipment they need. The runners have less than a week before their flight leaves, during which they must jump through the numerous hoops necessary to be allowed into the country. Once ensconced in their hotel rooms, the runners spend a few nerve-wracking days waiting for their gear to arrive, during which they can also do some legwork around Portland. The gear arrives the night before the run, delivered by Eddy and Zach, a pair of freelance shadow couriers. Eddy and Zach offer to help the runners out if they need anything else, allowing the runners to make a useful set of contacts.

The run starts off as a cakewalk. To gain access to the lab, the runners masquerade as gardeners (using gear provided by Banshee). As inevitably happens, however, a simple datasteal turns into a running battle and escape after an alarm is triggered. Afterward, at a pre-arranged meet with Banshee in a park, the runners hand over the stolen data. Banshee pays them and leaves with the goods, then promptly launches the campaign to frame the runners and Saeder-Krupp.

As the runners relax in their hotel rooms, prepared to fly out of Portland the following day, they see their mug shots plastered all over the late evening news. The runners must act quickly to escape the police dragnet closing in on them. With nowhere to turn, the runners must do their best to hide in Portland's unknown shadows.

The Tir Peace Force aren't the only ones looking for the runners, however. Universal Omnitech has a team on the streets, seeking to retrieve the lost data. Lofwyr, displeased with the turn of events, dispatches his own team to find the runners as well. This team is led by Scale, one of the dragon's personal assistants. Count Parris also sends out a team to track the runners and Banshee. Unfortunately for the runners, this team is a unit of Ghosts—Tir Tairngire special forces on loan from Prince Oakforest. This elite squad has orders to track the runners and eliminate them before they cause any problems, and to dispose of Banshee once the runners are dead or if they find Banshee working with the runners in any capacity.

With all these groups hot on their trail, the runners must figure out how to get out of the mess. The best option by far is to track Banshee down. If a pursuit team reaches them first, they may end up seeking Banshee as part of a deal they work out.

The runners finally catch up to Banshee at a biker bar she frequents. Unfortunately, the Ghosts are there as well, and attack as

soon as they spot the runners and Banshee together. The runners must work with Banshee to repel the assault. Aware of her danger, Banshee will likely want to bolt and leave the runners to their fate. The runners can convince her otherwise if they try, perhaps gaining her help to retrieve the stolen data from Telestrian Industries and obtaining proof of Telestrian's involvement.

How the adventure ends depends on the ingenuity of the players. The runners can try to clear their names and exact revenge on Telestrian on their own, or they can sell Telestrian out to Saeder-Krupp. If the runners end up captured by any of the forces pursuing them, their options may be limited as they are forced to make some kind of deal in order to win their freedom. In any event, the runners are not likely to get out of the situation easily—certainly not without making enemies, and perhaps some unwanted allies.

THINGS TO KNOW

This adventure is intended for moderately experienced player characters and players, but can be modified for those with less or more experience. Most of the information needed is included in the adventure; the gamemaster will also need *Magic in the Shadows (MITS)*, *Man and Machine (M&M)*, *Rigger 2 (R2)*, and *Virtual Realities 2.0 (VR2)*. Also suggested, though not necessary, are *New Seattle* and *Corporate Download*. For more inspiration and information on Dunkelzahn's will, see *Portfolio of a Dragon: Dunkelzahn's Secrets*.

ALL THAT JAZZ

WHAT'S UP, CHUMMER?

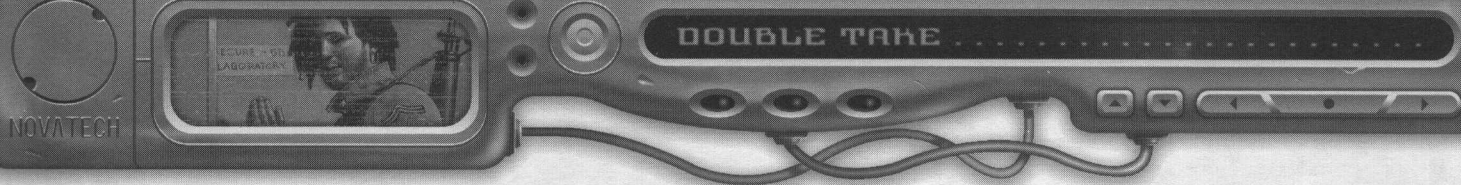
This scenario puts the runners in contact with a mysterious elven Johnson. It quickly becomes evident that she is a pro, possibly even a former runner, though exactly who she is and who she works for remain a secret. Runners who dig into her background may find out that she used to run the shadows under the name Banshee.

The runners respond to a cryptic invitation to come to Matchstick's, a classy jazz club with a reputation as a cool, understated hangout for low-key professional shadowrunners. At the club, they meet their Johnson, who sketches out a job offer. She wants them to travel to Portland in Tir Tairngire, hit Universal Omnitech's offices, steal research data about mapping human and metahuman genes to explain magical ability, and then sabotage the research lab. The most difficult part of the run, as she explains it, will be getting into and out of Tir Tairngire.

TELL IT TO THEM STRAIGHT

It's Friday night and you're relaxing in your doss when a priority message comes over your telecom. It's a formal invitation, forwarded by your fixer, to come to Matchstick's tonight to discuss business. The closing line instructs you to "tell Carl that the password is swordfish." You think you heard something like that on an old trid show once, but right now you can't place it. Sounds intriguing, though, so you decide to go see what this is all about.

When you arrive at Matchstick's, you see a small but growing line of people waiting to get inside. Here and there in



"Of course, Evan. Everything comes down to appearances, doesn't it? Take the cancellation of the last Rite, for example ... " She trailed off as one of his eyebrows slid up.

His answering wry smile didn't quite make it to his eyes. "You're partly correct, Moire. Which brings me to the reason behind this visit. I've been asked to prepare you to undertake several tasks on behalf of your employer—tasks that will also benefit certain interested parties in our government." He paused, watching her closely for any reaction. She kept her face a mask of casual half-interest.

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As with most *Shadowrun* adventures, the gamemaster should read through and become familiar with *Double Take* before playing it. In particular, the gamemaster should understand the major NPCs and forces at play, as their actions will greatly influence how the scenario develops. *Double Take* is open-ended, meaning that the adventure has several different outcomes depending on the player characters' actions and who they do or do not end up working with and for. The gamemaster may find it helpful to "map out" a few of the more likely outcomes based on his or her knowledge of the players and characters in the gaming group. Doing this will enable the gamemaster to pre-arrange certain encounters rather than relying exclusively on improvisation to fit the storyline.

DIFFICULTY

Double Take is a difficult run. It places the player characters in a hostile, foreign city from which they cannot escape and marks them as wanted both publicly and privately. The characters will be on the run with limited resources and several forces hunting them down. Unless handled carefully, *Double Take* can easily lead to characters getting killed or ruining their careers as shadowrunners. Unless the characters can improvise and play their cards right, they will have to compromise with one of the forces pursuing them. Inexperienced players may find it difficult to negotiate this course, and so may need occasional guidance from the gamemaster to spur them along. Several NPCs are provided for this purpose. Likewise, several of the opposing NPCs are exceptionally deadly; the gamemaster may need to tone them down or stack the deck in the player characters' favor in order for the latter to survive. By contrast, experienced players may run with the action; the gamemaster may need to up the ante to make them feel threatened.

BACKGROUND STORY

Double Take places the shadowrunners as pawns in a strategic contest between two vastly powerful enemies. In this case, both opponents happen to be members of Tir Tairngire's ruling Council of Princes: the dragon Lofwyr and the elf Aithne Oakforest. The pieces used in this round of the game are corporations, specifically Saeder-Krupp and Telestrian Industries.

The story begins when Oakforest, through his agent Count Evan Parris (aka Blackwing), instructs a company woman at Telestrian Industries to hire a team of runners from outside the country. Oakforest has strong connections with the Telestrian family and owns a significant percentage of stock, and so has the authority and motivation to operate through the corp.

The runners are hired to penetrate a Universal Omnitech subsidiary facility located in Portland. The site in question houses a research lab that recently made a significant breakthrough in gene-mapping, concerning the genes allegedly responsible for magical ability (the so-called "magus factor"). This breakthrough may be the first step on the road toward claiming the ten million nuyen offered in Dunkelzahn's will for explaining the basis of magical ability. The runners are told to steal the project data and wreck the laboratory. The data will go to Telestrian Industries, to further its own genetic research programs. Information linking the runners to the raid will be leaked to the Tir media, setting them up to take the fall.

To make matters worse, the runners are to be framed as Saeder-Krupp operatives. They will become fugitives trapped in a foreign land, with no easy escape route. Meanwhile, the Tir media will pillory Saeder-Krupp and its head, Prince Lofwyr, at a time when Lofwyr is already under pressure in the Council of Princes. Ideally, the scandal will force his hand in a way beneficial to Oakforest. If things go smoothly, Telestrian will obtain a wealth of important data from a rival corp, while Oakforest's bitter rival takes the blame and suffers a barrage of criticism, punitive measures and political pressure.

The Telestrian company woman chosen to handle the job is Moire Ferguson. Years ago, Moire ran the shadows in Seattle



under the name Banshee. Looking for a new life, she was drawn to the Tir by its lofty ideals and commitment to building an elven society. After the past several years spent in service to Telestrian and the Tir, she has become disillusioned. Instead of a promised land, she found a society wracked with the same prejudice, elitism and backstabbing that she sought to escape.

Unfortunately for Moire, Count Parris chose her for the operation because higher-ups have noticed her change in attitude. Fearing she may soon become a security risk, the count has decided to dispose of her rather than risk her going renegade. Having run black operations for the corp for years, Moire knows more than an untrustworthy employee should.

The run begins when Banshee hires the runners in Seattle. Efficient as always, she carefully hides her affiliation from the runners, but arranges to get them into Tir Tairngire safely and get them the equipment they need. The runners have less than a week before their flight leaves, during which they must jump through the numerous hoops necessary to be allowed into the country. Once ensconced in their hotel rooms, the runners spend a few nerve-wracking days waiting for their gear to arrive, during which they can also do some legwork around Portland. The gear arrives the night before the run, delivered by Eddy and Zach, a pair of freelance shadow couriers. Eddy and Zach offer to help the runners out if they need anything else, allowing the runners to make a useful set of contacts.

The run starts off as a cakewalk. To gain access to the lab, the runners masquerade as gardeners (using gear provided by Banshee). As inevitably happens, however, a simple datasteal turns into a running battle and escape after an alarm is triggered. Afterward, at a pre-arranged meet with Banshee in a park, the runners hand over the stolen data. Banshee pays them and leaves with the goods, then promptly launches the campaign to frame the runners and Saeder-Krupp.

As the runners relax in their hotel rooms, prepared to fly out of Portland the following day, they see their mug shots plastered all over the late evening news. The runners must act quickly to escape the police dragnet closing in on them. With nowhere to turn, the runners must do their best to hide in Portland's unknown shadows.

The Tir Peace Force aren't the only ones looking for the runners, however. Universal Omnitech has a team on the streets, seeking to retrieve the lost data. Lofwyr, displeased with the turn of events, dispatches his own team to find the runners as well. This team is led by Scale, one of the dragon's personal assistants. Count Parris also sends out a team to track the runners and Banshee. Unfortunately for the runners, this team is a unit of Ghosts—Tir Tairngire special forces on loan from Prince Oakforest. This elite squad has orders to track the runners and eliminate them before they cause any problems, and to dispose of Banshee once the runners are dead or if they find Banshee working with the runners in any capacity.

With all these groups hot on their trail, the runners must figure out how to get out of the mess. The best option by far is to track Banshee down. If a pursuit team reaches them first, they may end up seeking Banshee as part of a deal they work out.

The runners finally catch up to Banshee at a biker bar she frequents. Unfortunately, the Ghosts are there as well, and attack as

soon as they spot the runners and Banshee together. The runners must work with Banshee to repel the assault. Aware of her danger, Banshee will likely want to bolt and leave the runners to their fate. The runners can convince her otherwise if they try, perhaps gaining her help to retrieve the stolen data from Telestrian Industries and obtaining proof of Telestrian's involvement.

How the adventure ends depends on the ingenuity of the players. The runners can try to clear their names and exact revenge on Telestrian on their own, or they can sell Telestrian out to Saeder-Krupp. If the runners end up captured by any of the forces pursuing them, their options may be limited as they are forced to make some kind of deal in order to win their freedom. In any event, the runners are not likely to get out of the situation easily—certainly not without making enemies, and perhaps some unwanted allies.

THINGS TO KNOW

This adventure is intended for moderately experienced player characters and players, but can be modified for those with less or more experience. Most of the information needed is included in the adventure; the gamemaster will also need *Magic in the Shadows (MITS)*, *Man and Machine (M&M)*, *Rigger 2 (R2)*, and *Virtual Realities 2.0 (VR2)*. Also suggested, though not necessary, are *New Seattle* and *Corporate Download*. For more inspiration and information on Dunkelzahn's will, see *Portfolio of a Dragon: Dunkelzahn's Secrets*.

ALL THAT JAZZ

WHAT'S UP, CHUMMER?

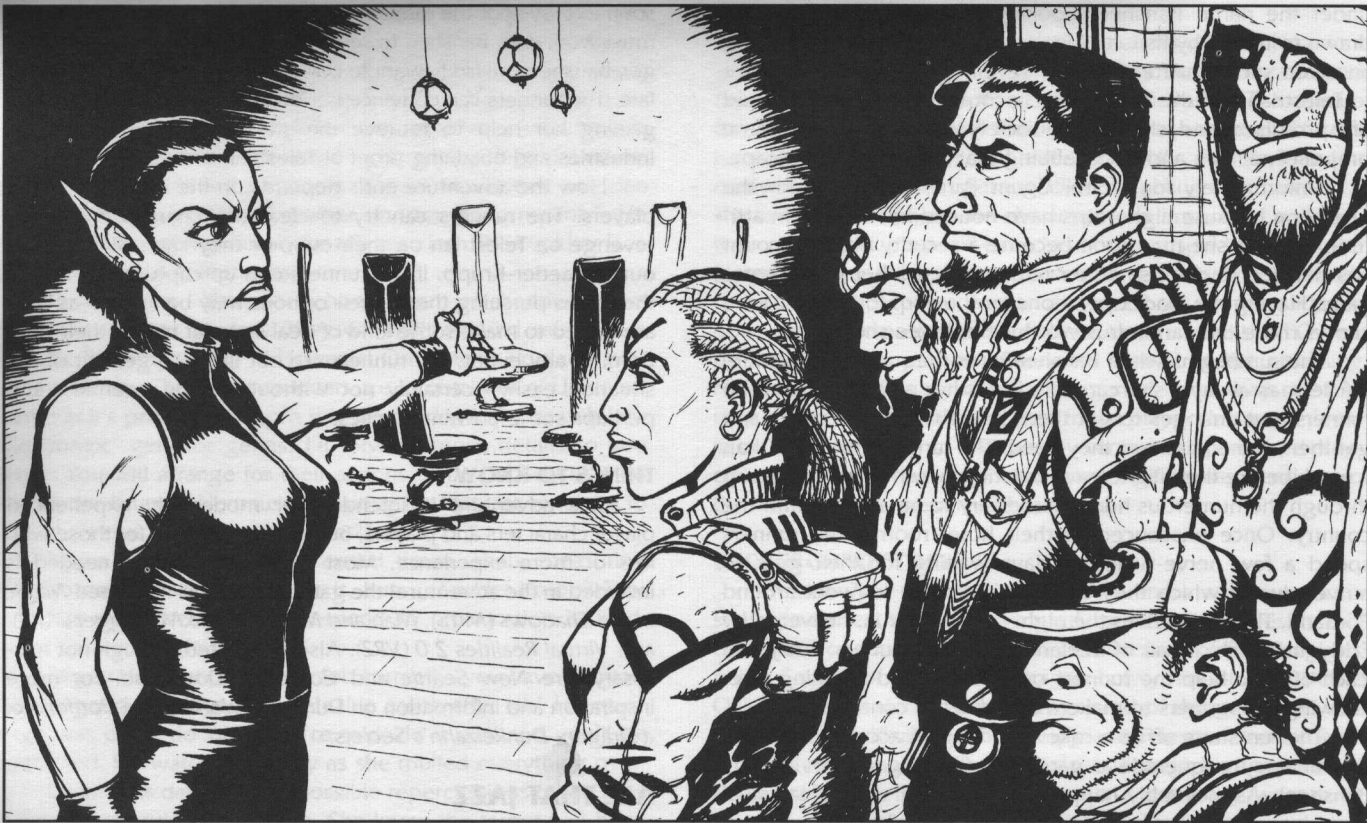
This scenario puts the runners in contact with a mysterious elven Johnson. It quickly becomes evident that she is a pro, possibly even a former runner, though exactly who she is and who she works for remain a secret. Runners who dig into her background may find out that she used to run the shadows under the name Banshee.

The runners respond to a cryptic invitation to come to Matchstick's, a classy jazz club with a reputation as a cool, understated hangout for low-key professional shadowrunners. At the club, they meet their Johnson, who sketches out a job offer. She wants them to travel to Portland in Tir Tairngire, hit Universal Omnitech's offices, steal research data about mapping human and metahuman genes to explain magical ability, and then sabotage the research lab. The most difficult part of the run, as she explains it, will be getting into and out of Tir Tairngire.

TELL IT TO THEM STRAIGHT

It's Friday night and you're relaxing in your doss when a priority message comes over your telecom. It's a formal invitation, forwarded by your fixer, to come to Matchstick's tonight to discuss business. The closing line instructs you to "tell Carl that the password is swordfish." You think you heard something like that on an old trid show once, but right now you can't place it. Sounds intriguing, though, so you decide to go see what this is all about.

When you arrive at Matchstick's, you see a small but growing line of people waiting to get inside. Here and there in



the line you spot a few chummers you've worked with in the past, or that you recognize from other runner haunts. When you reach the door, a troll bouncer and a snappy human in a zoot suit block your entrance. You tell them you're here to speak to Carl. The human nods and asks for the password. You give the one from the invitation, and he escorts you inside.

The club is smoky and dim, and reminds you of a Prohibition-era speakeasy. Jazz piano tinkles in the background, accompanied by a haunting female voice. You barely have time to take it all in before your escort shows you to a private back room. As the door closes behind you, you spy an elfen woman sitting in the corner of the room furthest from the door.

"Thank you for coming," she says, her voice low but crisp. She motions toward the chairs and waits patiently for everyone to sit. Her clothes are as much at odds with her classy air as they are with the club itself. She wears snug synthleather pants and matching boots with a sleeveless zippered vest, giving her a menacing street look that matches your own.

"You may call me Johnson, of course, and please don't waste our time by asking for background details beyond that. I have a lucrative bit of biz you might enjoy; it entails a trip into Tir Tairngire, which I can help to arrange. Your job is to hit a Universal Omnitech facility there and steal some data from their system as well as sabotage a laboratory. The pay is a total of 100,000 nuyen; you decide how to divide it among yourselves. I can give you up to a third up front. Before I go into more detail, I need your answer: yes or no?"

When the runners agree to take the job, read the following aloud:

"Excellent. I can get you into Tir Tairngire with visas and the like, but you'll still need to be careful. Tir Customs can be touchy, so I advise against jokes about the purpose of your visit. You'll be flying into Portland under the guise of legitimate business, so unfortunately most of your gear will have to stay home. I can arrange what you'll need to get the job done: weapons, armor, tech and a cyberdeck.

"You'll be stealing the project logs and related materials pertaining to the mapping of metahuman genes, specifically the data concerning the origins of magical ability. Universal Omnitech's system is difficult to crack, but you should find it relatively easy to access the datastore directly from the lab and download the files with what I give you.

"The best way I know of to gain entrance to their offices is to pose as gardeners from the company they use. The gardeners show up every Saturday afternoon to take care of the gardens that encircle each floor." She cracks a brief smile. "The floor you'll be pruning is the fifth. Hardly anyone will be there on a weekend, but you might encounter a few employees logging in some overtime. Things could get difficult if you do; I suggest caution. I can give you a map, gardening uniforms and gear, and other essential equipment. They'll be delivered at your hotel rooms once you get to Portland. The run absolutely has to go off next Saturday morning. Once it's over, meet me in Pioneer Courthouse Square in the middle of downtown Portland. I can give you the rest of your pay then."



HOOKS

In this encounter, play up the mystery and excitement inherent in the shadows. Matchstick's is a jazz club for members only, recalling the style and atmosphere of the 1920s and '30s. Membership is given to noteworthy individuals or to those sponsored by a current member. Occasionally, the club issues a few coveted temporary passes to spur interest. Regulars at Matchstick's dress to fit the style, wearing everything from zoot suits and flapper dresses to the latest fashions from Vashon Island and Zoé. The club is noisy, smoky and dark, ideal for private meetings.

The Johnson, Banshee, is a study in contrasts. She seems comfortable in her street-tough look, yet carries herself like someone more at home with the finer things and people in life. Though company loyalty compels her to do her job efficiently, she has become increasingly reluctant to play shadowrunner employer. She is literally one of those people who speaks softly but carries a big stick.

If the idea of going to Tir Tairngire seems to scare the runners off, play up Banshee's calm and confidence that the run is likely to go off without a hitch. She will tell them flat out that she can get them across the border and back again without interference. She wants to put any fears they have to rest, hopefully without deceiving them unnecessarily or giving anything away.

BEHIND THE SCENES

Carl Steward, the manager of Matchstick's, is an old friend of Banshee's from her shadowrunning days. He's personally keeping an eye on security this evening, just in case. He is the human in the neo-zoot suit, personally greeting members at the door when the runners arrive. Runners knowledgeable about Seattle's high society or club scene may recognize him with an appropriate Knowledge Skill (6) Test.

Matchstick's does not screen its members for weapons. After Steward leaves the group in the back room, he will go straight to his office and plug into the club's security system through a hidden port under his desk. The hallway just outside the meeting room is electronically monitored; though Steward is not expecting trouble, he will watch carefully until the runners leave the club.

Should any magically active player characters wish to astrally scan Banshee, she notices their attempts but will not stop them. As a Grade 3 initiate using the metamagical technique of masking (p. 76, *MITS*), she is fairly confident of concealing her magical ability and her feelings about the run. If the

character doing the astral scan is an initiate, make a secret Magic (9) Test for that character per the rules on assensing a masked aura. Banshee's masking counters one of the character's successes. If the character pierces the mask, make a normal Assensing Test and consult the Assensing Banshee Table below for results. Otherwise, Banshee's aura appears mundane and her demeanor seems calm.

Any other attempts at magic in Banshee's presence will be met with a frown and a firm reprimand. Banshee understands the runners' paranoia but sees any threatening actions as a serious breach in etiquette.

Assensing characters will likely notice that the room is astrally protected by a Force 5 ward.

The runners will find negotiating for more money difficult, but not impossible. Make a Negotiation (6) Test as described on p. 93, *SR3*, applying a +2 modifier because Banshee is reluctant to give them more. If the test is successful, she raises the payment by 5,000 nuyen for each success, up to a maximum of 110,000 nuyen. If the runners accept the job, Banshee will give them the 30,000 nuyen advance she promised.

The player characters are likely to ask Banshee for particular pieces of equipment. Let them choose what they want, within reason. For example, any kind of armor clothing is acceptable, but security armor is not. Feel free to impose limitations based on cost or statistics, such as nothing higher

than Rating 6 or Availability 8. Anything that takes more than a week to obtain is also out of the question. For exact guidelines about what the player characters get, see *Strangers Bearing Gifts* (p. 14).

Banshee will ask the decker in the group what model of cyberdeck he or she currently uses and which programs the character favors. She will also ask if the decker has a preferred method of operating in the Matrix (stealth over deception, attacking versus evading, and so on).

The characters may take whatever they want into the Tir that isn't illegal or restricted, though Banshee cautions them not to bring anything that will raise eyebrows. She strongly warns them against attempting to smuggle illegal items through Customs. The items will be found and the runners will be deported back to Seattle ... if they're lucky.

Before she leaves, Banshee gives the runners a Matrix address and asks them to submit passport-quality photos and identifying information (including medical records and retinal prints) so she can arrange for visas. After informing them that their drinks are on the house for tonight, she departs.

ASSESSING BANSHEE TABLE

Successes	Result
0	Aura? What aura?
1-2	She's Awakened and obviously an initiate. Her masking is tough to pierce. She's also feeling apprehensive about something.
3-4	She's been through several ordeals in becoming an initiate. She's definitely feeling uneasy about the run, but the reason isn't clear.
5+	She's a hermetic mage with a Magic Rating of 9. You feel a strong sense of guilt from her, and it seems like it's connected to the run. You also pick up some slight feelings of ... self-loathing?



The characters have the next five days to prepare for the run, do background research and so on. If they check into Banshee or Universal Omnitech, consult the *Legwork* section (p. 32). Decker characters may attempt to track down the Universal Omnitech system in Portland; after several days of digging, they'll find that the datastore Banshee mentioned is not connected to the Matrix and is only accessible from inside the Portland facility.

The Tuesday after the meet, a courier delivers a package to the runners. Inside, the characters will find their Visitor's Authorization Visas, plane tickets and hotel reservations. Their plane leaves Thursday afternoon, with a return flight booked for Sunday evening.

PUSHING THE ENVELOPE

This meet is a basic introduction, so there's no need to shake things up yet. If the players are feeling rowdy, it might be a good idea to throw them a street scuffle with a few go-gangers on their way to the meeting. If the players loiter around Matchstick's, they may run into some old acquaintances—possibly including some they'd rather avoid.

DEBUGGING

Many Seattle natives would consider it inconceivable to turn down a formal invitation to Matchstick's, but if the runners decide against it, the gamemaster can get them there or to Banshee in several ways.

The first option to use is the stick. A character with a Level 2 or higher contact gets a call from someone he or she knows in the shadows and whose word he trusts, or at least listens to. That person calls up the character ostensibly to chat, and after a while gets to the real point. It seems word on the street says the runners are getting either soft or too uppity, that they're being too picky about the jobs they take. This contact goes on to say that in order to start patching up their rep, they really ought to take any job they might have refused recently. What's a shadowrunner without a good rep, after all? This call might even come from the fixer who forwarded the invitation to the characters in the first place; the fixer is a bit peeved at going out of his way to find work for the runners, only to see it turned down.

The second option is the carrot. For this one, choose a character who is romantically interested in an NPC (or vice versa). The NPC calls the character and tells him or her about a talented jazz musician who's playing an exclusive show at Matchstick's. The NPC would love to see the show, but isn't a member and doesn't want to go alone, anyway. Does the player character have a way to get in, since he or she seems to have connections ... ?

The third option combines carrot and stick: Banshee calls the runners to make sure they received their invitations. Whether she talks face to face or simply leaves a message, she politely tells them to, "Please consider coming—I can make it worth your while." She hopes this tactic will appeal to the runners' greed.

STRANGERS BEARING GIFTS

WHAT'S UP, CHUMMER?

The characters begin their journey to Portland by going through the arduous customs process on both ends of an uneventful flight. With a few possible exceptions, their entrance goes fairly smoothly. From the airport, they take a short but scenic trip to the hotel and their rooms.

The runners then wait for Banshee's people to deliver their promised goods, and the wait gets a little on the long side. Though the runners are free to check out the town, they may easily get antsy. The delivery men arrive early Friday night with the team's gear; they also offer their services as local "independent operatives" who can arrange to get the runners anything they might need. At this point, nothing is holding the runners back until the job the next morning—and it is Friday night, after all. The runners can do as they wish, such as sending out feelers for further information about Universal Omnitech, gene mapping or Banshee. They can also prepare for the run, take their brand-spanking new equipment for a test drive, or they may decide to go out and party at the clubs.

TELL IT TO THEM STRAIGHT

Airports are always boiling over with cranky people hurrying to get somewhere other than where they're at, and now you're one of them. You work your way through the noisy crowds to the Cinanestial ticket counter, where a male elf in a dark green, silver and white uniform awaits the next customer with a polite expression on his face. Soon it's your turn.

"I need your passport, a copy of your medical records including up-to-date vaccinations, your Visitor's Authorization Visa and your round-trip ticket to and from Tir Tairngire, please." He says it all politely enough, if a touch briskly. A discreet look at the other elf behind the counter—a buff one who looks like he eats your type for breakfast—gives you the feeling that the politeness is for show.

"You will be asked to present these documents once more, and also to submit to a blood test by the Customs and Immigration officers, when you arrive," Mr. Charm goes on. "Should you fail to comply, you will be escorted out of the country. Any cyberimplants, with the exception of limbs needed for mobility or other life-sustaining devices, will be deactivated. Illegal reactivation carries a heavy penalty and also warrants immediate deportation." You nod your head, amazed that he managed to recite that litany in a single breath.

Next, he launches into the standard airport anti-terrorist spiel. "Will you be checking any luggage? Did you pack your own bags?" As you answer, you can't help but look forward to the actual customs screening you'll receive when you arrive there ...

When the runners arrive in Portland, read the following aloud:

The flight from Seattle to Morningstar Field in Portland is short and bumpy, leaving you with that slightly disoriented feeling common to air travel. As you wait your turn in line to



see the Customs and Immigration officers, you notice quite a few deadly-looking elves with equally deadly-looking weapons close at hand. Not a welcoming sight. After what seems like hours, you're finally standing in front of the customs officer. He makes no pretense at politeness. "State the purpose of your visit," he says curtly. He gestures brusquely for your documents while readying the equipment for the blood test. As he looks over your VAV, you pray it holds up to his scrutiny.

"Lucky you, you get to keep your cyberware," he mutters, reading something apparently noted in your VAV. Lucky, indeed. Looks like you've got a friend in high places—or at least a friend with contacts in high places.

When the runners arrive at the hotel, read the following aloud:

By the time you finally leave the airport, the sun is setting. Orange and red light gleams across downtown Portland, which looks pretty similar to other well-maintained downtown sprawls, if a bit more scenic. The city does seem to have more trees than most, covering the many parks and every other space available.

Your reservations are at the Rose Branch Inn, smack in the middle of downtown. You're a little uncomfortable at being in the heart of "elf territory," especially as the whole country runs on a weird caste system. Judging by the attitude you get from the bellhops, you can guess where visitors like you fall on the social scale. You don't have to endure it for long, though; check-in goes quickly, and soon you're all left alone in your rooms. You've got a day and a half before the run; all you have to do is wait for Ms. Johnson's delivery to arrive.

When the runners' gear arrives, read the following aloud:

It's Friday night, the run's tomorrow and your gear still hasn't shown up. You're about ready to go nuts with a meat cleaver when you hear a knock at the door. You answer it. Two orks, male and average-looking for their metatype, stroll into the room and throw a suitcase on the bed.

"Merry Christmas," the scruffier one says, with a smirking salute. "Miz Johnson sends her regards, and sez you'll find everything you need in the van, currently charging in Lot C-13." He rattles off the van's doorlock code, scanning your group as he does so. Then he leans forward and whispers, "Off the record, if there's anything else you're looking for while you're visiting our wonderful metropolis, drop me and Zach here a line. We're experienced with Portland's ins and outs, if you know what I mean." He passes you a business card that reads "Eddy and Zach, specialists" with a telecom code. Then he winks and the pair heads for the door.

HOOKS

Flying to Tir Tairngire and wrangling with Customs should have the runners ready to tear their hair out with the red tape and bureaucracy. This scenario is par for the course with the elven government; trying to deviate from it could have severe consequences for the runners. At best, one misstep could bar the player characters from entering the country; at worst, it could get them killed, or beaten so badly they wish they'd been killed, and then deported. If necessary, subtly remind the

players of this through a vivid example of what could happen if their characters put a foot wrong. The person standing in front of them could be caught trying to give blood that isn't his own for the test, or a commotion may break out when a shaman tries to use magic to slip past unnoticed. The elves' response will be quick and potentially brutal, and should be enough to keep the runners on their best behavior for the remainder of the entrance process.

Whether or not the characters venture out much, find ways to emphasize the alien nature of Tir Tairngire society. As representatives of the social hierarchy's lowest strata, the characters are likely to be on the receiving end of xenophobia and class snobbery. At the very least, the characters should witness elves of high social rank being fawned over while those of lesser status are discriminated against or rebuked for unseemly behavior that the runners find incomprehensible.

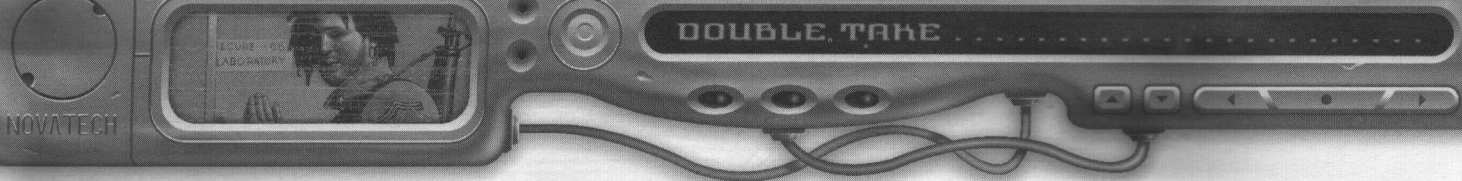
The player characters will spend most of this scenario in anticipation of and preparation for the run. The long wait for their equipment to arrive should make the characters nervous, which might also affect how they handle the run. Waiting will likely make them less cocky and more cautious. Once they get the goods, however, they'll probably want to do something, whether scoping out the target facility or working Portland's shadows and nightlife.

BEHIND THE SCENES

The planning surrounding this run is solid; the character's VAVs are tangible evidence of this, as it is nearly impossible to get even legal VAVs ready in such a short time. Banshee's connections with Telectrian Industries and the Tir government have allowed for considerable string-pulling. Cyberware, magical ability and other oddities that might attract attention to the characters when going through Customs will be conveniently overlooked.

However, this safety net does not rule out problems created by the characters' behavior at the airport. If the characters attempt to use magic, bribe the customs officials, attack someone or otherwise take action that violates the law and draws the attention of security, they deserve what they get. The specifics of airport and customs security are left to the gamemaster, but the response should overwhelm the characters physically, magically and technologically. Minor violations will earn the guilty character a beating and deportation. Anything as serious as murder will earn them a long stay in a Tir prison.

If the characters attempt to smuggle anything in, including illegal implants about which they failed to inform Banshee, the customs people will likely find it. Make a test for weapon or cyberware detection using six dice, per the rules on p. 237, SR3. If contraband is discovered, the item will be seized and the character heavily fined and sent on his or her way. If the smuggled item is military grade or something that merits equally severe punishment, the character will be jailed—end of adventure. Undocumented implants will be deactivated and fitted with a restraining device: containment manacles (see p. 292, SR3) or something similar that prevents reactivation. At the gamemaster's discretion, this device may include anti-tampering explosive charges or signal beacons. The characters may



be able to get some legal equipment, such as a rigger remote control deck, into the country without a problem.

After the travel ordeal, the runners will take a charter bus from the airport to their hotel, where they can relax in privacy. The runners have a day and a half to do as they please, aside from waiting for their gear. This time is a perfect opportunity to do some local digging into Universal Omnitech, the gene-mapping project and Banshee. The player characters will gain the most information on these subjects via corporate and street contacts, as well as checking out the newsnets or Shadowland. The *Legwork* section (p. 32) describes the information they can find.

Unknown to the runners, Banshee is having her people create personnel files for the runners and inserting them into an appropriate Saeder-Krupp Matrix host. The runners won't discover any of this until it is too late. A number of circumstantial details appear in the files, including the serial numbers of some of the runners' "Saeder-Krupp issued" standard weapons and gear (including the cyberdeck). Conveniently, many of these items recently vanished from a Saeder-Krupp supply depot in Denver. Banshee is also inserting (and backdating) similar but abbreviated files identifying the runners as "known Saeder-Krupp operatives" into the datastores of Tir law enforcement agencies.

THE DELIVERY

Inside the suitcase delivered by the orks is a cyberdeck and peripherals, carefully swathed in several layers of plastic bubble wrap to protect the delicate microtronics. On top, sealed in a clear plastic pouch for protection, are a mapchip and printouts, providing the runners with a basic layout of the Universal Omnitech facility (copy the map on p. 21 and give it to the players as a handout).

The gamemaster chooses the deck and programs, but should make it similar to the character's standard deck and utilities for simplicity's sake. Special features or programs such as a reality filter will not be included. Otherwise, a CMT Avatar or Renraku Kraftwerk are good choices; statistics for these appear on p. 207, SR3. The cyberdeck has seven to ten programs loaded on it; their individual ratings should not exceed the cyberdeck's MPCP rating and their combined total size should stay within the deck's active memory capacity. The deck also comes equipped with a storage memory unit large enough to handle the download of Universal Omnitech's data.

When the runners investigate the parking lot, they find an electric Leyland-Rover Transport van (enclosed-box version), painted green with a "Green Sleeves, Inc." logo stenciled on the sides. Inside, the player characters will find the rest of their needed gear. The gamemaster should use the following guidelines when determining exactly what they get. Each character should receive at least one gun, equipped with enhancements such as silencers and laser sights, if need be, along with up to five clips of standard ammo and one type of armor (jacket, vest or long coat). Samurai characters should receive an additional weapon or two ammunition clips of the gamemaster's choice (heavier gun, sword, two clips of explosive ammo, two grenades and so on). If spellcasters thought to ask or informed Banshee of their spell selection, those characters should receive an expendable Force 3 spell focus. Riggers should

receive a rigger decryption module and a protocol emulation module, both Rating 5. In addition, the team should receive one electronics kit, one medkit, a few slap patches and dataline taps, and a Rating 6 maglock passkey. Anything beyond this is up to the gamemaster. Keep in mind that the leaner the selection, the more creative the characters will have to be.

The van also contains several gardening uniforms—green jumpsuits with "Green Sleeves, Inc." stenciled on the back—and a wide selection of gardening tools and materials, including everything from rakes and shears to buckets and bags of fertilizer and plant food.

Leyland-Rover Transport (Electric, Enclosed-box)

Handling	Speed	Accel	Body	Armor	Sig
4/8	75	4	4	0	2
Autonav	Pilot	Sensor	Cargo	Load	
2	—	0	49	250	

Seating: 2 bucket (f), 2 folding bench (r)

Entry Points: 2 + 1d + 1g

Fuel: Electric (200 PF)

Economy: 0.5 km/PF

THE DELIVERY BOYS

Eddy and Zach, the orks who make the delivery, are inseparable brothers who freelance in the Portland shadows, specializing in just about anything. They'll take any job that pays well and doesn't entail serious risks. Banshee hired them through a troll crime boss named Dog; they have no idea who they're working for or what the runners have been hired to do. If brutally interrogated, the best they can do is send the runners to Dog, a well-protected and well-connected underworld figure. Dog also happens to be another old friend of Banshee's. If the runners show Eddy and Zach a picture of Banshee, they recognize her face from seeing her in a bar called the Ivanhoe, but they don't know her name.

Eddy is serious when he offers to help out the runners. If the characters want to purchase some extra gear or info, the orks will use their contacts to track it down and act as middlemen, charging an extra twenty percent for profit. They'll also offer their services as tour guides, taking the runners around Portland's most interesting shadowspots for a modest fee. If the characters play their cards right, Eddy and Zach can lead them toward useful local contacts.

If the runners attempt to hire the orks as backup on the run, Eddy and Zach politely refuse to participate directly, but they may be willing to take on peripheral tasks (scouting, spotting, creating a diversion and so on). For more details on Eddy and Zach, see *Cast of Shadows*, p. 33.

PORTLAND AT A GLANCE

Portland is a buffer zone between Tir Tairngire and the rest of the world. Most imports and exports to and from the Tir run through Portland (most are also routed through Seattle), and Portland is the only Tir area where visitors and non-citizens are allowed to go. Even so, most visitors are only granted a brief stay there. The city itself is surrounded by a massive ten-meter



high wall; movement to and from the rest of Tir Tairngire goes through heavily fortified checkpoints.

As a border zone, Portland is officially run by a military tribunal and exists under a modified martial law. The local Peace Force is well-armed and armored, and will quickly clamp down on any violent situation. These officers have the legal authority to stop and question anyone, as well as demand identification (failing to carry ID is a crime, especially for visitors). They will not hesitate to use this power against anyone they deem suspicious, especially if the person is not an elf or is in a high-status neighborhood (where he or she presumably doesn't belong). Luckily for the runners, the Peace Force is not a pervasive presence except downtown and in upper-class areas. In fact, they deliberately ignore several squatter neighborhoods where no self-respecting elf would be caught dead.

Portland is seventy percent elfen, and its society adheres to the same rigid caste structure as the rest of the country. Social rank determines access to several privileges and advantages, from housing, schooling and certain careers to taxation and even exemption from travel restrictions or mandatory military service. Rank is determined at the age of eighteen, through a battery of tests and political maneuvering. Most standard citizens are ranked as gentry, addressed as "Squire" and suffer the most restrictions. Further up the ladder are the chivalry ("Sir" or "Demoiselle") and then nobles, counts and countesses, and dukes and duchesses. At the top are the royalty, including the ruling princes who live just outside Portland in Royal Hill. A small section of society refuses to adhere to this system, residing in the squatter zones much like the SINless of Seattle.

Though subtly masked, discrimination against non-elves is common, especially toward orks and trolls. In most cases, bigotry easily masquerades as a matter of status; only the rare non-elf advances past the rank of chivalry. Visitors like the runners have no social rank, and are treated accordingly. Though Sperethiel is the country's official language, it is only common among the upper castes.

Tir Tairngire's economy is based on the nuyen. Foreign-owned companies cannot operate inside the country, though locally based subsidiaries can. Like all Tir corporations, however, at least five percent of any such company's stock belongs to the Tir government. This arrangement precludes many megacorporations from operating within the Tir. Aztechnology and Saeder-Krupp are specifically banned from the nation, the former for its symbiotic relations with Aztlan and the latter because the dragon who controls it—Lofwyr—is a member of Tir Tairngire's ruling Council of Princes (a perceived "conflict of interest").

Like all urban centers, Portland has its share of organized crime, though the heavily armed police force keeps such operations subdued. The major crime syndicates don't have the elf manpower or subtlety to cut it in Portland, so the major players are independents. Kate "the Kat" Mustaffah, a dwarf with a history in the European arms trade, has the strongest operation in the city, with direct control over the docks and the bulk of the BTL trade. Her biggest competitor is an outfit run by an aging troll named Dog, a vicious fragger who used to lead one of the city's more infamous go-gangs. Jokes aside about how

the two of them fight, for the most part they keep the fireworks minimal and avoid stepping on each other's toes.

Several gangs run rampant in the slum areas, with the ork Spanners and the zombie-themed Souldrinkers being two of the more memorable. A few so-called "Dark Circles"—criminal magical groups, usually with a twisted agenda—also operate in Portland. The local shadow community is thriving, though considerably smaller than the Seattle scene. Popular shadow hangouts include the Mill, a dank hole ideal for weapons deals; the Ivanhoe, a biker bar/motel that serves as Dog's main hangout; and the Edge, a club well known for its lack of racial and class bias and its avant-garde underground musicians.

A rough map of Portland (p. 18) shows several neighborhoods. Use the security ratings for these neighborhoods (given on p. 19) to determine the police presence and response time to criminal incidents, as described on p. 108, *New Seattle*.

GETTING AROUND TOWN

Portland's well-maintained road and highway network makes it easy to get around the city with a vehicle. Most people avoid the primary public transportation system, a shoddy subway, because of frequent delays and public hazards (the cars are infamous as firetraps). At night, the subway turns into a free-for-all zone that only the courageous or ignorant will risk. A sizable web of abandoned subway tunnels, the legacy of a doomed public transportation initiative, hosts a thriving underground culture and offers an excellent way to move around without being traced.

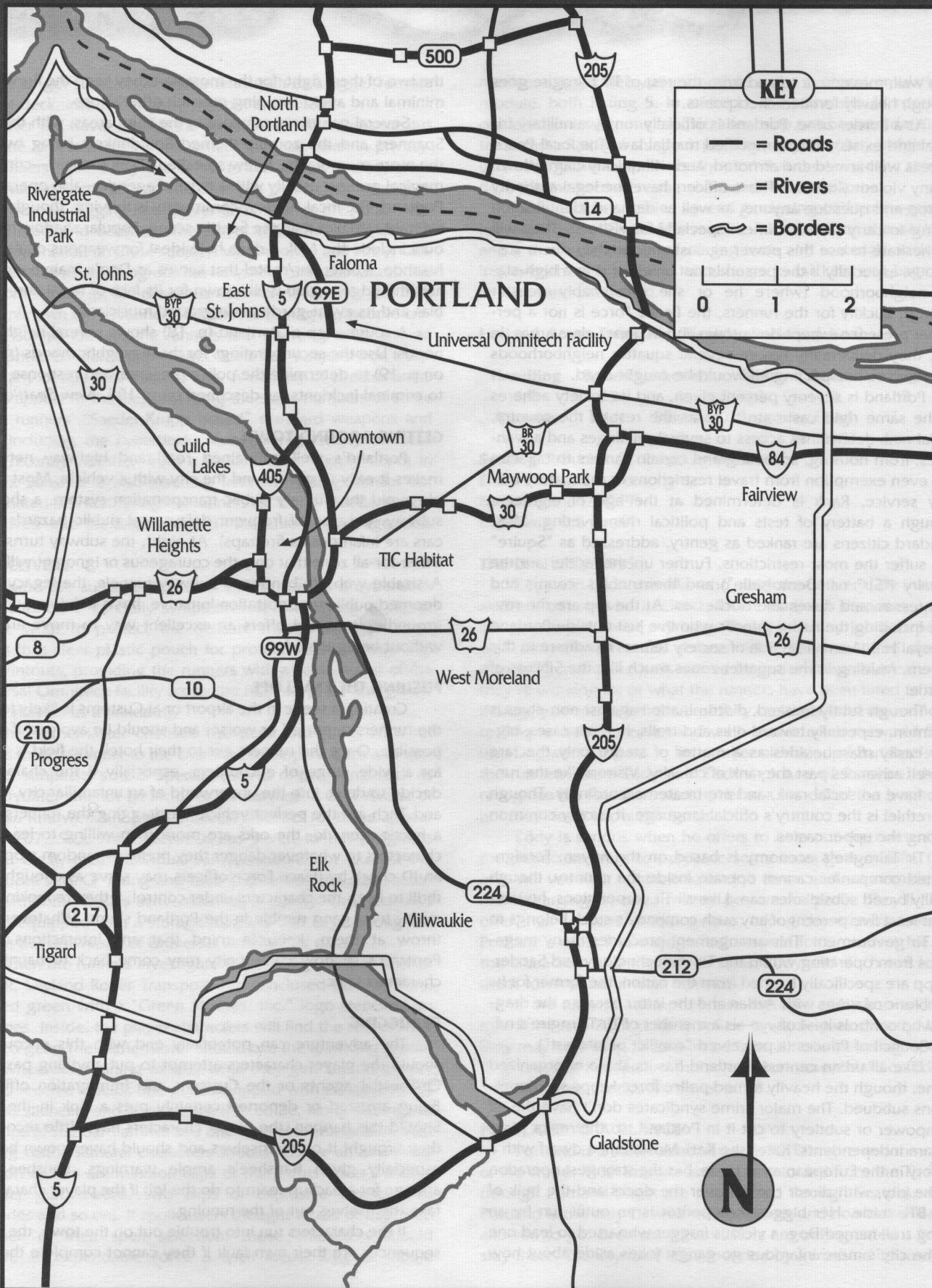
PUSHING THE ENVELOPE

Creating a scene in the airport or at Customs is likely to get the runners deported or worse, and should be avoided if at all possible. Once the runners get to their hotel, the field is open for a wide range of encounters, especially if the characters decide to delve into the underworld of an unfamiliar city. Eddy and Zach are the perfect vehicle for dragging the runners into a hectic scenario; the orks are more than willing to lead the characters to whatever danger they prefer. A random stop and an ID check by Peace Force officers may serve as enough of a thrill to keep the characters under control; if they're looking for more, try a gang rumble in the Portland slums. Whatever you throw at them, keep in mind that any interactions with Portland's shadow community may come back to haunt the characters later.

DEBUGGING

The adventure can potentially end with this encounter, should the player characters attempt to put anything past the Cinanestial agents or the Customs and Immigration officers. Being arrested or deported certainly puts a kink in the run. Should this happen, the player characters have little recourse; they brought it on themselves and should have known better, especially given Banshee's ample warnings. Banshee will arrange for a backup team to do the job if the player characters take themselves out of the running.

If the characters run into trouble out on the town, the consequences are their own fault if they cannot complete the run



PORTLAND MAP KEY

Neighborhood	Lifestyle	Security Rating
Downtown	Upper Class	AAA
East St. Johns	Squatter	D
Elk Rock	Luxury Class	AAA
Fairview	Middle Class	B
Faloma	Middle Class	B-C
Gladstone	Lower Class	C
Gresham	Upper Class	A
Guilds Lake	Squatter	D
Maywood Park	Lower Class	C
Milwaukie	Lower Class	C
North Portland	Upper Class	A
Progress	Middle Class	B-C
Rivergate Industrial Dist.	Lower Class	C
St. Johns	Lower Class	C-D
Swan Industrial Park	Squatter	C-D
Tigard	Middle Class	B
Westmoreland	Luxury Class	AAA
Williamette Heights	Luxury Class	AAA

the next day. Banshee will track them down wherever they end up, get her advance back from them and then proceed to do the job with another team. An ambitious gamemaster can use this opportunity to set things up for another quickie run to take place that night, or a run further down the road, or even a full-fledged future campaign.

FLOWER AND FIRE

WHAT'S UP, CHUMMER?

This is it! The run takes place in this scenario—the reason for all the planning, preparation, perspiration and paranoia. The runners gather up their new gear and go to Universal Omnitech's subsidiary offices. Posing as the Green Sleeves gardening crew, they pass the gate and enter the building. Because Green Sleeves personnel come every Saturday morning, the security guards do a cursory job of checking the runners out.

Once the runners reach the fifth floor, they can easily locate a work terminal in a nearby open cubicle, where the decker can jack in and locate the files they need. Meanwhile, the rest of the team can thoroughly wreck the Research and Development laboratory as instructed. The cakewalk turns nasty, however, when Universal Omnitech security twigs to the runners' presence. After locating them, the guards do their best to capture, incapacitate or kill the runners, in that order.

TELL IT TO THEM STRAIGHT

Saturday mornings used to mean eating a bowl of Sweetie-Popz in front of the trideo and watching your favorite cartoons. Now you're doing the kinds of things you used to watch. Around you, your team is loading weapons, preparing gear

and suiting up as a gardening crew. You mentally brush up your few horticultural skills, then give it up and hope the guards will have better things to do than ask gardening questions or harass you ...

When the runners arrive at Universal Omnitech, read the following aloud:

With your Green Sleeves uniforms over your usual togs and carrying bags filled with "gardening tools," you look like one tough gardening crew. Crossing your fingers, you steer the van up to the gatehouse and roll down the window. A mirrored window on the gatehouse slides open. The bored-looking guard manages to pull his eyes away from the replay of last week's hurling match long enough to glance at a clipboard. "What floor you on today?"

"Fifth," you answer calmly.

"Use Dock Two in back," he says, then waves you on. As he slides his window shut, the gate bar rises. Grinning at your luck, you drive around back and into Dock Two's open parking bay. You unload your gardening tools in the spacious service elevator, mindful of the watching vidcams. You reach the fifth floor less than a minute later. Exiting the elevator, you look to either side of you. You see a long corridor with one glass wall. On the other side, lush gardens grow on the "roof." The place looks like a giant's terrarium. A quick map check tells you where the lab should be. Now to find a relatively safe terminal to jack into ...

If the team triggers an alarm, read the following aloud:

You're almost finished, happily downloading sensitive data and running amok in a corporate R&D lab, when you hear the ding of opening elevator doors. Busted! Looks like it's time to get out of Dodge.

HOOKS

You know that nervous excitement you get when you're about to go on stage or give a speech? Evoke that feeling in this scenario—butterflies in the stomach, skin all prickly, clammy palms. The runners are essentially raiding Tir government property (the government owns 5 percent of each corporation) and getting away with it—not the easiest task, even when it seems to be this much of a cakewalk. In fact, the ease of penetrating the facility may make the runners cocky, leading them to do something that triggers an alarm. Play up the tension during the run; sneaking around a deserted office building should be spooky. Feel free to throw a few small surprises at the characters: a noisy screen saver on someone's work terminal, or a random suit working overtime suddenly walking around the corner.

Though they do not realize it, the characters have an inaccurate map, which makes confusion another running theme. The player characters may end up dashing through the corridors, trying to evade capture and injury while trying to figure out how to get out. This situation can turn grimly comical as the runners open a door, expecting to see a stairwell, but find a coat closet or a restroom instead.

Once the alarm is triggered, the scenario shifts to action, action, action. The characters must fight to survive and escape,



while security attempts to contain and capture them. The longer the battle rages, the quicker weapons and spells will go from the merely painful or immobilizing to the outright deadly.

BEHIND THE SCENES

The Universal Omnitech facility lies just north of downtown Portland in the Faloma district, an area dense with tract housing and corporate developments. The facility is one of three stand-alone office buildings, surrounded by parking lots. Universal Omnitech owns and patrols all three, but only uses the largest one; the corp rents the rest to small local businesses. A sculpted hedge surrounds the entire site, concealing a small plascrete barrier to prevent unauthorized vehicle access (Barrier Rating 12). At night, lampposts spaced every ten meters around the perimeter keep the area well lit. These lampposts also sport video cameras linked to the main security office.

The runners should have no problem getting to the site or past the gatehouse guard, who is thinking of quitting his job anyway. He will inform the security office of the gardeners' arrival and the floor where they will be working. The parking lot is virtually deserted on the weekend, with half a dozen vehicles scattered around. The docking bays in the building's rear are single-vehicle garages used for loading and unloading. The security office will open the door to Dock Two so the gardeners can park, and will forget to close the door later.

The main Universal Omnitech building is six stories tall and tiered. Every two floors, the building gets smaller, like a stepped pyramid. The roofs outside floors Three and Five hold large outdoor gardens, populated with an amazing variety of trees, bushes, flowers and other plants. The building has four ground-floor exits and entrances (including the two docking garages); two elevators, two stairwells and a service elevator allow movement between floors.

Once they arrive, the runners' primary task is to get the decker jacked in. To access the host, the decker can use an employee's terminal in any of the cubicle offices or deck in directly from the lab.

Active Security

The security cameras, elevators, outside doors and other security measures are all rigged, but the facility employs an on-call security rigger whose station is currently unmanned. The building system's Security Value is Vigilance Code Green, Technical Rating 7 (see p. 78, *Rigger 2*). The team's rigger can use a dataline tap or remote control deck to access this system from several areas. He or she must then defeat its encryption and emulate its protocols (see p. 80, *Rigger 2*). Assuming the rigger pulls this off, he or she can control the system.

A squad of security guards is permanently stationed in the building, usually in the basement-level security office. The security office cannot be monitored or controlled through the rigged security system. At least one guard keeps a casual eye on the camera monitors. Saturdays are typically slow, so the guard will be bored and easily distracted; apply a +2 modifier to all Perception Tests to see if he spots anything unusual. Two

ASTRAL PATROL TABLE

Base Target Number: 10

Situation Modifiers

Character or spirit is astrally active	-1 per 2 points of Magic or Force
Character has active spells or foci	-1 per 2 points of spell or focus Force

other guards patrol the building, strolling through the main hallways on each floor and investigating anything that catches their eye.

A single Force 6 bound water elemental also patrols the building, with orders to report any signs of magic use to the security mage and to attack and disable astrally active intruders. The base target number for the elemental to notice an astrally active character is 10 (see the astral patrolling rules, p. 80, *MITS*), plus the modifiers given on the Astral Patrol Table.

For more details on security, see *Security Response*, p. 22.

Fifth Floor Map Key

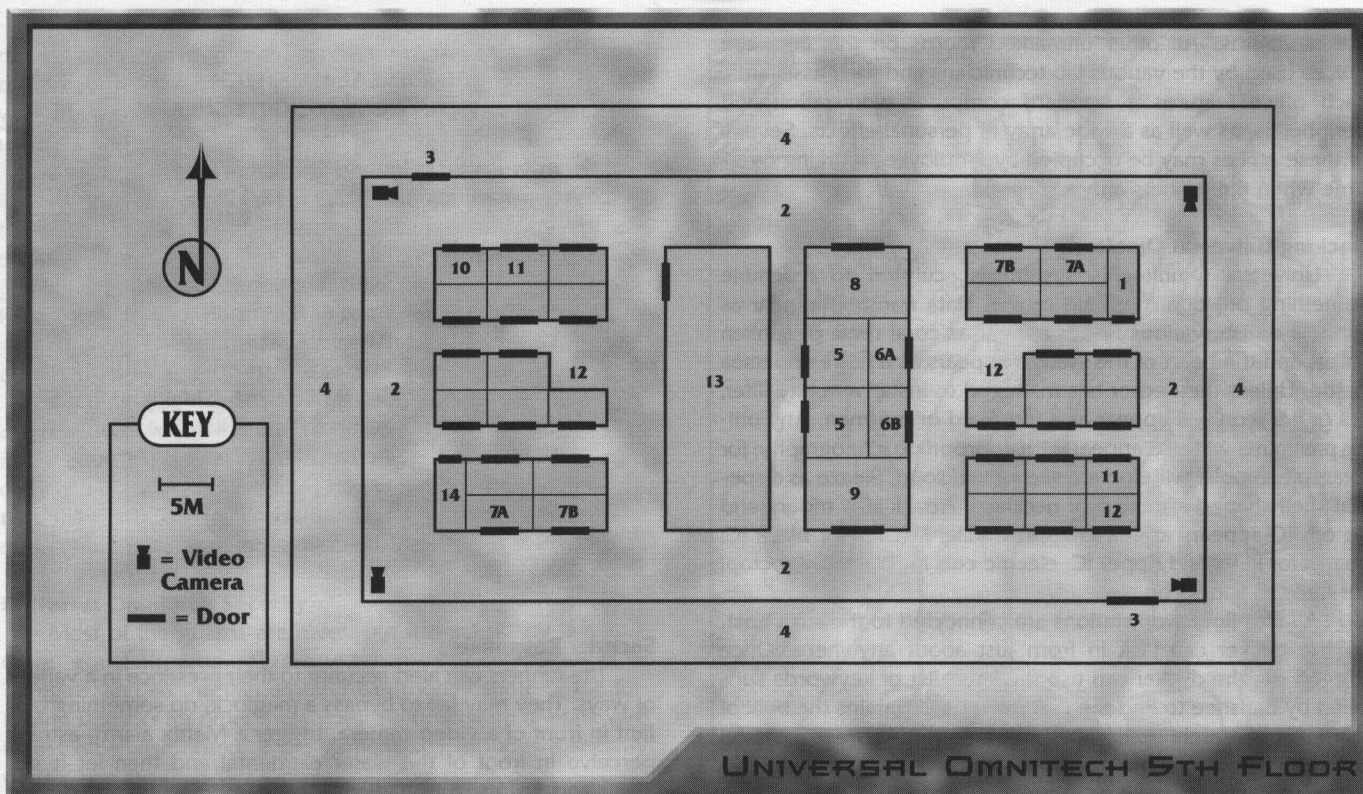
The following key describes each room on the Fifth Floor Map (p. 21). The gamemaster should give the players a copy of that map to represent the one given to the characters by Banshee, but should not give them the full map key. Unknown to Banshee, her version of the map is dated and several rooms have been switched around. Give the players a partly incorrect map key, mixing up the rooms as you see fit except for the laboratory and elevator locations.

Area 1: Service elevator from Dock Two (ground floor) to the sixth floor. This elevator has no camera, and has a rigger jack-point behind the control panel. Access to the basement and sixth floor is restricted, requiring a passcard and thumbprint (Rating 6 maglock).

Area 2: This main hallway, large and airy, circles the entire floor. The outside wall consists of panoramic, reinforced windows overlooking the garden, opaqued one way so that those on the outside cannot see in (Barrier Rating 4). In each of the four corners, a video camera sits high up on the wall, pointing toward the hallway to the left.

Area 3: The gardeners get to the garden through these glass doors. They are normally locked, requiring someone in the garden to use a passcard and thumbprint to open the Rating 4 maglock.

Area 4: This open-air garden sits on the roof of the floor below. Well-kept and crowded, it contains several large trees and various plants. A small pathway meanders through it, with nooks housing stone benches here and there. Many employees take lunch breaks here in good weather. A character who makes a successful Botany (6) Test will recognize quite a few plants as genetically-altered hybrids, which certain biotech corporations might find valuable.



Area 5: Main elevators, similar to the service elevator but smaller and fancier.

Area 6: These are large closets. Employees hang up their coats, umbrellas and so on in those marked "A." The ones marked "B" are janitorial closets containing various cleaning products, a vacuum cleaner and so on.

Area 7: Restrooms, A for men and B for women.

Area 8: This is the lab director's office, crammed with everything you'd expect—large desk, computer terminal, photos and personal knickknacks. Papers and datachips are strewn across the desk, and a nearby filing cabinet is stuffed with records. Many of these are status reports, financial information and research analysis; all are replicated in the lab's datastore. The room is locked with a Rating 4 maglock (passcard and thumbprint required).

Area 9: The assistant lab director's office resembles the director's, with the exception of a coffeemaker and a wider variety of knickknacks (more holos than regular pictures and a plaque that reads "Lack of planning on your part does not constitute an emergency on mine"). The room is locked with a Rating 4 maglock.

Area 10: These emergency stairwells can be monitored and controlled via the rigged security system. The doors feature Rating 5 maglocks and have a Barrier Rating of 8. Security cameras monitor the stairwells, one between each floor.

Area 11: These closets hold gardening supplies, including fertilizer, seeds, trowels, buckets, spray bottles and weed killer.

Area 12: These cubicles belong to the floor secretaries, who take care of paperwork and keep computer records up-to-date for the lab director, the assistant lab director, the lab technicians and their assistants. The cubicles are equipped to handle telecom calls and conferences.

Area 13: This area is the research and development lab. The room's Rating 4 maglock requires a passcard and thumbprint to open, and can be monitored and controlled by the security rigger. Any employees present have the passcards and thumbprints necessary to open the door (Barrier Rating 8).

Equipment in this room includes DNA samplers, computer terminals, datapads, beakers of liquids, test tube racks and a wide range of gear used for gene mapping.

Area 14: This unlabeled room houses the hardware for the lab's off-Matrix computer host. If the characters get into this room and make a successful Computer or Electronics (6) Test, they will recognize the equipment and identify the module that serves as the datastore. They can unhook and carry away the module, saving the decker the time it would take to download all the data.

Opening this room's Rating 5 maglock requires a passcard and thumbprint. None of the employees present has a passcard or thumbprint that will work. The door (Barrier Rating 8) can be monitored and controlled by the security rigger.



Other Rooms: All other unmarked rooms on this floor are offices used by the various lab technicians and their assistants. Each office features a standard computer workstation and peripherals, as well as a wide array of personal effects. Several of these offices may be occupied by employees working overtime when the runners arrive.

Decking Universal Omnitech

Universal Omnitech's system is sculpted to resemble something out of a mermaid movie. Data transfers appear as schools of fish, various nodes appear as coral reefs or sunken ships, and the heart of the system appears as a huge undersea castle. Unless the decker has managed to install a reality filter, his or her icon will appear as a mermaid or merman. Any utility programs will also appear with appropriate iconography; for example, Smoke will operate like an ink cloud, Sleaze as a special shell-shaped armband or necklace, Attack as a trident and so on. IC appears as sea creatures; killer whales for black IC, sharks for killer and ripper IC, electric eels for blaster IC, octopi for trace IC and so on.

All fifth-floor workstations are connected to the lab's host, so the decker can jack in from just about anywhere. Once logged on, the decker can use the short list of keywords supplied by Banshee to find the datastore that contains the bulk of the lab's research. Accomplishing this requires a successful Locate File interrogation operation. The decker will follow a trail across a seaweed-covered floor that leads to a sunken ship encrusted with shells. Each shell represents a datafile concerning magical metagene research, more than 3,000 Mp of data in all. Downloading the lot requires a successful Download Data operation and will take about ten Combat Turns to accomplish, depending on the character's deck. The decker must then perform two or three successful Null Operations while waiting for the download to complete.

Because this computer host is not connected to the building's rigged security system, the decker can do little to help the runners defeat security. If the decker is traced or triggers an active alert, the building's security will respond to the intrusion.

Sabotaging the Laboratory

The runners may find accessing the lab easy or difficult, depending on how they play it. They can defeat the maglock, take control of the rigged security system or simply blast open the door. Just about everything inside can be smashed or knocked over, though wreaking such time-consuming and noisy havoc is likely to draw the attention of a nearby security guard or employee. The characters are unlikely to have explosives with them, though teams with Chemistry and Demolitions skills may attempt to mix a fertilizer bomb. Doing so takes a base time of 48 hours with a Target Number 6, so the characters had better work fast.

The lab contains enough flammable material to start a fire, though the halon fire extinguisher will quickly kick in and douse the flames. A rigger who controls the security system can inhibit the fire extinguisher and its accompanying alarm.

UNIVERSAL OMNITECH R&D LAB HOST SECURITY SHEAF

Security Rating: Orange-8

System Ratings: 8/12/12/12/12/10

Trigger Step	Event
5	Trace IC 6
9	Trace IC 8 (Armor)
12	Passive Alert
15	Blaster 8 (Armor)
19	Sensor Ripper 6 (Shielding)
23	Probe 6 (Trap Killer 9, Armor)
28	Active Alert, Blaster 8 (Armor, Expert Defense 1)
33	Lethal Black IC 6
38	Shutdown

Security Response

The runners can alert security to their presence in a variety of ways. They may fail to bypass a maglock, do something blatant in front of a video camera, trigger a Matrix alarm, astrally perceive in front of the water elemental and then let it get away and so on. Alternatively, the gamemaster may decide that the runners are having too easy a time of it and make them work for their money. In any case, at some point the guards are alerted.

A six-member security team, one hermetic mage and five samurai, will arrive via elevators or stairs after a few Combat Turns and spread out in groups of three to hunt down the runners. The guards' main objective is to capture the intruders for questioning later. If the runners evade capture or put up strong resistance, the guards will attempt to ensure that the runners don't leave the building alive.

If the team rigger has taken control of the rigged security system, he or she will be patched in to the guards' radio communications and will hear everything they say. If the rigger has alerted the guards to this fact, they will physically unplug the link in the security office.

In addition to defending himself and his team, the security mage will use Stunbolt, Decrease Reaction and Blindness spells to slow down or stop a runner, scout astrally to keep abreast of the runners' location, and assist the rest of his team with medkits and Heal spells. When it's time to take off the gloves, he will start slinging manaballs at the runners. Against heavy magical opposition, the security mage will call in a bound Force 5 elemental (gamemaster's choice). If he takes too much Drain or damage, the mage will simply shoot his runner counterparts. If engaged in astral combat with the runners' magician, he will fight for as long as he can or until the runner returns to his or her physical body, and will employ as many tricks as possible in order to exhaust the runner mage.

The security samurai initially fire Ares Predators loaded with gel rounds or use Defiance Super Shock tasers. When they

run out of ammunition or the runners incapacitate one of them, out come the HK-227s and regular Predator rounds. Samurai who manage to capture any of the runners can use containment manacles, skilltwitchers and plasteel restraints.

A second response team pulled from a neighboring building will arrive approximately two minutes after the alarm is triggered. This team of five additional samurai, led by a physical adept, enters the scene ready to fight. Alternatively, these guys may ambush the runners at their vehicle. They will initially attempt to restrain the runners using Neuro-Stun VIII gas grenades and the adept's nerve strike ability, but will do whatever it takes to bring the characters down.

If the runners get past this second team or get out before the backup arrives, they're in the clear. The gatehouse guard may take a pot-shot or two at them, but will be more concerned with staying alive. Security will notify the Tir police if they think the runners may escape, but by that point the runners should have a big enough lead to easily get away.

Universal Omnitech Security

Most of the guards are elves, but this subsidiary is a little more "equal-opportunity" oriented than other companies in Tir Tairngire, and so the gamemaster can modify some of the following statistics for other metatypes. All cyberware is alphaware unless otherwise noted. If the gamemaster includes a security decker, use the Tech-Wiz sample character, p. 77, SR3.

Samurai

B	Q	S	C	I	W	E	M	R
5 (6)	6	4	3	5	4	2.32	—	5

INIT: 5 (9) +1D6 (+3D6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 2/4

Race: Elf

Active Skills: Athletics 5, Electronics 3, Etiquette 2 (Corporate 4), Leadership 4, Pistols 6, Submachine Guns 5, Throwing Weapons 4, Unarmed Combat 5

Knowledge Skills: Biotechnology 2, Corporate Politics 2, Psychology 3, Security Procedures 5

Weapons: Ares Predator [HP, SA, 9M, 15 (cl) w/2 clips gel rounds, 3 clips regular ammo, Internal Smartlink]

Range (TN): 0-5 (2), 6-20 (3), 21-40 (4), 41-60 (7)

Defiance Super Shock [taser, SA, 10S Stun, 4 (m) w/1 extra clip, integral Low-Light Imaging Scope]

Range (TN): 0-5 (4), 6-10 (5), 11-12 (6), 13-15 (9)

HK-227 [SMG, SA/BF/FA, 7M, 28 (cl) w/2 extra clips, integral Laser Sight, Internal Smartlink, Rating 2 Gas-Vent Recoil]

Range (TN): 0-10 (2), 11-40 (3), 41-80 (4), 81-150 (7)

3 Smoke Grenades

Armor: Light Security Armor [6/4]

Cyberware: Air Filtration System (10), Bone Lacing [plastic], Cyberears [Amplification, Dampener, Select Sound Filter 3], Flare Compensation, Smartgun Link, Wired Reflexes 2 [reflex trigger]

Gear: Containment Manacles, Skilltwitchers, Plasteel Restraints (1 set each), Transceiver (Rating 4)





Security Mage

B	Q	S	C	I	W	E	M	R
2	5	2	4	5	6	6	6	5

INIT: 5 + 1D6

Dice Pools: Astral Combat 7, Combat 8, Spell 5

Karma Pool/Professional Rating: 2/4

Race: Elf

Active Skills: Aura Reading 5, Athletics 3, Biotech 3 (First Aid 5), Conjuring 5, Etiquette 4, Intimidation 2, Pistols 4, Sorcery 6

Knowledge Skills: Biotechnology 2, Corporate Politics 3, Psychology 3, Security Procedures 4

Spells: Analyze Truth 4, Blindness 4, Decrease Reaction 5, Eyes of the Pack 4, Heal 6, Manaball 5, Stunbolt 5

Weapons: Fichetti Security 500 [LP, SA, 6L, 12 (cl) w/2 extra clips, Laser Sight]

Range (TN): 0-5 (3), 6-15 (4), 16-30 (5), 31-50 (8)

Defiance Super Shock [taser, SA, 10S Stun, 4 (m) w/1 extra clip, integral Low-Light Imaging Scope]

Range (TN): 0-5 (4), 6-10 (5), 11-12 (6), 13-15 (9)

Armor: Light Security Armor (6/4)

Gear: 2 Medkits, Transceiver (Rating 4)

Physical Adept

B	Q	S	C	I	W	E	M	R
5	6	6	4	4	5	6	6	5

INIT: 5 (7) + 1D6 (+2D6)

Dice Pools: Combat 7 (8)

Karma Pool/Professional Rating: 2/4

Race: Elf

Active Skills: Athletics 5, Etiquette 2 (Corporate 4), Leadership 3, Pistols 5, Small Unit Tactics 4, Throwing Weapons 4, Unarmed Combat 6

Knowledge Skills: Biotechnology 2, Corporate Politics 2, Psychology 3, Security Procedures 5

Powers: Combat Sense 1, Killing Hands (M), Improved Reflexes 1, Nerve Strike, Rapid Healing 1, Rooting 2

Weapons: Ares Predator [HP, SA, 9M, 15 (cl) w/2 clips gel rounds, 3 clips regular ammo, Laser Sight]

Range (TN): 0-5 (3), 6-20 (4), 21-40 (5), 41-60 (8)

2 Neuro-Stun VIII Gas Grenades [6S Stun]

Armor: Light Security Armor (6/4)

Gear: 1 Medkit, Transceiver (Rating 4)

Security Rigger

B	Q	S	C	I	W	E	M	R
3	4	3	3	6	5	1.44	—	5 (11)

INIT: 5 (11) + 1D6 (+4D6)

Dice Pools: Combat 7, Control 11

Karma Pool/Professional Rating: 2/3

Race: Elf

Active Skills: Car 5, Computer 5, Electronics 4 (Control Systems 6, Diagnostics 5), Electronics B/R 5, Etiquette 2 (Corporate 4), Gunnery 4, Pistols 3

Knowledge Skills: Biotechnology 1, Corporate Politics 2, Engineering 3, Security Procedures 3, Physics 2

Weapons: Fichetti Security 500 [LP, SA, 6L, 12 (cl) w/ 2 extra clips, Internal Smartlink]

Range (TN): 0-5 (2), 6-15 (3), 16-30 (4), 31-50 (7)

Armor: Secure Clothing (3/0)

Cyberware: Datajack, Smartgun Link, Vehicle Control Rig (Rating 3)

Gear: Microtronics Tool Kit, Rigger Remote Control Deck, Transceiver (Rating 4)

PUSHING THE ENVELOPE

If the runners start getting too cocky, have a wandering guard or an employee working overtime walk in on them doing something they shouldn't be. However, things should still go easily enough to warrant a bit of overconfidence so that the runners accidentally trigger an alarm.

The easiest way to make this run more difficult is to increase some or all of the security. Perhaps the facility has a security rigger on site, or he was on his lunch break and returns in the middle of the run. Maybe the security mage has an extra elemental or a few watchers patrolling or on call. These should be water or air elementals, as fire or earth elementals would likely do too much damage to the building. If the decker is breezing through the lab's host, throw in a security decker or trade one of the listed security triggers for a bouncer option that upgrades the Security Value to Red-8 (see *Bouncers*, p. 32, VR2).

To make the getaway more difficult, lock the runners' van inside the docking garage. To get it out, the runners will have to break through the sliding door (Barrier Rating 12) or hotwire it open. Or they may just run for it, stealing a vehicle from the parking lot or commandeering one from a passerby.

DEBUGGING

Plenty of room for error exists in this scenario. On the one hand, security shouldn't be tipped off so early that the runners find it nearly impossible to accomplish the job; on the other hand, the runners will find it tough to avoid making a mistake somewhere during the run.

If security is alerted too early, before the team decker gets all the files or the runners start wrecking the lab, the player characters can't do much to buy more time. The team's rigger can take control of the elevators and stairwell doors to keep the guards locked out for awhile, but they'll bust their way through eventually (perhaps by climbing up or down two levels into the garden). Alternatively, the gamemaster may also reduce the number of security guards who show up, as not many people work on a Saturday. The gamemaster can also allow the runners to discover the computer hardware closet (Area 14) and literally walk off with the data.

Among the cardinal rules for shadowrunners (conserve ammunition, watch your back and never deal with a dragon), one of the most important is often forgotten or not included: always have a backup plan. The situation the runners face in this scenario necessitates a Plan B because the main methods for getting off the floor—the elevators and the stairs—can be blocked or wrested from the shadowrunners' control. If that happens, the runners should feel like rats cornered in a maze. Several alternative escape routes exist, however, depending on the creativity of the players and the resources available. If the team is packing rope, they can cut out through the garden



and rappel down to the ground. If they have airborne transport, such as a rigged helicopter or collapsible hang gliders, they can escape off the roof.

The chance exists that some runners might get killed, especially if the gamemaster brings on all of Universal Omnitech's security at once. Keep in mind that, despite corporate paranoia, a full complement of security guards tends not to be available on the weekends (though fewer numbers does not mean the opposition will be less prepared). If just one squad is pasting the runners, however, the player characters should seriously consider surrender. If they continue fighting, they probably will not survive.

If the runners are handling security just fine otherwise, capture and its unpleasant consequences are exactly what they need to avoid. Universal Omnitech will hold them for interrogation until the corp finds out for whom or for what company they are working. The player characters are highly unlikely to know this information, which puts them in a tough spot. The corp might cut them a deal and let them go, but only if the runners agree to track down Banshee and determine who she works for. As Universal Omnitech can block the runners from legally leaving the country, the corp might consider this option. Of course, corp security would also try to plant tracking devices on the runners before letting them go. The corp might even supply the runners with a storage unit full of false data to lull Banshee into thinking the run succeeded.

If the runners are badly injured before capture, they may miss the meeting with Banshee. If this happens, Banshee will assume they failed and will arrange for the release of the data identifying them as Saeder-Krupp operatives. Universal Omnitech will buy this line and use it against Saeder-Krupp in the Corporate Court. The media will have a field day with the info, and Saeder-Krupp will be smeared in the Tir press. In the meantime, the player characters will be stuck in holding cells, making them easy targets for various opposing teams. Telestrian may send assassins to ensure the runners' silence, while Lofwyr may dispatch operatives to interrogate the runners and find out who's framing his corp. The latter agents will find a way to take the runners out of custody and bring them to Scale, one of the dragon's representatives. If the runners reveal anything about Banshee, Scale won't take long to make the connection to Telestrian Industries. The runners will have little value to Lofwyr afterwards; only some fast talking will keep them breathing.

OUT IN THE OPEN

WHAT'S UP, CHUMMER?

Their job done, the runners must avoid attracting the attention of the Tir police as they head toward the meeting with Banshee at Pioneer Courthouse Square later that evening. Banshee hurries through the exchange, taking the data and handing over the promised payment. She also arranges care for any critically injured characters before she leaves. Her manner may spook the runners, and they may attempt to follow her.

The runners may think the run is wrapped up, but the madness begins shortly after the meet. Late in the evening, a

hot story breaks over the Tir Tairngire news networks, describing the run against Universal Omnitech. The runners' names and faces are plastered all over the tridcasts, with the notice that they are wanted for questioning. To add insult to injury, the team is portrayed as working for Saeder-Krupp!

TELL IT TO THEM STRAIGHT

Pioneer Courthouse Square covers a full city block in the middle of downtown Portland. On one side of this huge, gorgeous park is a line of free-standing Greek pillars, on the other a waterfall between a coffee shop and the steps to a small amphitheater used for music and theatre performances. Surrounding it are a plethora of shopping centers, corporate offices and some government buildings. A few elven couples roam about, out for an early evening stroll.

You spot Ms. Johnson seated on the amphitheater steps near the waterfall. As you approach, you see she is dressed more conservatively than when you last met, in denim jeans, a button-down shirt and a synthleather jacket. She notices you and crushes out her cigarette on the steps while glancing around cautiously.

"Good to see you made it. The data, please."

After the meet, when the runners are back in their hotel, read the following:

You're weighing the positives and negatives of lying low in your hotel room all night or heading out and enjoying your last night in the Tir. To avoid the chore of packing, you turn on the trid and flip channels. What you deserve for once is a real vacation. That idea sounds really good to you ...

Your daydream comes to a crashing halt as you realize you're staring yourself in the face. What the ... ?

"... persons wanted for questioning by the Peace Force with regard to this morning's attack on the offices of Universal Omnitech, a pioneering biotechnology corporation located in Faloma," the elven anchorman is saying. "TTBC News reporter Kate Mulligan has more on this story. Kate?"

The view switches to another elf reporter, this one standing outside the gate of the Universal Omnitech compound. "Thank you, Ross. Earlier today, a group of people bent on sabotage and espionage ransacked the Universal Omnitech subsidiary offices located behind me. Their apparent target was a research and development laboratory on the fifth floor, though they may have had a larger agenda. The criminals escaped the scene, which normally would make their identities difficult to ascertain. However, just a few hours ago we received an informative tip from an anonymous source, linking the incident to a team of Saeder-Krupp 'security specialists' who recently entered the country." As she continues, passport mug shots of your team appear in the upper left corner of the screen, under the header "Saeder-Krupp Operatives." "In our own brief investigation, TTBC obtained a set of detailed personnel files from Saeder-Krupp, corroborating the source's information and confirming the affiliation of these individuals.

"Universal Omnitech declined comment about the attack, but formally stated that they are investigating Saeder-Krupp's involvement in the matter and may ask the Corporate Court to

consider punitive measures. Prince Lofwyr likewise declined comment. Saeder-Krupp representatives have said only that they were 'surprised and chagrined' by the accusations. Already this incident has created a stir among government officials; a renewed petition for a no-confidence vote to remove Lofwyr from the Council of Princes is apparently circulating. So far, the Council has yet to address this matter.

"Meanwhile, the Peace Force has several leads on the suspects, whom they believe are still in the country. Officials hope to apprehend them shortly ..."

The story continues, degenerating into speculation by the reporter and the anchor team. A chill descends through your body as nasty questions buzz in your head. Who gave you up? Were you really working for Lofwyr? What the drek do you do now? Even as you grab your gear for a quick exit, you can't help the last question that comes to mind: how do you avoid a pissed-off dragon?

HOOKS

Even though the runners have completed the intrusion part of the run, don't let them relax. Drop in a few details to keep them on edge and worried about capture; they might hear a siren not far away, or see a Tir police car speed by.

Make the meeting with Banshee obviously rushed; play to the runners' paranoia. Banshee is clearly ill at ease and eager to get away from them, despite her cool exterior. Afterward, the team should still be uneasy—after all, they aren't out of the country yet. The tridcast should make them jumpy and furious. They've been sold out, but they don't have time to contemplate that unpleasant fact. After all, the Tir cops could be coming up to knock on their door even as they speak.

BEHIND THE SCENES

When the runners arrive at the park, Banshee won't be hard to find. Her clothing is perfectly suited for a walk in a park. Lots of people are around on this pleasant evening; a group getting together is nothing unusual.

As soon as she spots the runners, Banshee gets up and walks toward them, hands out of her pockets. She is a little nervous at this point, but hides it well; only if the team's magician can pierce her masking (see *All That Jazz*, p. 11) and read her aura will the runners get a clear sense of her guilt and unease. She will calmly ask for the data, then put her hand in her jacket pocket (slowly, to make sure they know she is not reaching for a gun) and pull out a credstick with the remaining balance she promised to pay them. She hands this to them as they give her the data. Banshee thanks the runners politely, pockets the data and walks out of the park. She wants to put some distance between herself and the runners; she will not linger for any attempt to squeeze her for more money, ask questions about the map or anything else. She simply makes the trade and leaves.

Should any of the runners require emergency medical care, assuming the team points this out to Banshee before she leaves, she will pull out her pocket secretary and make a discreet phone call. She will then give the runners an address for a black clinic and tell them she just made them an appointment using the password "swordfish." The gamemaster determines

the specifics of the clinic; use the rules for finding treatment (p. 140, *M&M*) to determine the doctor's skill and medical gear rating. Unknown to the runners, this black clinic is funded and staffed by Telestrian Industries. The staff will make every effort to isolate the injured runner from the rest of the team, eventually turning them all over to the Tir authorities.

Naturally, Banshee won't leave herself vulnerable at this meet. She has two Force 5 air elementals on call to cover her escape if attacked, not to mention her own formidable magical skills. She has also stationed a pair of snipers on the roofs of two nearby office buildings, with overlapping clear views of most of the park. The snipers have orders to fire only if she is attacked, and to primarily cover her escape.

As soon as she leaves the vicinity, Banshee dials up her personal telecom and remotely instructs it to deliver the "anonymous tip" to various news services. This message gets routed through a series of anonymizing remailers, making it extremely unlikely that anyone will trace it back to her. Should Banshee be killed or captured, the tip message is pre-programmed to go out approximately two hours later in the evening.

Snipers (2)

B	Q	S	C	I	W	E	M	R
4	7	4	4	5	5	4.65	0	6

INIT: 6 + 1D6 (+2D6)

Dice Pools: Combat 8

Karma Pool/Professional Rating: 2/4

Race: Elf

Active Skills: Assault Rifles 5, Athletics 5, Etiquette 2 (Corporate 4), Gunnery 4, Heavy Weapons 3, Pistols 4, Rifles 6, Small Unit Tactics 3, Stealth 4, Unarmed Combat 5

Knowledge Skills: Portland Buildings 4

Weapons: Ranger Arms SM-3 [Rifle, SA, 145, 10(cl) w/ 2 extra clips, Gas Vent 2 (-2 to recoil), Silencer, Imaging Scope (rating 3) w/ Thermographic Circuits, Smartgun Link-2]

Range(TN): 0-150(2), 151-300(3), 301-700(3), 701-1,000(4)

Browning Max-Power [HP, SA, 9M, 10(cl) w/ 1 extra clip, Smartgun Link-2]

Range(TN): 0-5(2), 6-20(3), 21-40(3), 41-60(4)

Armor: 5/3

Cyberware: Boosted Reflexes 1, Cybereyes [Display Link, Flare Compensation, Low Light, Electronic Magnification 3], Datajack, Headware Radio [Rating 4], Range Finder, Smartlink-2

Tracking Banshee

Curious or suspicious runners may attempt to follow their Johnson away from the meet. Banshee will check for such attempts; with a good idea of what the runners can do, she knows what to look for. The two snipers will also watch the runners and alert Banshee if they appear to be following her.

If the runners succeed in tracking her, she walks several blocks from the park to a public parking garage, where she scans astrally before jumping into her Eurocar Westwind. Once in the car, she calls her telecom as described above, and quickly scans the data storage unit with a Rating 7 bug scanner. Then she drives off. She makes a few unlikely random turns and does



a U-turn while passing through a tunnel, just in case. Once satisfied that no one is tailing her, she drives to the Telestrian Habitat and parks inside. She drops off the data with her superiors, then wraps up a few last elements of her set-up scheme from her office.

The trid reports satisfy her that everything is going according to plan. After seeing them, she changes her outfit to something a bit rougher-looking and heads out for a drink. She wanders over to her favorite watering hole, the Ivanhoe, where she's on good terms with a number of Dog's henchmen (see *Portland at a Glance*, p. 16). As a former shadowrunner, she feels guilty about setting the player characters up for a fall, and she attempts to drown her feelings in drink.

Unnoticed by Banshee, a team of Tir Ghosts follows her from the Telestrian Habitat. Her superiors have noticed her dissatisfaction and deemed her a potential liability. The elite Ghost squad has orders to keep Banshee under surveillance and to ensure that she takes no action against Telestrian. After capturing the runners, the Ghosts are to assassinate Banshee. For more details, see the next scenario, *Peek-a-boo!* (p. 28).

The Bad News

Luck is briefly on the runners' side; they glimpse the breaking news story moments before the police close in on them. If the runners are in their hotel rooms when they hear the news, give them approximately three minutes to get out of the building before Peace Force units and SWAT teams start arriving. If the runners are on their toes, they should get away without making a scene, though they should have to work for it. They may also have to leave some of their gear behind in their hurry to escape the police dragnet. If possible, avoid a gunfight here, as the runners are highly likely to be captured or killed. If the runners start one, give it to them, but they should be quickly outgunned and overwhelmed—they asked for it.

Once they get away, the runners must improvise. They're caught in a foreign country, their names and faces plastered across every tridscreen, with few contacts, little money and hardly any gear. Their immediate best bet is to head for the shadier parts of Portland and find a safehouse. If they spread some nuyen around a few seedy establishments, they'll quickly find a contact who can hook them up with a half-decent hideout. If the runners hesitate to show their faces around and risk drawing the attention of a snitch or bounty hunter, they can easily find their own squat, though they may have to bribe or scare off the previous tenants.

If the runners contact Eddy and Zach, the ork brothers are more than happy to help them out, and they have the contacts to do it. The runners are hot items, of course, and so the orks will expect suitable hazard pay.

Plan B

Once safe from immediate pursuit, the runners need to plan their next step. The obvious option is to leave the country, but leaving the Tir is far from easy and won't keep various forces from pursuing them anyway. If the runners try this route, they'll quickly discover that they don't have the cred to pay the fee for a proper unauthorized border crossing.

The runners may decide to discover who sold them out, as well as who they were really working for. Their only real lead in this area is Banshee, so getting to the bottom of their set-up means finding her. Unless the runners followed her from the meet, they might not know where to begin. The Matrix address she gave them when she hired them is no longer active; they'll have to work their contacts, both old and new.

Use the guidelines in *Legwork* (p. 32) to determine how the search goes, keeping the following information in mind. The runners are wanted by the Tir and have been fingered as Saeder-Krupp operatives. Most people who recognize the runners will want nothing to do with them for the latter reason alone—no one wants to come close to fraggin' with the dragon. As always, however, extra nuyen or a gun to the head can do wonders when digging for dirt, so the runners should be able to get what they're after one way or another. Luckily, the news hasn't gotten out of the Tir yet, so the runners won't have to worry about cold shoulders from long-distance contacts.

Naturally, once the runners start asking questions around Portland, they'll draw all kinds of unwanted attention. The speed and intensity of a response depends on how blatant and aggressive the runners are in their questioning. A wide range of forces have their ears to the ground looking for the runners (see *Responses*, below), so it is in the player characters' best interests to keep it subtle.

No matter how quietly they play it, however, the runners will soon come to Dog's attention. As one of Portland's leading criminal figures and an old friend of Banshee's, Dog takes an interest in the runners, and will send a trio of polite but forceful ork armbreakers to invite the runners to the Ivanhoe for a personal talk. In his brief conversation with the runners, the troll will bluntly ask them why they're taking such an interest in Banshee. If the runners play their cards right, Dog will arrange a guarded meeting between them and Banshee in one of the Ivanhoe's warded hotel rooms. Though Banshee has no reason to meet with the runners, she agrees to do so because she feels some remorse at setting them up. She intends to tell them yet another lie—that she works for Saeder-Krupp, but that the mission was blown and the runners' best option now is to leave the country. However, when the Tir Ghosts trailing her realize she is about to meet with her patsies, they will attack. Go to *Peek-a-boo*, p. 28.

If the runners use Eddy and Zach to help find Banshee, the two orks get a call from Dog almost immediately, telling them to bring the runners to him.

Responses

The media blitz about the run spurs several forces into action, almost all of them focused on finding the runners.

Universal Omnitech, convinced that Saeder-Krupp is behind the attack, uses the leaked "evidence" to go after Lofwyr's corporation with a vengeance. The Tir media covers the charges brought to the Corporate Court in gleeful detail and makes lots of noise about Lofwyr's embarrassment—precisely what Telestrian Industries wants. Universal Omnitech also wants to retrieve its stolen data and solidify its case against Lofwyr, and so will send a team into Portland to track

the runners down. For this team's statistics, use the security guards in *Flower and Fire* (p. 19), increasing their skills and overall threat level as desired. If the Omnitech team captures the runners, the corp will want to know where the missing data is. Giving up Banshee will mollify the corp somewhat, but Omnitech will still turn the runners over to Portland's military tribunal for judgment. The runners are likely to be imprisoned and risk being "silenced" by Telestrian while in custody.

Saeder-Krupp will not stand idly by while the smear campaign rages. Lofwyr will send a squad of agents from Saeder-Krupp Prime to find the runners, led by one of his personal "expeditors," a mysterious being known as Scale. This team's mission is to track the runners down and find out exactly who hired them. This group, deadly efficient in the Saeder-Krupp tradition, will likely get to the party first, perhaps even before the runners find Banshee. They will not attack the runners unless necessary; instead, they will attempt to catch the runners at a disadvantage and force them to surrender. Scale will make sure the runners know who he works for, and also that they owe Lofwyr a personal debt for not slaughtering them out of hand (on which they had best make good). Scale eventually releases the runners, on the condition that they bring him Banshee, the data and proof of Telestrian's plot. The Saeder-Krupp team will continue to watch the runners closely, and may even step in to aid them if the situation gets rough. For details on Scale and his agents, see *Cast of Shadows*, p. 33.

Meanwhile, Banshee's superiors in Telestrian Industries want to ensure that their operation continues as planned, and so seek to tie up loose ends. This means getting rid of the runners first and Banshee soon after (they're saving her for last, just in case she's done something sneaky under their noses and they need to interrogate her later). Through their high connections in the Tir government (specifically, Aithne Oakforest), Telestrian gets command of a team of Tir Ghosts. These elite special forces, described in *Cast of Shadows* (p. 33), will split into two squads. One keeps Banshee under surveillance while the other hunts the runners. Telestrian provides the second squad with the blood samples the runners gave when entering the country. Tracking the runners this way will take some time, however, perhaps long enough for the runners to find Banshee first (see p. 39, *MITS*, for rules on tracking through ritual sorcery).

PUSHING THE ENVELOPE

This scenario offers an endless variety of dangerous situations. To really pressure the characters, force them to fight their way out of the hotel. Even if they elude their enemies, the runners will be watched for and may be recognized. A stranger on the street may spot them, a lowlife in some shady bar may snitch them out, or they may even have an unfortunate run-in with a perceptive cop or security guard. If they immerse themselves in the local underworld, the runners may be threatened by bounty hunters looking for a quick score.

The runners probably will not realize how many teams are pursuing them at first, and so may easily run afoul of one. This situation can lead to a whirlwind of confrontations, as the team escapes from or is captured by one team only to be attacked or captured by another.

DEBUGGING

Banshee will not welcome attempts to get more money out of her for this run. As far as she is concerned, she and the runners had a verbal contract, she honored her end, and now she expects them to honor their end. Successful negotiation attempts at best net the runners a promise from Banshee to give them more money later.

Notoriety, fame's evil twin, can bring nothing but trouble to the runners. The news story has essentially sent out an all-points-bulletin to the entire country; someone is certain to recognize and snitch on them at an airport or similar public place. The runners may even become convinced that their careers are over unless they opt for serious plastic surgery and an identity change. If necessary, remind the players that their characters' notoriety is currently confined to the Tir, and that they may be absolved if they complete the adventure.

Unless the characters want to be shot at like fish in a barrel, they need to take action to protect themselves. If the players are slow to realize this, encourage them in subtle ways. Perhaps they befriend a stranger who recognizes the bind they are in and gives them a few helpful hints.

The runners may well be captured by one of their pursuers. Such an event, often demoralizing for player characters, should eventually lead to an opportunity: a job offer, or an attack by another team that opens up a chance to escape. For example, if the runners are captured by the Tir Peace Force, Scale can pull enough strings to have them "accidentally" released into his custody, where he can interrogate them and direct their subsequent actions (after all, they owe him). Of course, the runners may not be able to get their gear back after such an incident. Once again they must improvise and work the shadows to get what they need.

The runners may decide to surrender to one team or another, maybe even strike a deal. Depending on how valuable the runners make themselves, this tactic can lead to a fruitful partnership, useful aid or a bad situation if they pick the wrong side.

PEEK-A-BOO!

WHAT'S UP, CHUMMER?

In this scenario, the runners finally catch up to Banshee, through their own legwork or a meet arranged by Dog. As they approach the Ivanhoe, the runners may notice signs of surveillance and be on their guard. The minute they spot Banshee, chaos erupts as the Tir Ghosts launch their attack. The runners can rescue Banshee; their best option is to join forces with her against the Ghost assault. Afterward, Banshee realizes she is now a fugitive as well, but will leave the runners on their own unless they convince her otherwise.

TELL IT TO THEM STRAIGHT

You pull into the back parking lot of the Ivanhoe, one of the dingiest motels you've ever seen. As you cruise past several lines of parked motorcycles, you eye the small but tough-looking crowd of gangers and bikers around them, partying away. Brushing aside your unease, you park and walk toward the bar's entrance in the rear of the motel's main building. You



size up the troll stationed next to the door. He looks like he's getting ready to hassle you, when Banshee walks out.

You stand there squinting suspiciously at each other for a moment, until she folds her arms and starts to speak. As the first word comes out of her mouth, you notice a bright red dot appear on her forehead . . .

HOOKS

Whether the runners are coming to the Ivanhoe because Dog arranged a meeting or because their legwork told them Banshee might show up there, they are likely to approach the bar with suspicion. Banshee's appearance triggers an explosion of violence, forcing the runners to fight for their lives and forge a temporary alliance with the woman who double-crossed them.

BEHIND THE SCENES

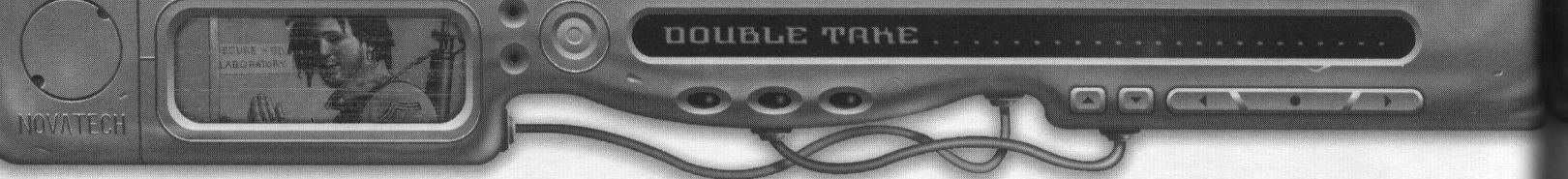
At the beginning of this scenario, Banshee does not know that her employer has it in for her, and so is not expecting an attack. She is wary of the runners, and intends to brush them off quickly and move on. When the attack begins, she is initially confused, but quickly recovers. At first, she believes the police or Universal Omnitech have caught up to the runners, and so does her best to get away. Soon enough, however, she will realize that she is a target as well. As soon as she gets a glimpse of the Ghosts, she puts two and two together and realizes she's been sold out herself. Having nothing to lose, she will then join forces with the runners.

Immediately after reading *Tell It To Them Straight*, have the runners nearest Banshee make a Reaction (4) Test. Let any character who achieves at least 4 successes take a single Simple Action, such as tackling Banshee or pushing her away from the shot. Then move immediately to Initiative and combat. If the runners leave Banshee to take the bullet aimed at her forehead, have the troll bouncer step in front of her as the shot is fired.

Only four Ghosts will be watching Banshee at the Ivanhoe. The other two were assigned to locate the runners; the gamemaster decides whether or not they have trailed their quarry to the bar. If four Ghosts are enough of a threat to the player characters, leave the others out of this fight. Statistics and details for the Ghosts appear in *Cast of Shadows*, p. 33.

At least two of the Ghosts (including the team mage) will stay behind cover, providing covering fire, spell defense and ranged magical attacks. These two may be stationed on the rooftops of nearby squats or behind abandoned vehicles on the edge of the parking lot. One of these has drawn a bead on Banshee's forehead with a laser sight, alerting the runners to the ambush as described above. The others use their ruthenium-coated armor to stealthily but quickly move into melee combat with the runners, where their adept powers should prove a significant advantage. If more than two Ghosts are approaching, at least one will take to the Ivanhoe's roof, to attack from above if the runners take shelter inside or cut off their escape route if they attempt to go through the building.

Various bikers and bar patrons inside and outside the Ivanhoe will initially dive for cover once they realize a fight has



broken out. The Ghosts will drop concussion and smoke grenades and flash-paks in the midst of these groups to keep them disoriented and prevent interference. The bikers are a tough and well-armed crew, however, and will attack any Ghosts they see (which is easier said than done ...).

Making Amends

If the runners and Banshee survive the attack and/or escape, they will have more than a few things to talk about. The runners may still be suspicious of and angry with her. She points out to them exactly who their attackers were, and what she believes that to mean. She has outlived her usefulness to Telestrian, and is as much a target as the runners are. With this in mind, she has no problem explaining to the runners exactly what occurred behind the scenes on this run. If the runners ask where the data is, she tells them it's in the Telestrian Habitat.

Banshee will apologize for framing the runners and make clear her distaste for such actions, especially given her shadowrunning days when she was on the receiving end a few times. She originally convinced herself that double-crosses were a necessary evil. After several years in service to the Tir and Telestrian, she has become disillusioned and embittered, and wants to return to her old life.

That said, Banshee will suggest that she and the runners part ways and each do their best to get out of Tir Tairngire alive. She is no longer accustomed to working with a team, and feels she has better odds of surviving on her own. If the runners point out that she owes them one for saving her hide, she'll agree to arrange for Dog's people to smuggle the runners out of the country. If the runners threaten her, she still arranges to get them out of the country, but nothing more. She will defend herself if necessary.

Where To Turn?

The runners may realize that even if they escape the Tir, the repercussions will follow wherever they turn up. The Tir has a long reach, and dragons like Lofwyr have even longer memories. Their best bet is to resolve the situation as best they can while they still have that option. Accomplishing this can mean several things, depending on who the runners feel most friendly toward at the moment. If they get proof that Telestrian was involved, they can hand it over to Saeder-Krupp or Universal Omnitech in exchange for getting out of the country and/or dropping the charges. If the runners captured any of the Ghosts, a thorough mind-probing might provide the necessary evidence; handing over Banshee might do the same. However, the corps in question might require more substantial material, or want someone higher up Telestrian's food chain. The most valuable proof would be data from inside Telestrian: specifically, Banshee's files regarding this operation (which she kept in off-line storage in her office). The stolen Omnitech data is also in Telestrian's hands, and would certainly sweeten any deal the runners make.

More options for finishing the run appear in *Picking up the Pieces*, p. 31.

Visiting Telestrian

Banshee is initially reluctant to work with the runners, but if pressed, will quickly see the merit in their plan. She will point out that if they act fast, her access codes may still work, possibly allowing them to get in and out of the Telestrian Habitat easily.

If the runners and Banshee make it to the Habitat within an hour or two of the Ghost ambush, Banshee will have no problem smuggling the runners inside. She is familiar with the arcology's layout and knows the quickest and easiest methods to get to her office and the tech lab where she left the stolen data storage unit. As long as the runners are not brandishing obvious weapons or acting too suspiciously, they will not attract attention from security.

Getting Banshee's personal files is as easy as walking into her office and grabbing a pocket computer. When the group reaches the tech lab, Banshee tells the clerk on duty that she's there to pick up the data storage unit she dropped off for analysis earlier. The clerk disappears behind rows of shelving cluttered with numerous devices in various stages of repair and returns with the storage unit in hand. Then, checking his terminal, he says: "Oh. I'm sorry, Demoiselle Ferguson, but you're not authorized to check this out. We're supposed to ship the entire unit downstairs in the morning." He gives Banshee a consoling smile and turns to go put the unit back. At this point, the runners must improvise. A few other technicians are the only people in the room, and security will take at least several Combat Turns to respond to any outburst of violence. With the storage unit in hand, Banshee can lead the runners on an exhilarating escape from the building.

If the runners are feeling ambitious and think to ask, Banshee believes it likely that Count Evan Parris (see *Cast of Shadows*, p. 33) might also be in the Habitat, making him a possible extraction target.

PUSHING THE ENVELOPE

To make the Ghost assault even more of a threat, increase the number of Ghosts involved. The Ghost mage can also call an elemental or two to provide astral cover or further put pressure on the runners. To increase the level of mayhem, an attack by a rival gang might touch off the fight, serving as a distraction for the Ghosts to close in and engage the runners.

If the runners and Banshee decide to penetrate the Telestrian Habitat, events there can rapidly turn ugly if the characters aren't careful. Perhaps security receives an order to arrest Banshee in the middle of the run, forcing a gunfight to escape. Count Parris may be in Banshee's office, ransacking it or to stage another ambush. The runners should realize that once a fight starts in the arcology, they could be quickly overwhelmed if they don't get out fast.

DEBUGGING

If the runners scout out the Ivanhoe beforehand, they might notice the Ghosts keeping the place under surveillance and/or moving into attack position. Allow the runners to make a Perception Test, but remember that the Ghosts are stealthy and well-concealed, and are wearing ruthenium-covered armor to boot. Unless the characters are also particularly

stealthy, the Ghosts are likely to notice them. The Ghosts wait until Banshee appears before attacking. If the runners attack the Ghosts first, Banshee comes outside to investigate and immediately becomes a target. If possible, give the runners a chance to defend or shield her from at least one attack.

If the Ghosts are easily overwhelming the runners and the Saeder-Krupp team has not caught up to the player characters, this scenario is an ideal time to bring Scale's people into play. The Saeder-Krupp unit will help drive off the Ghosts, then immediately move to contain the runners and Banshee. The unit will then take them to a warehouse secretly owned by Saeder-Krupp, where the runners and Banshee undergo a personal audience with Scale. Banshee is not pleased to make a deal with the dragon (or his aide), but will sell out her former employer in exchange for her own freedom; after all, Telestrian just tried to have her killed. In turn, Scale requires the runners and Banshee to work off their debt to Saeder-Krupp by bringing back hard proof and the Universal Omnitech data from the Telestrian Habitat. He will also ask for the names of Banshee's superiors and order the runners to bring him Count Parris. If the runners need gear or support for this excursion, Scale will make sure they have the minimum they need.

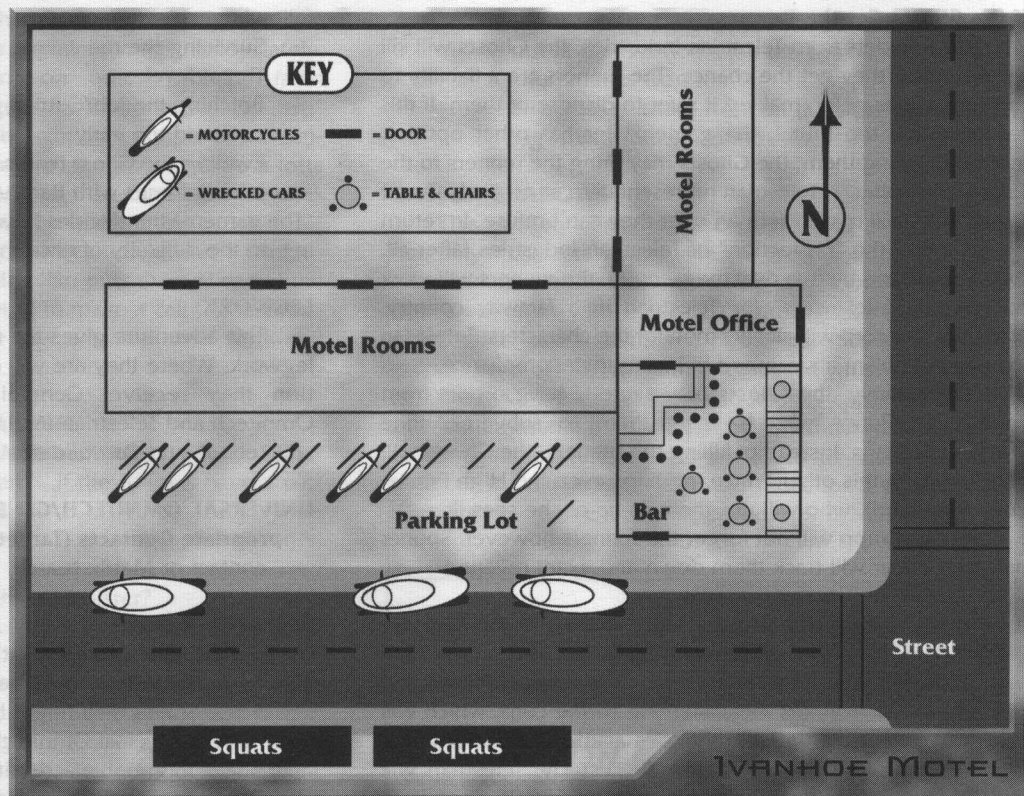
If the runners are too badly hurt to attempt to invade the Telestrian Habitat, the gamemaster can lighten the work required. Banshee may not yet have taken the data storage unit to Telestrian, or she may have made a backup copy to cover herself and stashed it somewhere safe. Her personal files might be accessible through the Matrix after all, or she may merely keep them on her computer at home. Count Parris might be more vulnerable than usual to an extraction; for example, Banshee may know he is attending a low-security, high-society function at a downtown club later that evening.

PICKING UP THE PIECES

This section contains all the miscellaneous information needed to run *Double Take*.

IT'S A WRAP

Double Take is open-ended, its resolution depending entirely on what the gamemaster throws at the runners and who they ultimately side with (if anyone). The gamemaster must



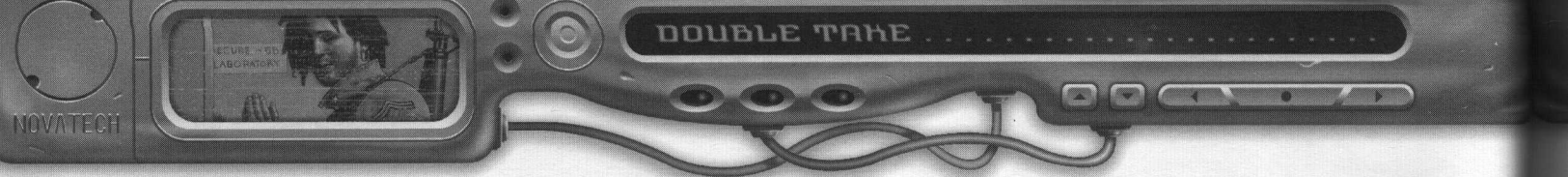
shape the storyline to fit the player characters' actions while still challenging them. Depending on the outcome, this adventure can segue directly into another run, perhaps as the characters work off a debt or smuggle themselves out of the Tir. A few of the more likely conclusions appear below as guidelines.

If Saeder-Krupp Gets the Runners

As described in *Out in the Open*, Scale's primary task is to learn from the runners who is responsible for the frame-up. His secondary job is to gather enough evidence to absolve Saeder-Krupp of any connection to the run and/or place the blame on the true instigator: Telestrian Industries. If Scale can also recover the stolen data, that is a bonus. He will use and abuse the runners for as much as they are worth; Lofwyr considers their actions a personal affront, and so they must redeem themselves or accept appropriate punishment.

If the runners give Scale the proof he needs, he commends them for making amends. He also points out that the runners have made other powerful enemies in cleaning up their mess. Naturally, Saeder-Krupp can get them out of this jam and ensure their safe return to Seattle. The runners would merely owe the corporation a small debt ...

This situation opens up several possible scenarios in which the runners are coerced into working on Lofwyr's behalf. Though each such run should go toward working off their debt, the gamemaster is encouraged to devise events so that each debt repaid somehow incurs a new one. Once in the dragon's clutches, the runners should find it difficult to free themselves.



If the Ghosts Get the Runners

Under orders from Telestrian Industries, the Ghosts will kill the runners if they get the chance. The runners are a liability to the corp at this point, making it safer to dispose of them. If this reality seems too brutal, the gamemaster has other options. Instead of killing them, the Ghosts may bring the runners to the Telestrian Habitat. A Telestrian representative, most likely Count Evan Parris, will make them an offer they can't refuse. In return for accepting the "protection" of Telestrian Industries (after all, they are wanted by two rival megacorps), the runners will work as "security freelancers" for Telestrian in a faraway country. Naturally, the corp will closely monitor the characters; Telestrian may even implant a safeguard to insure their compliance.

Alternatively, the Ghosts may secretly have orders from another Tir Prince who is using them to subvert Aithne Oakforest's plans. Instead of killing the runners, the Ghosts will bring them to this other Prince (perhaps even the High Prince, Lugh Surehand), who will use them as he or she sees fit.

Saeder-Krupp will not forget the runners however. Sooner or later, Lofwyr will track them down and exact revenge.

If Universal Omnitech or the Tir Peace Force Gets the Runners

All Universal Omnitech wants is to get the stolen data back and hold someone responsible for the wrecked lab and equipment. The runners mean nothing to the corp, which will hand them over to the Tir authorities at the first opportunity. The characters will not be safe in Tir custody; Telestrian will immediately act to have them silenced. Their only hope is to escape or to have a benefactor—Saeder-Krupp or a rival Prince—break them out.

If the Runners Stay Independent

If the runners get ahold of Banshee's operation files, they can theoretically use them to blackmail Telestrian. Telestrian can retract its media story, clearing the runners as victims of mistaken identity or a vicious practical joke, and providing new mug shots of the "real criminals." This change will not necessarily fool Saeder-Krupp or Universal Omnitech, however, who will still watch for the player characters. Telestrian also does not bow to blackmail easily. If the runners demand too much, Telestrian will use every means available to hunt them down or create leverage of its own.

If the runners retrieve the stolen data, quite a few corps will pay top cred for it. More than one of these might find it cheaper to kill the runners and take the data. As a last resort, the runners can trade it to the anarchists running Shadowland, who will post it for all the world to benefit. In exchange, the runners may receive access time, special search options, some wicked new utilities, hot data or other useful resources.

The runners will be hard-pressed to find their own way out of the Tir, though they can arrange it through Dog. The less money the runners can sink into it, however, the riskier the operation will be.

AWARDING KARMA

Award individual Karma according to the rules on p. 244, SR3. Also award Karma to each team member based on the

following achievements:

Surviving the run	2 points
Threat level	1 or 2 points*
Botching the job/Getting captured too early	-1 point
Evading the Ghost teams for a long time	1 point
Joining forces with Banshee	1 point

*The gamemaster decides how many points to assign, depending on the difficulty of encounters and events.

LEGWORK

This adventure gives the runners various opportunities for legwork. Where they are will determine some of the information they receive. General knowledge about Universal Omnitech and Telestrian Industries appears in the *New Seattle* sourcebook and *Portfolio of a Dragon: Dunkelzahn's Secrets*.

UNIVERSAL OMNITECH/GENE MAPPING PROJECT

Appropriate Contacts (Target Number 4): Any Corporate contact or Matrix search

Success	Result
0	Who's doing what?
1	Omnitech deals heavily in biotechnology, so I guess they might be into gene mapping.
2	Universal Omnitech has been pursuing an aggressive acquisition program ever since they received 120 million nuyen from Dunkelzahn's will.
3	They could be pursuing the ten million-nuyen reward in the Big D's will for mapping the genes responsible for magical ability.
4	They've bought up some smaller biotech companies that claimed to have made advances in gene mapping.
5	Several other corps in the Pacific Prosperity Group helped with their research, but they've got some stiff competition from a few fellow megacorps.
6+	Rumor has it they've just made a big breakthrough; they're supposedly closer than any other corp to claiming the ten million from the Draco Foundation.

UNIVERSAL OMNITECH/GENE MAPPING PROJECT

Appropriate Contacts (Target Number 4): Any Street Level contact

Success	Result
0	Sounds like a new sim.
1	Yeah, I think they're the ones that made my adrenal pump.
2	They got a lotta nuyen from Dunkelzahn's will. Heard they went on a shoppin' spree after that.
3	Chummer of mine says they're after the ten million nuyen for tellin' us why some of us got magic and some of us don't.

- 4 Universal Omnitech? They've been workin' on research projects for explainin' magic ability, lately. Also been workin' on other projects from Dunkelzahn's will, goin' for the money.
- 5 Coulda sworn they bought up a couple of bio clinics around here, some o' the ones that do a lotta messin' with DNA and all that. Especially 'ne ones that thought they wuz on to somethin'.
- 6+ Y'know, I think they just figured out some complicated mess, something that puts them ahead of the pack. If anyone's going to make a call to the Draco Foundation to come take a look at their work, it'll be UniOmni.

MS. JOHNSON (PICTURE OF BANSHEE)

Appropriate Contacts (Target Number 5): Any Seattle Street Level contact or Matrix search, if the runners have a picture of Banshee

Success Result

- 0-1 Hey, she's cute! Is she your sister?
- 2-3 Looks kinda familiar. I think I remember her from a few years back ...
- 4-5 Oh yeah, I had a crush on her about three years ago. Her name's Banshee. She's a real good singer.
- 6+ You're about three years too late, pal. Her name was Banshee, and she was a good runner. She went all elfie, though. I think she's settled in Elf Central these days. She may even have gone straight.

BANSHEE

Appropriate Contacts (Target Number 5): Any Seattle Street Level contact or Matrix search

Success Result

- 0-1 Huh? You wanna go tangling with an HMHVV-infected elf?
- 2-3 I think I remember somebody with that name. A lady elf with mojo. Been gone a while.
- 4-5 Yeah, I remember her. She used to work the shadows here; she could sling the juice good. Ain't seen her in about three years, since she went on a vacation.
- 6+ She disappeared after she went on vacation to some of the NAN and the elf lands. Said she wanted to get back to her roots.

BANSHEE

Appropriate Contacts (Target Number 4): Any Portland Street Level contact

Success Result

- 0 Ain't heard of 'em.
- 1 Elf chick ... got magic ... a dime a dozen. I know a few. What's she look like, again? I probably saw her.
- 2 I know her. She started working out here a few years ago. She uses the name because she sings when she slings.

- 3 She's a hoity-toity type, but I've seen her hanging out at the Ivanhoe a fair bit. I think she's an old chummer of Dog's.
- 4+ She does shadow work on the side, but her main gig is with Telestrian Industries.

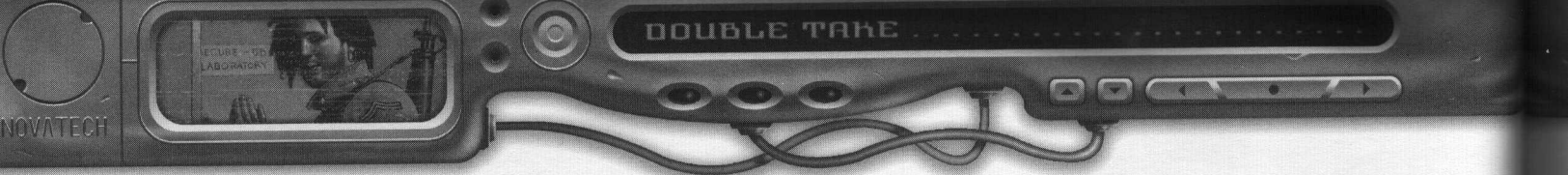
CAST OF SHADOWS

This section contains descriptions and statistics for the non-player characters who have the greatest impact on the various scenarios in this adventure. The player characters are likely to deal often with these NPCs throughout the game. The gamemaster can adjust some of the statistics to fit his or her group's level of play; experiment and see what works. As written, the NPCs are intended for moderately experienced players and gamemasters, but they can be toned down or ramped up as needed. Knowledge skills are listed to add depth to the characters. Gamemasters can add more for a wider range of interests or to serve a specific purpose.



BANSHEE

Banshee was born Moire Ferguson in the city of Cheyenne, in Native American country. Being an elf and naturally pale-skinned even for a Caucasian, she had a rough childhood. She discovered her magical abilities the same day that she was unfortunately orphaned at fifteen years of age. She disappeared into the shadows with an elfen friend named Molly and resurfaced in Seattle approximately five years later. Over the next few years, Moire and Molly built solid reputations in the shadows. They didn't always work together, but they remained best friends until Molly was brutally murdered by a Humanis hit squad. Distraught, Moire obtained a passport and went back to Cheyenne, eventually winding up in Tir Tairngire. Attracted by its portrayal of elfen culture and relative freedom from anti-elfen prejudice, she made her home there. Her shadow rep



followed her, however; Telestrian Industries, impressed with her abilities, aggressively recruited her. She joined the corp, eventually becoming a Grade 3 initiate much faster than she would have on her own. Though grateful for everything Telestrian has given her, Banshee's increasing importance in the corp further enmeshed her in things she would have preferred to avoid. Her tasks have become more bureaucratic, a stifling routine punctuated by forced betrayals of runner teams to get expected results. At the same time, the rigidity of Tir society has begun to grate on her. Unfortunately, she has let her disillusionment show more than once, to the displeasure of her superiors. Believing her attitude unlikely to improve and uncomfortable about how much she knows, these higher-ups have decided to terminate her upon completion of this job.

Banshee is 26 years old, with blue-black hair cut in a short, straight bob, dark blue eyes and a fair complexion. Somewhat aloof with a sad air, she is nonetheless tough enough to keep most people from running roughshod over her.

B	Q	S	C	I	W	E	M	R
3	6	3	6	6	6	6	9	6

INIT: 6 + 1D6, Astral INIT: 26 (29) + 1D6

Dice Pools: Astral 3, Astral Combat 9, Combat 9, Spell 7

Karma Pool/Professional Rating: 4/4

Race: Elf

Active Skills: Aura Reading 5, Car 3, Centering 4, Conjuring 5, Etiquette 6, Negotiation 4, Pistols 3 (Beretta 101T 5), Singing 4, Sorcery 6, Unarmed Combat 4

Knowledge Skills: Corporate Politics 3 (Telestrian Industries 5), Elven Society 4, English 5 (Cityspeak 6), Magic Theory 6, Psychology 4, Sperethiel 4 (Read/Write 2), 20th Century Rock Music 5

Spells: Fireball 5, Heal 5, Magic Fingers 4, Manabolt 6, Mind Probe 5, Physical Barrier 6, Powerball 4, Stunbolt 5

Metamagic: (Initiate Grade 3) Centering, Masking, Reflecting

Weapons: Beretta Model 101T [LP, SA, 6L, 12 (cl) w/1 extra clip]
Range (TN): 0–5 (4), 6–15 (5), 16–30 (6), 31–50 (9)

Armor: Synthleather Secure Jacket [5/3]

Gear: Ordinary clothing (synthleather pants, zippered vest, boots/denim jeans, button-down blouse); 1 handset unit cell-phone; registered credstick (200¥ balance) w/TIC corporate ID

COUNT EVAN "BLACKWING" PARRIS

Husband, father, scholar ... count, former shadowrunner and Black Dagger. Count Parris' past is well concealed, but his former street name—Blackwing—is infamous enough to make hardened runners sweat. Ten years ago, Blackwing had a worldwide rep as a premier assassin and shadowrunner. At that time, one of Blackwing's primary backers was a high-placed member of the Tir royalty. When Blackwing failed to secure an important magical relic for this patron, the Council of Princes charged him with treason and sentenced him to die. Escaping to the shadows, Blackwing sold his services to the highest bidder. Through a series of quick actions and incredible luck, Blackwing managed to place another Tir prince in his debt, this one even more highly placed than his predecessor: Prince Aithne Oakforest. Soon after Oakforest overturned Blackwing's

death sentence, Evan Parris built a new life in Tir Tairngire, leaving the name Blackwing forever behind him.

Count Evan Parris is Banshee's contact with the higher circles of the Tir government. The count is not a Telestrian Industries employee; he operates under the authority of Prince Oakforest, and so few doors in the Tir remain closed to him. After twenty-plus years of undertaking and managing black operations, the count has become thorough and methodical in his planning, rarely doing anything just for the sake of doing it. He is also (deservedly) arrogant, though he does not let pride blind him to reality. A private man, he never speaks of his past. He retains the flash of his younger days, presenting himself as the essence of style and grace. No matter the situation, he remains calm and collected. He fears little, including death. Having suffered more than once at the hands of a dragon, however, he loathes all dracoforms and those who serve them.

The player characters may have met Count Parris as Blackwing in previous adventures. If the runners killed Blackwing in those adventures, create a similar NPC using Count Parris as a guideline.

The count has no game statistics; the gamemaster may give him whatever numbers and skills the story needs. Treat him as Superhuman, keeping in mind that he is a cold killer unsurpassed with firearms. He is not Awakened, but does possess a range of delta-grade cyberware, including Wired Reflexes 3 and two synthetic cyberarms.

EDDY AND ZACH

Eddy and Zach are brothers who grew up together on the streets of Portland. As young orks, they recognized the odds against their succeeding in Tir society, and so turned to the shadows where opportunities were more equal and people less biased. The brothers have been careful not to tie themselves too closely to any specific power base or person, sticking primarily with each other. They have developed a wide variety of illegal skills, plus street smarts that let them offer quality service for a decent price. They will work for almost anyone, though they avoid taking jobs that are likely to make them enemies. After all, it's hard to make a living when others are out to get you.

Though the two brothers are similar in size, stature and appearance, Eddy is noticeably scruffier, usually unshaven. He also does most of the talking, even answering questions directed to Zach. Zach is unnaturally quiet, but is always first to dive into a task, often half completing it before Eddy finishes negotiating their fee. Bound by intense mutual loyalty, both will viciously attack anyone who targets the other.

If the player characters get in over their heads, the gamemaster can use Eddy and Zach to bail them out. Give the brothers an array of esoteric skills and knowledge; make them as useful and helpful as the players need them to be. Avoid using them to make the player characters' lives easier, however.

B	Q	S	C	I	W	E	M	R
6	5	6	4	5	5	6	—	5

INIT: 5 + 1D6

Dice Pools: Combat 7



Karma Pool/Professional Rating: 3/3

Race: Ork

Active Skills: Athletics 3, Bike 3, Biotech 3 (First Aid 5), Car 3, Computer 5, Demolitions 4, Electronics 5, Etiquette 5, Intimidation 3, Negotiation 4, Pistols 4, Stealth 4, Unarmed Combat 6

Knowledge Skills: Gang Identification 4, Magic Background 4, Portland Fixers 4, Tir Corporations 4, Tir Politics 3, Underworld Politics 4

Weapons: Remington Roomsweeper [HP, SA, 9S(f)/9M, 8(m) w/10 extra shot rounds and 10 regular rounds]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Armor: Armor Jacket [5/3]

THE GHOSTS

The Ghosts are drek-hot, secret special forces that the Tir government uses for everything from counter-insurgency and counter-terrorism to hostage situations and deniable black ops. Two things hold their loyalty: Tir Tairngire and their fellow team members. Well-trained, highly intelligent and frighteningly efficient, Ghost units excel at SWAT (Special Weapons And Tactics) and commando operations. Shadowrunner teams are among their favorite and most frequent targets. In *Double Take*, the chase is on their home turf, giving the Ghosts every advantage over the runners and also the Saeder-Krupp and Universal Omnitech teams. Count Evan Parris hand-picked the Ghosts assigned to Telestrian for this mission, on the authority of Prince Aithne Oakforest.

Sergeant (Unit Leader)

B	Q	S	C	I	W	E	M	R
6	7	6	5	6	6	6	10	6 (12)

INIT: 6 (12) + 1D6 (+4D6)

Dice Pools: Combat 9 (10)

Karma Pool/Professional Rating: 8/4

Race: Elf

Active Skills: Assault Rifles 6, Athletics 5, Biotech 1 (First Aid 3), Edged Weapons 5, Etiquette 4 (Military 6), Interrogation 5, Leadership 4, Pistols 6, Shotguns 5, Small Unit Tactics 6, Stealth 8, Submachine Guns 6, Throwing Weapons 4, Unarmed Combat 7

Knowledge Skills: Conjuring Background 4, Sorcery Background 4, Tir Tairngire Law 4

Adept Powers: (Grade 4 initiate) Blind Fighting, Combat Sense 1, Improved Reflexes 3, Improved Senses [Flare Compensation, Thermographic Vision], Iron Will 2, Smashing Blow, Traceless Walk

Weapons: HK-227-S [SMG, SA/BF, 7M, 28 (cl) w/2 extra clips APDS, integral Laser Sight, integral Silencer, folding shoulder stock (+1 Recoil)]

Range (TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8)

AET NN11 [HP, SA, 9M, 25 (cl) w/3 extra clips APDS, Laser Sight]

Range: 0-5 (3), 6-20 (4), 21-40 (5), 41-60 (8)

Dikote Survival Knife [9M]

Flash-Pak

3 Concussion Grenades [12M Stun, -1/m]

Armor: Medium Security Armor [7/7] [Enviroseal, Helmet Transceiver (Rating 6) w/encryption (Rating 8), Medkit (Rating 6), ruthenium polymer coat w/8 imaging scanners, Ultrasound Vision System]

Fire Support and Demolitions Specialist

B	Q	S	C	I	W	E	M	R
5	7 (10)	5	5	6	6	2.22	0	6 (12)

INIT: 6 (12) + 1D6 (+4D6)

Dice Pools: Combat 9 (11)

Karma Pool/Professional Rating: 7/4

Race: Elf

Active Skills: Assault Rifles 8, Athletics 5 (8), Biotech 1 (First Aid 3), Demolitions 5, Edged Weapons 5, Etiquette 2 (Military 4), Heavy Weapons 6, Pistols 8, Rifles 8, Shotguns 8, Small Unit Tactics 3, Stealth 8 (11), Submachine Guns 8, Throwing Weapons 4, Unarmed Combat 6

Knowledge Skills: Tir Tairngire Law 3

Cyberware (betaware): Cybereyes [Flare Compensation, Low-Light, Electronic Vision Magnification 3, Thermographic], Move-By-Wire 3, Smartlink-2 [Range Finder]

Bioware (cultured): Orthoskin 2, Trauma Damper

Weapons: AK-98 [AR, SA/BF/FA, 8M, 38 (cl), w/2 extra clips APDS, integral underbarrel Grenade Launcher, Smartlink-2]

AR Range (TN): 0-50 (2), 51-150 (3), 151-350 (3), 351-550 (4)

GL Range (TN): 5-50 (2), 51-100 (3), 101-150 (4), 151-300 (4)

HK-227-S [SMG, SA/BF, 7M, 28 (cl) w/2 extra clips APDS, integral Laser Sight, integral Silencer, Smartlink-2, folding shoulder stock (+1 Recoil)]

Range (TN): 0-10 (2), 11-40 (3), 41-80 (3), 81-150 (3)

AET NN11 [HP, SA, 9M, 25 (cl) w/3 extra clips APDS, Smartlink-2]

Range: 0-5 (2), 6-20 (3), 21-40 (3), 41-60 (4)

Dikote Survival Knife [8M]

2 Flash-Paks

6 Offensive Mini-Grenades [10S, -1/m]

3 Smoke (IR) Mini-Grenades

Armor: Medium Security Armor [7/7] [Enviroseal, Helmet Transceiver (Rating 6) w/encryption (Rating 8), Medkit (Rating 6), ruthenium polymer coat w/8 imaging scanners, Ultrasound Vision System]

Tactical Support Specialists (2)

B	Q	S	C	I	W	E	M	R
6	7	6	5	6	6	6	9	6 (12)

INIT: 6 (12) + 1D6 (+4D6)

Dice Pools: Combat 9 (11)

Karma Pool/Professional Rating: 6/4

Race: Elf

Active Skills: Assault Rifles 6, Athletics 5, Biotech 1 (First Aid 3), Edged Weapons 5, Etiquette 2 (Military 4), Heavy Weapons 3, Pistols 6, Shotguns 5, Stealth 8, Submachine Guns 6, Throwing Weapons 4, Unarmed Combat 7

Knowledge Skills: Small Unit Tactics 3, Tir Tairngire Law 3

Adept Powers: (Grade 3 initiate) Improved Reflexes 3, Improved Senses [Flare Compensation, Improved Hearing, Sound Damper, Thermographic Vision], Killing Hands M, Combat Sense 2

Weapons: HK-227-S [SMG, SA/BF, 7M, 28 (cl) w/2 extra clips APDS, integral Laser Sight, integral Silencer, folding shoulder stock (+1 Recoil)]

Range (TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8)
 Enfield AS-7 [SH, SA/BF, 8D(f)/BS, 10 (cl) w/2 extra clips APDS, 2 extra clips flechette rounds, integral Laser Sight]

Range (TN): 0-10 (3), 11-20 (4), 21-50 (5), 51-100 (8)
 AET NN11 [HP, SA, 9M, 25 (cl) w/3 extra clips APDS, Laser Sight]
 Range: 0-5 (3), 6-20 (4), 21-40 (5), 41-60 (8)

Dikote Survival Knife [9M]
 Flash-Pak

3 Concussion Grenades [12M Stun, -1/m]

Armor: Medium Security Armor [7/7] [Enviroseal, Helmet Transceiver (Rating 6) w/encryption (Rating 8), Medkit (Rating 6), ruthenium polymer coat w/8 imaging scanners, Ultrasound Vision System]

Small Arms Specialist

B	Q	S	C	I	W	E	M	R
6	7	6	6	6	5	6	9	6 (10)

INIT: 6 (10) + 1D6 (+3D6)

Dice Pools: Astral 3, Combat 9

Karma Pool/Professional Rating: 6/4

Race: Elf

Active Skills: Assault Rifles 4, Athletics 8, Biotech 1 (First Aid 3), Clubs 6, Edged Weapons 8, Etiquette 2 (Military 4), Pistols 8, Pole Arms 5, Small Unit Tactics 3, Stealth 8, Submachine Guns 6, Throwing Weapons 4, Unarmed Combat 7

Knowledge Skills: Tir Tairngire Law 3

Adept Powers: (Grade 3 initiate) Astral Perception, Free Fall 2, Great Leap 4, Improved Reflexes 2, Killing Hands S, Sixth Sense 2

Weapons: HK-227-S [SMG, SA/BF, 7M, 28 (cl) w/2 extra clips APDS, integral Laser Sight, integral Silencer, folding shoulder stock (+1 Recoil)]

Range (TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8) 2
 AET NN11s [HP, SA, 9M, 25 (cl) w/3 extra clips APDS, Laser Sight]

Range: 0-5 (3), 6-20 (4), 21-40 (5), 41-60 (8)

Dikote Survival Knife [8M]

Sword Weapon Focus 3 [8M]

Flash-Pak

3 Concussion Grenades [12M Stun, -1/m]

Armor: Medium Security Armor [7/7] [Enviroseal, Helmet Transceiver (Rating 6) w/encryption (Rating 8), Medkit (Rating 6), ruthenium polymer coat w/8 imaging scanners, Ultrasound Vision System]

Magical Support Specialist

B	Q	S	C	I	W	E	M	R
5	7	4	7	6	6	6	10 (13)	6 (9)*

INIT: 6 (9) + 1D6 (+4D6)*, Astral INIT: 26 (30) + 1D6

Dice Pools: Astral 4, Astral Combat 9, Combat 9, Spell 11

Karma Pool/Professional Rating: 7/4

Race: Elf

Active Skills: Assault Rifles 4, Athletics 5, Aura Reading 6, Biotech 1 (First Aid) 3, Conjuring 6, Edged Weapons 4, Etiquette 2 (Military 4), Pistols 4, Small Unit Tactics 3, Sorcery 7, Stealth 8, Submachine Guns 4, Throwing Weapons 4, Unarmed Combat 5

Knowledge Skills: Magical Threats 6, Magical Traditions 4, Parazology 5, Tir Tairngire Law 3

Spells: Analyze Truth 4, Control Actions 6, Detect Life 6, Double Image 4, Improved Invisibility 5, Manabolt 6, Mind Probe 5, Resist Pain 4, Sterilize 3, Stunball 5, Treat 7

*Has Increase Reaction and Increase Reflexes (+3) spells, quickened (each Force 3).

Metamagic: (Grade 4 initiate) Masking, Possession, Reflecting, Shielding

Weapons: HK-227-S [SMG, SA/BF, 7M, 28 (cl) w/2 extra clips APDS, integral Laser Sight, integral Silencer, folding shoulder stock (+1 Recoil)]

Range (TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8)

AET NN11 [HP, SA, 9M, 25 (cl) w/3 extra clips APDS, Laser Sight]

Range: 0-5 (3), 6-20 (4), 21-40 (5), 41-60 (8)

Dikote Survival Knife [9M]

Flash-Pak

3 Concussion Grenades [12M Stun, -1/m]

Armor: Medium Security Armor [7/7] [Enviroseal, Helmet Transceiver (Rating 6) w/encryption (Rating 8), Medkit (Rating 6), ruthenium polymer coat w/8 imaging scanners, Ultrasound Vision System]

Gear: Power Focus 3 (orichalcum pendant of Tir stars)

SCALE AND THE SAEDER-KRUPP AGENTS

Scale is a mysterious entity, able to appear in a wide range of guises. Many believe he is an ally spirit, while others claim he is a lesser dragon or something else entirely. Throughout *Double Take*, Scale appears to the runners as a slick-looking, raven-haired elf male, with dark gray eyes and sharply defined features, wearing an exquisitely tailored charcoal-gray suit. If astrally perceived, Scale appears to be a mundane elf; the characters will not be able to pierce his masking.

Scale takes his orders directly from Lofwyr, and should be feared for that reason alone. He portrays himself as a simple emissary, sent to find out what Lofwyr needs to know and to "request" that the runners make suitable reparations for displeasing the dragon. He presents his demands as obvious and utterly reasonable. The runners should tread carefully when dealing with him, as he excels at manipulation and wordplay. Anyone attempting to trap Scale with words will instead be trapped in turn.

Scale has whatever skills, statistics and abilities the gamemaster wishes to give him. He will avoid a fight, but if forced into one, will display abilities superior to those of a high-grade, initiated adept. His amazing physical prowess and magical abilities should easily surpass those of the runners, and the latter may even seem to cross the boundaries of various traditions. Consider him an Ultimate NPC.

Scale's team is a hand-picked mixture of specialties and metatypes best suited to his needs. This team should include at least one initiated hermetic mage and two top-of-the-line samurai. Whatever abilities team members display, they are all among the best at what they do. Treat these NPCs as Superior to the characters. The gamemaster chooses their statistics and skills based on these guidelines.

SECOND EFFORT



FIRST IMPRESSIONS: A PROLOGUE

Kat's on the prowl.

She steps into the street, brushing the fat, gray flakes of ash away from her clothes. The dress is Armante and short enough to remind a gentleman what to expect. This evening, she is just another Seattle club biff.

Angry Jake's is a block away, but Kat takes her time getting there. She ignores the line and strides straight to the front door. The bouncer's a troll. Kat can barely look at him—trolls make her stomach turn. They get good work in these places, she reminds herself.

Kat pointedly ignores him as he checks her out. With her skimpy dress and tailored pheromones, she's probably the hottest woman to walk into Angry Jake's all night. Of course, the troll doesn't notice. He scans her once with his security wand and the light flickers when it reaches her purse. She smiles apologetically and hands over the weapon. It's a Fichetti Needler. Attractive, but not very effective.

The door brute doesn't care who she's here for, so long as it doesn't effect his biz. He growls at her, "You get the piece when you get out." She closes her purse and struts inside. The smell of the trog lingers in her boosted senses for a few seconds.

Quickly, she slips into the throng of dancers and weaves her way to the bar. She orders synthrum and pays the bartender in cash. Nearby, seated strategically to watch the "beautiful people," is a fat, balding man. Her eyes never leave him. He's the catch of the day.

She keeps staring; in a moment, he'll notice her. Once she has his attention, she takes one sip of the watered-down synthrum, spills a little, and giggles to herself. He keeps watching her. She staggers once for good measure and then walks as if she is passing him by. His eyes follow. When she is close enough, Kat pretends to lose her balance altogether, tumbling into him.

"I'm really, really sorry," she exclaims nervously. Her drink has crashed to the floor and his has spilled all over the table.

"No problem—no problem at all," he insists. She does her best to clean up the mess, careful to lean into his body whenever she can. "Look," he stammers, "don't worry about the drinks. I'll order more. Are you okay?"

She smiles and slides onto the stool beside him. "I am now. So what do I call you, stranger?"

"Uhm, Anthony."



She takes a moment to smell his breath as he introduces himself. The chemical analyzer does its work. He's been drinking, but not too much. She smiles. *Good, I'm not too late.*

"Well, Uhm Anthony, since you're buying, do you want to know my name?" He smiles. His desire is obvious as the first wave of pheromones kicks in. "My name is Jana. So, what's your story, Anthony?"

The man shrugs and fakes a smile. "I'm just another wage slave who hates his job."

She takes a long drag on her cigarette. "So, you hate your job. Why not just quit and go somewhere else?"

Anthony chuckles. "You don't understand my company. You don't just walk away from Yakashima."

"What are they going to do, come after you?" The concern in her voice sounds real.

"Maybe, if I'm worth it. They may not even let me go."

She dares the question, "Are you worth it?"

"I like to think so." His attitude has changed. She's losing him.

The pheromones kick in. She leans against him softly, whispering, "So, what are you going to do?"

He draws a deep breath and sighs. "Cope with it. That's about all I can do. I'll keep doing things the way I've been, trying to get noticed, and pray that the next promotion that comes along doesn't end up with a hotshot from the East Coast."

Anthony swallows the rest of his drink, then adds, "Or an extraction."

She smiles meekly and lets her eyes fall to his lap. "No. I meant, what are you going to do after you leave here tonight?"

He begins to smile again. She stands up and fishes through her purse. "Why don't you go outside, and I'll meet you right after I take care of some lady things?"

He grins and picks up his coat, shaking his head as if he can't believe his luck. He pauses long enough for Kat to worry, then he kisses her hand and whispers, "Don't take too long, beautiful." He winds his way toward the door as she pretends to touch up her lipstick.

When Anthony is out of sight, Kat pulls out her cell phone and presses the speed dial. The phone picks up without a sound on the other end. A palm-sized recorder snuggled in her left hand doles out a series of beeps and tones to the cell unit. It squawks in acceptance. She casts a casual glance toward the door, where Mr. Munson is peering through the crowd to find her.

She pockets the recorder. Her brain shuts off the voice modulator. Her natural voice has a soft, southern drawl.

"I'm in. Big fat fish on a hook. I figure in less than a week, we'll have everything we want."

PREPARING TO PLAY

Second Effort is really two adventures in one. The first is an insertion of a spy into a high security location. The second is the extraction of that same person when her identity is compromised. Depending on player character involvement, planning and just plain luck, the adventure may go in multiple directions at once. For this reason, the gamemaster must read the adventure thoroughly to get a sense of the events. *Second Effort* is on a strict timeline (see *Timeline*, p. 39).

This adventure is self-contained, but the gamemaster should be familiar with some additional rules and gear. Proteus AG specializes in biogenetic research and uses many chemical responses to shadowops. Therefore, the gamemaster should have access to the *Man & Machine* accessory. *Man & Machine* details bioware as well as chemicals and compounds used in security response. Other books, such as *Magic in the Shadows* and *New Seattle* can be useful for their advanced rules and background. *Shadowlore* (see p. 59) offers other Shadowrun sources that can be helpful and can flesh out future spin-off adventures.

PLOT SYNOPSIS

Dunkelzahn's will began ripples and ramifications that may never be fully understood or even revealed to the public of 2060. The great wyrm's will continuously brings factions and players unaware of each other to nexus points. *Second Effort* involves three such companies and the results of a clash among them.

Proteus AG is a German corporation that specializes in bioware, genetic manipulation and experimentation. It also builds aquaspheres: offshore underwater living facilities. While this company had previously gone unnoticed by the rest of the world, it received more press than all the ecological disasters or genetic monstrosities it may have created when it applied to win money set aside in Dunkelzahn's will for the first company to build an effective and livable aquasphere. Proteus AG did not win the award because its aquaspheres are above sea level. But the press coverage shined brightly on this mysterious corporation, and while suitors came to it to offer new opportunities, so did competitors looking to learn the secrets of this ultrasecret corporation.

One of those competitors, and the biggest AA in the world, is Yakashima Technologies. Yakashima wasted no time setting up an infiltration into this corporation and gaining its secrets firsthand. Proteus nearly made it easy for them. In a deal with the Salish-Shidhe, the Native American nation that surrounds Seattle, Proteus built its first North American aquasphere/research lab in the Pacific about an hour north of Vancouver. With the influx of Proteus personnel in the Seattle area, Yakashima devised a plan to insert a spy into the newly built aquasphere. Training a covert operations specialist to think and act like a Proteus research scientist was thought to be the hardest part. But once the spy took over the target woman's life, Proteus's paranoia, as well as its constantly rotating work schedules and locations, meant that Yakashima could be tripped up by Proteus's intense scrutiny of its employees. At this time, Yakashima discovered that the best way to get the spy inhouse was to insert her using a shadowrun team to handle all the obstacles.

Mr. Munson's Dilemma

The Johnson in charge of this operation, Anthony Munson, devised this plan. He thought it would lead to a big promotion. Instead, Yakashima brought in a more corporate-minded person from its East Coast division to oversee the operations and shadowops involving Proteus.

Mr. Munson didn't take kindly to this and started to let his dissatisfaction show. This introduced a third player in the post-Dunkelzahn payoff: Brackhaven Investments.



One of the most unlikely people to profit from Dunkelzahn's death was Kenneth Brackhaven. After all, the dragon beat him out of the UCAS Presidency. Brackhaven ran on an archconservative, anti-metahuman platform. He couldn't have been more opposite to Dunkelzahn. But because of the rhetoric he spoke and the companies that, in some cases, quietly hid their racism, Brackhaven was asked to invest in more and more companies—and he did. He made heaps of money. As support for the dragon grew, other groups fought harder to remain in power and grew fearful of change. Brackhaven invested heavily in those. But his ties with anti-metahuman groups such as the Humanis Policlub made it difficult to recruit staff. People often mumble under their breath about the trog living in their neighborhood, but most aren't willing to work for a corp that openly professes an anti-metahuman stance.

Brackhaven was left no choice but to trick people into working for him. In addition, he hires shadowrunners to check up on potentially dissatisfied corporate suits and trick them into creating their own extractions. Anthony Munson provides the perfect target. He works for an anti-metahuman corporation—Yakashima—and he wants to get back at his supervisors. It's only a matter of days before Mr. Munson leaves his job at Yakashima and goes to Brackhaven.

Unfortunately, it's right in the middle of the player characters' insertion, and it endangers the inserted spy's life.

One Step Ahead of the Game

The player characters are paid for a job well done, but they are also notified of Mr. Johnson's extraction. The spy's and the runners' lives are in danger. Their new job is to get her out, if they can, and return her to Yakashima. Meanwhile, Munson knows the value of the spy and will turn her over unless he can convince her to work for his new company. The player characters become targets and solutions in one twist of events.

RUNNING THE ADVENTURE

The insertion can be bold and daring, it can be quiet and stealthy, or it can be a little of each. The planning of the insertion and the extraction is left to the player characters.

All three corps in this adventure have a strong anti-metahuman bent. While Proteus makes no actual claims to be anti-metahuman, it does tend to hire and trust humans and use the rest of the races as experiment fodder. Yakashima claims it is the corporation of purity and the beacon of Japanese ideals. That plays well for the masses in Japan, but in Seattle, this is harder to pull off. Yakashima will hire metahumans for shadowruns. Its Johnsons are usually not Japanese. Brackhaven Investments, on the other hand, is anti-metahuman and proud of it.

This adventure is written without any overt prejudice. The gamemaster can, if he or she wants, add any details such as prejudice for the sake of realism. Mr. Munson may talk only to humans, for instance. Such details are left to the gamemaster and the style of the gaming group.

Timeline

This adventure takes place during a single week. The player characters are contacted and meet Mr. Johnson for dinner on

a Friday evening (see "*Mange, Mi Pisano*"). The insertion must take place between sunrise on Sunday and sunrise on Monday. The player characters will not know if the insertion was successful until Friday, when they will meet Mr. Johnson for lunch for final confirmation and payment for the insertion. These four days allow the gamemaster to insert side plots and any other pursuits appropriate for the player characters.

After the player characters discover the extraction of Mr. Johnson, they have only the weekend to find the spy and extract her. They are also targeted by Munson and Brackhaven. On Monday, the spy is shipped to a south sea facility and most likely will be exposed by Brackhaven in order to garner favor and investment opportunities with Proteus.

"MANGE, MI PISANO"

WHAT'S UP, CHUMMER?

This scenario introduces the runners to Mr. Johnson. Anthony Munson approaches the player characters as an employee of the Yakashima Corporation. Munson is a skilled negotiator who sought out the player characters because of their reputation on the streets. He contacted their fixer, who in turn informed the player characters that Mr. Johnson wanted to meet. Munson wants the player characters to escort his spy into a Proteus AG research facility north of Seattle. Because top quality demands top dollar, Munson is prepared to offer the group of characters 200,000¥ for their service.

Munson gives the characters maps of the facility that they are to infiltrate, as well as a border cross ID and a vehicle registered on both sides of the border. He provides a datapad with the information needed to meet with their "insertion."

TELL IT TO THEM STRAIGHT

When your fixer calls to set up a meet, you know it must be good. He doesn't usually drop the dregs on you. The voice croaks, "You got a job if you want it. Mr. Johnson wants a dinner meet at Colucci's. It's an Italian restaurant. Bring the team you want. He's paying big time bucks. Colucci's has a good rep, so don't embarrass yourself—bring a bib."

Read the following when the characters get to Colucci's:

Limos and other luxury cars line the street in front of Colucci's. The drivers stand around talking. The first thing you notice is that they all stop talking when any kind of vehicle turns down the street. They don't resume talking until the vehicle reaches the next intersection.

As you approach the restaurant, they stop talking and watch you enter the building.

Outside is a red-and-white canopy with the name Colucci scrolled on it. The same name is etched in gold on the blackened windows. You approach the front door expecting an ork or perhaps a troll to be waiting to greet you. Instead, just inside the front door, is a human woman with long, black hair and natural eyes. She flashes you a smile and says, "Welcome to Colucci's. We are a neutral turf restaurant. No weapons are allowed. Please leave your weapons with Tiny. They will be returned when you are ready to leave." She indicates a six-



foot-six, three-hundred-pound man standing in the doorway of a coatroom.

When the characters are ready to be seated, read the following aloud:

The hostess smiles at you again. "Thank you. The Colucci family appreciates your respect of our policies. I believe I know your dinner companion. Please follow me." She picks up menus for the group and leads you inside.

The dining room is filled with the smell of thick tomato sauce—the real thing, you believe. The inside of Colucci's is littered with dark-suited Mafioso and underdressed joygirls. They're all conversing amongst themselves in the darker recesses of red leather booths. Each regards you with a stare as you maneuver past their tables.

The hostess takes you to the back of the restaurant. In a glass booth, you see a fat, bald man sipping a glass of red wine and chewing a giant slice of garlic bread. The hostess hits a button on a wall and one of the glass panels slides behind the other. She stands aside to let you in.

Once Mr. Johnson sees you, he stands. He pulls the napkin from under his chin, wipes his mouth, and says, "Welcome, (ladies and) gentlemen. I learned long ago never to conduct business on an empty stomach. Please join me. Dinner is on my tab." As if on cue, waiters bring plates of pasta, meat, sausages, and bottles of red wine.

After the player characters have eaten, read the following aloud:

When everyone has finished eating, Mr. Johnson begins. "As professionals in shadowops, I am sure you have performed many extractions—whether persons, things or information. I have an unusual proposition for you. I need an insertion of something, or rather someone, into the facility of one of my rivals. The facility is five hours north in the Salish-Shidhe nation.

"If you accept this job, I can provide you with 200,000¥. That'll be 50,000¥ up front, plus a vehicle that's registered with both the Seattle and Salish governments. The individual must be inserted into the facility sometime on Sunday. That gives you at least one day to plan. I can provide you with some basic information on the company and the compound. The insertee (he places a datapad on the table) can provide you with more information on the site.

"Think about the offer for a minute. I'll order some dessert."

Once the player characters accept the job or indicate they are interested, read the following aloud:

"Intrigued? I knew I had the right people. The facility I need you to penetrate belongs to the Proteus AG Corporation. It's an offshore research facility with attached land offices. Your goal will be to bring my associate into the computer room on the land side of the facility. This is Proteus's only North American facility and we want to have an insider."

He pauses long enough to take a sip of wine.

"You'll be inserting an operative for my corporation. She has assumed the identity of a woman who works for Proteus AG. You are to escort her into the facility without a trace of her

entry. You can use any means you see fit—you're the professionals. The operative is not to be caught on tape or seen by their security. If she is, you are to destroy those records. She already has information on her destination inside the building. Once she has given the okay, you can leave any way you wish. Because of the level of security placed on communication channels, my spy will have no way of contacting me until next Friday morning. This means I will not have proof that she was successfully inserted until then. If you would meet me back here on Friday for lunch, I will pay the rest of your money."

HOOBS

The tension of this scenario may shift depending on the players' expectations. Player characters may think they are working for the Mafia—they aren't. They may think the Johnson is trying to screw them—he isn't. They may think the insertion will be easy—it's not.

BEHIND THE SCENES

Colucci's front entrance contains a Rating 8 doorway MAD scanner (p. 293, *SR3*). The hostess wears a receiver to the device on her wrist, as does Tiny. If the scanner picks up any weapons on the player characters, the hostess will politely ask them to remove those weapons (see *Tell it to Them Straight*, p. 39).

If they refuse, the hostess will not allow the characters to enter the restaurant. All weapons are stored in Tiny's room. The characters may catch a glimpse of different weapons, including pistols and shotguns of all kinds, a few machine pistols, a machete and a sniper rifle.

Colucci's plays host to several local Mafia figures. Whether these Mafia figures are present while the player characters visit is the choice of the gamemaster (see *Pushing the Envelope*, p. 41).

The hostess is a physical adept with one grade of initiation (use the adept sample character on p. 65 of *SR3* for base stats but adjust powers as needed). Use the sprawl ganger sample character stats (p. 73 of *SR3*) for Tiny. The restaurant is full of made-men and their bodyguards. Even without weapons they can be extremely tough. The drivers outside are well armed and will respond immediately to any trouble. All should be rated equal to or better than the player characters (see p. 83, *SRComp*) and are Professional (see p. 249, *SR3*).

Any character can attempt an Electronics (4) Test. Two successes will reveal that a white noise generator has activated. Anyone succeeding a Perception (4) Test will notice that the windows slowly darken as the meeting proceeds, but the light in the restaurant remains constant.

If the player characters attempt any legwork on Colucci's, use the following table.

COLUCCI'S RESTAURANT

Appropriate Contacts: Any Mafia contact (TN 3);

Any other contact or Matrix search (TN 4)

Success Result

- | | |
|---|---|
| 0 | "I think they serve Eye-talian food. Right?" |
| 1 | "Yeah, I think it's in Everett near Casino Corner." |

- 2 "Two words: family biz. If you have to go to Casino Corner for a meet, it can only mean made-men."
- 3 "Colucci's isn't run by any family. They seem to be independent."
- 4 "More and more corps been using Colucci's to confuse issues for runners. While family biz happens there, not all of it is associated with the Mafiosi."
- 5 "Colucci's is neutral territory, even the Yaks know that. Very honorable establishment. The handshake agreement to keep it neutral is honored by every major syndicate in the city."
- 6 "When Tiny asks for your weapon ... give it to him."

Playing Mr. Munson

The first thing anyone notices about Anthony is his size. He weighs four hundred pounds and stands just under six feet in height. Anthony's brown hair is worn in a crewcut. His thirty years of life are revealed as feathers of gray at his temples. Anthony is fond of Vashon Island suits. When he meets the player characters, he wears a suit in navy blue with black pin-stripes. His jacket is off, revealing suspenders and a narrow black tie. Anthony Munson is not a member of the Seattle Mafia. His occasional business dealings with the organization as well as his appetite for rich Italian food allow him to conduct his business at Colucci's. Think of him as a Mafioso wannabe.

Munson is a shrewd negotiator. From the moment the player characters walk in the door, he does everything he can to establish that he is in control of the situation. Instead of conducting business immediately, he waits until the player characters have helped him finish an impressive spread of food. If the player characters try to guess the cost of the meal (outside of Munson's company, of course), they can conclude that the meal probably cost over 500 nuyen, and maybe as much as 1,000 nuyen. Should the player characters refuse to eat, Munson appears dejected. He still waits until he is finished before conducting business.

Munson will always begin talking to a human. He won't exclude metahumans, but he has a habit of preferring humans.

Munson initially offers the player characters 200,000 nuyen. The first 50,000 nuyen are in five ebony credsticks that he lays on the table. If the players wish to negotiate the fee, each net success they make on a Negotiations Test will add 10,000 nuyen to their fee. The gamemaster is free to adjust this total to suit the individual campaign. As a rule, Munson will not pay more than 250,000 nuyen for the job.

His gun is in Tiny's room.

ANTHONY MUNSON

B	Q	S	C	I	W	E	M	R
5	2	5	4	6	4	5.8	—	4

INIT: 4 + 1D6

Dice Pools: Combat 6

Karma Pool/Professional Rating: 2/3

Race: Human

Active Skills: Car 4, Etiquette 6 (Corporate 8, Mafia 7), Negotiations 6, Pistol 4

Knowledge Skills: Corporate Politics 8, Corporate Social Structure 4, Mafia Politics 4, Psychology 5, English 6, Italian 3

Weapons:

Walther Palm Pistol [HO, SS, 4L, 2(b)]

Range (TN): 0-5 (4), 6-15 (5), 16-30 (6), 31-50 (9)

Armor: Fine Armored Clothing [3/0]

Cyberware: Datajack

Gear: Pocket secretary, certified credsticks, fake IDs, other as appropriate

The Goodies

When the negotiating has finished, Munson opens his briefcase and hands the player characters the five ebony credsticks. He also provides them with a map of the Proteus AG facility, a blue credstick with the vehicle registration (good for 7 days), an electronic vehicle starter to a Ford Bison, and a datapad. The map details only the first floor of the facility. Munson has no idea what the markings on the map mean or where his agent needs to be placed. He trusts her when she says Proteus is ultra-paranoid. He knows the runners will not need to access the sea location.

The vehicle registration is corporate issued and registered to Taylor Enterprises—an extreme adventure and "back-to-nature" travel company. Similar vans from Taylor cross the border often. The credstick allows the holder to cross the border without being searched, but nothing forces the border patrol to honor it.

The datapad contains one name (Marianna Che), one address (1303 East 18th Street, Downtown Seattle) and one alphanumeric code (16 characters long—the gamemaster can create one if needed). This is Munson's spy. Munson advises the player characters to make contact with her as soon as possible.

The Ford Bison is exactly as described on p. 309 of SR3. The blue truck has no distinguishing marks. It does not contain rigging adaptation.

A Full Day Off

At this point, the player characters call the shots. They can check contacts and do legwork on Proteus (see p. 57); visit their contacts for gear and other items; visit Marianna (see *The Package*, p. 42); or they can visit the site (see *Practice Makes Perfect*, p. 44).

PUSHING THE ENVELOPE

There is no real way to push the envelope here. If the gamemaster has been running a Mafia-based campaign, the player characters could have contacts, enemies and/or allies in the restaurant. This scenario can help to tie in a Mafia campaign by making the runners visible to some of the Mafia figures who may contact them later.

DEBUGGING

Little can go wrong with this scenario. The player characters can refuse the job or start a fight in the restaurant. In either case, the gamemaster will be forced to find another way to draw the player characters into the adventure.



THE PACKAGE

WHAT'S UP, CHUMMER?

The player characters meet their cargo and learn even more about the mysterious and paranoid Proteus AG. When the runners reach Marianna's apartment it looks ransacked, but it's really the replacement Marianna trying to figure out where the original Marianna put everything. A brief conflict ensues but it is easily resolved. She'll help the runners fill in some of the blanks on the map and the facility.

TELL IT TO THEM STRAIGHT

The address Mr. Johnson gave you must have been wrong. Usually, jobs like this involve runs into Redmond or some dingy flop house that even the most jaded runner fears.

The building at 1303 East 18th street in Downtown Seattle is none of these things. It is quiet and peaceful, and the place looks as if it is home to royalty, or at least sim-starlets. Definitely not a place where a corporate spy is about to go undercover.

The front door has an alphanumeric keypad and no handle. The lobby windows are tinted. Once the door code has been entered, the door slides open, revealing a posh lobby that has only one visible egress; an elevator. A single camera scans the lobby and a voice from a hidden speaker greets you—

"Welcome. The code you entered indicates Room 319 on the third floor. Please enter the elevator."

The elevator then opens and a different voice inside it states, "Please watch your step. We will reach the third floor in ... 9 ... seconds."

The elevator voice counts off the floors. "Floor 1 ... Floor 2 ... Floor 3 ... please wait for the doors to open. Please watch your step. Apartment 319 is the fourth door on your right. Thank you."

The hallway is more plush and luxurious than anyplace you've ever lived. The hallway is carpeted, the doors seem to be made of real wood, and even the apartment numbers look like real gold. The walls are painted with a pastoral landscape and tiny chandeliers hang every 15 feet. You can only think that spies get good money.

At the door to apartment 319, read the following:

On the first knock, the door creaks open. It had been closed but not locked.

Light streaming in from the hallway casts your shadows across the dim apartment. The living room is in disarray. Clothes are strewn all over the leather couches along with electronic parts and empty soy-snack wrappers.

HOOKS

Foster some confusion as the player characters try to piece together exactly what the spy might be doing in such digs. When the door is found unlocked, they may worry that the run has already been sabotaged. Let their imaginations run wild as the rest of the events unfold and they meet their "package."

BEHIND THE SCENES

The owner of the building is impossible to identify. No security force is publicly assigned to watch it. Any attempts to find this information will prove fruitless. The real owner is an investment firm that leases the building to corporations. These leases are buried deep in portfolio trading and other back room dealings. Proteus is currently leasing it for its North American employees, but no record of this exists. The lease is nearly up (now that the facility north of Seattle is up and running). The player characters won't know this, but the building is nearly empty.

If the player characters visit Marianna before Sunday, the events below unfold. If they wait for Sunday, Marianna will be waiting in the lobby.

Apartment 319

At a quick glance, the apartment is a mess. It looks as if the place was ransacked by someone looking for something, and indeed it was. Marianna the spy is trying to determine where Marianna the Proteus employee kept certain things. She is frustrated by trying to find things in a home that, in her assumed identity, she should know like the back of her hand, and she is frantically preparing for her assignment.

The only sound coming from the apartment is that of a hairdryer.

On any successful Perception (6) Test, the player characters notice that the parts strewn across the couch and floor once belonged to a cyberdeck. A disassembled Ares Predator and several clips are in the clutter. The kitchen (to the player characters' right as they enter) is also in disarray, with drawers open and half the contents removed. The sound of the hairdryer is coming from the far left of the apartment, through the living room. Beyond the kitchen is a dining area and a den/library.

Marianna is in the bathroom. She is searching for some items in the drawers. Her hair is wet but she is fully clothed. The runners' arrival takes her by surprise. She has not been in contact with Munson and knows only that she will be picked up sometime on Sunday.

Marianna's first instinct, if she sees or hears someone, is to reach for her Browning Max-Power (which she has in the bathroom). This should play like a combat round. Ask the players to roll initiative against her in order to see who has the drop on whom. If Marianna wins initiative, she demands that the player characters drop their weapons and tell her who they are. Once the characters explain who they are, she puts away her weapon (or retrieves it if the player characters have disarmed her). She turns toward the player with the highest charisma and says coolly, "If you are working for Mr. Johnson, what does he look like?" Once they give the description, she states, "You're not supposed to be here until Sunday. Is there a problem?"

Playing Marianna

The Yakashima agent playing Marianna has trained for months to match her target's appearance and manner. She has taken to her role so much that for all practical purposes, she believes she is the real Marianna Che (thus, the increased frustration in finding her things.) When first approached by the player characters, she will appear to be aloof and disinterested. If the characters ask for more details so they can form a plan of attack, she will perk up—her shadowrunning blood beginning to boil. Marianna's stats appear on p. 59. She will help the runners get her into the facility any way she can.

An astral assessment will reveal her cyberware, her nervousness and her conflicted nature. She is supposed to be a scientist but she thinks like a shadowrunner.

Why An Insertion?

Marianna explains the nature of Proteus and the reason for her insertion. The gamemaster can allow her to speak freely or give the information in a question and answer discussion.

"Proteus is a paranoid corporation—very, very paranoid. Its main laboratories and housing for scientists and security personnel are in offshore facilities. The land-based facilities are strictly for fluff—public relations, hosting business clients and such. Proteus's paranoia means that its own staffers don't know what they will work on from week to week or even where they will be working. Teams may be broken up on a whim and reassembled months later.

"When I confronted the Proteus employee that I replaced, even she didn't know where she would be working this week. That's the crux of our problem. If I show up in the wrong place, I can be compromised.

"Proteus handles all employees the same way. We're assigned to teams and teams are assigned locations. We may stay in a location for months or be switched every week. There's only one way to find out where I should be, and that's to enter the Schedule Room.

"The Schedule Room has a single terminal with a single connection to a sat-uplink. It is not connected to the Matrix or to the Proteus internal computers. It's literally a single satellite receiver. Using special protocols that resemble vanishing SANs, Proteus beams each location a schedule for the next few weeks. The computer then burns a single-use chip that a security decker slots. Once he activates the chip, he writes the schedules onto large, wall-sized magnetic boards. Once used, the chip is useless. The room has no camera, so each employee must physically enter the room to determine where to go. Unfortunately, due to our timing, our transfer happened before I—" she pauses and corrects herself, "—she was able to enter the room. I have no idea where I am supposed to go.

"This is a problem. If I walk in at the wrong location, more red alarms will go off than you can imagine. So your job is to get me into the facility and into the Schedule Room without being seen. Once I learn my assignment, I can get there on my own, but we have to do it before Monday. If I have to be someplace other than that facility, I have to make new plans. Monday is usually a travel day for employees being moved. A Monday insertion is too late."



The Lay of the Land

Marianna is able to provide some specific information about the site and can offer suggestions to the player characters about the map that Mr. Johnson provided. The map of the facility is on p. 49.

"I can tell you some things about the location, but unfortunately, it's a new facility and I have never been there. The real Marianna has been there, but under the circumstances that I acquired the info, I'm not sure that it's 100 percent accurate.

"Proteus built its own facility. It's only three stories—two are underground. The back of the compound lies along a beach. It's piled with rocks, but for all practical purposes, it hugs the ocean. The ground floor has a main entrance and is set up like a typical corporate office—huge lobby, meeting rooms, offices. The back of the building has a staircase and an elevator.

"The computer room is in the northwest corner on the first underground level. You can tell because the satellite dish is directly above it on the roof. Cameras are used on the inside, but I'm not sure how many or exactly where.

"The first underground level has more offices. They're all for show. The onshore facility is rarely used for anything more than security for the offshore facility. All public business is handled here.

"The second underground floor is about 15 meters below the first underground level. It's a staging area for an underground electric tram that connects the undersea building to the land facility. This is how employees travel from one to the other. It's activated by a pass reader, and guards watch both sides. The undersea lab is about 1 kilometer directly west into the ocean.

"Proteus uses only its own security. They get paramilitary training and carry both shotguns and assault rifles. Some even carry chemical weapons. They usually wear security grade armor and wear helmets at all times. There's an external patrol but I'm not sure how they time it. The don't have paranormal security but they do have magical security. Mostly mages.

"The Matrix is hot. Here is the access to the nonpublic PTLG. I have no idea how hot it is." (See *Practice Makes Perfect* for information on Matrix security.)

As shown on the map, Marianna will provide the runners with information on rooms 7, 8, 10 and the computer room.

One Last Thing

Marianna will ask how and when she will be picked up on Sunday. If the player characters don't know yet, she will not give them a phone number. She doesn't want any traces; she asks that they come to the apartment (they have the building access codes). She doesn't know if her telecom is bugged (remember, Proteus is paranoid) but she doesn't want anything to jeopardize the mission.

She also doesn't care how the player characters go about this job, as long as she gets in safely and unseen.

PUSHING THE ENVELOPE

In this meeting, there is really nothing to push.

DEBUGGING

The only major problem might be if Marianna is hurt or

injured by the players. This will scrub all the plans for the run and the player characters will face a very angry Johnson and his corp. If the player characters don't know what to do next, Marianna will recommend going to the site for a pre-insertion walk through.

PRACTICE MAKES PERFECT

WHAT'S UP, CHUMMER?

A good team gathers all its intelligence prior to the mission, from crossing the border to reconnaissance to see the lay of the land. This scenario addresses various preparations the team might attempt before the insertion.

TELL IT TO THEM STRAIGHT

A quick stop at the Stuffer Shack to load up on soycaf and Krak-L-Snaps, then you're on your way. Highway 405 winds through Seattle and spits you out at the northern border. It becomes Highway 5 in Salish-Shidhe. The border agent scans your ID and smiles at you. "I hope you aren't going to try something that might get you killed."

As you speed away from the border, the lights of Seattle begin to fade. Vancouver appears and according to the map, you have another hour and a half ahead of you. Nearly 70 kilometers north of Vancouver, you see the unmarked exit that the map indicates. In the darkness, surrounded by forest, you wouldn't have noticed it if you weren't looking for it. Newly placed nova-asphalt is still shiny black and looks as if it might still be hot.

Once on foot at night

The one-kilometer walk to the compound is what you hate about the countryside—nature. Nature just ain't the same since the Awakening.

At the clearing, you see the Proteus building. If you weren't looking for it with a map, you aren't sure you would have found it.

The four-meter-high building is made entirely of black, highly polished, highly reflective glass. It reflects only the darkness of the forest, making it blend into the night. No lights are on outside except for the blinking lights of the security cameras on the roof corners.

If not for the moon and stars, you may have walked right through the compound without even noticing it.

Once on foot during the day

The one-kilometer walk to the compound is what you hate about the countryside—nature. Nature just ain't the same since the Awakening.

At the clearing, your attention is caught by something that you assume is the Proteus building. The glare off the building is so blinding that even with flare compensation, you can't really look at it for long.

The four-meter-high building is made entirely of black, highly polished, highly reflective glass. You can barely see the guards walking around the building. It might make sense to wait until dark or for a cloudy day ...

BEHIND THE SCENES

The runners can reach their destination by land using the vehicle and border pass that Mr. Johnson gave them. If the characters want to try a different route by air or water, they will need their own vehicles. Use the rules for illegal border crossings found on p.108–109 in *Target: Smuggler Havens*.

The Decking Approach

The PLTG number that Marianna provides will access the land-based computer network. It is connected via a choke point to a public area that gives the basic mumbo-jumbo and corp pap for the masses. The code given to the players from Marianna bypasses this area.

The Matrix system is an average Red-7 system with the following ACIFS ratings: 14/13/14/12/14. This network allows player characters access to all of the security in the onshore facility. A connection exists through the security office to the offshore facility. The rating of the offshore facility is even tougher (if that can be believed). It is a Red-9 system with ACIFS ratings of 13/13/16/18/15.

The Proteus AG system is sculpted to resemble an enormous aquarium. Datastores appear as treasure chests along the floor of the aquarium, while a deep-sea diver represents the security node. Intrusion countermeasures manifest as gray or white sharks. All Proteus Deckers appear in black diving suits with harpoon guns. They should be considered Superior and Professional.

The Outside View

An outside map is provided on p. 46. The gamemaster can give the map to the players if desired.

The facility's exterior is highly polished armored glass (Barrier Rating 8). Only five elements of the building are not highly polished: one emergency door on the north and south sides, the main entrance, a small door on the front of the building, and a large window next to that door (not shown on map). The doors at the main entrance have handles but the two side doors and the smaller front door do not. The side doors are fire exits and the smaller front door leads to the security office. The window is one-way glass so security can watch the driveway and gate.

The roof of the building has a small satellite dish in the north-west corner (as told by Marianna). It also has a heating/air conditioning unit (center of the roof) and an elevator machinery shed (against the west wall above the elevator shaft). The shed has an access panel which is locked with a Rating 5 maglock on the outside. An access panel from the maintenance room (Room 10) is here but is locked (deadbolted) from the inside.

The fence around the compound is two-meter-high chain link with monowire across the top. The fence angles into the

THE SECURITY SHEAF

ONSHORE FACILITY

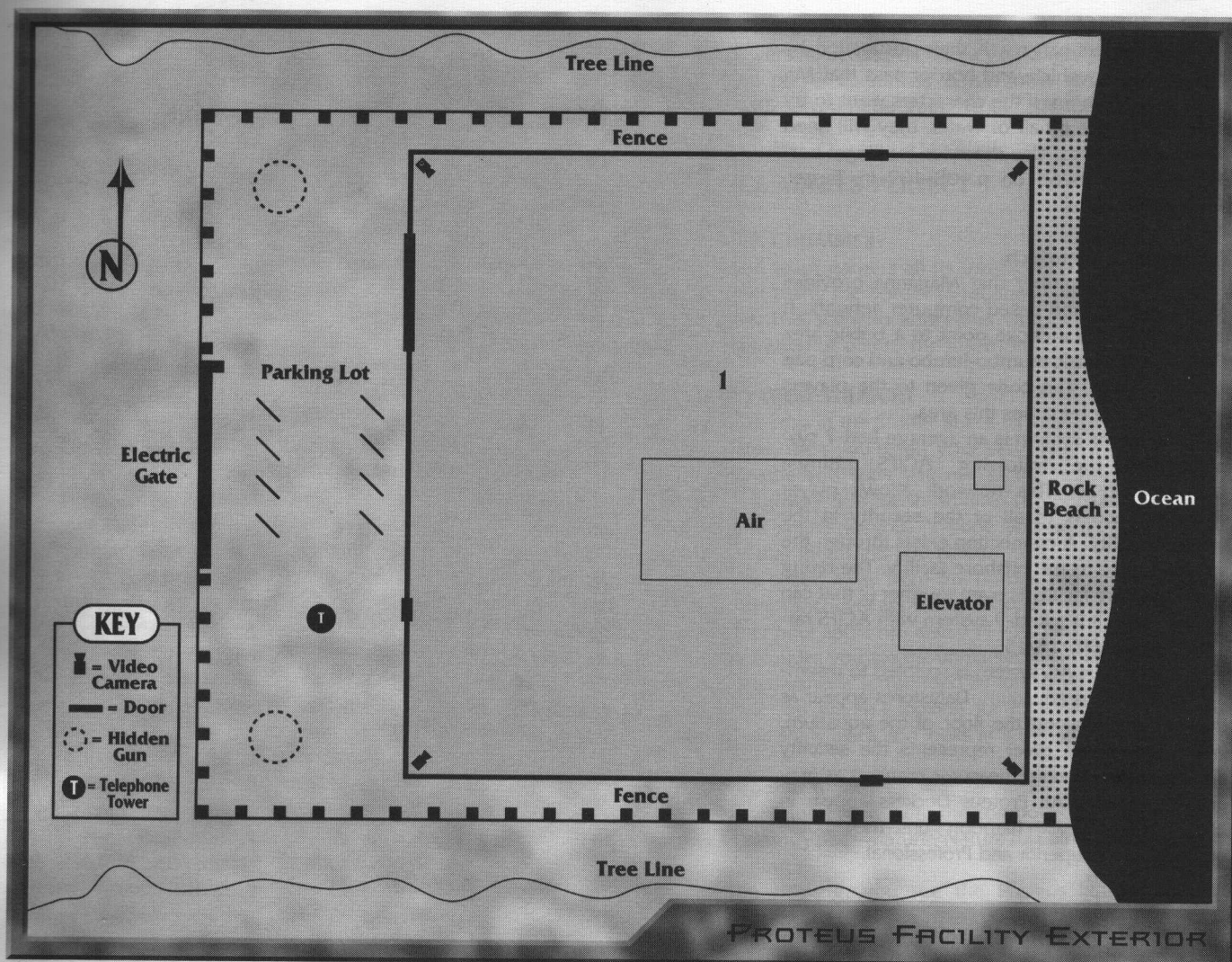
Trigger Step	Event
3	Trace-10
5	Probe-10
6	Cripler Construct
	Acid-5
	Binder-5
	Jammer-5
	Marker-5
9	Proteus Decker
10	Psychotropic (Judas-10)
12	Passive Alert
14	Rippers Construct
	Acid-rip-8
	Bind-rip-8
	Jam-rip-8
	Mark-rip-8
16	Worms Construct
	Dataworms-10
	Deathworms-10
17	Proteus Decker
20	Proteus Decker
25	Proteus Decker
30	Shutdown

OFFSHORE FACILITY

Trigger Step	Event
2	Trace-10
4	Probe-10
6	Proteus Decker
8	Cripler Construct
	Acid-7
	Binder-7
	Jammer-7
	Marker-7
10	Tar-Baby-10
12	Proteus Decker
13	Psychotropic Construct
	Judas-10
	Matrix Maniac-10
14	Proteus Decker
15	Passive Alert
17	Proteus Decker
20	Rippers Construct
	Acid-rip-10
	Bind-rip-10
	Jam-rip-10
	Mark-rip-10
22	Proteus Decker
25	Worms Construct
	Dataworms-10
	Deathworms-10
27	Proteus Decker
30	Proteus Decker
35	Proteus Decker
40	Proteus Decker
50	Shutdown

surf about 10 meters past the shore. The fence has one-meter-by-one-meter boxes on the inside with a power supply going into the ground. These are large, high intensity lamps. When the alarm is sounded, the lights are turned on, brightly illuminating the area inside the fence. Within this "killing zone," all glare penalties are tripled (+6 to all actions); see p. 232, *SR3*, for other effects of glare. Flare Compensation and Ultrasonic Vision reduces this effect by half (+3). At the front of the building, use only standard glare modifiers. At the back of the building (the ocean side), no glare penalties are added unless a character is looking around the corner to either the north or south side. Use standard glare modifiers for characters on the roof looking down. The boxes have 5 points of armor on their backsides (the side facing the woods).

The fence is 5 meters from the building along the north and south sides and 30 meters from the front of the building. The edge of the woods is 10 meters from the fence on the north, south and east (front) sides. A gate equipped with a card



reader (Rating 6) stands directly in front of the building. The gate closes off the driveway and leads to a fifteen-car parking lot directly in front of the entrance. Only eight cars are present when the runners arrive. No guard is at the gate. The card reader is attached to the fence, forcing drivers to exit their vehicles to use it. This gives the security office a chance to see who is arriving at the compound.

In the parking lot is a tall pole that looks like a street lamp. It has no lamps, although it has boxes similar to those on the fence. These boxes are ultrasonic emitters and broadcast jammers. The jammer device is Rating 8 (Flux Rating 16). It attempts to jam everything (radios, drone networks, and so on) being broadcast in the area. Equipment used by security personnel is encrypted to allow communication among the security network even when the jammers are on. Security personnel are equipped with Ultrasonic Vision; once the alarm is sounded, they switch to that vision. The emitter on the pole has a Device Rating 10. Four cameras on the four corners of the building are also ultrasonic capable and will switch to that sys-

tem when the alarm is sounded. They are Device Rating 4. See p. 18 of *Man & Machine* for rules regarding Ultrasonic Vision.

The front of the building is outfitted with two sentry guns. They are mounted on pop-up turrets and can be seen with Thermographic Vision with a successful Perception (6) Test; the soil around the turrets is warmer than its surroundings. The guns are mounted with Ultimax MMGs. Their line of vision is set so they can see down the north and south "corridors" between the building and the fence. Use the rules for automatic smart systems on p. 236 of *SR3*.

A four-man security team patrols the perimeter. One pair walks to the shore on the south side of the building. This patrol takes ten minutes (five minutes to shore and five minutes back). The second pair patrols the front of the building—gate, parking lot and front door—requiring about twenty minutes. When the first pair finishes the south side, it crosses the front of the building (ten minutes) to the north side and walks to the rear and back for another ten minutes. The player characters thus have 30 minutes before a patrol comes back to a side. Every two hours,

one pair returns to the security office and a new pair is dispatched. They exchange at the security office door at the front of the building. No guards are posted on the roof.

The guards wear olive green military security armor with the Proteus logo on each shoulder. Their helmets include communications devices, flare compensation and ultrasonic emitters, receivers and processors.

PROTEUS AG SECURITY

B	Q	S	C	I	W	E	M	R
6	5 (9)	5	3	4	3	5.13	—	6

INIT: 6 + 1D6 (+3D6)

Dice Pools: Combat 8

Karma Pool/Professional Rating: 3/4

Race: Human

Active Skills: Assault Rifles 5, Biotech 6, Electronics 4, Etiquette 3 (Corporate 5), Pistols 5, Shotguns 4, Spray Weapons 2 (Spray Tanks 4), Throwing Weapons 5

Knowledge Skills: Corporate Politics 3, Proteus AG Corporate Structure 3, Security Procedures 6

Cyberware: (all betaware) Datajack, Headware radio, Smartlink

Bioware: (all cultured) Muscle Toner (Level 4), Damage Compensator (Level 5), Synaptic Accelerator (Level 2)

Essence Index: 3.2

Weapons:

AK-97 Rifle [Assault Rifle, SA/BF/FA, 8M, 38 (c), all ammo types available] smartlink adapted

Range (TN): 0-50 (2), 51-150 (3), 151-350 (4), 351-550 (7)
Ceska Black Scorpion [MP, SA/BF, 6L, 35(c), all ammo types available] smartlink adapted

Range(TN): 0-10(2), 11-40 (3), 41-80 (4), 81-150(7)

Defiance T-250 [Shotgun, SA, 10S, 5(m)] smartlink adapted

Range(TN): 0-10(2), 11-20(3), 21-50(4), 51-100(7)

6 Z-IC Splash Grenades with DMSO and Pepper Punch [12L] or Green Ring 8 [10S]

6 gas grenades with Nausea Gas [Special damage, see p. 120 *Man & Machine*]

Armor: Light Security Armor w/ helmet [7/6]

In the Astral

The first thing a mage will notice is the Force 6 water elemental in the ocean. The elemental is here to attack any astral presence. Allow the elemental to make an Astral Perception (6) Test. Subtract one from the target number for every three force points of a spirit or Magic Rating of an astrally projecting magician. The force of foci or sustained spells are added to the magic rating for purposes of lowering the target number.

One small section of the building that outlines Room 2 is protected by a Force 6 barrier. No other magic is noticeable.

PUSHING THE ENVELOPE

Since this is a stealth and information gathering task, the major threat is discovery. If the runners are observed, the full power of Proteus security will be set off, thus limiting its impact should it go off during the actual run.

The runners might be forced to face the awakened wildlife of the Salish-Shidhe lands. Consult the *Critters* book for sug-

gestions. Various paranormal animals may appear if the player characters decide to travel by air or sea. Any critters harmed or killed will draw the attention of scavengers the next time the player characters visit the site.

DEBUGGING

The biggest problem would be the player characters ending up in a firefight without Marianna. If so, the player characters will find the site already on red alert when they arrive with Marianna. Use the compound description found in *Once More Into the Breach* on p. 51.

THE DROPOFF

WHAT'S UP, CHUMMER?

Breaking and entering used to be about coming out with something. This time, it's about leaving something. Welcome to the new way corps do biz. The player characters must penetrate the facility without allowing Marianna to be seen—this means the stealthy approach or blowing up the whole drekking place. Either one works.

TELL IT TO THEM STRAIGHT

If it's a night time insertion

Now that you must break into the place, that black box looks like the entrance to shadowrunner's hell. Everything seems too quiet . . . too dark . . . too deserted. You could die here and you have no doubt that your body would never be found.

In the distance you can see the offshore complex. Its warning lights blaze like small fires. For a moment you thank whatever gods shadowrunners pray to that you're not breaking into that monster. At the same time, you begin to wonder how Marianna intends to do that part without you.

The guards round the corner on your side, just as you witnessed them before. Hopefully, they won't know what hit them.

If it's a day time insertion

During the day, everything looks different. The building seems ablaze, reflecting bright sunlight as if it were the entrance to shadowrunner's hell. You're supposed to be a shadowrunner, and this place looks like it sucked up the shadows, exposing every weakness you have to the bright sunlight. You could die here and you have no doubt that your body would never be found.

In the glare of the building you see the guards come around the corner on your side, just as you witnessed them before. Hopefully, they won't know what hit them.

BEHIND THE SCENES

Picking Up Marianna

Marianna is waiting in front of her building at the appointed time. She wears black Secure Clothing (3/0) with a hooded black Secure Jacket that covers her face (5/3), and running shoes. She has a briefcase and a backpack; her gun is in the backpack.



The Border

As before, the guard scans your passes and says, "Have a good time. I hear the fishing is great."

The Insertion

The complex can be infiltrated in one of two ways: with enough firepower to keep the guards distracted, or with stealth in the hope no one notices the runners. The gamemaster should be prepared with appropriate reactions for the guards.

The Response

A number of things can trigger the alarms: explosions, runners caught on camera, the water elemental instigating combat, bullets flying, and so on. Once the alarm is triggered, the following sequence of events unfolds:

1. The light boxes turn on and the modifiers for glare (see p. 45) take effect;
2. Radio jamming occurs (see p. 46);
3. All electronic devices go to ultrasonic mode (see p. 46), with cameras tracking until they find the intruders using their ultrasonic emitters;
4. The Matrix jumps to passive alert, activating all earlier responses;
5. The mage goes into astral space searching for the intruders;
6. The mage commands the water elemental to attack any characters magically active or those closest to the building; and
7. The sentry guns begin tracking using ultrasonic means.

The security guards will defend themselves with their assault rifles. If the characters are inside the fence, the guards will use splash grenades. The grenades are filled with DMSO and either Pepper Punch or Green Ring 8. Others carry gas grenades with nausea gas (all these chemicals can be found in *Man & Machine*). Thirteen guards are on duty: four outside, one watching the cameras inside (he is not a decker or security rigger), one watching the tunnel on the second floor, two passively patrolling the building, two preparing for patrol by putting on their outdoor security armor, two chemical specialists (see below), and the mage. The guards on the inside wear armored vests with plates (4/2). Guards inside are armed only with shotgun and pistol. They need one Combat round to change into security armor.

PROTEUS SECURITY MAGE

B	Q	S	C	I	W	E	M	R
3	5	3	5	6 (8)	5	6	9 (6)	6

INIT: 6 + 1D6 (3D6)

Dice Pools: Astral 3, Astral Combat 9, Combat 9, Spell 6

Karma Pool/Professional Rating: 3/4

Race: Human

Active Skills: Aura Reading 4, Conjuring 6, Etiquette 2 (Corporate 3, Magical 4), Pistols 5, Sorcery 6, Throwing Weapons 4

Knowledge Skills: Magical Containment Procedures 6, Magical Groups 3, Security Procedures 4

Spells: Acid 4, Antidote 3, Blindness 4, Confusion 5, Detect

Enemies 6, Fireball 5, Heal 4, Redirect 6, Spirit Bolt 5, Spell Wall 4, Stunbolt 5, Treat 4

Metamagic (Initiate Grade 3): Invoking, Reflecting, Shielding

Bioware: (all cultured) Cerebral Booster (Level 2), Damage Compensators (Level 5), Synaptic Accelerator (Level 2)

Essence Index: 2.8

Weapons

Ceska Black Scorpion [MP, SA/BF, 6L, 35(c), all ammo types available] smartlink adapted

Range(TN): 0–10(4), 11–40(5), 41–80(6), 81–150(9)

3 Z-IC Splash Grenades with DMSO and Pepper Punch [12L] or Green Ring 8 [10S]

3gas grenades with Nausea Gas [Special damage, see p. 120, *Man & Machine*]

Armor: Light Security Armor w/helmet includes HUD and radio [7/6]

Gear: Mage hood

Inside The Complex

Following is a description of the Proteus AG land-based facility. The description includes the numbers that appear on the map (p. 49). The hallways are set with normal lighting. When the alarm is triggered, the hallways switch to alarm mode, meaning the lights shut off (see p. 232, *SR3*). If runners were recently in a glare area, the minimal lighting penalty is doubled for one Combat Turn. Low light, thermographic and ultrasonic vision work normally but still suffer the minimal light penalty.

Room 1: Lobby. Few people ever see this plush welcoming area, created so visitors will think business is done here. The Proteus AG logo is on the west wall. On the north wall is a picture of the offshore facility and a Salish leader shaking hands with some Proteus suit. Couches, chairs and plants fill the space. A reception desk sits against the west wall; the desk is always empty. Glass doors (normal glass) to the right and left of the desk open into hallways; they have Rating 3 maglocks. Marianna's pass can open these doors.

Room 2: Security office. The mage, a security officer watching the cameras, and two officers changing into security armor are here. Twelve of each type of weapon used by security patrols are here: AK-97 Rifles, Defiance T-250s and Ceska Black Scorpions. Ten sets of Proteus security armor are stored here; all are human sized. Each has a patch over the company logo with a five-character alphanumeric code. This room has a barrier (Force 6) around it.

Room 3: Lounge. Every gadget imaginable is here to occupy guests waiting for meetings. Prerelease simflicks are stacked on a table; another is covered with handheld electronic games. Nothing in this room gives any clue to the nature of Proteus AG. Two Fizz machines and a food dispenser stand along the east wall. Several tables are in the center of the room; a sink and counter are along the west wall. Guards have recently been using the lounge as a break room, and snack wrappers are littered about.

Room 4: Meeting room. An oblong, polished cedar table dominates this room. Tiny vid-screens are placed before each of twenty-eight plush leather chairs. A painting of a forestscape dominates the north wall; a wet bar is below it. The southwall is home to a giant vidscreen.

Room 5 (multiple): Offices. These are personal offices belonging to low-level executives. They contain computer terminals and assorted office equipment. These rooms are unlit and are sealed by passcard readers. They don't look like they have ever been used.

Room 6: Chemical Defense room. This room is sealed with a special airlock door (Barrier Rating 10). In the event of trouble, two guards will emerge from this room wearing HAZMAT suits over their armor. They carry splash grenades (twelve each) as well as spray tanks. One security agent will carry Freeze Foam (p. 112, *M&M*); the other will have Slip Spray (p. 114, *M&M*). They also carry Ares Super Squirt IIs. These guns can carry DMSO and Atropine (p. 118, *M&M*). The room contains a dozen Ares Super Squirt IIs filled with correct amounts of DMSO and Atropine, a dozen of each spray tank, and six dozen of each splash grenade type. Twelve HAZMAT suits are here, all sized for humans.

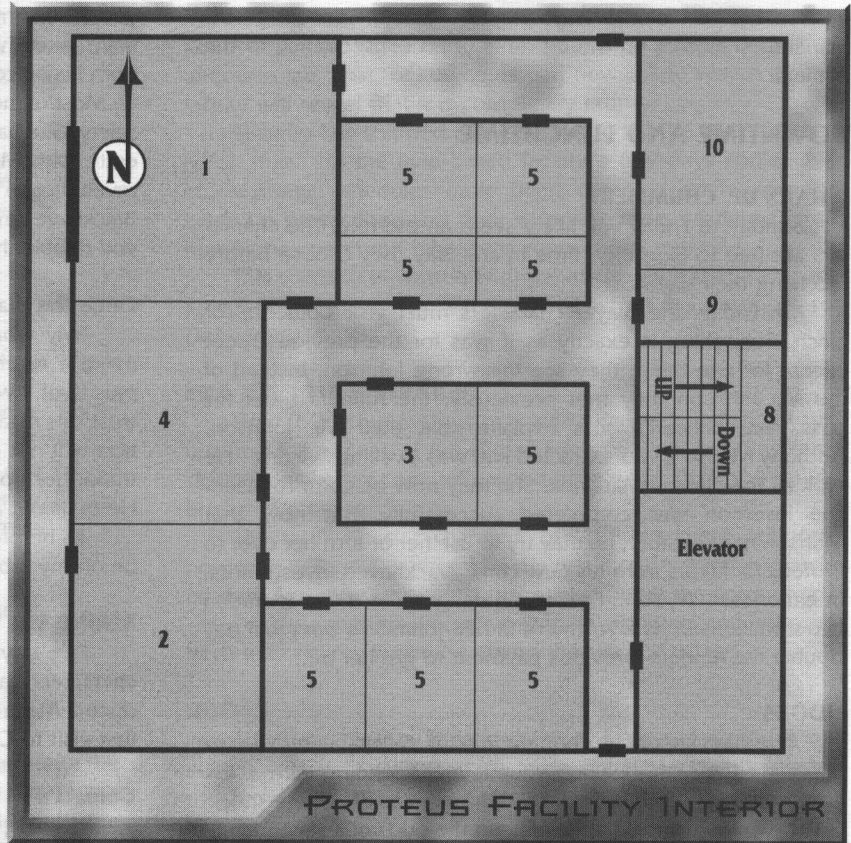
Room 7: Elevator. A single car stops at all floors. It is the quickest way to the sublevels, including Sublevel 2, where the tram and underground tunnel are located. A camera is mounted in the elevator. The elevator machinery is on the roof, where an access panel opens into the elevator shaft. A wall ladder mounted in the shaft is used for repairs. No trap door opens into the elevator. Anyone with the electronics skill can attempt to hardwire the elevator machinery. A successful Electronics B/R (8) Test is required to rewire it without the alarm going off; a successful Electronics (6) Test is then required for each operation a runner attempts, such as moving to the next floor, opening the doors, and so on. If the character fails any test, the alarm sounds.

Room 8: Stairs. A camera is placed at each landing.

Room 9: Storage, supply and maintenance room. A wall-mounted ladder leads to the roof. The access door is sealed from the inside with a standard bolt lock.

Room 10: Executive office. The door has a Rating 3 maglock. The room contains a huge desk, elaborate artwork, wet bar, couch and fireplace. It looks as if it has never been used.

Computer room. Not shown on the map, this room is directly below Room 10 in the first underground level. Marianna uses a



key card to access the room. A computer stands in the center of the room. The walls are lined with giant boards indicating Green Team, Red Team, Security Team Alpha Orange, and so on. Marianna's name is listed under the Green Team. Next to her name is the note, "Salish Facility 236." Once in the room, Marianna says, "Thanks for the good time. I hope to see you all again ..."

PUSHING THE ENVELOPE

Increasing the difficulty in this scenario probably means more security personnel. The next shift of guards may appear (twelve men). If more of a challenge is needed, security from the offshore facility can arrive: VTOLs full of guards plus more mages and spirits. If the player characters are still succeeding too easily, Proteus security's last resort is to release Neuro-stun VIII mixed with DMSO.

DEBUGGING

The worst thing that can happen is Marianna's death. If this occurs, the run is over and the characters will not be paid the rest of their money. Mr. Johnson does not meet the runners on Friday. The characters will not be contacted by anyone regarding the mission. If the gamemaster is generous, the runners might be contacted by green cell eco-groups wishing to buy information on the facility.

If the player characters get into the building and Marianna reaches the computer room, the run is a success. She takes the



mission the rest of the way; player characters can bug out. Marianna's success on the inside is of no consequence to the runners.

DOWNTIME AND LUNCHTIME

WHAT'S UP, CHUMMER?

Sunday to Friday will likely seem an eternity. The characters are free to bide their time in any way they choose before receiving their payoff.

On Friday, the player characters must visit Colucci's for lunch. Everything is exactly as it was for the previous meet except for one thing: they see the wrong Johnson. Instead of the Mr. Johnson they met previously, the runners meet his boss. Mr. Johnson's boss explains that their Mr. Johnson, Anthony Munson, was extracted and was a willing "victim." He took all the files on Marianna. She may now be compromised. The insertion was completed successfully, but now that Munson has her story, he may try to use her or turn her over to Proteus for favors from his new corp, Brackhaven Investments. In either case, Marianna's life is in danger and the corporation is out millions in its investment in her. Johnson's boss will pay double the runners' previous payment to get her out.

HOOKS

Five days should be enough time for the characters to start spending the cash, healing wounds and spending karma. Let the outcome of their meeting on Friday come as a huge shock. If the runners were stealthy, play up the odds of a second infiltration. If they went in with guns blazing, let them worry about doing it again against bigger opposition.

TELL IT TO THEM STRAIGHT

Waiting is always the hardest part of any job. At least you have a few days to decide how to spend your money.

On Friday

Colucci's is the same—drivers are out front chewing the fat. The street is much less crowded than Sunday evening but the atmosphere is the same. As you enter the restaurant, the same hostess smiles. [If any of the player characters carry guns, she nods toward Tiny's "office."]

"Welcome again to Colucci's. I know who you are meeting. Please follow me."

She picks up menus for the group and walks through the dining room. This time, the glass around the booth is tinted black. As she pauses, allowing you to enter, you see someone who is the exact opposite of the man you met Friday night.

The tall, slim black man stands. "Please have a seat." [If any characters protest, he asks them to wait and hear him out.]

"I am Mr. Johnson's boss. Mr. Johnson was extracted on Thursday morning. We believe he was a willing target. We received word that your package was inserted successfully and the package has been integrated into the facility. I'm here to pay you the amount you were promised."

Five black credsticks slide into the center of the empty table.

"Please stay. I have a job for you that will double the nuyen

you just earned. Anthony Munson—your Mr. Johnson—may have set up his own extraction. Many specific files were missing from his office—files that would be recognized only by an insider. Most of these concern Miss Che. We are afraid for Miss Che's safety. She has been a loyal operative and is not likely to cooperate with Mr. Munson. We are concerned that Munson may reveal her to Proteus to gather favor with his new corporation, Brackhaven Investments. You already know the facility. We'll pay you double the last job to go back in and get her."

Once the player characters agree

"My work is done. When you have her, call Colucci's—make a reservation for Johnson, party of [number of runners plus two]. I will meet you here with your full payment. You can trust this establishment. It is neutral territory, and my corporation will not risk any kind of syndicate war. The border registration for your vehicle has been renewed for another week." He pulls out a blue credstick and leaves it on the table.

As he prepares to leave, he adds, "Please order lunch. It'll be on my tab."

BEHIND THE SCENES

Five days of downtime is exactly that—downtime. If the characters have nothing to do, the gamemaster might introduce a Mafia figure who saw the player characters during their first visit to Colucci's.

Colucci's

Nothing has changed at Colucci's. The hostess will comment sympathetically if fewer runners arrive at this visit than before. If the characters carry weapons, she will nod them toward Tiny, who doesn't seem to have moved since the last time the characters saw him. Fewer weapons are on the wall since fewer patrons are in the restaurant.

Colucci's is getting ready for the Friday evening crowd, so the waitstaff outnumbers the patrons. Customers converse with each other quietly, some in Italian.

Meet Mr. Johnson's Boss

Mr. Johnson's boss (real name Jonathan Copass) doesn't normally deal with runners directly (that's why he hires Johnsons). He is uncomfortable and somewhat ill at ease. Alert runners might detect this, as well as the fact that he doesn't appear to be lying. He just doesn't like to come down to the runners' level.

Mr. Johnson's boss is a six-and-a-half-foot tall African American with black hair and purple cybereyes. He is dressed in a black Armante suit and patent leather shoes. He is corp—a level of suit not usually seen by the runners. As a businessman, he is not a strategist or a negotiator. He draws his strategies from the pool of talent he has working for him. Until this point, he has sent Anthony Munson to do all of his negotiating.

Mr. Johnson's boss does not want to be involved in this situation. However, one of his underlings created the problem and he knows the score—unless he finds a way to fix it, he will end up the scapegoat.

If the discussion goes poorly, Mr. Johnson's boss will point



out that Munson knows about the runners and that they are a loose end. He will also be sure to tell the runners Mr. Johnson's real name so they can take care of loose ends if necessary.

MR. JOHNSON'S BOSS

B	Q	S	C	I	W	E	M	R
4	4	3	6	5	4	3.42	—	4

INIT: 4 + 1D6

Dice Pools: Combat Pool 6

Karma Pool/Professional Rating: 1/3

Race: Human

Active Skills: Etiquette 3 (Corporate) 5, Leadership 3, Negotiation 4, Pistols 1

Knowledge Skills: Corporate Politics 6, Corporate Social Structure 6

Cyberware: (all betaware) Cybereyes (with Camera and Retinal Clock), Datajack, Headware Memory (900 Mps) Recorder, Router (connects Recorder and Telephone to headware memory)

Weapons:

Fechetti Security 500a [LP, SA, 6L, 25(c)]

Range (TN): 0-5 (4), 6-15 (5), 16-30 (6), 31-150 (9)

Armor: Armored suit (3/0)

Gear: Gamemaster's choice

The Extraction

Mr. Johnson's boss knows less than the characters about the Proteus facility and the options open to the runners. He knows that the housing facilities and research lab are offshore. In the negotiations, he will not raise his price above 400,000¥ but he will offer free bioware (not the surgery) to the player characters (one per character). He will also throw in the Ford Bison.

Where's Anthony Munson?

After his meet with the players, Mr. Munson went club hopping. There, he began a relationship with a woman named Jana (see *First Impressions: A Prologue*, p. 37). Four days later, he decided to plan an extraction for himself and offer his new employers Yakashima's prime plum—the agent inserted into Proteus AG.

PUSHING THE ENVELOPE

Since no planned events occur in this section, pushing the envelope falls on the shoulders of the gamemaster. This time can be used to build upon side stories that player characters may be involved in or to create new campaign events that fit into the two days of downtime facing the player characters.

DEBUGGING

The player characters might refuse the job regardless of the nuyen involved. Skip *Once More Into the Breach* and proceed to *Sitting Ducks*, p. 53.

ONCE MORE INTO THE BREACH

WHAT'S UP, CHUMMER?

The player characters must break back into a Proteus facil-

ity that is under red alert and find Marianna. The Computer Room offers no clues except that Marianna should be in the undersea lab. That, of course, is bad news. Any search of the facility will reveal that it is completely empty.

Security has shipped all personnel to Seattle due to a terrorist attack on the land-based facility a few days earlier. All employment schedules have been canceled while security beefs up protections and their response time. Marianna is at home (the apartment where the runners first met her).

This scenario is written with the assumption that the characters set off the alarm. If they didn't set off the alarm, go to *Debugging*, p. 53.

TELL IT TO THEM STRAIGHT

Wasn't it some famous cop who said the criminal always returns to the scene of the crime? Here you are, standing outside the place you just left, wondering what kind of insanity brought you here.

The facility hasn't changed, but it looks more ominous now than before. This might be the result of double the guards on duty and the sentry guns that are scanning the compound.

To make matters worse, you see searchlights and beacons from the offshore facility scanning the sky and water.

HOOKS

This time the run is serious—very serious. Security is on alert. Every step will be much more difficult and will require much more luck and skill. It's gut-check time.

BEHIND THE SCENES

The border crossing is easy, with the guard checking the credstick and wondering if the team is going rafting.

Marianna as well as all other nonsecurity personnel have been shipped to Seattle. An assault by a team of terrorists (that is, the runners) has put Proteus on red alert while they update their security. They concluded that the terrorists were here for no other reason than to cause trouble and damage, but they aren't taking any chances.

Finding Marianna

Marianna is in Seattle at the apartment, but the runners don't know this. They can find out in several ways.

The first way to locate Marianna is to go to the Computer Room and turn on the machine. The screen message states, "No assignments for staff at Salish Facility. Staff removed to Proteus apartment complex in Seattle. Security upgrade essential before staff is returned."

The second way to find Marianna is for the characters' decker to discover the transfer through the security logs at the offshore facility.

The third way to find her is to capture a guard and drag the information from him (although he would most likely die before giving up information).

The fourth way is to assault the offshore facility and discover that it is empty. Many options for discovery exist there—a posted schedule of shuttle transfers, room assignments at the Proteus complex in Seattle, and so on.



A final way to find her is for a spirit using its Search power to discover that she is not in the facility (an extended Search would reveal her exact location in Seattle).

The Land Facility

Regardless of damage caused by the player characters, all has been repaired when they return. The upgrades in security are obvious immediately. Two guards are posted at each corner of the building, two are on the roof and one is at the gate. The sentry guns are activated and are constantly scanning. The runners may note that the guns are aimed outside the fence. A five-meter swath of woods has been trimmed away on all sides, widening the clearing to 15 meters from the fence. Some sort of a wall is under construction along the shore. No heavy machinery is on site and no cars are in the parking lot.

Two elementals are now present: a great form water spirit (Force 6, Bonus to Armor +1 and Body +1) in the ocean and a great form air spirit on the roof (Force 5, Bonus to Armor +2).

Responses to alarms are the same as before except that the side doors are used to release guards in HAZMAT suits immediately. They will be mobilized in the round that the alarm goes off. Fourteen extra guards are on duty in the building: two are mages, six are HAZMAT security, two monitor the cameras, two patrol the building interior and two are at the tram platform leading to the offshore facility.

The Proteus nodes are on passive alert.

Getting to the Aquasphere Via The Land Facility

The simplest way to the offshore complex (if this could be considered simple) is to take the tunnel. It's fast and direct. Of course, if security expects the runners, it may be a killing zone.

The tram takes five minutes. It is activated by a simple switch (or via the Matrix). A successful Electronics B/R (6) Test can make it go faster or slower, stop in the middle, or anything else the characters wish. The tram is not strong enough or fast enough to break its tube and let in water. The Barrier Rating of the aquasphere and tube is 24.

Via Ocean or Air

Proteus AG is better prepared for sea invasion than for land assault. Player characters who attempt this route discover that the facility is guarded by eight Assault Cannons (18D). Missile banks are located just above the water line and are prepared for both air and ship combat. These use anti-vehicle missiles (16D). These weapons are part of the smart automated systems (Rating 6). The automated system can be accessed only through the offshore security system node.

A VTOL gunship (Aztechnology Aguilar-EX) sits on a landing pad and two GMC Riverine (Security Model) patrol boats are docked to the side of the facility.

Two water elementals (Force 6 and 4) and an air elemental (Force 5) are on duty. Three watchers patrol in circles around and above the facility.

Proteus Offshore Facility

Following is a description of the offshore facility. The roof of the facility is flat, rising above the water's surface, and the walls are vaguely egg-shaped under the water's surface. Rooms line the outside walls; life support equipment and other mechanical (including elevators and stairs) systems are in the center. Hallway lights are set to simulate daytime conditions around the clock.

Rooftop: The rooftop is lit by searchlights and landing beacons. The surface doubles as a helicopter/VTOL-landing pad. Two exits are on the roof—the stairs and the elevator. Player characters who fall or jump over the edge of the building will need to save vs. 10D stun falling damage. The swimming skill can be used to stage down the power level (1 per every 2 successes).

Level 2: This is the recreation and kitchen level. Windows look out over the ocean, but they are tinted to prevent viewing the inside.

Level 1: This floor is devoted to business among other Proteus AG offshore facilities. Since this is the only level that allows access from the sea, it is the most heavily guarded. Eight security personnel and one mage are on duty at all times. They are equipped like their companions inside the land facility. They have access to both HAZMAT and Medium Security armor.

Rating 8 maglocks open the doors to docking rings around the facility. Ten such areas are present; two have the GMC Riverines. The rest of this floor comprises waiting rooms and storage areas. A large freight elevator provides access for goods brought to the facility.

Sub Level 1: The tram from the onshore facility enters the lowest level through a loading dock. Repair stations for the trams are on either side of the dock. The only passage into the building is through a door with a Rating 5 maglock; it can be opened from either the tube side or the aquasphere.

Beyond the dock is a corporate reception area. The Proteus AG logo fills a wall. White couches and chairs, a reception desk, plants and carpeting decorate the room. Music plays softly. Two guards sit at the reception desk at the far wall. Offices and meeting rooms branch off this room. Security is headquartered at this level.

Sub Level 2: This level houses finished projects and executive offices. It is not lit for simulated daylight. During the night, this level offers partial light modifiers. Cameras on this level are infrared. The floor is covered in plush carpet and the walls are adorned with classic art pieces.

This level is not patrolled. Instead, it is monitored by rating (7) motion detectors. Should the sensors be triggered, an alarm will immediately sound, summoning several security officers to the level.

Sub levels 3-6: These levels house the facility's personnel. Security officers live on the third floor. Marianna's room (236) is located on the fifth level but is empty. Player characters searching door to door for her room will quickly realize that all of the rooms are empty. Many schedules are posted; the references are simple . . .

"Green and Red Team evacuation at 0800. Red Team boards with Green Team at their previous location . . ." A list of names will reveal MC [Marianna Che] Room 319 with DG.

Sub levels 7-12: These laboratory levels house various aquatic agriculture, biotech and cybernetics projects. All of the work done here is in predevelopment stages and would require a player to make a science or related skill (14) test in order to make sense out of the projects. Three-man security teams patrol each of the laboratory levels. A key card is needed to access these floors from the elevator. Stairwells are fitted with Rating 6 maglocks.

Security Systems

The security in the offshore facility is set up to isolate intruders and capture them without much gunplay. Each "ring" has 10-meter zones along the hallways. These zones can be isolated by use of security doors that lock down (Rating 10 maglock) and seal. Gases can be pumped into an isolated area to neutralize threats. Gases will always be mixed with DMSO and can range from Neuro-stun (p. 250, SR3) to CS/Tear Gas or even more deadly gases like the Green Ring Family or Seven-7. Use the rules for gas delivery systems on page 90 of *SRComp*.

Each 10-meter area has two security cameras with infrared optics. A motion detector is in every room off the main hallway (p. 234, SR3).

Guards patrol in groups of three. One carries AresSquirt II and spray tanks. The others have shotguns and gas grenades as well as Z-IC Splash grenades (see p. 47). A patrol of guards is on each floor. They patrol somewhat less on the living quarters floors, but they have a security office on each of those floors.

Two mages astrally patrol the building every hour. Six other mages are off duty.

The twelve Matrix security personnel are located on Sublevel 1 where all of the Matrix access is located. Security has been keeping a tight eye on all activity, so more deckers will be on duty here than normal. Proteus Matrix security is rated Professional at a superior level.

Approximately fifty security personnel are still on duty at the offshore facility.

PUSHING THE ENVELOPE

If characters aren't challenged enough, add more envelope pushing: go nuts on security. Triple the number of guards, add more air and water spirits, place VTOLs and boats on active patrol. Add pressure plates, trip wires and other security devices so that the runners must watch every step.

DEBUGGING

The most likely problem in this scenario occurs if the runners don't locate Marianna. If they can't find her after the clues given, they return empty-handed. If the characters are at a loss, the postings for evacuation can be added in the tube, in the land facility or on the board in the computer room.

If the characters were able to insert Marianna into the facility without setting off the alarm, the site will be going about normal business and security will be normal (as seen in *The Dropoff*, p. 47). Characters will need to figure out how to inform Marianna that they are looking for her without being detected. If they penetrate the land facility again, they will note that the Green Team is heading to Proteus's South Sea location on Monday.

SITTING DUCKS

WHAT'S UP, CHUMMER?

In this scenario, the player characters' original employer, Anthony Munson, calls upon the services of his new corporation to attempt to strike a deal for Marianna to work for him. If this allows him to destroy some loose ends, then that's the way the shadows work.



Munson knows the Bison's registration and he knows that Yakashima will try to pull Marianna out right away. He sets a trap for the runners and (he assumes) Marianna. Using Brackhaven Investment's Humanis Policlub contacts, he waits until the vehicle enters Salish lands to set his ambush.

It begins simply, with the guard having to "check something out" with regard to the registration. Once the guard is in the guard station, a sniper takes a shot at the driver's head. Brackhaven's team then moves in to try to kill the runners and take Marianna. It's up to the runners to fight or flee.

TELL IT TO THEM STRAIGHT

Seattle. It's home, and hopefully it's the last time in a long while that you'll have to travel north to Salish lands. A guard comes over to the truck. He looks as bored as a human can look and still be standing. He scans the credstick; with a non-committal grunt, he says he needs to check it against some records. He goes into the guard station.

HOOKS

The players should feel relief when they see Seattle. If they know where Marianna is, they already know the codes and can see her at anytime; their work is all but done. It should all be downhill from then on. When the bullet hits, they should be reminded that nothing is ever over in the shadows.

BEHIND THE SCENES

Anthony Munson knows what Yakashima would do. He waits for the player characters to grab Marianna. At that point, he can take care of two loose ends: the runners and any ties that Yakashima may have with Marianna. If she doesn't cooperate, he can turn her over to Proteus and win favors for Brackhaven or ransom her back to Yakashima. In either case, he wins.

The Hit

This is one of the oldest ambushes in the world. As the characters wait, a sniper attempts to take out the driver. Two vehicles appearing to be leaving Salish lands will attempt to block the player characters' vehicle. They will attempt to kill any metahumans first so they can "negotiate" with any humans.

Munson is in the car with the sniper and a shaman. They are pulled off to the side of the road on the opposite side of all the lanes of traffic.

No cars are near except the two that will try to block the player characters.

Brackhaven's Hit Squad

Brackhaven's men are divided into two teams. Each car contains a rigger and three thugs. These thugs are recruited from the ranks of the Humanis Policlub; they are counting on surprise, the fact that the characters are trapped, and the weariness of the runners after their mission. They hope to take out the player characters right away and grab Marianna.

As stated, Munson and the shaman are in his car off to the side of the road.

Brackhaven's men wear black clothing and long coats.

All three vehicles are Ford Americars with rigger adaptation.

Brackhaven Sniper (1)

B	Q	S	C	I	W	E	M	R
4	6	4	3	5	4	4	—	6 (8)

INIT: 7 + 1D6 (+2D6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 3/4

Race: Human

Active Skills: Leadership 4, Rifles 5, plus any appropriate skills as needed

Knowledge Skills: As needed

Cyberware: Wired Reflexes (Level 1), Smartlink

Weapons:

Ranger Arms SM-3 [Sniper Rifle, SA, 14S, 6 (m)] with smartlink and image magnification 3

Range (TN): 0-150 (2), 151-300 (2), 301-700 (4), 701-1,000 (4)

Armor: Secure Ultra-Vest [3/2]

Brackhaven Shaman (1)

B	Q	S	C	I	W	E	M	R
4	5	3	5	5	6	6	8	5

INIT: 5 + 1D6

Dice Pools: Astral 2, Astral Combat 8, Combat 8, Spell 6

Karma Pool/Professional Rating: 3/4

Race: Human

Active Skills: Aura Reading 5, Conjuring 5, Etiquette 3 (Corporate 4, Magical 4), Leadership 2, Pistols 2, Sorcery 6

Knowledge Skills: Magical Containment Procedures 5, Magical Groups 4

Totem: Raven (+2 dice for manipulation spells and +2 dice for conjuring sky spirits, +1 to all TNs if not under open sky)

Spells: Acid 6, Lightning Bolt 5, Manaball 4, Mass Agony 4, Mob Mind 6, Shape Earth 4, Wind 6

Metamagic: (Initiate Grade 2): Masking, Possessing

Weapons:

Ares Predator [HP, SA, 9M, 15 (c)]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Armor: Armor Vest with plates [4/3]

Gear: Magical gear as appropriate

Brackhaven Thugs (6)

B	Q	S	C	I	W	E	M	R
6 (8)	5	7	3	5	4	2	—	5 (6)

INIT: 5 (6) + 1D6 (+2D6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 2/3

Race: Human

Active Skills: Clubs 8, Leadership 2, Pistols 4, SMGs 4, Unarmed Combat 6,

Knowledge Skills: As appropriate

Cyberware: Boosted Reflexes 2, Titanium Bone Lacing, Smartlink

Weapons:

Ares Predator [HP, SA, 9M, 15 (c)] smartlinked

Range (TN): 0-5 (2), 6-20 (3), 21-40 (4), 41-60 (7)

Ingram Smartgun [SMG, BF/FA, 7M, 32 (c)] smartlinked

Range (TN): 0-10 (2), 11-40 (3), 41-80 (4), 81-150 (7)

Combat Axe [7S, +2 Reach]

Club [8M Stun, +1 Reach]

Fist [11M Stun]

Armor: Secure Long Coat [4(5)/2(3)]

Gear: As appropriate

Brackhaven Rigger (3)

B	Q	S	C	I	W	E	M	R
5	4	5	5	4	5	2.5	—	4 (8)

INIT: 4 + 1D6, Rigging INIT 8 + 3D6

Dice Pools: Combat 6, Control 8

Karma Pool/Professional Rating: 2/3

Race: Human

Active Skills: Car 7, Electronics 4, Pistols 6, Unarmed Combat 6

Knowledge Skills: As appropriate

Weapons:

Ares Predator [HP, SA, 9M, 15 (c)] smartlinked

Range (TN): 0-5 (2), 6-20 (3), 21-40 (4), 41-60 (7)

Cyberware: Smartlink, Vehicle Control Rig 2

Armor: Armor Vest [2/1]

Gear: As appropriate

Where's Lone Star!

Border crossings are considered to be AA security level. Use the template in *New Seattle*, p. 111 to determine when Lone Star arrives. Salish and UCAS security will arrive at about the same time via VTOL.

PUSHING THE ENVELOPE

Nothing says middle-of-the-road gunfight like variables: civilian drivers caught in the crossfire, go-gangs out for fun and trouble, Lone Star, other security forces, and even DocWagon can cause chaos. If the player characters are taken into custody, they will have to talk fast to make sure they don't get locked up for a long time. Fingering Munson and Brackhaven may be a good first step, but that means talking to Lone Star detectives who aren't on the Humanis take. If the runners are locked up past Monday, they don't get Marianna.

DEBUGGING

The driver is in grave danger of dying from the sniper wound. If the player characters die, at least they went out in a blaze of glory. If the player characters are arrested, they must deal with those ramifications. If Munson dies, he cannot be involved in the final scenario.

EXTRACTION DONE EASY

WHAT'S UP, CHUMMER?

This is a straightforward snatch and run. Downtown Seattle, posh digs and a quickie little extraction. Actually, it's not hard at all. The hard part is getting out of the building without Munson's thugs killing the runners and Proteus security getting into the act.

TELL IT TO THEM STRAIGHT

The building where this all began is teeming with people.

The alphanumeric code works right away and you step into a crowded lobby. You can barely hear the electronic voice that announces the opening elevator. The elevator empties and refills with a load of people going up.

Talk in the elevator revolves around experiments and transfers and speculation on who might have attacked the Proteus land facility. You hear the words that scare you more than anything: "... security will be here any moment to let us know where we are going next."

People crowd the hallways talking, smoking, chatting. They glance at you but don't seem to notice. At least, that is what you keep telling yourselves.

The hallway seems about forty times longer than when you last visited. The door to room 319 is open again—it almost makes you laugh until you remember that Marianna's life is in as much danger as yours.

HOOKS

Walking down a hall full of people to perform a secret extraction is no one's idea of fun. With Munson on the prowl and the runners standing knee-deep in Proteus techs and scientists, the players should feel wary, tired and edgy. This is true for everyone involved.

BEHIND THE SCENES

This is the final conflict. Munson knows the players will be there and he'll play the waiting game with spies all around the building. He'll wait until the characters deliver Marianna directly to them. Proteus security will arrive 15 minutes after the runners with the intention of delivering the new work locations to employees leaving for other sites. Full security (six guards) will arrive with the decker with the information. If the characters are recognized or if Marianna is leaving during this time, the characters will be questioned even if Marianna vouches for them.

The building feels like a dorm, with doors open and people hanging out in the hallways. Some act like they are on vacation while others are still trying to get work done.

Marianna, Part 2

If the player characters knock, a voice will answer, "Dawn, you don't have to knock, just come in." It is Marianna's voice. She is dressed in casual clothes and watching the vidscreen. She is shocked when the player characters enter.

When the characters explain the situation, she does not believe them until they describe Mr. Johnson's boss. When the player characters tell her that security is on the way, she grabs her coat and her gun and slips out with the player characters. She knows about the stairway but it will set off an alarm which will bring Lone Star as well as a Proteus security team. This building is in a AAA rated area for Lone Star response. The stairs will let them sneak out the back way, hopefully unseen.

Proteus, Lone Star, and Munson

Proteus security will keep the decker fully covered in their vehicle until they check out the building. Lone Star will patrol the perimeter. The building is corp property. Munson will



attempt to speak with the player characters and Marianna if he sees them. He has three vehicles, all decked out like the ones that ambushed the runners at the border. The difference is that he has a rigger in his vehicle and the sniper in another vehicle.

If Munson doesn't get satisfaction, he will randomly begin firing to get the attention of Lone Star and Proteus to get them to chase the runners and Marianna.

Neutral Territory

Once the runners have Marianna, they can escape any way they choose. The key is to get to Colucci's and notify Mr. Johnson's boss. Colucci's is nearly always open and Mr. Johnson's boss can arrive within half an hour of the call to the restaurant. The characters simply need to get there with Proteus, Lone Star and Munson's teams trying to follow them. They will give up the chase in the following order: Munson, Lone Star, Proteus. Munson will tip off Proteus immediately after losing contact with the runners, telling Proteus where he thinks they may be going and with whom.

Mr. Johnson's boss will inform the owners of the restaurant of any potential trouble to which the player characters tip them off. Colucci's will have an army of Mafia and yakuza troops at the ready. Even some Lone Star cruisers will be in the area, hoping to run interference and let Proteus know the score.

Proteus will drop the matter rather than going to war, but the company then knows who hit them and has some ID on the runners.

If Munson Dies

If the characters have killed Munson, Mr. Johnson's boss will be quite relieved. Marianna will still need to be pulled out of Proteus, however, because Munson may have passed his info on Marianna to others at Brackhaven.

PUSHING THE ENVELOPE

The best way to pump up the excitement is to have the player characters arrive while security is escorting the decker from room to room, or just when Marianna is packing up and nearly ready to leave. If Proteus security is walking the hallways and the lobby, this will make it harder to get to Marianna. Also, Proteus can keep a mage on duty with watchers or spirits patrolling astral space.

On the ground level, Munson may try to kill the runners outright, which will bring additional Lone Star and Proteus security.

DEBUGGING

Capture or death are the main problems here. Proteus will torture the characters and Marianna to find out who they work for. The runners will be used in biochemical experiments and may never be seen again. If Lone Star captures them, Proteus asks for extradition under the laws of the Corporate Court. Lone Star will agree. But the runners have a chance to escape with the right contacts and the right amount of nuyen. Marianna will be released as a victim of a failed extraction. Brackhaven Investments will want the runners dead.

PICKING UP THE PIECES

This section contains all the miscellaneous information the gamemaster needs to play *Second Effort*.

IT'S A WRAP

"Breathe deeply," says the hostess as the team stands in the lobby of Colucci's. If the characters have Marianna, she asks the lady (as well as any others) if she would like to freshen up. She reminds the characters about Colucci's policy and points to Tiny, sitting silently in his room eyeing the runners.

Mr. Johnson's boss hugs Marianna. He gladly pulls out five black credsticks and thanks the runners. Marianna winks at the team and says she'll know who to ask for if she ever needs to be inserted again.

By morning, news of an open Mafia war is all over the scream sheet. Lone Star takes credit for diffusing the situation. Also, in tragic news, a top scientist for Proteus AG was found burned to death in a Downtown Seattle alley. Her name was Marianna Che. Lone Star is satisfied that this was the result of a failed extraction. Proteus says their autopsy shows that although the fire was recent, the body had been dead for weeks.

Depending on who lives through the adventure, the characters have made friends or enemies. If Munson is dead, they can be sure both Brackhaven and Proteus know who they are. If they escape with Marianna, she is pleased and becomes a new Level 2 contact for the group. Mr. Johnson's boss will be happy with their results and will offer the characters corp protection for a while, or even jobs as company men for Yakashima, like Marianna. He may even hire them to take out Munson.

AWARDING KARMA

These awards are in addition to the normal benefits of good roleplaying, guts, smarts, surprise and humor (p. 244, SR3). The gamemaster may choose to give these awards after the insertion, since that was the mission for which they were hired.

Survival	2
Getting Marianna In (big and loud)	2*
Getting Marianna In (quiet and stealthy)	3*

* Only one of these awards may be given.

Add these awards to those above for runners who take on the extraction.

Survival	3
Getting Marianna Out	2
Killing Munson	1
Not Getting Marianna Out	-2

LEGWORK

Use the following section whenever the player characters try snooping around. The tables are in order as events occur in the adventure.

Mr. Johnson

Anthony Munson has a unique way about him that may make him more noticeable than most Johnsons. Until the name Anthony Munson is mentioned, the player characters may not learn what corporation they are working for.

Appropriate Contacts (Target Number 4): Any Street, Corporate or Mafia contact, or Matrix search

Success Result

0-1	"Hmm ... Mr. Johnson. Now that name sounds familiar."
2-3	"A fat Mr. Johnson who likes Italian food ... yeah, I'll also look for a one-armed man who killed his wife."
3-4	"A lot of Mafia wannabe's are out there ... The Made Men series of simchips keeps the mystique going."
5-6	"Sounds to me like this guy knows his biz ... neutral spot, public area with no weapons, you sure you need to know who he's working for? May cause you more trouble than it's worth."
7-8	"I don't know the name, but the description is familiar. Works for one of the cutting edge biotech firms, I think. He fixed a chummer up with some bioware after a mission."
9-10+	"He works for Yakashima, a Biotech corp. They're super racist. But this guy seems pretty fair."

Proteus AG

Use the table below when addressing general questions about Proteus. See *Cast Of Characters*, p. 58 for more background on Proteus AG.

Appropriate Contacts: Any Seattle Street contact (TN6); Any Corporate contact (TN 5); Any Green Cell on Eco Group contact (TN3); Matrix search (TN 4)

Success Result

0	"It's mumbo jumbo to me, chummer."
1	"German corp—that 'AG' part is a dead give-away."
2	"They build aquaspheres—I think. No mention of them in our neck of the woods, though."
3	"Yeah, they almost won huge nuyen from the Big D's will. It seems they lost on a technicality. They built one of their aquaspheres but lost because they don't build them fully underwater. See, even megacorps don't read the rules."
4	"Aguaspheres are only the tip of the iceberg for these guys. Bio and genetic manipulation. Work on just about every living creature."
5	"Proteus is target number one for every green cell and eco group. If they're operating here, though, you can bet there would be conflict."
6+	"I heard some eco groups were gearing up for a war ... lots of armaments and other big bangers but nothing came of it. Are you sure they're here?"

The Proteus Facility in Salish-Shidhe

When the player characters begin asking about the facility itself, use this table.

Appropriate Contacts: Any Street, Security or Law Enforcement contact or Matrix search (TN6); Any Salish-Shidhe contact (TN3)

Success Result

0	"Ohhh, a corp built a secret facility in the NAN. Now that IS news!"
1	"Proteus and the NAN? Are you positive? Now that just doesn't make any sense."
2	"If there is a facility, then the Salish sold out. If you follow the eco-battles then you know Proteus is an environmental nightmare. Would the Salish sell out like that?"
3	"I heard some eco groups were gearing up for a war, but then I never heard anything. So either Proteus hit them first or this facility is sealed up tighter than a dragon's hoard."
4	"They have their own security, their own construction firm, their own biochemical labs ... you add it all up."
5	"No one knows who runs the corp, that's how paranoid these guys are. If they don't tell anyone who runs the place, how are you going to get information on their security set-up? Good luck, chummers—I'll buy you a beer and a shot if you make it back."
6+	"Proteus makes its facilities unique so the only way to check it out is to see it for yourself."

Mr. Johnson's Boss

Johnson's boss is really Jonathan Copass; like lots of suits, he has a negative reaction to metahumans—only because he rarely sees any. He doesn't support the company line on anti-metahuman action, although it slips out occasionally. If the player characters are conducting this search in conjunction with the name "Anthony Munson," then reduce the Target Numbers by 1.

Appropriate Contacts: Any Street contact (TN 8); Any Corporate contact or Matrix search (TN 4)

Success Result

0	"Tall, black Mr. Johnson ... nope, don't ring any bells."
1	"You say he's a Johnson's boss. Then this guy's probably some kind of suit."
2	"Smells like a suit. Probably never saw the shadows. Those guys are tricky to deal with."
3	"If he's a suit and he had to step into the shadows, it can mean only one thing ... his head is about to roll if he doesn't fix a problem—whatever that may be."
4	"If this guy replaced [Munson or Mafia wannabe Mr. Johnson] then I bet this guy is new, just brought in. I think he's from someplace out east—New York or Boston or something like that."
5	"His name is Jonathan Copass. Not much on him here. Imported from the East Coast. Supposed to be a pretty good Johnson manager."
6+	"He's supposed to be pretty good. One of those guys that's all biz with no funny stuff. How a big black man got working with Yakashima, I have no idea."

Anthony Munson

This is Mr. Johnson's real name. See *First Impressions*, p.



37 and *Mr. Munson's Dilemma*, p. 38 for more information on him. His stats appear on p. 41.

Appropriate Contacts (Target Number 4): Any Street or Corporate contact or Matrix search

Success Result

- | | |
|---|--|
| 0 | "Centerfielder for the Seattle Mariners, right?" |
| 1 | "Yeah, he's a Johnson. Drinks a lot. Likes Italian food." |
| 2 | "He's been bar hopping and then started hanging with this little thang. It's pretty funny to see that big wannabe player and this honey bunch together." |
| 3 | "He works for Yakashima. He's been a pretty straight dealer for a guy working with a corp that's willing to ship off all metas to Yomi Island." |
| 4 | "He went off the deep end when he was passed over for promotion. Something about Yakashima bringing in someone from the east to "professionalize the Johnsons." Let's just say Munson wasn't happy." |
| 5 | "He used to work for Yakashima. I hear he's an extr ..." |
| 6 | "Rumor has it Munson turned up in that all-American racist melting pot of Brackhaven Investments. I guess he's more racist than people were led to believe." |

Brackhaven Investments

While the corporation doesn't really play a part in the adventure, it does cast a certain pale over proceedings when it is mentioned. Brackhaven is owned by ex-presidential candidate Kenneth Brackhaven. Kenneth nearly won the election on his fierce archconservative and anti-metahuman beliefs. He runs his corporation with the same beliefs. Nearly all humans, they invest in corporations that share their views. This includes connections to Humanis Policlub and other anti-metahuman groups around the world.

The reality of business means that he has softened his stances in order to make his business a success. And he's gone from plain old wealthy to one of Seattle's richest individuals, as well of being one of its best known. His corporation is always on the lookout for individuals who believe the corporate propaganda.

Appropriate Contacts (Target Number 3): Any contact or Matrix search

Success Result

- | | |
|---|---|
| 0 | "Geez, you want to get us killed? Why don't you just go call a troll a trog while you're at it?" |
| 1 | "Brackhaven—as in I-wanna-be-Prez-and-kill ... uhm ... I mean <i>kick out</i> —the metahumans. That Brackhaven, right?" |
| 2 | "His corp does well ... too well. I try to take him down every chance I get. He's lost quite a few Johnsons recently. I hear he's openly recruiting." |
| 3 | "He's sly. You never know if he's dealing with you. I hear even Johnsons will end up selling their souls to his corp without even knowing it." |

- | | |
|---|--|
| 4 | "Humanis runs the place." |
| 5 | "They just picked up a Johnson from a rival. I'm not sure who. But he's got a hit list from what I hear as big as a Troll." |
| 6 | "Brackhaven doesn't invest unless he holds all the cards and he can hurt a few metas along the way. Has a real dislike for dragons—go figure." |

Yakashima Corporation

Appropriate Contacts (Target Number 4): Any contact or Matrix search

Success Result

- | | |
|---|---|
| 0 | "I think it's pronounced YAY MA tet su." |
| 1 | "Sure, Japan corp. Nearly one of the big boys." |
| 2 | "Biggest AA there is. Biotech research. If it involves enhancing the flesh, they're all over it." |
| 3 | "Yeah, made a name for itself a few years back by declaring itself purely Japanese and then expelling any metahumans working for it. Shipped boat loads to Yomi. They got great press in Japan. Didn't take such drastic actions here. When you're only an AA, you can't just remake the world like an AAA can. They do make hoop kicking bioware, though." |
| 4 | "For all their talk, they're just a corp like any other here in the UCAS. You won't find lots of metahumans in their ranks, but they don't mind hiring them." |
| 5 | "These guys are cutthroat. You have to be when you're an AA. They take no crap from corps equal or smaller than them. I hear they have plants in every biotech corp to make sure they don't lose their standings." |
| 6 | "If Yakashima is interested, it can mean only one thing—cutting edge, but probably unethical and disturbing bioresearch." |

CAST OF SHADOWS

Following are the main players in the scenario.

Proteus AG

Proteus is a mystery. It grew to AA stature right under the noses of the major AAA and AA corps right in Saeder-Krupp's backyard. In addition, Proteus made its claim to fame by building arkoblocks (offshore arcologies) off the coast of Japan for Japanese corporations. It has so far completed nine facilities world wide: five in the North Sea, two near Japan, one in the South Pacific near Fiji, one off the cost of South America in the South Atlantic and one off the shore of Salish-Shidhe land in the North Pacific.

Rumors of a hostile takeover involving dragons and a huge magical battle continue to surface, but this has never been confirmed. The million nuyen question is who is backing Proteus. It has grown so fast that it is now looking into space and heavy industry. It wants to expand its biotechnological divisions, its marine research division, its undersea mining and resource programs, and it wants to build an enormous submarine and surface ship fleet.

Proteus became target number one of eco-groups. These groups claim that Proteus performs unethical experiments, it is releasing toxic waste into the oceans and seas, and it is purposely killing massive amounts of sealife with its mining operations. These accusations have brought about a state of open warfare between the corp and green groups.

Yakashima Technologies

Yakashima was the king of hostile takeovers in Japan and therefore, the world. It bought and burned up more companies in a year than anyone else and it always turned a profit. It won a huge payoff in Dunkelzahn's Will and many thought it would be the next AAA. But that leap is a huge one and Yakashima fell woefully short. It drew attention to itself and the AAA started to feed on them. Ares and Yamatetsu seemed to hit them almost daily.

It almost folded. Then a miracle happened—Yamatetsu's great leader died and his son, an ork, took over the company. The bad PR and pressure from the Japanese government made it look like he would be forced to step down. Instead, with the help of Buttercup, the mysterious free spirit, they relocated Yamatetsu to Russia.

Hiroshi Yakashima saw an opportunity to go back to his aggressive business ways. He purchased, stole or destroyed any remaining Yamatetsu divisions in Japan. Many were cutting edge biotech research facilities. He also made the now famous "fighting for human purity" speech. It was mainly to justify his rapid and cutthroat attacks on Yamatetsu. It played so well in a shocked Japan that was looking for stability after one corporation was destroyed and another left the country, that it became a rallying cry. Yakashima began a steep and steady climb back up.

Even stranger was the fact that the Yamatetsu divisions left behind began to turn a profit as they continued to make breakthroughs in biotechnology and bioresearch. Yakashima decided not to gut them and sell them off, and began an aggressive campaign to find new biotech companies to purchase. This decision pushed the stability of the corp and its profits even higher. To continue this trend, Yakashima ordered his divisions to investigate all bioresearch companies by any means to see what could be gained to hold Yakashima's position one step out of the AAA circle.

These orders led to the events in this adventure.

Marianna Che

Like the real Marianna (an attractive, Chinese-European mix), the double has short, dyed-blond hair generally worn slicked back and tucked behind her ears. A datajack gleams from her temple.

The Yakashima agent playing Marianna has trained for months to match her target's appearance and manner. She has taken to her role so much that she has started to believe that she is Marianna. She is the ultimate mole: trained to lie, cheat

and steal but give the impression that she is loyal to you. She is loyal only to Yakashima. She has done her research and picked a winner. The real Marianna is a high ranking researcher for Proteus—one who has free reign to leave facilities and test products. She can even command security to leave her alone. The problem is that she has no idea where she should be for her next assignment or what she will be working on next. The previous Marianna has just finished a job evaluating a piece of Yakashima bioware in a disturbing test on a dwarf rigger. The new Marianna has the report but no idea where to deliver it. That's where the player characters come in.

The new Marianna has a hard time remembering to be a scientist and not a shadowop.

B	Q	S	C	I	W	E	M	R
4	5	3	5	7 (9)	5	2.1	—	7 (9)

INIT: 7 (9) + 1D6 (+ 2D6)

Dice Pools: Combat 9, Task 2

Karma Pool/Professional Rating: 3/4

Race: Human

Active Skills: Biotech 5, Computer 5, Computer (B/R) 5, Electronics 4, Etiquette 4 (Corporate 6), Negotiation 4 (Fast Talk 8), Stealth 8

Knowledge Skills: History of Proteus AG 4

Cyberware: (all betaware) Datajack, Knowsoft Link, Encephalon (Level 2), Telephone, Wired Reflexes (Rating 1) with a reflex trigger, 600 MP head memory

Bioware: Cerebral Booster (Level 2)

Essence Index: 0.8

Weapons:

Browning Max-Power [HP, SA, 9M, 10 (c)] with silencer and laser sight

Range (TN): 0–5 (3), 6–20 (4), 21–40 (5), 41–60 (8)

Armor: Secure Clothing [3/0] and Secure Jacket (w/hood) [5/3]

Gear: Various Knowsofts on medical science, biotechnology and organ growth, portable computer and personal notepad.

SHADOWLORE

Many sources are available for more material and plots as spinoffs of this adventure. More information on Yakashima can be found in *Blood in the Boardroom*. *New Seattle* features information on Brackhaven Investments as well as an overview of the Salish-Shidhe Council and the lands around Seattle. Response times for Lone Star and neighborhood security are also listed there. *Target: Smuggler Havens* contains information on Proteus AG as well as information on sneaking through borders via air and sea.

If you are interested in more information about taking a team through organized crime plots, you will want the *Underworld Sourcebook* and *Mob War*.

Other references are listed in the text.

LEGACY



KINGS AND PAWNS: A PROLOGUE

"But Master, why?"

"We have learned their magic and I have learned their lesson. Even dead, Dunkelzahn works his will.

"They have more to tell, and they are safe here. They will be returned to let others learn their secrets."

"But master ..."

"Enough! The Scrolls are well protected. Now go, our gift is expected."

A silent robed figure, a man sheathed in flames that produced no heat, lingered for a moment and disappeared with a rush of the wind as the servant hurriedly departed.

...

She looked into the pale, sightless eyes of her friend as she set pieces on the board. She had met him years before, when classes opened at the Institute, or as officially called, the Massachusetts Institute of Technology & Thaumaturgy. As it turned out, they both were enrolled in the Thaumaturgy program. She discovered their mutual love for the game of chess one day while sitting in Harvard Square over a cup of coffee. Since that day, they'd played over a thousand games.

"Have you noticed that our games start with the same four moves?" she said, moving the pawns.

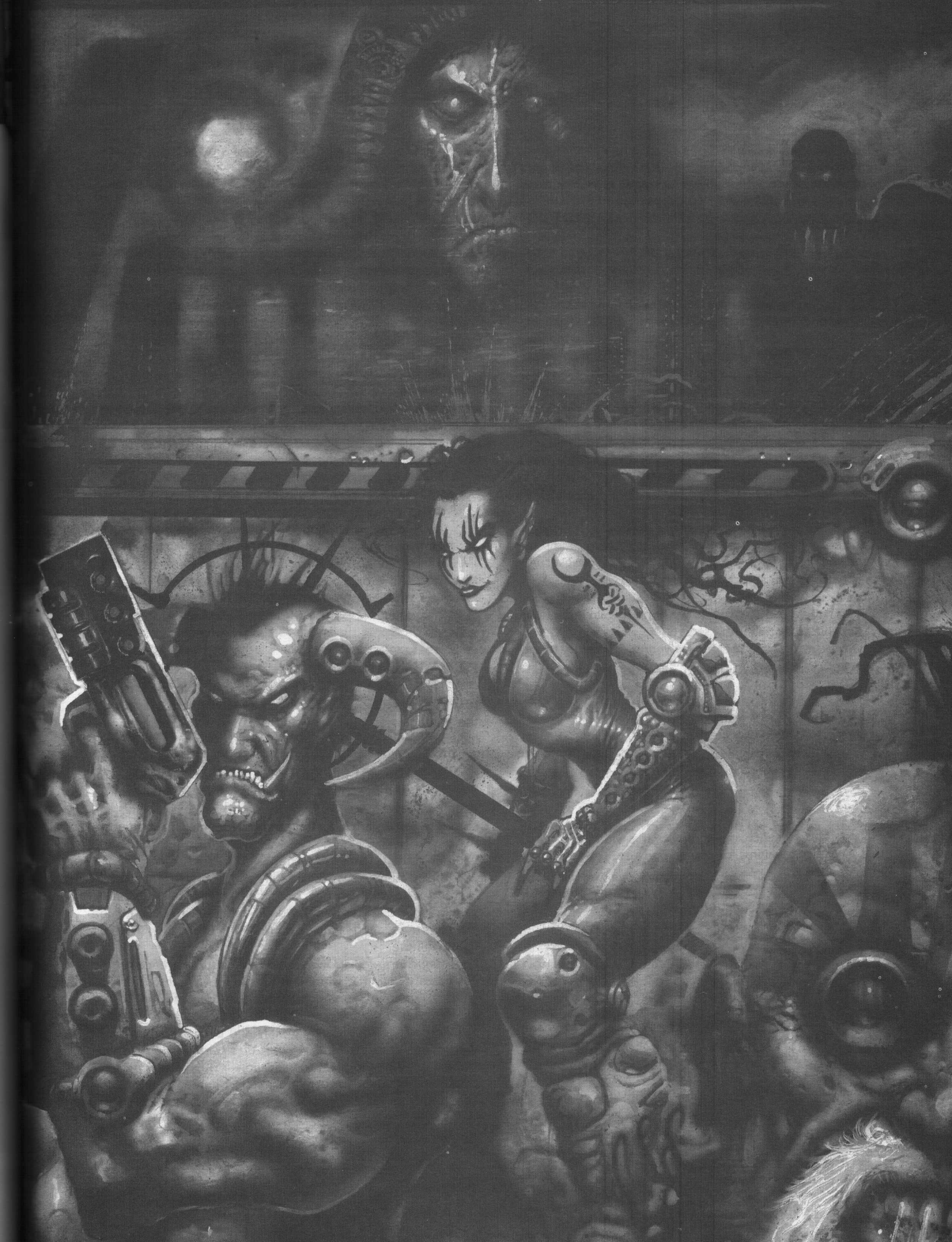
"There are few decent ways to open. Will you lead with your knight?"

...

He had worked his way through the ranks of Wuxing corporation via his skills in the fast-paced world of the Hong Kong exchange, using his razor-sharp mind to manage vast sums of money. His was a world where a second's hesitation could cost millions of nuyen. He was no man's lackey, but he jumped when his private line rang. He steadied himself, knowing who was on the other end.

"Yes?" he answered.

"Is everything in place?" spoke the familiar, raspy voice.





"Yes, the team is found. Contact is being established by our operative."

"There are others whose interests we are crossing, so we must use caution. There can be no connection to me until it is too late."

"We have taken great care."

...

"... interesting move," he said, seeing a different board, one that existed in his mind.

"I like it."

"You would. Castle to queen's side ..."

...

The man looked out the dark window at Boston's skyline. The landmarks were familiar, but today they appeared more distant. His office was one of the highest in the Hub. He was a powerful man, and Mitsuhamma rewarded powerful men. His assistant waited for him to speak.

"Is everything in place?"

"Yes, sir. The deal has been made and our people have been placed among the research teams. Whatever is discovered, we will know as well. I have supplied additional security to the site. University security is insufficient."

"Excellent work."

"Sir, if I might ask ... what do we hope to gain if the dragon was unable to decipher the secrets?"

The executive paused before answering. "Never try to second-guess a dragon."

...

"Have you been practicing?" she asked, smiling.

"No. You have something planned, I just can't quite see what it is. Rook to king six."

...

She felt his presence as a stirring of the wind.

"I have been waiting for you to find me," said the Hag, coughing slightly.

The shimmering in the air took a more solid form, that of a tall troll, thinner than most of his race, with a long, flowing mane of hair.

"You are the Crone I seek?"

"I've been called worse."

"I need your help. I must guard ..." the troll said before being interrupted by a frail hand.

"What will I be getting out of this?"

The troll extended his arm and turned his massive hand, opening it, to reveal a small fortune in precious gems.

"I will help when I can," spoke the Crone. "But know this Wind Walker, a time will come when I'll need your help, and when that time comes I will call you. I will call you, and you will come!"

The Crone chuckled as the troll nodded his head in agreement.

...

"You're blocked. You can't move your knight without sacrificing your queen. Bishop to queen five," she spoke after a moment's pondering. "I seem to have the upper hand."

"Yes, despite your move. Bishop to king's knight two."

"So it would seem. Queen to king's rook four. Check ..."

...

Her phone rang and she answered on the second ring. "Yes ... of course, as you directed. They are not to know ... and the details ... I understand. Excellent choice ... I'll contact you when we're done. There will be no trail back to you."

Hanging up, she poured herself a drink, wondering why she was being kept in the dark.

...

"Rook to queen's bishop five, check. Concede?" she asked.

"Not yet."

"I know you like to finish, but don't you think this is a little far? You have only your king and a few pawns."

He was quiet for a moment before he reached forward.

"I have high hopes for these little pawns. Let's finish the game ..."

PREPARING TO PLAY

Legacy is an adventure in which the characters decide how the adventure ends. This open-ended situation means that the gamemaster must be ready with multiple contingencies, including the possibility that the runners will fail at their mission. It is a very real possibility that the runners may end up provoking one side to a quest to hunt down the runners for their roles. The runners may end up paying the ultimate price with their lives. The main movers and shakers behind the scenes in *Legacy* are in for long term power gains, and they are playing for keeps. No one can walk away from this adventure without getting scarred in some way.

The gamemaster must be fully aware of who the players are and who might be backing them. While this adventure gives plenty of background, you should be familiar with the products mentioned in *Shadowlore* (see p. 88) to help flesh out the adventure.

Magic in the Shadows would be helpful reference for the advanced magic that various groups in this adventure use, as well as *Target: UCAS* which gives background to the Boston area, the setting of *Legacy*.

Reread the adventure carefully and become familiar with the options presented in *If Mama Ain't Happy, Ain't Nobody Happy*, p. 78, and their ramifications. The players will, of course, have other solutions not offered here. You should be able to devise suitable responses from what is offered here.



PLOT SYNOPSIS

The great dragon Hualpa (p. 269, *SR3*) was bequeathed the Elemental Scrolls of Ak'le'ar (AK-lee-ahr) from Dunkelzahn's will (the bequest is reprinted on p. 84). Hualpa has allowed the DIMR (the Dunkelzahn Institute of Magical Research) to study them. The DIMR has placed them in the care of the Massachusetts Institute of Technology and Thaumaturgy (MIT&T) for two weeks. Like all major universities, they have corporate agreements regarding research; the lucky winner who is allowed to study the Scrolls with the DIMR and the researchers at MIT&T is Mitsuhamma Computer Technology's Unit 13 (p. 68, *MITS*).

The Scrolls are of great interest to many parties but none are willing to risk everything to get them as is Wuxing's President and Chairman, Wu-Lung Wei. He has put the word out that he needs a series of agents to retrieve the Scrolls so his wujen can determine their magical value. The runners are hired by one of these agents to steal the Scrolls on Wuxing's behalf.

In Boston, the runners have less than two weeks to get the Scrolls. Even with the added MCT security, the university is much easier to break into than the DIMR facilities. Once they have the Scrolls, the player characters discover exactly how important these Scrolls are.

Once the Scrolls are discovered missing, they are instantly hunted down by MCT (and its Yakuza street force), the DIMR, the Draco Foundation and Wuxing (and their Triad street force). Isolated in a city that is under red alert, the players must decide who they can trust and who they can't.

But the adventure doesn't end there. Boston's uber-fixer and information specialist, the mysterious entity called Mama (p. 45, *Target: UCAS*), steps in to save the player characters. She offers the player characters a deal: she'll broker their escape with any party they choose if the player characters will let her look at the Scrolls.

Depending upon the actions of the characters, the Scrolls can end up with the DIMR, MCT, Wuxing or any number of other agents the player characters know. The player characters can choose the resting place for the Scrolls, at least in the short term, and even live to see the next sunrise.

RUNNING THE ADVENTURE

The first half of this run is all about stealth and precision. The second half is about living to see tomorrow while carrying a priceless hot potato that is wanted by many big fish. If the runners live through it, they may realize they just started playing on a new level. If they don't, at least they know they challenged some very tough competition.

This run is assuming a non-Boston-based team for certain references as a matter of convenience. When referring to "local" contacts, conditions or locations, assume it is the home city of your campaign. Boston locations and contacts are noted as such if there's a chance of ambiguity.

Time Ain't on Your Side

The player characters have less than two weeks from the moment they are hired to accomplish their goal. They are hired the first day the Scrolls are at MIT&T. By the time they get to

Boston (evening of the second day) they only have twelve days to get the scroll. Getting sidetracked can have the player characters missing this window.

THE ELEMENTAL SCROLLS OF AK'LE'AR

The Scrolls have never been on the street and few people have ever seen them. Like many items from the will, that fact has not stopped rumors from abounding.

The Scrolls were in the possession of the Great Feathered Serpent, Hualpa; for reasons of its own, it recently gave them to the DIMR for further study. The DIMR has since partnered with the Thaumaturgy school of MIT&T in order to better research the Scrolls and their secrets. This is not unusual, as the DIMR and the 'Tute share congenial relations with each other, at least on the research level. The Scrolls are to be at the school for two weeks. Afterward, they will return to the DIMR and a decision will be made as to whether more public research is needed.

See *Cast of Shadows*, p. 84 for game effects of the Scrolls.

HANDSHAKES

WHAT'S UP, CHUMMER?

The runners are offered a job by an unknown local Johnson to travel to Boston as soon as possible (assuming the team isn't there already). They will be paid an exorbitant sum of money to procure an item and deliver it to a Boston contact that the Johnson has previously set up. Round trip travel and valid IDs (if necessary) as well as advances are provided. The run must be completed within two weeks from the day of the meet (see *Time Ain't on Your Side*, this page). The Johnson stresses that the item must not be harmed in any way and silence on the matter is included in their fee.

TELL IT TO THEM STRAIGHT

The fixer gave only an address and a promise: "The pay isn't good. It's fantastic." That's enough to wake your sorry shad-ownrunning hoop out of your doss and hustle over to the meet.

The fixer has a sense of humor. A meet in Redmond—maybe next time, you can meet in the Renraku Arcology. It's probably safer. Piles of broken boxes, shopping carts and even a car skeleton looking like a beast from another eon are strewn around a medium-sized aluminum building.

The oddity in this hellhole is a gray Mitsubishi Nightsky limousine parked in front of the building. Strangely enough, the building still has its address clearly marked on it. The limo's gray matches the gray suit of the man who stands before it so closely that you almost didn't see him at first. His hair is cut short, reflective glasses cover his eyes and he stands with an almost perfect stillness. Though he never looks directly at you, you sense that he's prepared to act.

As you approach, the man points with his left hand toward the building. He doesn't say a word. He just points. Nothing like a corporate toady to put you in the spirit for a run.

The inside of the building is at best uninviting. The walls have holes, the floor is damp, piles of refuse similar to those outside are plentiful, and your footsteps echo through the



emptiness of the place. The large, dark wooden meeting table that sits within a singular pool of light just beyond a stacked pile of crates contrasts the starkness of the area. Around it are chairs for each of you, while at the opposite end sits an attractive, tall, thin woman with dark hair and eyes in a tailored blue and white suit and conservative tie. Mr. Johnson just became a really attractive Ms. Johnson.

"My name is Ms. Johnson. Come, sit down. I believe that we have some business to discuss?"

She speaks with a fluid British accent and smiles as her splayed hands touch the table, making a sound that can only be caused on wood made of real trees. You sit down and Ms. Johnson continues to speak.

"I am offering generous compensation for you to liberate an item. We will provide its description and location. We will provide you with as much information about the site as possible. You must deliver the item to our representative undamaged. The site is not here in Seattle, but in another UCAS city. We will fly you to that city and provide identities, if for some reason you can't leave Seattle legally, and we will ship for you any reasonable hardware that might be hard to explain to the airport authorities. Our agents in this other city will be able to hook you up with most things that you might need there; you can abandon it all without a trace back to you. As you can see, we are very accommodating and willing to work with you if you are willing to work with us.

"The payment is 150,000¥ upon completion. I will provide you with 5,000¥ each right now, not included in the total pay.

"The window for retrieval is two weeks, starting today. Your silence in this matter will be a requirement of our contract.

"Do we have a deal?"

If they say yes, she continues:

"Excellent. The flight for Boston leaves tomorrow at 2:00 P.M. An associate with more details about the run will meet you at your hotel the morning after you arrive. I have your itinerary. Your accommodations are a first class flight and luxury hotel. Call this number if you need equipment shipped—give them at least 4 hours. Autos will be provided for you during the extent of the contract.

"Do you have any questions?"

HOOKS

The Johnson is a pro. She begins and completes business in record time. She's playing it cool, but the run must be pretty big: Barrens meet, no details until the job is contracted, big payment, the requirement for silence, out of the city help—that's one's big. The player characters are being treated like pros ... that's usually bad news.

BEHIND THE SCENES

Ms. Johnson is Denise Pierce, a freelance fixer by trade.

Denise Pierce

B	Q	S	C	I	W	E	M	R
3	4	3	5	5	5	5.8	-	4

INIT: 4 + 1D6

Dice Pools: Combat 7

Karma Pool/Professional Rating: 4/2

Race: Human

Active Skills: Athletics 3, Computer 3, Electronics 3, Etiquette 6, Negotiation 6, Pistol 4

Knowledge Skills: Corporate Politics 5, Psychology 6, Shadow Talent 8, Chinese 5, Japanese 4, Spanish 3

Weapons:

Fichetti Security 500 [LP, SA, 6L (APDS), 12(c)]

Range (TN): 0-5 (4), 6-15 (5), 16-30 (6), 31-50 (9)

Armor: Fine Armored Clothing [3/0]

Cyberware: (all alphaware) Datajack, Image Link (Retinal Modification), Knowsoft Link, Memory (150Mp)

Gear: Pocket secretary, certified credsticks, fake IDs, concealed holster

Pierce was hired to find a team in Seattle that is professional, discreet, and above all else good—very good. She chose this team because of its reputation. Gamemasters can use an old adventure as a reference for her to comment on—especially if it had to do with magical artifacts. If the team has ever worked for the Triads or Wuxing before, she will not mention that.

She knows few details of the run—only enough to get a team aboard a plane to Boston.

What she knows: The Boston contact will provide more detailed information once the team arrives there. Pierce knows the item has a magical nature, but she doesn't know specifically what the item is. She knows that it isn't toxic and it can be handled easily. She won't be tricked into revealing the who or why behind this run—the gamemaster can decide if she knows this information based on future plot lines. Pierce knows that the two-week window is the result of the item's location in an accessible place, and that after that two-week window, it will be nearly impossible to steal. The owner is powerful and paranoid (she was told this and believes it). She does know the Triads are involved, since the contact the player characters are to meet is a member (or so her contacts told her).

What she doesn't know: The item's name, specific nature, and the fact that they are Scrolls. She doesn't know the DIMR, The Draco Foundation or MCT is involved. She doesn't know the owner of the Scrolls is a dragon.

The Offer

The starting offer is 150,000¥ and can be negotiated up to no more than 200,000¥. She will give each of the runners 5,000¥ up front. This binder can be negotiated up to 10,000¥, but any extra nuyen will come out of the total payment. She will also give the runners their false identities for the run in the form of personal credsticks and a small pile of birth and registration documents, a phone number for a shipping company and the plane tickets. In the itinerary will be the name of the hotel (Hotel Edmonton) with the reservations under the names listed on the tickets and IDs.

If the identities are checked in the Matrix, they prove to be as good as Ms. Johnson's word. They seem to be perfectly



crafted to each of the characters, down to fingerprints. If the runners cross-reference the identities looking for similarities, they can discover that each has clearances, passes and permits for getting anywhere in the city. Licenses and permits for weapons, cyberdecks, cyberware, and so on are included in the documentation. The gamemaster can customize the identities to be security consultants, professors at a local community college, private investigators, reporters, exchange students or civil engineers. It may freak out the runners to have all this information. If questioned, Ms. Johnson will respond only with, "I'm very good at my job."

If the players ask for things to be provided for them rather than shipping their own belongings, they can give her the request. She may comment on their requests, but she will write everything down on her notepad. She doesn't know that the mission carries a budget of 1,000,000¥. The gamemaster can choose which equipment from that list arrives in Boston. Items with a high availability (anything over 10) or anything costing over 100,000¥ may prove too difficult to obtain or require more time. Regardless of cost or availability, the request for all magical items will be honored.

Bodyguards

Ms. Johnson has two backups: her driver and a bodyguard. The driver waits outside. Inside the building, a dwarf mage is hidden in another room. He has a fire and earth elemental on call. Neither are enemies for spell purposes; their job is to keep Ms. Johnson safe. The driver stays with the car unless called or he hears shots.

Donald Blake (Mage)

B	Q	S	C	I	W	E	M	R
5	5	5	5	5	7	6	8	5

INIT: 5 + 1D6, Astral INIT: 25 (27) + 1D6

Dice Pools: Astral 2, Astral Combat 8, Combat 8, Spell 6

Karma Pool/Professional Rating: 3/3

Race: Dwarf

Active Skills: Aura Reading 5, Centering (Latin) 5, Conjuring 6, SMG 5, Sorcery 6, Stealth 4

Knowledge Skills: Biodegrading 5, Magical Background 5, Magical Threats 5, Latin 5

Spells: Acid Stream 5, Analyze Truth 4, Hot Potato 5, Levitate 5, Physical Barrier 6, Powerbolt 5, Stunball 5

Metamagic: (Initiate Grade 2) Centering, Shielding

Weapons:

HK-227 [SMG, SA/BF/FA, 7M, 28(c), with integral Laser Sight, Gas Vent 2 (-2 recoil), and folding stock (-1 recoil when used) Range (TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8)

Armor: Armored Jacket [5/3]

Gear: Headset radio with subvocal microphone, extra ammunition clips, Earth Elemental (Force 5, Services 3), Fire Elemental (Force 4, Services 2)

Jeremy Spence (Driver)

B	Q	S	C	I	W	E	M	R
4	4	4	3	4	3	4.68	—	4

INIT: 4 + 1D6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 2/2

Race: Human

Active Skills: Car 5, Etiquette 3, Pistol 4

Knowledge Skills: Bodyguarding 3, Corporate Politics 3, City Streets 4, Security Procedures 2, Gang ID 2

Weapons:

Ares Predator [HP, SA, 9M (APDS), 15(c), with Laser Sight Range (TN): 0-5 (3), 6-20 (4), 21-40 (5), 41-60 (8)

Armor: Fine Armored Clothing [3/0]

Cyberware: (all alphaware) Datajack, Image Link (retinal modification), Knowsoft Link, Memory (90Mp), Radio 2, Subvocal Microphones

Gear: Concealed holster, extra ammunition clips, IR smoke grenade

PUSHING THE ENVELOPE

Little reason exists to push the envelope here. It's just a meet. If the gamemaster needs a gun battle, a street gang can harass the team after the meet.

DEBUGGING

If they refuse, Ms. Johnson lets them leave. Other teams can take this job.

If the team is reluctant to take the job due to the lack of up front information, the Johnson can fill them in on some information that they wish to know. She does not know the exact details of the item or where it is. She can tell them any of a number of unimportant details about Boston or specifics of where they will be staying and how they will be moved in and out of the city.

If they decide to threaten Ms. Johnson, she'll calmly state, "Perhaps you are not the professionals I thought you were. Good day." She then gets up to leave.

Should a gun battle ensue, the fire elemental could ignite a gas line in the basement, blowing up the entire building.

WELCOME TO BEANTOWN

WHAT'S UP, CHUMMER?

The plane flight, a private car ride to the hotel, and the first meeting with their contact follow. This is the main legwork scenario which can take as long as the players want. They can get a feel for the run, prep for the run, and even plan for the post-run hideout.

TELL IT TO THEM STRAIGHT

When they arrive in Boston, read the following to the players:

When your Johnson said she was good, she meant it. The tickets and IDs worked fine. Not even a raised eyebrow. (If the characters shipped belongings, everything arrived on schedule. The goods were picked up and delivered by courier to the hotel as the players arrive there.)

Riding first class is something that can't be believed—for a second, you thought maybe you were somebody. But all good things end as the flight enters Boston airspace. You are on biz.



Scoping out the Boston Hub, you can see some sights: the building of the East Coast Stock Exchange, the Novatech HQ tower, the Hancock building, the Charles River running through the middle of the city, the U.S.S. *Constitution*, and the open space that is Boston Common. But the big buildings don't worry you—it's the shadows that they cast.

Security at Logan Airport is tighter than in Seattle, but your IDs hold up and so do your permits. As you collect your gear and prepare to exit the airport, you see a small Oriental man with white hair and a pronounced nose standing alone by the terminal exit. He holds a single white placard on which are written several names. It takes you a few seconds to realize that these are the names of false identities that you were given.

After you identify yourselves to the driver, he leads you to a large, white limousine and helps you enter. He then sits in the driver's seat and pulls into the traffic that constantly circles Logan Airport.

The driver brings you to a corporate hotel, the Edmonton, and gives you the keys to two late model GM sedans that are in the parking garage. When your bags are all out of the car, he says:

"The desk is prepared with your reservations, sirs and madams. Please enjoy your stay in our fair city. I have arranged for your crates to be shipped here and they should arrive within the hour. If you have any problems, your contact can help in the morning."

Once checked in, read the following:

The bellhops (a human teenager and his buddy, an ork teenager) snicker at the women in the group and escort you to a large suite. The suite reminds you of how those High Lifestyle folk live: a full service kitchen, working office (complete with Matrix access) and a comfortable meeting area set up more like a suburban living room than a boardroom. They show you the adjoining bedrooms with enough beds for each of you. They each hold out their right hand with a gleam in their eye.

When the contact arrives the next morning, read the following:

A knock at the door to the central living room rouses your senses. A check through the peephole reveals a well-built Asian man wearing a loose fitting white dress shirt over a pair of dark pants. His hair is long, black and pulled into a ponytail. He waits patiently behind the door with a single large briefcase in his left hand.

You open the door and he strides in, a man with a purpose, and sets the briefcase on the table in the center of the room.

"My name is Huong. Inside the case you will find details about the item you are to procure and what is known about the security at the location. An LTG for a local fixer, Mr. Lee, is in the case should any other needs arise, as well as a number to call once you have procured the item."

If the player characters order their gear through Mr. Lee, Huong will continue.

"I believe that Mr. Lee will want to see you to pick up a package that he has collected at your request." Huong gives a slight bow, turns, and leaves, closing the door behind him.

When the characters go to meet Mr. Lee, read the following:

The streets on the north side of Boston's Chinatown are not as alive as they would be a bit farther south (the tourist section) and the atmosphere is a bit more sedate. Here, warehouses and businesses seem to be the norm.

From almost a block away, you see a man standing at the corner of the streets specified by the voice. He wears black pants and shirt with a white sports jacket that could cover any number of unpleasant items beneath it. His gaze takes you in and registers your presence in an instant.

As you approach the man, who is obviously Asian, he turns his head a bit and tips it back, motioning for you to follow him. Beyond him, at the entrance to a narrow alley, stands another man who could be his twin. You walk to the alley and enter.

The alley is not unusual in any way, except that it's clean—no litter, no bums, no devil rats ... really clean. At the far end of the open alley is a garage; in front of it stand two individuals. One is a large mass of a creature with a bald head; his back is to you. The other is a human wearing a sharp white suit with a colored shirt and tie. His hair is short and black and he wears dark sunglasses. His clothing is elegant, and even his shoes smell of nuyen. At his feet are several dark, rectangular cases.

"I am Mr. Lee. You are here for these," he says, gesturing at the cases. "These items you are borrowing for the duration of your stay. They can be returned to your contact or left in your hotel when you leave. Please let me know if there is anything else that I can provide for you ... at the usual cost, of course."

The ork never even turns to look at you.

HOOKS

The player characters need to feel as if they stick out like sore thumbs. It's tough working the shadows when you are the center of attention. The hotel assumes the characters are either rich themselves or work for a rich corp, and will treat the player characters as such at all times. While in the hotel and its environs, staff will be continuously aware of them.

Outside the hotel, the characters can blend in better, but are still out of their element. They have no contacts and the wrong accents, noticeable every time they talk.

Don't be afraid to remind them they have only twelve days left.

BEHIND THE SCENES

The limo driver will only point out sights and tell the characters where he is taking them. He knows nothing about this mission. He is simply a hired driver with no real care about the player characters or their mission.

Huong is a courier and messenger. He doesn't know anything relevant about the run. In fact, he makes it a point not to know too much about the business of his fellow citizens in the shadows. If the characters make him stay in the hotel room, he will explain that he doesn't know anything. After the characters inspect the cases (if they choose to), he'll ask to leave.

Huong has many contacts, though mostly at arms-length. He can get word to just about anyone, though can do very little himself. He knows the city and its inhabitants well. Killing him would annoy several people and be a waste of a good bullet.

If needed, Huong's stats are those of an average human (*Critters*, p. 19) with an increase of 1 to both his Intelligence and Charisma from those listed. He has the following skills: Athletics 3, Unarmed Combat 5, Etiquette (Street) 2(4), Boston area 5, Underworld (Triads) 2(4), Street Rumormill 5, with a Professional Rating of semi-trained (see p. 249, SR3).

Inspecting The Cases

Inside the briefcase Huong provides the characters is a map of the MIT&T campus with a floor plan of the research building, including a map key (p. 72); a summary of the level of training and gear for MIT&T security (see p. 74); a basic physical description of the Scrolls (see p. 84); contact numbers for Mr. Lee, Ms. Johnson and Huong programmed into a cell phone; a city guide; and MIT&T ID cards with the runners' photos on them.

The Scrolls' description will not include the identity of their owner. They will be referred to as the Scrolls of the Elements (not by their official name, the Scrolls of Ak'le'ar).

Dealing With Mr. Lee

If the runners call Mr. Lee, the phone is answered by a terse male voice that asks who gave them the number. If they respond that Huong gave them the number, he puts the runners on hold, then returns with an address and a time in the early afternoon.

Mr. Lee is a fixer and procurer of many talents. If the characters want something, they can likely get it from him, time and money permitting. The cost of gear in Boston differs than that in Seattle. The cost of standard gear follows.

Mr. Lee

B	Q	S	C	I	W	E	M	R
3	4	3	5	6	6	4.48	—	5

INIT: 5 + 1D6

Dice Pools: Combat 8

Karma Pool/Professional Rating: 4/3

Race: Human

Active Skills: Athletics 3, Computer 5, Edged Weapons 4, Electronics 2, Etiquette 5 (Street 7), Interrogation 4, Intimidation 5, Negotiation 6, Pistol 5, Unarmed Combat 5, Leadership 4

Knowledge Skills: Psychology 4, Shadow Operatives 4, Corporate Politics 4, Boston 5 (Chinatown 7), Mathematics 3, English 5, Japanese 3, Italian 3

Weapons: Knife [5M]

Armor: Armored Clothing [3/0]

Cyberware: (All Alphaware): Cybereyes (with Image Link, Low-Light, and Opticam), Datajack, Knowsoft Link, Memory (300Mp)

Mr. Lee's Bodyguard

B	Q	S	C	I	W	E	M	R
8 (12)	5	7	2	5	4	0.04	—	5 (10)

INIT: 5 (10) + 1D6 (3D6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 4/4

Race: Ork

Item/Service	Cost (percentage of standard Seattle cost)
Weapons	100-200
Ammunition	100-200
Explosives	120-200
Accessories	100-200
Armor	100-130
Security/Com. Devices	80-100
Survival Gear	100-150
Electronics	80-120
Cyberware	80-200
Magical Equipment	60-110
Vehicles	100-120

Active Skills: Athletics 4, Edged Weapons 4 (Knife 6), Etiquette (Street) 2(4), Intimidation 4, Leadership 2, Pistols 7, Stealth 4, Unarmed Combat 6

Knowledge Skills: Bodyguarding 6, Gang Identification 5, Security Procedures 5, Chinatown 4, English 4

Weapons:

Browning Max-Power [HP, SA, 9M, 10(c), Smartlink, Silencer]

Range (TN): 0-5 (2), 6-20 (3), 21-40 (4), 41-60 (7)

Combat Knife [9L]

Bare Hands [12M stun or 6M]

Armor: Armored Jacket [6/4]

Cyberware: (all alphaware) Dampener, Dermal Plating 2, Flare Compensation (Retinal Modification), Reaction Enhancer 1, Smartlink, Titanium Bone Lacing, Wired Reflexes 2 [with Reflex Trigger]

Gear: Extra ammunition clips, concealed holster, cell phone.

Where applicable, the equipment in the cases is of Ares, Novatech, Wuxing and Yamatetsu brands. If the gamemaster needs more bodyguards, use the stats for Triads on p. 87 in *Cast of Shadows*.

Boston At A Glance

If the player characters are going to hit the streets to try to learn more information or establish their own contacts, they'll gain the following information or discover it thorough Matrix searches. Even basic conversations and normal social interaction will get them results.

The Boston area is highly corporate. The stock exchange brought all the corps into the city with at least a small sales office. Novatech raised the ante by making Boston its Megacorporate headquarters. MCT and Novatech are the largest employers in the city. Renraku also has a sizable presence, as does S-K (via Siemens, a subsidiary). Ares bought up some of the many defense contractors in the area, which have kept their names for the most part. Lockheed is their main local competition. A few old Fuchi facilities are in the area; some even retained the Fuchi name (their ownership being hotly debated in the shadows and the Corporate Court).

Almost every other computer corporation has some presence in the Hub. Several major universities and hundreds of



local colleges dot the area. Matrix traffic is at least twice that of Seattle. Hundreds of small computer, financial and consulting firms fill the many office buildings. Biotech and biomedical companies, in the drug, replacement part, research, and surgical equipment business dot the area, many with ties to the nationally renowned hospitals. A local Shadowland node exists. Tech parks dominate the areas around highway intersections.

The Hub (as Boston is known by the locals) is dotted with areas of extra-territoriality, sometimes changing from block to block in downtown and along the 128/95 loop around the city (atlases list it as route 95, locals call it 128). Even within office buildings and research labs, jurisdictions can change.

Major languages of the streets of Boston include Japanese and Chinese (in certain areas) plus Italian, Spanish, Portuguese, and some Gaelic. A few elfen communities use Sperethiel as a way to keep non-elves out of local business. Compared to most other cities, Boston (and indeed most of southern New England) has very pronounced ethnic areas which have the feel of "the old neighborhood." It's possible to tell the town someone is from by their accent, though this is less true among the more educated and more recent arrivals to the area.

The Mafia runs Boston's underworld, so a runner in good standing with a local crime family may be able to get an audience with one of the Boston dons.

Knight Errant has the city's enforcement contract and in some areas is supplemented by local corps such as Minuteman and neighborhood watches. Novatech runs the city's grid-guide traffic system. DocWagon has a branch office in the city.

Plenty of local tension and conflicts, class feuds, and arguments between traditionalists and modernists exist. A parochial attitude prevails, while stereotypes do have a dose of truth. Long-time residents look down on newcomers, especially those from the midwest and Chicago, seeing many as interlopers. Educated folk look down on the blue collar workers. The old Blue Bloods look down on everyone.

A higher percentage of European metatype variants (see *SR Comp*, pp. 37-43) is found here than in cities such as Seattle or Denver.

Getting Around Town

The local subway system, the "T," can take people anywhere in the city and as far north as Nashua, Portsmouth and Salem, New Hampshire, and as far south as Providence, Rhode Island.

Rush hour traffic is nothing short of brutal. Despite the large degree of telecommuting, the city is overcrowded for its roads and subway system (which is underused at times). Sometimes there seems to be no way to get to a destination, or one wrong turn means you must get to the highway and start over. Road construction tends to get funding five years later than needed and is ten years overdue and obsolete by the time it is completed. Giving bad directions to tourists is a spectator sport in some neighborhoods.

Parking is at a premium. Most newer buildings have underground or adjacent parking garages. Fines for illegal parking are steep, usually starting at 80 nuyen per day. Parking in a deeded or reserved spot will get a car towed without warning.

Magic

Plenty of magical groups are in the area, from the college-affiliated groups to the Witches of Salem, and from corporate groups, the Illuminates of the New Dawn and the Atlantean Foundation to the toxic shamans and a few local druids.

The whole Hub has odd magical ebbs and flows. Toxic areas exist, a few Amerindian holy sites can be found, ley lines crisscross sporadically, and a few acres of woods have stood for a few hundred years. The long history of the area has given some places strange background counts. All the areas of ethnic violence, haunted houses, chemical spills, antiseptic machine-dominated facilities, rogue spirits and experimental spells from students cause bumps and ripples in astral space. Regular pagan holiday celebrations, very devout churches, the mix of cultures, strange Chinese magic of Chinatown, textbook corporate magic in the Back Bay, toxic mojo near the harbor, and earth magic of the Salem Witches all make for a potent astral mix. Astral space in the area feels thick. Ghosts and poltergeists are common sightings. Background count can vary within a few blocks.

Reports of spirit activity have increased in the area. MIT&T and KE have silenced reports of elementals and hearth spirits escaping their summoners, but the rumors leak out.

PUSHING THE ENVELOPE

Not much to push here. The players are compiling information and gathering gear.

If their tasks are too easy, require more successes on checks or increase the TN (they are strangers, after all). Allow them to be spotted snooping around at night. Someone they question can cause complications by tipping off various undesirable factions from corps, from the Mafia to the cops.

Have the SOTA for electronics, software or magic increase while they are in town (see p. 84 of *SRComp*). After all, half the advances for this stuff come out of the Hub. This is extreme, but will get their attention.

DEBUGGING

Various events can cause a gamemaster trouble. The first is harming Huong. He has only the orders he was given. He doesn't know who hired the player characters. He has no idea what's in the case he delivers and he does not carry a weapon. This should put the player characters at ease. If they harm him, Mr. Lee will not work with them (or if the gamemaster is very harsh, Mr. Lee can demand a player give his life for Huong's).

If the players decide to take on Mr. Lee, he will call upon the powers of the East Coast Triads. Outsiders making trouble against one of the big powers will attract the notice of all underworld figures and many shadowops. The player characters will quickly find themselves without a job, without friends, and hunted by all parties. Boston doesn't take kindly to outsiders causing trouble.

If the player characters can't seem to get a feel for the city, Mr. Lee may assign Huong as a guide, but only as a last resort.

ADVANCED SHADOWRUNNING 401: GETTING IN

WHAT'S UP, CHUMMER?

The players' next concern is scoping out the campus and



hitting the target. This scenario can take many days depending on how quickly the player characters get the gear they need and how long they inspect the campus.

The scenario includes a basic overview of the campus as well as detailed information on acquiring the Scrolls. The text that follows assumes a nighttime break-in.

TELL IT TO THEM STRAIGHT

During the day:

It doesn't take you long to find the campus, and you need even less time to find the building that the maps indicate as the Dunkelzahn Magical Research Building. The statue of Dunkelzahn is a dead giveaway.

Students walk casually from building to building chatting and laughing, some holding hands, some doing things you thought were only allowed in the dorms. Enough pheromones float on the breeze to make an elf love an oni.

You see security guards—rent-a-cops, by the looks of them—walking across the campus, but they are more or less a fly-speck on the greater problem of getting into the target building.

The building stands out like a sore thumb—three stories, brick, ivy-covered walls, even external wrought iron fire escapes, plus some sort of scanner or maglock on the glass facade front. A few small gardens lie outside, some trees and shrubs stand near the building, and the plants that you see seem to move even when there is no breeze. The back door is guarded by a real guard, from the looks of him. He wears a campus security uniform, but if he's campus security, you're Dunkelzahn himself.

Viewed from astral space during the day:

Your astral body never needed sunglasses until now. The building is entirely warded. Spirits flit about (a huge number of elementals are in the area) as well as watcher spirits doing everything from annoying other astral entities to patrolling in the endless fashion that watchers do so well. Mages and shamans shoot past without giving you a second thought. The background count makes the astral feel thick and heavy.

During the night:

This part of campus is less populated than others. You can hear the faint sounds of city traffic to the north and west. The facility is quiet, like most of the other buildings around it. Campus security makes regular drives through the area.

A few lights are on in some of the windows, but the place looks deserted.

A security guard walks a circuit, making sure the front doors are tightly locked. One guard remains at the back door, wearing armor and a helmet. He does not look like typical campus security.

The statue of Dunkelzahn seems to stare at you as if it knew exactly why you were there.

Viewed from astral space during the night:

The facility still glows hot as if the most magical thing in the universe. Spirit activity is less at night, but elementals still

seem to appear and disappear at random. A few watchers seem actively on patrol. The plants in front of the building seem to give off a glow that wasn't obvious during the daytime; even the statue seems to be astrally active, but then again, nearly everything in this area seems to be.

HOOKS

Campus life can lull player characters and distract them into making mistakes. They should feel as if that they are trying to shadowrun in the middle of a crowd. Keep them paranoid that they are about to be observed, whether by a freshman out for a walk or a professor lecturing on astral space while in it.

Allow player characters as much prep time as they wish, but remind them of the time constraint.

BEHIND THE SCENES

MIT&T

With classes in session, the campus and all of Cambridge is usually busy. The local shops and restaurants get most of their business from the student body and faculty. The local T-stops are crowded with commuting students.

MIT&T has typical physical security, though the corp-sponsored research labs often have increased security. The entire campus is linked with a rigged security network, with alarms and alerts being relayed to security patrols seconds after being processed. If a fire door, maglock, any alarmed door or window is opened, the central office gets a signal. Panic buttons are at every intersection on campus.

Matrix security is bleeding edge, though nonlethal. Most of the latest Matrix developments come from research at the 'Tute. The campus network is layered, with a large public area (NA/UCAS/MA/MITT Blue-6/6/8/6/8/8) organized by school (Architecture and Planning, Engineering, Humanities and Social Science, Sloan School of Management, Science, Thaumaturgy, Liberal Arts) and an Administrative area with admissions, maps, and so on.

Accessible from this is the campus PLTG (Green-8/9/8/6/9/9 and up) of progressively more restricted access levels for employees, students, researchers, and so on, which mirrors much of the public structure and includes classified research, the hermetic libraries, student work, faculty papers, and anything else that is not for public consumption. Campus security has its own net (Orange-8/11/10/7/12/12), though it can be accessed from the private network. Anything restricted generally requires a valid student ID and password to access. Some information will display only on a campus terminal. Access to this node will allow a decker access to the research building. A secret backdoor connects DIMR and MCT to the security node for monitoring purposes.

In general, Matrix security is the trace and analyze method; once a hacker is found, he is kicked off the system after the police are notified. All trace IC will have a rating 1 higher than expected, higher still in secured areas.

If a decker searches for the Scrolls of the Elements, she discovers the information in the table on p. 71. If the players



continue searching on MCT, Unit 13, Dunkelzahn's Institute of Magical Research or Mama, see pp. 83–84.

Magical security around campus is spotty, mostly concentrated on Thaumaturgy and some research buildings. A few spirits are usually floating around campus. The Institute does employ security magicians, and most students and staff feel safe zooming around campus astrally for a while, but officially are not allowed to enter dormitories or academic buildings in astral form without permission (i.e., a class assignment). Since the research that led to the discovery of watcher spirits was done here, most of the student and faculty magicians make extensive use of them.

The Dunkelzahn Magical Research Building

Security is tighter here than anywhere else on campus.

The DIMR often likes to place a second security provider on off-site projects—someone other than the civil contract provider, thus overcoming obvious weaknesses. In this case, MCT's funding made it a natural choice, plus it has plenty of assets in the area. MCT has provided funding and some personnel to the research effort, all of it coordinated by their nearby North American HQ. MCT's Unit 13 is involved, but is remaining as unobtrusive as possible.

Two MIT&T security guards are posted to the building, plus the normal campus patrol that passes by every 20–60 minutes. DIMR has a security shaman, Daniel Gammemos, on staff. MCT has also provided four guards and a security mage. The two magicians stagger their shifts and during any overlap, they review any astral events that occurred and swap control of watcher spirits. The gamemaster can define the shift schedule, but at least one MCT guard will always be on duty. The guards are familiar with regular users of the building. The stats for these guards appear in *Advanced Shadowrunning 402: Getting Out* on p. 74.

Physical security is mostly passive so as to avoid damaging property. At least one guard is posted on every floor, usually sitting with a paper or datapad when not on a walk-through. Matrix security is strong and most of the electronic security is hard-wired. A link exists to the campus grid for e-mail, web searches, newsfeeds, and so on. The research and security computers are not connected, and some of the datastores have additional isolation.

Magic security is tight. Guardian vines (Force 3, p. 91, *MITS*) grow on the walls and watchers (Force 3) are regularly sent to patrol the hallways. A few offices have dual-natured plants in them, mostly for research, though some researchers simply have green thumbs. Many of the researchers have well-developed senses of humor as well, and they derive joy from the comedic effect on the witnesses of their creations; these could cause difficulties for runners.

Every hallway has a camera outfitted with low-light and flare compensation. All the doors have card or keypad access with Rating 6 maglocks (Rating 8 for secure areas and labs). A few even have traditional key locks with deadbolts. The external doors and windows of the building have Rating 6 alarm contacts. Hallways leading to secure labs are guarded by Rating 6 motion sensors. The security system is not connected

to the Matrix except for a general alert/alarm system routed to campus security and to DIMR HQ. An access panel is tucked into a corner so campus security can check any alarms without entering the building. A decker can access the security node directly from here (see p. 69 for the node's ratings).

All the MCT guards have secure communications with each other and MCT HQ. All are trained in dealing with magical threats and break-ins. The security magician is in an office and has two watcher spirits on patrol that will report back to him if they spot trouble or an obvious stranger. MIT&T security have standard two-way communications gear and panic buttons.

The fire alarm system uses a heavy gas which cuts off oxygen from a fire, plus a few anchored spells to protect the experiments and artifacts. The fire doors on the upper floors lead to fire escapes.

The building itself is laid out differently than corporate facilities and has served many functions. It is now mostly used for research projects, though a few classrooms and faculty offices are here as well. The corridors are wide, generally 2 meters across; the ceiling height is 3 meters, but 4 meters on the top floor. The building is well lit, though most of the lights are dimmed at night. Switches are at the ends of each hallway. The walls on the third floor are thicker than in the rest of the building.

Many corps and organizations have projects here, including MCT, Aztechnology, Yamatetsu, Renraku, Saeder-Krupp, the Atlantean Foundation, the DIMR, Manadyne, Knight Errant, Novatech, Mass General Hospital, and the UCAS Army.

Roof access is possible from above the elevator shaft and the various A/C boxes. The stairwell has a plate glass skylight (Rating 3 barrier). It doesn't open, but it could be broken or unbolted.

The entire outside of the building is warded with a Rating 4 Polarized Ward (p. 89, *MITS*). Anyone on the outside of the building cannot see through it. Many of the rooms and experiments are warded with alarm wards (generally Rating 4–6, higher on some labs and offices). Sometimes the faculty will summon a watcher before heading home, giving instructions to make as much noise as possible if a stranger enters the room.

The gamemaster may determine the protections in each room unless noted in the room key on p. 71.

Map Key of Dunkelzahn's Magical Research Building

Only a second-floor map has been given to the characters among Huang's information. Only the second floor is drawn (it being the one where the Scrolls are kept). Other floors can be adapted by making the following changes.

On the first floor, replace all labs with classrooms, facility, administration and corporate offices. The corporate offices are where corps keep an eye on their "favorite students" and employ their magical staff associated with the school. These rooms are warded and have watchers. Yamatetsu, the Atlantean Foundation, the UCAS Army and Saeder-Krupp are on this floor. The library is replaced with a gallery of magical artifacts and artwork. The lecture hall is replaced by four classrooms. The security office is located below Lab C. The corporate offices are all below those listed on the map.

The third floor is the ritual circle and lodge area. Called Circle Labs, these are much larger labs than the ones on the



THE SCROLLS OF THE ELEMENTS

Appropriate Contacts: Any Magical contact (TN 5); Any DIMR or Draco Foundation contact (TN4)

Shadowland: Target Number 6/Search Time 8 hours

Success Result

- 0 "No one uses Scrolls anymore. You've been watchin' Neil the Ork Barbarian again, haven't you?"
- 1 "Didn't Dunkelzahn have some crazy magic items like Scrolls and wands and other wacky mojo stuff in his will? If you need information on that stuff, check with Mama—if you can get in to see her."
- 2 "I don't recall that name but there was a scroll in Dunkelzahn's will, something to do with elementals or elements."
- 3 "The name is actually the Scrolls of Ak'le'ar. Try saying that three times fast."
- 4 "Yeah, the Scrolls of Ak'le'ar are familiar. Dunkelzahn had them but passed them on to Hualpa—feather serpent down Aztlan way. Typical of dragons to keep all the good stuff for themselves."
- 5 "Hualpa is rumored to be a part of the revolutionary force down in the Yucatan. I guess there were all kinds of protests. He appeared as an Aztec priest in DeeCee to pick up the Scroll. Aztechnology nearly had a collective aneurysm."
- 6 "Rumor has it Hualpa had some trouble with the Scrolls. That's why she gave them to the DIMR. Maybe the Scrolls don't really do anything at all, huh? Probably Dunkelzahn's grocery list."
- 7 "The DIMR seemed to have trouble with it too, because they allowed a two-week open research grant for the Scrolls at MIT&T. You should have seen the security arrive—mages, spirits, and some goons with enough firepower to stop a dragon."
- 8 "I know guys over at MIT&T and they say that MCT is involved—it was their turn or some such nonsense. These mages arrived who looked like they had seen the face of god and thought it wasn't magical enough. These guys all but sleep with the Scrolls."
- 9 "You ever hear of Unit 13? Some high-end MCT mages—bigwigs with secret oaths and handshakes. They've been examining the Scrolls but they got nothing out of it. They've been calling in language experts, though—so who knows what that means?"
- 10+ "There's this drunken troll who 'lives' on campus and he says that spirits keep popping up and asking him questions, like 'Where are the Scrolls? Where is our master? How many grams to a liter? What's the Capital of Aztlan?' He's either onto a secret of the universe or making enough coin to retire from these stories. The only one who believes him is Mama."

second floor. No rooms are above the lecture hall (it is two stories high). The Circle Labs are giant square rooms: the largest equals the area covered by Labs J, K, L, Room 10 and the hallway between them on the second floor. Two of the corp offices, Aztechnology and Knight Errant, are above Lab I. Renraku and Novatech offices are opposite the staircase on the south wall (above the faculty office and staircase). The rest of the top floor is divided into five more huge Circle Labs.

The following notations can be found on the map:

C: Camera (in approximately the same places on floors one and two; at least one camera is in each hallway on the third floor). None are in labs, corporate or faculty offices.

M: Motion Sensors (in approximately the same places on floors one and two; at least one is in the hallways outside the Corporate Offices on the third floor).

E: Service elevator. Used mainly for moving equipment and experiments between floors.

S1-S4: Security Access Panels. Located on each floor toward the rear of the building near the elevator shaft, campus security can check the status of any alerts from here before entering the building. The panels are concealed (TN 5 to see) and have a card swipe maglock (Rating 6) built into the casing.

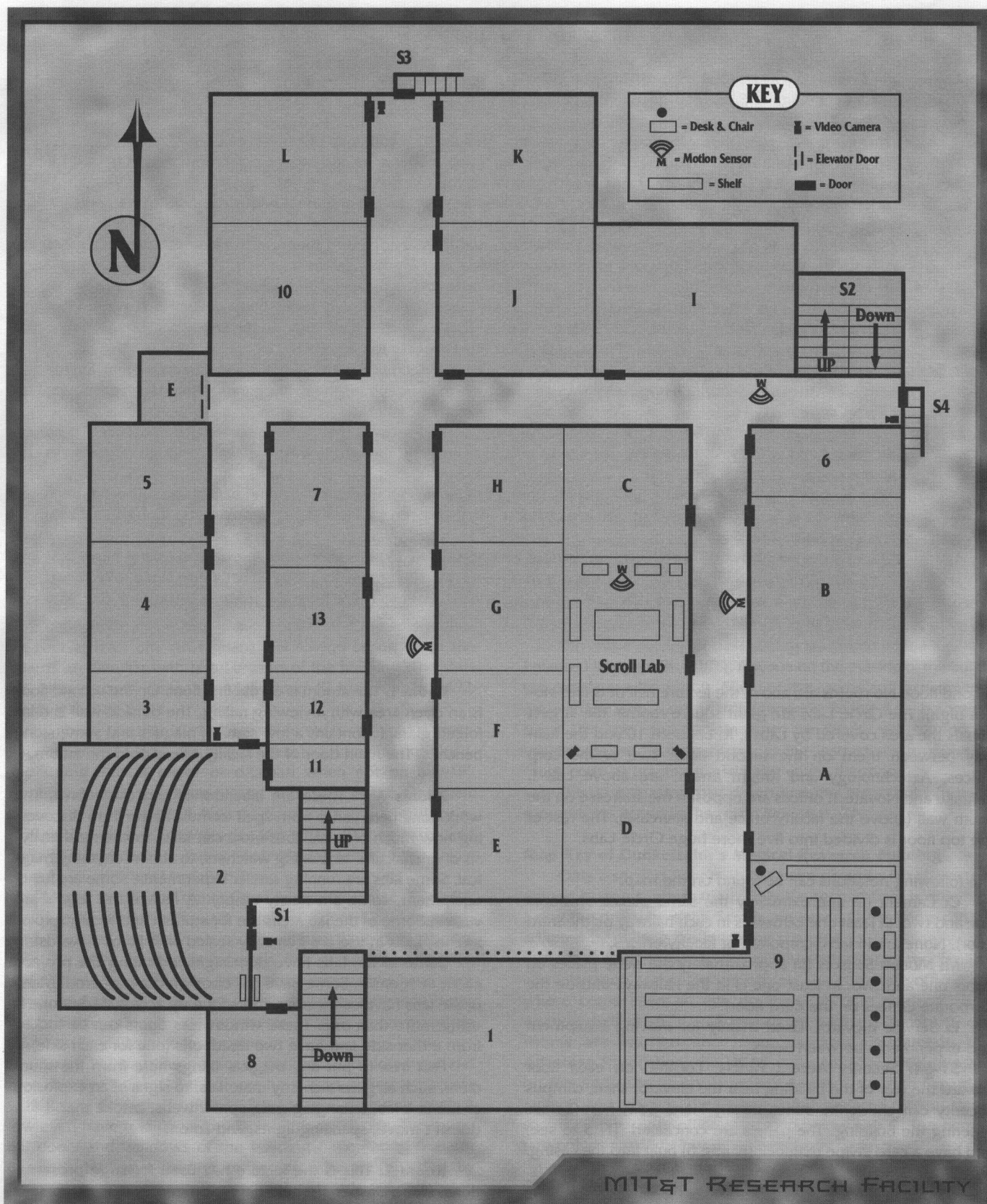
Room 1. The atrium is on the first floor. On the second floor is an open area with a viewing railing. The outside wall is reinforced glass. It contains a few statues, plaques and some stone benches. The main door of the facility opens onto the atrium.

Rooms A-L: These are laboratories and classrooms. The work done here varies from spell formula research to discovering how much physical abuse foci can take, to chemical analysis of orichalcum, to training watchers, to almost anything magical. Some labs are running similar experiments, some are full of equipment, some are nearly empty. A few of the rooms are vacant. Some of the lab areas are for student and faculty experiments. Labs in use are generally sealed with Force 5 wards.

Some of the labs have door signs indicating the project, client or sponsor. Some have the door window covered. Many of the labs have connecting doors for easy access if someone is using more than one. These windowless doors can be locked from either side and have two deadbolts (one for each side).

Feel free to put any magical things here from the mundane, such as glass alchemy materials, to signs of an explosion or fire in a lab, a hanging mist, spider webs, smoke that doesn't move, sparkling lights, and so on.

Room 2: This is the lecture hall used for large presentations; some classes are held here. Sometimes research results



MIT&T RESEARCH FACILITY



are presented here, and the room is used also for formal meetings, peer reviews, conferences, and so on. The seats are elevated toward the back; the room takes up most of the third level as well.

Rooms 3-6: MIT&T offers corporations (for a fee) the opportunity to use its labs, students and research. Each corporation is allowed its own office. Treated somewhere between faculty and grad students, the corp researchers are really here to recruit, spy and learn. The offices of the corps are warded, usually at Force 6. A watcher or some other spirit will generally be on guard. Determine the Force of the spirit on guard by the paranoia of the corporation; Aztechnology will employ a Force 8, while Mass General Hospital probably has only a watcher. Once a corps research is complete (much like grad students, they must tender a proposal for use of the facilities), their office is open to bidding. Many of the Corporate offices have had multiple owners over the years and name plates are usually temporarily or even handwritten. Currently, Room 3 is Manadyne, Room 4 is Mass General Hospital, Room 5 is MCT, and Room 6 is DIMR.

Room 7: This is the office of the graduate students. A tone somewhere between students trying to act professional and students behaving like students prevails. Holopicks of simstars and great magicians of the awakened world are on the wall. Half-empty cans of fizzy pop and other snack foods lie about. Multiple grad students share this room, though it's hard to tell exactly how many.

Room 8: This faculty office looks like any faculty office dating back to the first university: It is crammed with stacks of books and tomes. Optical chips and CDs by the truckload are scattered around the room, along with desks, computer terminals, magnet boards, and lab coats.

Room 9: A hermetic library for use by the staff and students. The hardcopy material on the movable shelves makes up a Rating 4 library (sorcery, conjuring and enchanting), though it does tend toward research-related and purely theoretical topics. The room has access terminals to the central MIT&T libraries which have significantly higher ratings. Desks stand along the far wall with data ports and flat-panel terminals.

Room 10: Now a security office, this was once a lab. It was upgraded to a second security office before the Scrolls arrived. This office is manned by MCT and DIMR guards. The guards' schedule changes depending on which corporations have a hot project on the docket. A second security office, for campus security, is below it on the first floor. Both monitor all the security systems in the building. At least one MCT security officer is in the room at all times (a campus guard is on the first floor). Extra equipment is stored here. The window glass is armored and one-way. The office is sealed with a Force 6 ward. The first floor office has a Force 4 ward.

Rooms 11, 12, and 13: Storage, a men's restroom and a women's restroom.

Scroll Lab: The special security lab. This is the runners' target. It is detailed in *Advanced Shadowrunning 402: Getting Out* on p. 74. The door has no label and the window is covered from the inside.

S1: Main stairs to Floors 1 and 3.

S2: Back stairs to Floors 1 and 3.

S3: Fire exit leading to a wrought iron fire escape. The window is connected to security and to the fire alarms. It goes to the third floor as well as the first. Below, on the first floor, is the back entrance.

S4: Fire exit leading to a wrought iron fire escape. The window is connected to security and to the fire alarms. It goes to the third floor as well as the first. Below, on the first floor, is an emergency fire door.

PUSHING THE ENVELOPE

More security can be added as the scenario demands. MCT might place some of its Yakuza friends in positions of hidden protection and may turn up as anything from gardeners to janitors to students.

Depending on how much time the players spend on campus, they might encounter conflicts or confrontations with students. These don't have to be physical—a naive college freshman might attach to the player characters as a "companion" they don't really want.

The number of spirits can be greater, or they might be more aggressive and active—for example, doing active checks on anyone who gets close to the building. This can be annoying or scary if the spirits report, and initiated characters or a near cyberzombie approaches the research building.

Depending on the campaign timeline, a campus event may be in full swing—an outdoor concert, Wicca from the Boston area having a Halloween/Solstice demonstration, or any type of outdoor festival. If you keep strict time in your campaign, any number of holidays or events might be possible.

Grad students and undergrad magicians tend to play magical practical jokes on each other. Anchored spells, random paracritters or annoying watchers can be part of campus life for mages and shaman.

The Scrolls have the ability to call forth elementals and spirits of the elements for no reason. Randomly appearing elements can be friendly or angry (see p. 84 for information on the power of the Scrolls).

DEBUGGING

If the player characters are having a tough time finding information, they can call Mr. Lee. He can provide any help that seems logical to the gamemaster.

ADVANCED SHADOWRUNNING 402: GETTING OUT

WHAT'S UP, CHUMMER?

Time for the runners to do what they do best—steal stuff and get away clean.



The research lab with the Scrolls has its own security. The Scrolls are one of the most valuable items in the place, and the DIMR and MCT do not want them stolen or damaged. The Institute didn't advertise their presence and would hate to report their theft.

TELL IT TO THEM STRAIGHT

Read the following aloud to the players when they get in the room:

This is a large lab. The Scrolls are stored in a locked glass case in the middle of the room. Dim track lighting from the ceiling illuminates worktables, computer terminals, wall charts and the display case.

Two closed doors are at the back of the room.

After they check the case carefully, read the following aloud:

The large glass display case holds the five Scrolls along with their wooden storage case. One of the Scrolls is unrolled partially. You don't recognize the language of the writings, though some of the drawings appear to be magical in nature.

The top of the case is locked. When unlocked, it flips open to lay flat against the back of the case.

HOOKS

This is a pure stealth mission. But there's enough magic in this building to make a mage wet their pants. Careful, quiet maneuvers are the keys to success.

BEHIND THE SCENES

The DIMR and MCT do not want the Scrolls removed from this room, and the Scrolls are heavily monitored. The doors and case are alarmed. Two cameras and a motion sensor are in the room. An electronic eye passes in front of the display case.

All the computers are secured and off-line when the player characters arrive. The Scrolls themselves have AOD tracking devices (Rating 5) hidden in them and they rest on a pressure plate in the display case which will close and lock the doors if activated. MIT&T security is unaware of the trackers.

The room has a Rating 7 alarm ward (*MITS*, p. 89). It is placed by one of the night magicians (gamemaster's option). A masking ward is placed on the case with the Scrolls (the ward is Force 12, but is only Force 8 to penetrate). The Scrolls seem to resonate something even though the masking ward should make them appear mundane.

If they trip an alarm, security will check the cameras first to see what is going on. If the cameras are dead or show no one in the room, two guards will be sent with listening gear and hand-held MADs to observe the room. One of the guards will have an eye camera connected to headware memory. A watcher will accompany them, who will report back to the mage or shaman (whomever is on duty) on what is happening.

If the guards find the runners in the room, the guards attack only if they can be certain no harm will come to the Scrolls (but the player characters do not know this); otherwise, each doorway will be covered and the guards will attempt to apprehend the runners. The mage will have an air and water

elemental ready. The shaman will summon a hearth spirit.

The lock on the case is mechanical, though the case has a magnetic seal to keep it tight. Once the top is flipped open, the entire glass enclosure lowers into the table via a key switch on the far side of the table. Turning the key all the way around shuts off the pressure plate.

Each of the side doors is locked and deadbolted. Work benches are along the walls, two tables stand in the middle of the room, charts and diagrams cover the walls, and the case with the Scrolls is nearly in the center.

The computers are all secured; treat as (Orange-7/10/10/8/9/8). All the research is on the system as well as unconfirmed reports by individual researchers and digital scans of the Scrolls.

Security in the Flesh

MIT&T Security Guards have moderate training. A few have police or military backgrounds. Working on a relatively quiet and safe campus, they don't deal with gun-toting shadowrunners much. They are not usually authorized to use deadly force. They would prefer to take violators alive but will respond to violence in kind.

If things get bad, the guards can call in backup, which will arrive by car within 2 minutes. These guards will be wearing armored jackets, have a Defiance T-250 in the car, and carry Ares Predators, usually with gel rounds loaded.

Any further escalation will be handled by Knight Errant security.

B	Q	S	C	I	W	E	M	R
4	4	4	3	3	3	6	—	3

INIT: 3 + 1D6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 1/2

Race: Any (Statistics above are for human; modify for any race by using the Race Modifications Table on p. 56 of *SR3*.)

Active Skills: Etiquette 3, Pistol 4, Shotgun 4, Unarmed Combat 2

Knowledge Skills: Boston 2 (MIT&T Campus 4), Security Procedures 3, Faces on Campus 1

Weapons:

Defiance Super Shock [Taser, SA, 10S Stun, 4(m)]

Range (TN): 0-5 (4), 6-10 (5), 11-12 (6), 13-15 (9)

Fichetti Security 500 [LP, SA, 6L (4L Stun for Gel Rounds), 12(c)]

Range (TN): 0-5 (4), 6-15 (5), 16-30 (6), 31-50 (9)

Ares Predator [HP, SA, 9M (7M Stun for Gel Rounds), 15(c)]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

Defiance T-250 [Shotgun, SA, 10S, 5(m)]

Range (TN): 0-10 (4), 11-20 (5), 21-50 (6), 51-100 (9)

Armor: Armored Vest [2/1] or Armored Jacket [5/3]

Gear: Headset radio, security pass reader, extra clips with standard ammo, pepper spray, whistle, flashlight, panic button, uniform.

MCT Guards are much better trained than campus security. These personnel are on loan from the MCT/NA offices and have endured standard Mitsuhamas training. All are trained in dealing with magical threats and in working with security magicians.



Each has secure two-way communications with the others and can monitor campus security traffic. Each has an HK-277-S available in the security office.

Standard MCT security response is to destroy the target and sort out the minor issues later. Since MCT is paired with campus security to patrol the facility, it has agreed to load gel rounds into their weapons and attempt to bring in targets alive. They will be much more likely to resort to deadly force than their erstwhile companions and will likely respond to violence with extreme prejudice, but will take care not to destroy anything valuable.

B	Q	S	C	I	W	E	M	R
5	5	4	3	3	4	6	-	4

INIT: 4 + 1D6

Dice Pools: Combat 6

Karma Pool/Professional Rating: 1/3

Race: Any (Statistics above are for human; modify for any race by using the Race Modifications Table on p. 56 of SR3.)

Active Skills: Athletics 3, Pistol 5, Small Unit Tactics 4, SMG 5, Stealth 5, Unarmed Combat 4

Knowledge Skills: Boston 3, Magical Threats 2, Security Procedures 4

Weapons:

Ares Predator [HP, SA, 9M (7m Stun for gel rounds), 15(c), with

Laser Sight, Silencer]

Range(TN): 0-5 (3), 6-20 (4), 21-40(5), 41-60(8)
HK-227-S [SMG, SA/BF, 7M (5M stun for Gel Rounds), 28(c), with integral Laser Sight, Silencer and folding stock (-1 recoil when used)]

Range(TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8)

Armor: Armored Jacket [5/3]. The guard on duty at night has Light Security Grade armor with helmet [7/6].

Gear: Secure headset radio, extra ammunition clips with normal ammo, flashlight, uniform, panic button.

Daniel Gammemnos (DIMR security shaman) has a spirit focus in a golden phoenix pendant on a neck chain. His expendable foci are a bunch of olive leaves (grown himself).

B	Q	S	C	I	W	E	M	R
4	5	4	5	6	6	6	8	5

INIT: 5 + 1D6, Astral INIT: 26 (28) + 1D6

Dice Pools: Astral 2, Astral Combat 8, Combat 8, Spell 6

Karma Pool/Professional Rating: 5/3

Race: Human

Active Skills: Centering 4, Conjuring 6, Enchantment 5, Etiquette (Magical) 4(6), Leadership 3, Pistol 5, Small Unit Tactics 4, Sorcery 7, Stealth 4, Unarmed Combat 3

Knowledge Skills: Boston Area 4, Corporate Politics 3,



Magical Background 6, Mythology 3, Security Procedures 4, Greek 5, Latin 3, Russian 3

Totem: Fire-bringer (+2 dice for detection and manipulation spells, +2 dice for spirits of man, -1 die for illusion spells)

Spells: Analyze Truth 4, Armor 4, Astral Barrier 4, Bind 6, Clairvoyance 4, Clairaudience 4, Detect Enemies 6, Flamethrower 5, Heal 6, Hot Potato 4, Improved Invisibility 6, Levitate 5, Physical Barrier 4, Powerball 5, Stunbolt 5

Metamagic: (Initiate Grade 2) Centering (Greek), Shielding

Weapons:

Beretta Model 101T [LP, SA, 6L, 12(c), Laser Sight

Range (TN): 0-5 (3), 6-15 (4), 16-30 (5), 31-50 (8)

Armor: Armored Jacket [5/3]

Gear: Concealed holster, extra clips of ammunition, Spirit Focus (spirits of man) 2, Sustaining Focus (armor) 4, two Expendable Foci (combat) 3

Jason Winters (MCT Security mage) has a silver bracelet that is his sustaining focus. His expendable focus is a quartz crystal on a cord around his neck.

B	Q	S	C	I	W	E	M	R
3	5	4	4	5	6	6	6	5

INIT: 5 + 1D6, Astral INIT: 25 + 1D6

Dice Pools: Astral Combat 7, Combat 8, Spell 5

Karma Pool/Professional Rating: 4/4

Race: Human

Active Skills: Conjuring 6, Etiquette 2 (Corporate 4), Leadership 3, Pistol 5, Small Unit Tactics 4, SMG 4, Sorcery 6, Stealth 4, Unarmed Combat 3

Knowledge Skills: Boston Area 4, Corporate Politics 5, Magical Background 6, Security Procedures 4, Japanese 5, Spanish 3

Spells: Armor 6, Bind 6, Clairvoyance 3, Detect Bullet 4, Detect Enemies 4, Heal 4, Improved Invisibility 5, Influence 3, Levitate 5, Physical Barrier 4, Physical Mask 4, Powerbolt 5, Stunball 5

Weapons:

Beretta Model 101T [LP, SA, 6L, 12(c), Laser Sight

Range (TN): 0-5 (3), 6-15 (4), 16-30 (5), 31-50 (8)

HK-227-S [SMG, SA/BF, 7M (5M stun for Gel Rounds), 28(c), with integral Laser Sight, Silencer and folding stock (-1 recoil when used)]

Range(TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8)

Armor: Armored Jacket [5/3]

Gear: Concealed holster, Elementals (one each element, Force 4, Services 2), Expendable Focus (combat) 4, Sustaining Focus (armor) 6

PUSHING THE ENVELOPE

Added security, of course, is the norm, as would be extra spirit activity. A disturbance of the Scrolls can bring on more spirits and other astral oddities per the *Powers of the Scrolls*, p. 84.

Because of the two-week time limit, some researchers, grad students, professors or other staff members could be working late. Students can be upstairs practicing ritual sorcery or preparing a practical joke on another student.

DEBUGGING

This is the run—the player characters either do the job or get caught. If the player characters get caught, they may escape as the DIMR, MCT, MIT&T and even the Boston police decide whose responsibility they are. If alarms start to ring, a general panic can ensue as students gather to gawk and professors panic to make sure their projects are not damaged. Too many dead will get the player characters some unwanted attention on the Boston news, and may even add people who are not players in this adventure onto their train (from Novatech to the Mafia).

SWIFTLY AND BRUTALLY PURSUED

WHAT'S UP, CHUMMER?

No matter how quiet the player characters are, they are fighting a losing battle to get away cleanly. The Scrolls have an AOD tracking device, samples are in the lab for ritual sorcery, and enough astral activity is present for even the stupidest watcher to have seen *something*.

It's not a matter of days, but hours, before they are followed.

TELL IT TO THEM STRAIGHT

Something's not right? You got the Scrolls, but did that spirit see you? Did you trigger a ward you didn't see? Why does the big dragon statue seem to stare at you when you leave? Too many loose ends. Time to hide out.

HOOKS

The thieves become the hunted. No place is really safe—but they don't know this yet.

BEHIND THE SCENES

Various options are available to the player characters at this juncture.

Calling the Johnson

The player characters can call the Johnson immediately after getting the Scrolls. She will want the runners to lay low—she will assume the runners are being followed somehow (even if the runners insist that they are not). She will not pick the package up herself, but has arranged for the player characters to give it to Mr. Lee and another man. She will contact him for the pickup and then contact the player characters. Contact with the player characters should happen after they have been targeted by the searches or ritual tracking (this occurs in the scenario *A Rock and a Hard Place*, p. 77).

Hiding Out

The player characters can decide to hide out before calling the Johnson, either at their hotel or a place they set up previously. In either case, let them get to their location.

Tracking the Scrolls

Multiple scenarios allow the player characters to be discovered. The gamemaster can use any or all of them.

1. The AOD tracer. The Tracers were placed by MCT secu-

city and are activated in short, five-second bursts once every minute. This begins as soon as MCT security is notified of the loss. One Tracer is placed in the cap of each Scroll, for a total of five. Each is activated in sequence so a signal is sent for a total of 25 seconds of every minute. This happens in less than 5 minutes after the player characters have taken the Scrolls. If the player characters discover the tracking devices and disable them, this option is eliminated. They must disable all five Tracers for the signal to stop.

2A. Spirits. Any spirit may have seen the player characters, from a grad student's first watcher to any number of other spirits (which can include allies and even a free spirit if the gamemaster wishes to include one). These spirits can notify anyone they choose and can tip off the security forces to the runners. Spirits will notify their owners who will inform their security team within 2D6 minutes. Another 1D6 minutes will pass before all security is notified and the search begins.

A spirit's remote service might be to follow the Scrolls if they are moved and report the Scrolls' location back to its owner.

2B. Spirits. If any elementals or spirits of the elements are in astral space when the Scrolls are being moved, they will endure a Willpower struggle to stay with their owner or follow the Scrolls. Use a Willpower (6) test; if the spirit gets more successes than it has services left, it will follow the Scrolls. Its owner will know immediately that the spirit has left; the owner's and spirit's actions are up to the gamemaster. (They can try to find it, search the area where it was last, and so on.)

3. Ritual Tracking. Seven groups are all searching for the player characters and the Scrolls. Ritual tracking (see p. 39, *MIT*) will begin in the following order.

A) MIT&T. The researchers present, including their security staff, will begin Ritual Sorcery procedures within 10 minutes after the discovery of the theft. They have a piece of the Scroll on which to base their search.

B) MCT's Unit 13. They will begin their own ritual sorcery from a hidden MCT lab in the Boston area. They also have a piece of the scroll.

C) The DIMR. They will begin from their own headquarters. They, too, have a scrap of the scroll.

D) The Yakuza. They will learn of the loss from MCT and send their own mages to see if they can discover the Scrolls. They will begin within 10 minutes after MCT has begun. They will search many of the city's "hideouts." Their search will be based on descriptions of the Scrolls.

E) The Triads. They are searching for the player characters. Mr. Lee has had his staff clean the player characters' room at the hotel to acquire various DNA samples from random characters. They will not begin their search until the player characters call Ms. Johnson.

F) Wuxing. Given DNA samples from Mr. Lee, Wuxing's own magical team will search them out. They want to know what to expect from the Scrolls (and the team). They will begin 10 minutes after Mr. Lee delivers the DNA.

G) Mama. She deals information and power. She begins ritual tracking using her mages (see *If Mama Ain't Happy, Ain't Nobody Happy*, p. 78, for details on what follows here).

The goal of these groups is to find the characters and hit them physically. None wish to harm the Scrolls and therefore will not begin an astral assault, but once the player characters are found, the full power of their physical force may begin.

Anyone with astral perception will be able to see the tracking attempts. The first four teams are working together, to some extent, so information will be shared. Stopping one may not stop them all (although the player characters may not know that).

PUSHING THE ENVELOPE

If the player characters seem to be able to elude the teams, then toss in more complications like street searches by Yakuza and Triads. Maybe the Draco foundation itself is notified and calls in favors from corps and others. Boston's Knight Errant can be called into duty.

Finally, the Scrolls' attraction to spirits keeps up; the player characters might be "outed" by a cranky fire elemental or spirit of the water.

DEBUGGING

If the runners know of the catacombs and they can get down there, they may stay clear for a while. More likely, they don't know any of the secret or hidden areas. A signal can penetrate the existing catacombs since a modern grid network was installed in the subways, so the AOD signals will still work, but at -1 to their flux rating.

A ROCK AND A HARD PLACE

WHAT'S UP, CHUMMER?

The player characters now exist with seven different organizations hunting them down, each with its own agenda and plans for them. The player characters need to find a way to walk away alive. But the shadows are strange and the player characters have friends they never knew existed. They may have to decide between the lesser of two evils to survive.

Once the physical teams arrive at the player characters' location, little time is left to plan anything. They have only the hope that Ms. Johnson's team could get them out, but in the end, their best bet is to leave with a mysterious dwarf to visit an even more mysterious entity named Mama.

TELL IT TO THEM STRAIGHT

When Ms. Johnson calls back:

The phone rings. The voice is cold and harsh.
"You've been followed and compromised. I am arranging for an extraction with my employers and the local Triads sponsored by Mr. Lee. They are on the way to your location. Stay put. If you want out, you'll have to cooperate with me. We've worked too hard and have gotten too far to have this fall apart now." The phone goes dead.

You hear the sounds of gunfire and explosions outside.

Once combat has started:

Bullets zip past you at a rate reserved for supercomputers. Astral space looks like a warzone unheralded in the history of war—mages, spirits, shamans and spells are all there and com-



bat is fierce. At least two of the groups outside are fighting each other, maybe more. But you can't tell who's here to save you and who's here to send you to the great shadow environment in the sky.

More importantly, grenades have begun to fly and it looks grim.

A gravelly voice calls out from behind you. "Yo, chummers—if you wanna live, follow me."

The speaker is a dwarf, and a dirty one. He wasn't there 30 seconds ago—but here he is, in the flesh.

He gestures with his left hand for you to follow while his right hand is up in the air.

"I got no weapons on me and you got no choice—I'll be alive tomorrow, and if you don't follow me now, how many of you can make the same claim? So it's now or never, chummers."

HOOKS

Prepare for big combat. Wherever the player characters are, eight teams will soon arrive. The combat chaos that will follow is probably something the player characters have never witnessed; this should make it all the more fast-paced. The point here is survival.

The characters should not be able to tell who's who outside their hideout; as the teams outside confront each other, the player characters will be forced to fend off any and all that get close.

The dwarf should seem convincing and honest.

BEHIND THE SCENES

The forces outside can be as fleshed out as necessary. Stats for MCT's Unit 13 members, The Yakuza, The Triads and the DIMR physical security team are on p. 83 in *Cast of Shadows*. The DIMR security mages and shamans will be equal to the those on pp. 75 and 76. MIT&T security is outlined on pp. 69 and 74 (although they will let the others do much of the fighting). Most of the MIT&T magical staff will not go into combat, but instead will send spirits or act only in observation details (remember, they are teachers and researchers—they are not combat-ready). The Wuxing Team is equal to the MCT Guards on p. 86. Wuxing's magicians are initiated wujen (p. 17, *MIT&T*) and have the same stats as the mage and shaman on pp. 69 and 74.

The combat will rage in both the physical and astral realms as each group tries to dominate the other and get to the Scrolls and player characters first.

Spirits should appear frequently and fight the player characters and then each other. Occasionally, someone should get close enough for the player characters to join in the fray. No one seems to have the upper hand in the battle.

Mama's Help

All this time, Mama has been keeping an eye on things. She was curious about the Scrolls. When word got out that they were stolen and some big players were after them, she got very curious. She sent her agents to find them; the dwarf named Scartage found them first.

Scartage gives the characters his name and assures them that he is unarmed. He quickly explains the situation as he sees

it—groups outside want to kill the runners and they should come with him. By doing so, they'll not only get away from the combat but be safe for a while. If pressed, Scartage answers . . .

"Wait 'til you see Mama. She'll tell you everything you need to know." If they ask, "Who's Mama?" he'll answer, "Man, you really are from out of town."

Use the average stats for a dwarf (see p. 19) critter for Scartage. He has no weapons and no special gear. He would look homeless if seen on the street. He is mundane. He is a twin of Stinger.

PUSHING THE ENVELOPE

The only way to make the situation tougher is to have a group penetrate the player characters' hideout or close the distance to them so they are in direct confrontation with them.

DEBUGGING

The most likely thing to go wrong here is if the player characters decide to go in a hail of bullets. If that's the case, have the dwarf show up before the combat gets superheated. If the player characters take lots of damage, the dwarf will seem like a very good option.

If they don't believe Scartage, have him perform an act of trust, such as pointing out an MCT goon that sneaked in or explaining to the player characters who's out there. He should emphasize that he's there to take the player characters to Mama and safety. If the player characters kill him, have another arrive, and another if needed. If they don't respond to the dwarfs, the player characters are on their own (and they just made Mama very angry.)

If they know who Mama is and object to going with Scartage and meeting Mama, the dwarf explains that "she's the only one willing to send help instead of bullets. Right now, she's the only one who cares if you live."

IF MAMA AIN'T HAPPY, AIN'T NOBODY HAPPY

WHAT'S UP, CHUMMER?

Mama arranged a rescue for the team. Now she gives them the skinny: who's who and the ramifications of their actions. Who will the player characters deal with? It's their call.

TELL IT TO THEM STRAIGHT

Read the following aloud to the players:

You are led out of the area to quickly duck into an alley, then through a small maze of a building and down some stairs. You eventually end up in what looks like an abandoned subway tunnel. Your guide blindfolds you "for your own safety" and leads you onward for many minutes.

After what seems like an interminably long time, your blindfolds are removed and you are in a large, square room. A few other people are there with you, including the dwarf and an old woman.

The woman watches each of your faces as the blindfolds are removed before she speaks.

"Welcome, shadowrunners. I'm Mama, and you're in a world of trouble."



9/1/99
Kent Langley



After the characters talk about their choices or Mama relays their options, read the following:

Mama rises from her soft chair with more than a little bit of trouble, fighting off the help of her underlings with a sharp gesture. She walks about for a few moments, stretching her weary muscles, becoming more sure with each step, but she still leans heavily on her thick walking stick.

"Soon you will have the very rare opportunity to choose your enemies. Choose wisely, and know that some enemies remain unseen ... at least for now."

HOOKS

Here's a twist—rescued by someone named Mama. Deep in some kind of dank cave, Mama seems more in charge of the situation than anyone the player characters have ever met. The player characters are given the rare opportunity to actually plan while being protected, but that protection won't last and the characters need to know that.

BEHIND THE SCENES

For a complete description of Mama and Stinger, her chief bodyguard in this scenario, see *Cast of Shadows*, p. 87. Stinger is Scartage's twin. They will never appear together.

This is Mama's turf. The player characters have no idea where they are or where anything is. If the lights go out, they could all be dead within a minute. Cell phones and GPS will not work unless hooked into Mama's repeater network.

Mama's a bit creepy and her people will defend her with their own lives. They will intercept any direct threat, get Mama out of the way, and take out the runners. She never shows fear or even much concern for their actions. She does care—she just doesn't want to give them the satisfaction of seeing that.

Mama knows the score. If they've met her before, the meet will, of course, be affected by any past encounter. Even if they've never met her before, she will have disturbingly accurate information about any of the characters who try to get one up on her. This is treatment she will not allow—no one gets the better of Mama.

Though she is offering her sanctum as a resting place, she will not let the runners hide forever. She knows that the Scrolls are far too important to hide for long.

Nothing comes from Mama without a price. The price for her service is knowledge. Mama wants a chance to get a good look at the Scrolls and wants to know who receives them. The characters will owe her a favor, which she will collect in time, but probably not for several months.

While Mama is talking and explaining the options, she will point out the AODs on the Scrolls and have them disabled (if the player characters haven't already done this). She touches the Scrolls like a mother touching her newborn baby.

After some chitchat, she'll explain the options to the characters if they haven't figured them out yet:

1. Put the Scrolls back where you found them, say you're sorry, and run like hell.

This would mean giving the Scrolls to DIMR, MIT&T or MCT.

2. Deliver them to Ms. Johnson, go home, and watch your backs.

Mama will tell them they are working for Wuxing only if the player characters ask.

3. Keep them, hope the spirits help you, and run like hell.

She will remind them that the Scrolls were found once, so nothing will stop them from finding them again.

4. Give them to someone you trust with the Scrolls' fate and run like hell.

Mama will advise, "Hopefully, you have a strong friend who doesn't mind late night visits from MCT, the Draco Foundation or Wuxing."

5. Sell 'em to a deep pocket and hope you have time to spend it all.

Mama will remind them to make sure that whoever the Scrolls are sold to won't decide to remove any loose ends. The Triads work with Wuxing (especially Mr. Lee) and Yakuza works with MCT; that means two of the teams looking for you will end up with the Scrolls anyway, and neither will be pleased you tried to take them for even more nuyen.

If the characters start to panic or balk at making a decision, she'll offer, "That'll teach you to mess with the affairs of dragons." If they don't understand, she'll pull out a copy of Dunkelzahn's will and point out the appropriate passage with a bony finger.

If the player characters suggest destroying the Scrolls, Mama will give a contemptuous laugh and ask them, "Do you think you are the first maggots to think of that? And yet here they are, after thousands and thousands of years! What makes you so special? And if you try, I'll turn your lifeless carcasses over to MCT myself." She will then smile and cackle to herself.

Once a decision is made, Mama will cackle in her deep and disturbing way and offer to get them in contact with any representative they choose to deal with. She will not negotiate a bidding war. She will only deal with one party of the player characters' choosing.

PUSHING THE ENVELOPE

Mama might want the characters' return services immediately in Boston. She might send the characters into the city to get her something while still dealing with their pursuit and those who want the Scrolls for their own ends.

DEBUGGING

The characters can't stay with Mama, and she won't keep the Scrolls. She tells them that they made their bed and must now lie in it. She is the only truly neutral party in this and they should take her advice. If the characters are stupid enough to make yet another enemy in the city of Boston, then let them—they earned it.

DELIVERY

WHAT'S UP, CHUMMER?

Mama sets up an exchange; she is reasonably sure they will survive the encounter and get home safely.



TELL IT TO THEM STRAIGHT

If they set up a meet with Ms. Johnson, read the following aloud to the players:

You arranged for the drop and everything is going well. The usual nerves and paranoia erupt on your part, but they're tempered by a sense of relief.

You arrive at the agreed upon site and survey the group before you. A team of armed Chinese men is arrayed in a protective semi-circle. In the center of his men stands Mr. Lee and his overweight bodyguard.

He smiles and you notice a figure behind him. A Chinese man in finely embroidered robes stands toward the back; he seems to be taking in the scene. His mustache is over one meter long and he seems to look right though you. Carrying the case containing the Scrolls, you begin to walk over to make the exchange.

If they set up a meet with MCT, read the following aloud to the players:

You arranged for the drop and everything is going well. The usual nerves and paranoia erupt on your part. The contact is where he should be, along with some guards and a Japanese man in an expensive charcoal suit. He stands toward the back, seeming to be taking in the scene. He lights a cigarette but never puts it in his mouth. Carrying the case containing the Scrolls, you walk over to make the exchange.

If they set up a meet with the DIMR, read the following aloud to the players:

The drop is set and everything seems fine. Your contacts can't be happier—they almost treat you like heroes. The primary contact acts as if you are returning a long lost child. Standing to the back of the group is a Hispanic man who seems very pleased. His eyes seem to shimmer in the light, but he seems to take in the scene as an impartial observer. You begin to walk toward the exchange with the Scroll case.

After the small talk and a chance to assess the scene, this happens:

Your contact takes the Scrolls, gives them a quick look to check for obvious damage, and turns toward the man standing in the back. The man glances at the Scrolls and stares at you for a few seconds, then looks back to the Scrolls. He gives a slight smile and nods. The financial arrangement has been met. As he hands you your credsticks, your contact says to you, "A pleasure doing business with you."

HOOKS

Relief. They no longer possess the hottest item in the universe.

BEHIND THE SCENES

Mama manages to set up a delivery or exchange for the Scrolls. The contact won't agree to come alone and will want to meet sooner rather than later. Mama won't be there, though one of her people will be present to watch.

Mr. Lee will congratulate the characters on finishing the

job and wish them a pleasant journey home. He'll jokingly wonder what kept them. The final payment will be made and he'll even give them the vials of the team's DNA samples as a gesture of good faith. He offers them plane or train tickets out of the Boston.

MCT will thank them for returning the Scrolls and let the team go, maybe asking a few questions and possibly arranging safe transport should the team seem remorseful enough. The Scrolls will still be considered missing for as long as two months even though MCT will report that the thieves who stole them were found dead.

The DIMR will thank the runners, pay them, and ask who hired them originally. The gamemaster can add any characters from *Assets Inc.* (see *Shadowlore*, p. 88) into the group to see what kinds of power the DIMR has behind them.

In any case, the man at the back of the groups won't say anything and won't be fazed by anything the runners do. Any questions asked will be answered by the contact person. An astral check reveals him to be mundane—strong, intelligent, confident, even powerful, but still mundane.

PUSHING THE ENVELOPE

It shouldn't be necessary to push the envelope here. Any hostility from the runners will get a fatal response. If the gamemaster wishes, another group can break into the meet, but it should be a small force of either Yakuza or Triads.

DEBUGGING

The runners should behave themselves. No one questions the rights of the runners to return the goods, so there won't be any double crosses on the part of the corps. The Scrolls are too important. There is no way for the players to make false Scrolls; Mama won't allow it and they can't possibly have the tools needed, so there is no chance of a double cross. The players may even get more money out of it.

How Mama keeps the heat off the runners until they are out of town is a secret no one will divulge.

If the runners deal with any other party, let them, keeping in mind that many will think it is simply too much trouble. Anyone associated with the Draco Foundation will take the Scrolls and give them back to the DIMR.

PICKING UP THE PIECES

This section is the catch-all for information the gamemaster may need and any follow-up plots and adventures.

IT'S A WRAP

The player characters just played a part in a big game. If they finished the job and did it well, they may get some other high-end assignments and have a set of valid IDs that may come in handy later.

If the team dealt with Wuxing (Ms. Johnson and Mr. Lee), Ms. Johnson will contact them within a month after the job. She will offer them an extra stipend for a job well done (1-5,000¥ per player). Any mages will get a Triad contact for magical goods. Any tech or gun guys will get like contacts with a Triad group. She will explain the identities are theirs to keep, but to



use them sparingly in case they need them again. She will also offer them positions as employees of Wuxing. The DIMR and MCT, especially Unit 13, will keep searching for the runners and information on the Scrolls.

If the team hands the Scrolls back to the DIMR, nothing happens to them, although word will get out and the player characters might find themselves hunted by Triads or Wuxing shadowops. Mr. Lee and Wuxing still have DNA samples for the runners and can really make their life a living hell. MCT won't care about them.

If the player characters deal with MCT, the report of the dead team will force the player characters to earn the trust of their contacts again. Also, once the Scrolls are returned to the DIMR (two months later) everything should be fine.

If the player characters use the IDs after dealing with MCT, Wuxing will hunt them down to find out what happened to the Scrolls.

If someone else gets the Scrolls or the team keeps them, they have at least six new enemies, not to mention a problem getting home and being forced to hide out for a long time.

Mama will contact the runners via Scartage or Stinger before they leave Boston and want a rundown of the meet. She then will tell them that she'll be in contact with them . . . after all, they owe her a favor.

AWARDING KARMA

These awards are in addition to the normal benefits of good roleplaying, guts, smarts, surprise and humor (p. 244, *SR3*).

Survival	3
Getting the Scrolls	2
Not killing anyone at MIT&T	1
Dealing with Wuxing	2*
Dealing with the DIMR/Draco Foundation	1*
Dealing with MCT	0*

* Only one of these awards should be given.

LEGWORK

Use this section whenever the player characters do a bit of snooping to get the feel of Boston or to discover detailed information about some of the main characters they encounter. Much of the information on the AAA Corps is common knowledge, but the local spin on things may go unnoticed. The scenario *Welcome to Beantown* (p. 65) details much of the basic city information. The scenario *Advanced Shadowrunning 401: Getting In* (p. 69) details MIT&T. The following legwork tables detail the individuals that the player characters might encounter and other specific events for the adventure. They appear in the order that the player characters are likely to encounter them.

Ms. Johnson

She's never worked with the characters before, and only does some of her work in the city, so finding details will be tricky. She's not hard to remember, and being a woman makes her stand out a bit in the crowd.

Appropriate Contacts: Any Seattle Street contact (or any contact in the player characters' home city) (TN 5); Any contact anywhere else (including Boston) (TN 6)

Success Result

0	"Good lookin', huh? Did you get her number?"
1	"A woman? Yeah, a chummer got hired by one a while back. B&E job for Yamatetsu, I think. Good pay they got."
2	"Probably dangerous. Heard she was in Siberia a year ago. What she have for ya?"
3	"Blue suit, yeah, I hear she's a straight shooter. Plays it close, but hasn't skragged anyone I know."
4	"A buddy of mine in Vancouver worked for her. Had some Chinese guy with her handling the money."
5	"I hear her certified are from a Taiwan bank. Had a problem with one clearing the system last month."
6+	"She's freelance. Moves around a lot, pac-rim mostly. Deals straight, but don't piss her off. She hired a team to frag the Red Dragons for Wuxing last year, got them slick new bang-bang for the job."

Appropriate Contacts: Any Mr. Johnson or Fixer contact in Seattle (or the player characters' home city) (TN 4); Anyplace else (including Boston) (TN 6)

Success Result

0	"Why would I tell you about an associate?"
1	"A woman? Yeah, I know one who was hiring a while back. B&E job for MCT, I think. Paid well."
2	"Blue suit ... worked her way up. Travels a bit. Why, is she in town again?"
3	"She sets up good runs, most of her teams come back. She likes quiet extractions."
4	"An associate in Vancouver worked with her. She had a dwarf bodyguard, did you see him?"
5	"Her money is from Hong Kong, a PPG bank. Had a problem with it clearing the system last month during a storm."
6+	"She's freelance. Deals straight, hates being crossed. She brokered a Wuxing run against the Red Dragons last year, threw in the latest Ares toys for effect."

Mr. Lee

Other than what they see and hear while talking to the man, runners will be hard pressed to find out much about him without doing some digging. Few contacts outside of the Hub will have heard of him, but if the characters have street contacts in Boston or they use a Triad contact, they can make an unmodified test.

Appropriate Contacts: Any Street contact (TN 5); Any Triad or Chinatown contact (TN 4); Any Boston Triad contact (TN 3)

Success Result

0	"Wasn't he that guy, you know, on that Corporate Lifestyles show?"
1	"Chinese guy named Lee? Could you have been more vague? I think I can narrow it down to half a million guys . . ."



- 2 "There's a Lee down in Chinatown that meets the description. He's an importer. But that ain't his only job, if you catch my drift."
- 3 "Lee deals straight and tells it like it is. You can trust that what he says is true, or at least he believes it."
- 4 "He can get just about anything but his prices are a bit steep."
- 5 "Triads, man, he's all about the Triads. Works with 'em or for 'em. I've never quite been able to figure it out."
- 6+ "Triads? No way. Lee works for himself and the highest bidder. That's it. I heard that he has some pretty solid connections to a certain megacorp based out of Hong Kong. But you never heard that from me, alright?"

Triads

The Triads are a phenomenon localized to Chinatown in Boston with little influence outside their limited turf. They are known to be brutal and efficient, if a bit old-fashioned. On the other hand, everyone knows that avoiding the Triads is as simple as avoiding Chinatown.

Boston is now, and always has been, a town strongly influenced by the Family, and the only real competition they get is from the Triads. While the competing dons know of the Triad influence on their organizations, they also know that they are localized and not making any serious moves on their turf.

Appropriate Contacts (Target Number 4): Any Underworld or Chinese contact

Success Result

- 0 "Don't ask, don't tell. It's really that simple."
- 1 "BTL, prostitution, gambling ... you name it, they do it, but in Boston they have to stay in Chinatown. This is a mob town, paisan."
- 2 "Don't try to find anybody working for the Triads in Chinatown. It isn't that they aren't there—it's just that no one will turn them in to outsiders. The people just love their little hometown heroes. Very strange—it's like a different world just a few blocks away."
- 3 "The two major groups in the Hub are the Yellow Lotus and the Mutual Prosperity League. They hate each other ... lots of battles around town in the past."
- 4 "It's pretty strange, but recently the two big Triads seem to be working together. I've seen at least one guy that I know works for the League guarding a shipment of Yellow Lotus opium."
- 5 "And its more than just the little stuff. The Triads all seem to be working together creating a kind of consolidated front. I expect that someone very powerful is pulling strings and that always makes me nervous."
- 6+ "The truce was brokered by Wuxing. That's right, the baby mega in Hong Kong. Go figure. If a corp wants peace, then you know it ain't good news."

Dunkelzahn Institute for Magical Research

The DIMR is a premier organization in the world for cutting edge magic. Established by Dunkelzahn's will, it has become

the best in the world and has access to many of the world's most powerful magical items and sorcerers. It is headquartered in the city 5 kilometers northwest of MIT&T in western Cambridge, off the Fresh Pond Parkway.

Appropriate Contacts (Target Number 4): Any Magical contact or Matrix search

Success Result

- 0 "I don't know, weird magic stuff and collecting dragon's hoards and whatnot."
- 1 "They do all kinds of stuff—research, high-end mojo mostly."
- 2 "They processed a lot of stuff from the will. They throw a bit of weight around town, but nothing too hinky."
- 3 "Big cooperative. They manage to get corps, the Institute, other universities, even the Atlanteans to work together. Nice trick, if you ask me."
- 4 "They've got access and clout to have all the best equipment and talent. I hear they're working with some ancient magic. You know, seeing if old legendary stuff is really true."
- 5 "I hear Dunkelzahn wanted them to discover some big truth. I hear some of the items in his will have made it back to them for study."

MCT

Mitsuhamma Computer Technologies has a strong presence in the Hub. It is the home of their North American headquarters. They own or have influence in many of the smaller corporations along the Route 128 loop. In fact, their influence in the Hub is likely only second to Novatech. MCT's great interest in magic is their main competitive advantage in the city.

Appropriate Contacts (Target Number 4): Any Street or Corporate contacts or Matrix search

Success Result

- 0 "They're big. Do computers and stuff. Doncha' read the nets?"
- 1 "In Boston, the focus ain't on computer tech but magical tech."
- 2 "They have a pretty solid relationship with MIT&T. And they haven't gone into open warfare with anyone while here. Pretty good PR track. They're big into robotics and magic. Mostly shady stuff, though."
- 3 "They are too quiet for a mega—I figure if they need anything done, they go through their Yakuza contacts, which are pretty expansive."
- 4 "I hear that they brought in some big mojoslingers from around the world. I figure it was for some kind of greet and meet, but rumor has it they are all working on some project together."
- 5 "Three words: Unit Freaking 13. Hope you can sleep, 'cuz I sure can't!"
- 6 "Unit 13, some kind of research over at the Institute, and the DIMR—someone hit the jackpot."



Unit 13

Many magicians might have heard of the shadowy wing of MCT magical research. Unit 13 is all that and more. More information on this type of magical group can be found on p. 68, *MITS*. They are secretive and no one would be able to point out a member if they saw one on the street. They stay very deep in the background. This project may have them more out in the open than ever before.

Appropriate Contacts: Any Corporate contact or Matrix search(TN 8); Any Magic Street contact (TN 6)

Success Result

- | | |
|---|--|
| 0 | "Never heard of them." |
| 1 | "Never heard of them, and if you ever meet one of them, you tell them I said so, okay?" |
| 2 | "Some sort of magical research group, right? Real hush-hush. Humans only, natch." |
| 3 | "I hear they're based outta Seattle. Deal with lots of old magic. And big magic, don't mess with 'em." |
| 4 | "They're more than they seem, at least on paper. They do more than research, ormae, and they're top notch shadow ops as well. Why, what did you hear?" |
| 5 | "Word is that a few of them have been working in the Boston area. I wonder why?" |
| 6 | "A pair of them were seen at the Institute. Some sort of high-end old magic. I hear that they're working with researchers from the DIMR. I wonder what they're up to?" |

Mama

Mama has more street rumors surrounding her than nearly any other figure in the Hub. Little of what Mama actually wants is known along the streets but much is speculated. She is an enigma, but one that is discussed openly and yet retains its status. No mean feat, especially in the age of *Shadowrun*.

Appropriate Contacts (Target Number 4): Any Street contact or Matrix search

Success Result

- | | |
|---|--|
| 0 | "Mama? Wait, I think I heard this joke before ..." |
| 1 | "Mama's the man, er, the woman. She knows where it's all at." |
| 2 | "She runs the whole town, corps, the exchange, you name it, she's got her gnarled fingers in it." |
| 3 | "Mama ain't real. She's a ghost or ghoul or one of them such things. I heard from a guy who met her that her shadow doesn't match her form, really creepy. Course, it coulda just been an illusion spell." |
| 4 | "If she likes you, you're gold. If she hates you, you're drek. She's got more people working for her or with her than anyone could ever guess." |
| 5 | "She's the ultimate fixer for the underground. She has forgotten more about this town than most people will ever know. Remember that." |
| 6 | "They've got it all wrong. Mama doesn't run much, she's on the lookout for information. There isn't anything in this town that she doesn't know. Be careful, chummer, the walls have ears." |

CAST OF SHADOWS

Following are the details of the main players in the scenario.

The Scrolls of Ak'le'ar

To Hualpa, who has already achieved so much, I leave the Elemental Scrolls of Ak'le'ar. Though they are not our work, there is much wisdom to be learned from them. May your continued efforts to protect what others would destroy be successful.

—from the Last Will and Testament of the Great Dragon Dunkelzahn

A total of five Scrolls are written on what feels like vellum but looks like thick parchment. Each Scroll is about 1 meter in height and approximately 33 centimeters in diameter when rolled up. Each is 50 m long when unrolled. The spools are made of metal and have lacquered black caps on them.

Each Scroll has a dark leather slipcase (armor 0/1) with an inlaid pentagram and a wheel-like design on opposite sides. A hardwood case (Rating 3 barrier) can hold all five Scrolls; they were kept in this box while in the possession of the dragon.

Writing appears on both sides, though one side has a higher density of markings. The markings are text, diagrams, runes, sigils, and other images that may be maps or astrological charts of some kind. At least three languages were used, one of which is certainly magical. None are modern languages (pre-1500s) and none of the three languages have yet been deciphered.

Astral and chemical analysis give conflicting answers as to the age and composition of the Scrolls. One day, a test will show them to be 7,000 years old, while the next day it will report 7 years old. Some days the items seem to be enchanted, others not.

Despite their appearance, the Scrolls are very sturdy and can take rough handling. The material is very hard to cut and won't stain at all. It is fire and acid resistant. Water and solvents won't penetrate the surface or smudge the ink. For purposes of resisting attacks, consider the Scrolls to have Armor/Mystic Armor Rating 20 and a Body 13. Only the main researchers are aware of the extreme sturdiness of the Scrolls.

The Scrolls themselves do not give anyone or anything magical powers. All in all, they seem more like a vanity item than something authentically magical. But they do create a background count (aspected to disallow magic that is not elemental in nature), mana warps or wild magic zones (pp. 83-88, *MITS*). The severity of these events varies widely and may not even exist for very long stretches of time, as if the Scrolls have lost all power and are nothing more than mundane items.

The Scrolls also seem to create elemental spirits and spirits of the elements (see p. 105, *MITS*) out of the ether. The spirits are not angry—they are curious. They cannot be bonded and dissipate quickly. This can be rather annoying for player characters on the lam.

Two spirits, though, will appear more often. These spirits will stay longer and even engage the player characters in conversation. They'll only arrive if the Scrolls are in immediate physical danger—that is, the case gets shot, the player characters try to burn the Scrolls, or even if the Scrolls are dropped.

They will defend the Scrolls and therefore can actually aid the runners as the owners of the Scrolls.

The first spirit is a free air spirit that appears most often as a large, translucent troll. The second is a powerful fire elemental that appears as a human wearing flowing robes. They'll show up only if the Scrolls are in immediate physical danger. There is no way to detect them beforehand.

Both spirits will defend themselves also, but if the attack is too great, they will flee to their elemental planes. They will fight any attempt to discover their true names.

The two spirits differ in their tactics. While the air spirit will attempt to remove the Scrolls from danger, the fire elemental will try to destroy the danger's source. Both spirits will play for keeps, taking full advantage of any and every situation. The fire elemental in particular will not hesitate to kill anyone it deems a threat.

While the Spirit of the Wind is simply a powerful free spirit, the elemental is both more and less. The Fire Elemental is a great form of ally spirit bound into the Scrolls. It is powerful and intelligent, but it is not free.

A mere threat to destroy the Scrolls won't bring forth the spirits, though the air spirit will likely be nearby to see what happens. If someone actually shoots, cuts, spellcasts or tries to ignite the Scrolls, the air spirit will act.

Any banishing attempt will be stopped if the spirit wins and the banisher will be the main target of any attacks until he or she is eliminated. All the standard rules apply to these spirits.

These spirits are old and are not stupid. While it is impossible to create anything in *Shadowrun* that is indestructible, these spirits should be played as the closest thing to it. They know they can flee to their native planes and heal. They will not risk being destroyed, nor will they risk the Scrolls being harmed. They can call forth other spirits or wait until other spirits appear and coax them to stop any attempt to harm the Scrolls.

Remember, the Scrolls were in the care of one of the most powerful beings on the planet; great care was taken to ensure their survival.

Spirit of the Wind

B	Q	S	C	I	W	E	M	R
11(12)	16 x 4	10	10	10	10	(10)A	—	15

INIT: 25 + 1D6, Astral INIT: 33 + 1D6

Dice Pools: Astral Combat 15, Combat 18

Karma Pool/Professional Rating: 8/3

Attacks: 10M stun

Powers: (Force 10, Spirit Energy 3 Great Form Spirit of the Winds where applicable): Aura Masking, Cleansing, Concealment, Confusion, Engulf, Guard, Magical Guard, Materialization, Movement, Psychokinesis, Storm, Wealth

Great Form Physical Bonuses: Armor [2/2], Body +1, Reach +1

Weakness: Vulnerability (Earth)

Fire Elemental

B	Q	S	C	I	W	E	M	R
13	14x3	10	12	12	12	(12)A	12	13

INIT: 23 + 1D6, Astral INIT: 32 + 1D6

Dice Pools: Astral Combat 18, Combat 19, Spell 12

Karma Pool/Professional Rating: 6/4

Attacks: 10M

Powers: (Force 12 Great Form Fire Elemental where applicable): Aura Masking, Dispelling, Engulf (12m radius, never affects the Scrolls), Flame Aura, Guard, Hidden Life, Innate Spell (Flamethrower), Materialization, Sorcery (skill 10) (Free Spirit Powers are in lieu of physical bonuses from great form conjuring, p.107, MITS)

Spells: All manipulation spells except control manipulations at Force 6

Weakness: Vulnerability (Water)

MCT Unit 13

These initiate magicians have seen it all and act as premier magical research and security forces for MCT. Very few people outside MCT have seen them in operation, and even fewer have lived to talk about it. If the runners get away, each of the pursuing MCT squads will be led by one of these mages.

Should either of these mages be killed and the runners are found again, the leader of Unit 13 in the area will be sent in. He is a grade 5* initiate and has a great form elemental (p.107, MITS) of each type available for service. He will be nothing short of ruthless in his pursuit.

Unit 13 has a large pool of MCT trained security personnel to draw from. Not only does MCT have a large presence in the Hub, but the security and recovery of the Scrolls is considered of utmost importance to the highest echelons of the corporation.

Shotozumi is a slight but physically powerful Japanese woman. She dresses in a fashion similar to any other security operative, wearing the standard uniform with one exception: the silver ring that is her anchored spell focus. Of the two Unit 13 mages, she is the more militant, preferring the straightforward strike to the wheeling, dealing and political intrigue of which her teammate is so fond.

If she had an opposite, it would be Karonage. He is a tall, thin Mediterranean elf with frail features and long fingers. He is manipulative and conniving to the highest degree. He treats his underlings with exactly the amount of respect that they have earned and not one iota more. He plays favorites and those he does not like end up with the most awful assignments. Those on his good side live in the lap of luxury by comparison, but must walk the razor's edge of his whims.

The local leader of Unit 13 is a mysterious man. He carries himself like a marine officer and can chew out subordinates as well as any drill sergeant. He is an educated man, seeing himself as a modern samurai. He is polite, if brief with most people, and when the situation calls for it, will cut them down without remorse. The others call him "sensei."

Shotozumi

B	Q	S	C	I	W	E	M	R
5	4	5	4	5	6	5.04	8	4

INIT: 4 + 1D6 (2D6)

Dice Pools: Astral Combat 7, Combat 7, Spell 6

Karma Pool/Professional Rating: 4/4

Race: Human

Active Skills: Athletics 3, Centering (Kata) 6, Conjuring 5, Enchantment 4, Etiquette 2 (Corporate 4), Leadership 4, Pistol



4, Small-unit Tactics 5, Sorcery 7, Stealth 4, Unarmed Combat 5, SMG 4

Knowledge Skills: Magical Background 6, Martial Arts Kata 6, Security Procedures 5, Boston Area 2, English 5

Spells: Armor 5, Astral Barrier 4, Control Actions 5, Detect Bullet 3, Detect Enemies 4, Heal 4, Ignite 5, Lightning Bolt 6, Manabolt 6, Powerball 5, Shapechange 4

Metamagic: (Initiate Grade 3) Anchoring, Centering, Shielding
Weapons:

Ceska Black Scorpion [MP, SA/BF, 6L, 35(c) with Laser Sight]
Range (TN): 0-5 (3), 6-15 (4), 16-30 (5), 31-50 (8)

Combat Knife

Armor: Armored Jacket [5/3]

Cyberware: (all alphaware) Boosted Reflexes 1, Cybereyes (with Flare Compensation, Image Link, Low-Light and Optical Vision Magnification 3), Datajack

Gear: Concealed holster, elementals (one of each element, Force 4, Services 2), Anchoring Focus, Reusable (Rating 8 with Detect Bullet 3 and Armor 5)

Karonage

B	Q	S	C	I	W	E	M	R
3	6	2	7	6	6	5.2	8	6

INIT: 6 + 1D6

Dice Pools: Astral Combat 9, Combat 9, Spell 6

Karma Pool/Professional Rating: 4/4

Race: Elf

Active Skills: Centering (Zazen) 6, Conjuring 7, Enchantment 5, Etiquette 4 (Corporate 6), Leadership 5, Pistol 4, Small-unit Tactics 4, Sorcery 6, Stealth 6, SMG 4

Knowledge Skills: Magical Background 6, Security Procedures 6, Japanese Zazen 6, Boston Area 2, Japanese 6, Italian 4

Spells: Armor 5, Bind 6, Detect Bullet 3, Eyes of the Pack 3, Fireball 5, Improved Invisibility 4, Influence 5, Levitate 5, Mind Probe 5, Physical Mask 4, Stunbolt 5, Treat 4

Metamagic: (Initiate Grade 3) Anchoring, Centering, Shielding
Weapons:

Beretta Model 101T [LP, SA, 6L, 12(c), Laser Sight]

Range (TN): 0-5 (3), 6-15 (4), 16-30 (5), 31-50 (8)

Combat Knife

Armor: Armored Jacket [5/3]

Cyberware: (all alphaware) Datajack, Image Link (retinal modification), Knowsoft Link, Memory (150Mp)

Gear: Concealed holster, elementals (one of each element, Force 6, Services 3), Anchoring Focus, Reusable (Rating 8 with Detect Bullet 3 and Armor 5)

Sensei

B	Q	S	C	I	W	E	M	R
4	5	5	5	6	6	5.2	10	5

INIT: 5 + 1D6

Dice Pools: Astral Combat 8, Combat 8, Spell 7

Karma Pool/Professional Rating: 6/4

Race: Human

Active Skills: Centering (Zazen) 6, Conjuring 8, Edged Weapons 4, Enchantment 5, Etiquette 4 (Corporate 6),

Leadership 6, Pistol 5, SMG 4, Small-unit Tactics 4, Sorcery 7, Stealth 6, Unarmed Combat 4

Knowledge Skills: Magical Background 6, Security Procedures 6, Japanese Zazen 6, Boston Area 4, Corporate Politics 5, Haiku 4, History 3, English 6, Chinese 4, Russian 3

Spells: Armor 6, Astral Barrier 4, Bind 6, Detect Bullet 4, Detect Enemies 6, Eyes of the Pack 3, Fireball 5, Heal 6, Improved Invisibility 6, Influence 5, Levitate 5, Mind Probe 6, Physical Barrier 4, Physical Mask 4, Powerball 5, Shapechange 4, Stunbolt 5

Metamagic: (Initiate Grade 5, or two grades above any PC, whichever is greater. Add metamagic abilities in this order: Divining, Cleansing, Possession, Reflecting): Anchoring, Centering, Invoking, Masking, Shielding

Weapons:

Beretta Model 101T [LP, SA, 6L, 12(c), Laser Sight]

Range (TN): 0-5 (3), 6-15 (4), 16-30 (5), 31-50 (8)

Combat Knife [7L]

Wakazashi [6M]

Armor: Armored Jacket [5/3]

Cyberware: (all alphaware) Datajack, Image Link (retinal modification), Knowsoft Link, Memory (150Mp)

Gear: Concealed holster, elementals (Great form of each element, Force 5, Services 3), Anchoring Focus, Reusable (Rating 10 with Detect Bullet 4 and Armor 6)

MCT Security Operatives (available to Unit 13)

B	Q	S	C	I	W	E	M	R
4	5	4	2	4	4	4.4	—	4(5)

INIT: 4 (5) + 1D6 (2D6)

Dice Pools: Combat 6

Karma Pool/Professional Rating: 4/3

Active Skills: Athletics 3, Car 3, Clubs 3, Electronics 3, Etiquette 3 (Corporate 5), Pistols 5, Small-unit Tactics 2, Stealth 3, Rifle 5, SMG 5, Unarmed Combat 4, Throwing Weapons 3 (Grenades 5)

Knowledge Skills: Physical Surveillance 3, Boston Streets 4, Police Procedures 3, Security Procedures 3, Magical Threats 3

Weapons:

Ares Predator [HP, SA, 9M, 15(c), silenced with all ammo types available]

Range (TN): 0-5 (2), 6-20 (3), 21-40 (4), 41-60 (7)

HK-227-S [SMG, SA/BF, 7M (5M stun for gel rounds), 28(c)]

Range (TN): 0-10 (2), 11-40 (3), 41-80 (4), 81-150 (7)

Remington 950 [Rifle, SA, 9S, 5(m)]

Range (TN): 0-100 (2), 101-250 (3), 251-500 (4), 501-750 (6)

Concussion Grenades [12M stun]

Sap [7M stun]

Armor: Armored Jacket [5/3]

Gear: Extra ammunition clips, concealed holsters, nonpistol weapons in SUV.

Cyberware: (all alphaware) Smartlink, Boosted Reflexes 2, Cybereyes (Flare Compensation, Thermographic, Low-light, Retinal Clock)



Triads/Yakuza

The Triads in Boston do not operate much outside Chinatown or Wuxing-controlled areas. They have been slowly stretching out, mostly concentrating on gambling and more powerful clients. They are aware that any overt activity will bring Mafia attention, and anything near Japanacorp areas will bring Yakuza attention.

Triad operatives rely on anonymity and stealth to get the job done. They will strike hard and fast when the situation calls for it. All their operatives are well versed in hand-to-hand and firearms combat. Chinatown residents will not give them up to police or shadowrunners, considering them something of local heroes, or at least the hometown favorites.

The Yakuza operatives rely on intelligence and stealth to get the job done. They will strike hard and fast when the situation calls for it. Use the statistics provided for Triad members below and change their knowledge skills to Yakuza operations and politics and change the Chinatown knowledge to Boston Area 3 and Corp Politics 2.

B	Q	S	C	I	W	E	M	R
5	5	5	3	3	4	6	-	4

INIT: 4 + 1D6

Dice Pools: Combat 6

Karma Pool/Professional Rating: 2/3

Race: Any (Statistics above are for human; modify for any given race to convert)

Active Skills: Athletics 3, Clubs 4, Edged Weapons 4, Etiquette 2 (Street 4), Pistol 4, Throwing 4, Unarmed Combat 5

Knowledge Skills: Chinatown Knowledge 5, Triad Operations 3, Triad Politics 3, English 4

Weapons:

Ares Predator [HP, SA, 9M, 15(c), Laser Sight]

Range (TN): 0-5 (3), 6-20 (4), 21-40 (5), 41-60 (8)

Sap [7M stun]

Knife [5M]

Armor: Armored Vest with Plates [4/3]

Gear: Handset phone, spare clip.

DIMR Security Force

Not as tough as the special operative that the Draco Foundation uses, this group is much more of a security force. They will be called on to aid MCT's force and to make sure the Scrolls are returned.

B	Q	S	C	I	W	E	M	R
4	4	4	2	3	4	6	-	3

INIT: 3 + 1D6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 2/3

Active Skills: Car 3, Clubs 3, Etiquette 3 (Street 5), Pistols 4, Stealth 3, Shotguns 4, SMG 4, Unarmed Combat 4

Knowledge Skills: Gang Identification 5, Mafia Haunts 4, Physical Surveillance 2, Boston Streets 4, Police Procedures 3, Small-unit Tactics 2

Weapons:

Ares Predator [HP, SA, 9M, 15(c), all ammo types available]

Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)

HK-227 [SMG, SA/BF/FA, 7M (5M stun for Gel Rounds), 28(c)

Range (TN): 0-10 (3), 11-40 (4), 41-80 (5), 81-150 (8)

Defiance T-250 [Shotgun, SA, 10S, 5(m)]

Range (TN): 0-10 (4), 11-20 (5), 21-50 (6), 51-100 (9)

Armor: Armored Jacket [5/3]

Gear: Extra ammunition clips, concealed holsters, nonpistol weapons in car.

Mama

The grande dame of the Boston shadows, Mama is the last word when it comes to information gathering. Her sources come from every strata of society; she has people working for her everywhere. Shadowrunners from Boston know to be on Mama's good side (if she notices you at all), if she can be said to have one, because to be anywhere else is to invite disaster.

Physically, she is an unimposing woman of less than average height and far less than healthy weight. In fact, she appears to be completely made of skin and bones. Her face is withered and ancient and her eyes speak from shallow, dark pits.

Rumors tell that she is everything from a thousand-year-old vampire to the spirit of a powerful magician that was just too ornery to stay in the grave. Whether she is either of these or something more sinister, Mama just isn't telling.

Mama speaks softly and often clears her throat. She has a way of looking at a person that makes them wish they were somewhere else. She cackles at times that are, at best, inappropriate, and at worst, just plain unnerving. She is the consummate old hag, and she likes it that way.

Mama has many henchmen in her employ and uses them for nearly all of her information gathering and mundane tasks. She always has a large number of retainers traveling through the abandoned subway station that she calls home, reporting and getting new assignments. Though she has this large entourage and new information arrives all the time, Mama is never surprised, and at times she has the irascible tendency to insist on doing everything herself. Such is the way of Mama.

Characters viewing Mama astrally detect that she doesn't appear magical in any way, though she also doesn't have any of the astral patterns of the known races of metahumanity. If they look into the eyes of her aura, they can sense her staring back at them from the deepest abyss of her soul. The experience should be completely unnerving to any but the most jaded magicians. To those, it is merely chilling.

Mama's Posse

Mama's street operatives are capable. If you feel you need anyone besides Stinger, use any of the sample characters from SR3, giving them karma pools of 2 and the knowledge skills Catacomb Navigation 4 and Boston Area 4.

Stinger

Stinger is one of Mama's better street operatives. He is the twin brother of Scartage. He is a dangerous man to have as an enemy and a stalwart professional to have on your side. It is through many years of running in the big leagues that he has been able to afford some cutting edge cybernetics. This has



served to make him a bit more cold and callous while making him more dangerous and professional, a trade he made willingly.

B 5(7) **Q** 6 **S** 7(9) **C** 3 **I** 6 **W** 5 **E** 0.02 **M** - **R** 6(12)

INIT: 6 (12) + 1D6 (3D6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 4/4

Race: Dwarf

Active Skills: Cyber Implant Weaponry 3 (Spurs 5), Etiquette 3 (Street 5), Pistols 6, SMG 6 (Ingram Smartgun 7), Unarmed Combat 4, Stealth 6

Knowledge Skills: Bushido Philosophy 5, Catacomb Navigation 6, Gang Identification 5, Shadowrunner Haunts 4, Physical Surveillance 5, Boston Streets 4, Spanish 3, Japanese 3, Chinese 2, Italian 2

Weapons:

Paired Ingram Smartguns [SMG, BF/FA, 7M, 32(c), Sound Suppression]

Range (TN): 0-10 (2), 11-40 (3), 41-80 (4), 81-150 (7)
Ares Predator [HP, SA, 9M, 15(c), Smartlink, Silenced]

Range (TN): 0-5 (2), 6-20 (3), 21-40 (4), 41-60 (7)
Spurs [9M]

Armor: Armored Jacket [5/3]

Cyberware: Cyberears (Alphaware) [with Dampener, Hearing Amplification and Select Sound Filter 5], Cybereyes (Alphaware) [Flare Compensation (Retinal), Protective Eye Covers], Reaction Enhancer 2, Two Obvious Cyberarms [each with built-in Smartlink, Retractable Spur and Strength Enhancement 3], Wired Reflexes 2 (Alphaware) [with Reflex Trigger]

Gear: Extra ammunition clips, concealed holsters

SHADOWLORE

Many sources exist for more material and plots based on this adventure. Wuxing and MCT are fully described in *Corporate Punishment*. You can also find details there for what it would mean to work for them full time. The Yakuza and the Triads are fully described in the *Underworld Sourcebook*. Boston is fully described in *Target: UCAS* and in the novel *Crossroads*. Mama can be found in both products as well. If the gamemaster wishes the Draco Foundation to have more of a role, their shadowops team, Assets Inc., has been described in the *Dragonheart Trilogy* (*Stranger Souls*, *Clockwork Asylum*, *Beyond the Pale*) and *Crossroads*.

Any other references are listed in the text.

YOU HAVE COMPLETED LEGACY!

NOW, PUT YOUR STAMP ON THE FUTURE OF SHADOWRUN.

Indicate who ended up with the scrolls at the end of the adventure. We'd like to use the result of your shadowrun in future plot developments.

____ The Draco Foundation

____ Triads

____ Dunklezahn Institute of Magical Research

____ Massachusetts Institute of Technology and Thaumaturgy

____ Mitsuhamas Unit 13

____ Hualpa

____ Yakuza

____ Mama

____ Wuxing Corporation

____ Other _____

____ The characters kept them (and actually survived) Explain how that is possible:

Comments:

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① fold,

② spindle

You're a shadowrunner, not some corporate lackey. No 9-to-5 shackles or power-tie chains for you. Every time you take on a run, you sign up to be used and abused. But you've got the smarts to come out on top.

Corporate Punishment consists of three adventures in which the runners serve as pawns in a brutal corporate power struggle. They use their wits and weapons to take what the corps throw at them and survive with a smile—because the alternative is to hang up their Uzis and get a day job.

Corporate Punishment is for gamemasters and players of all experience levels. For use with *Shadowrun, Third Edition*.

③ and mutilate

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