

SHADOWRUN JET SET



A SHADOWRUN SOURCEBOOK

LEE MOYER

THE RIDE OF YOUR LIFE

Step this way! There's no need for you to wait in line with the riff-raff, the common clay of dirty humanity. You can have something better. You can have the good life, filled with the finest food, the most expensive wines, and the most interesting people in the world. There's a price to pay, of course. There always is. But take a ride, just once, in the aircraft the upper crust uses, and see if you don't like it. Get a taste of this lifestyle, and see if you won't do anything to keep it.

In *Jet Set*, shadowrunners get the chance to rub elbows with the rich and powerful of the world—the socialites, the corporate elite, the royalty, the movers, and the shakers. These are people who know how to get what they want, no matter who they need to step over to get it. The runners may be the help they need to get rid of their latest obstacle—or they could be the next bodies the rich and powerful leave in an expanding trail behind them.

Jet Set is a campaign book with information on the growing tension between Sixth World dragons, the mysterious motives and questions surrounding Nadja Daviar, the opening salvos in political battles that will shake cities and nations in the next year, and more. Filled with plot details, location information, and NPC write-ups, the book is a resource all *Shadowrun* players can use.

Jet Set is for use with *Shadowrun*, Twentieth Anniversary Edition.



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JET SET

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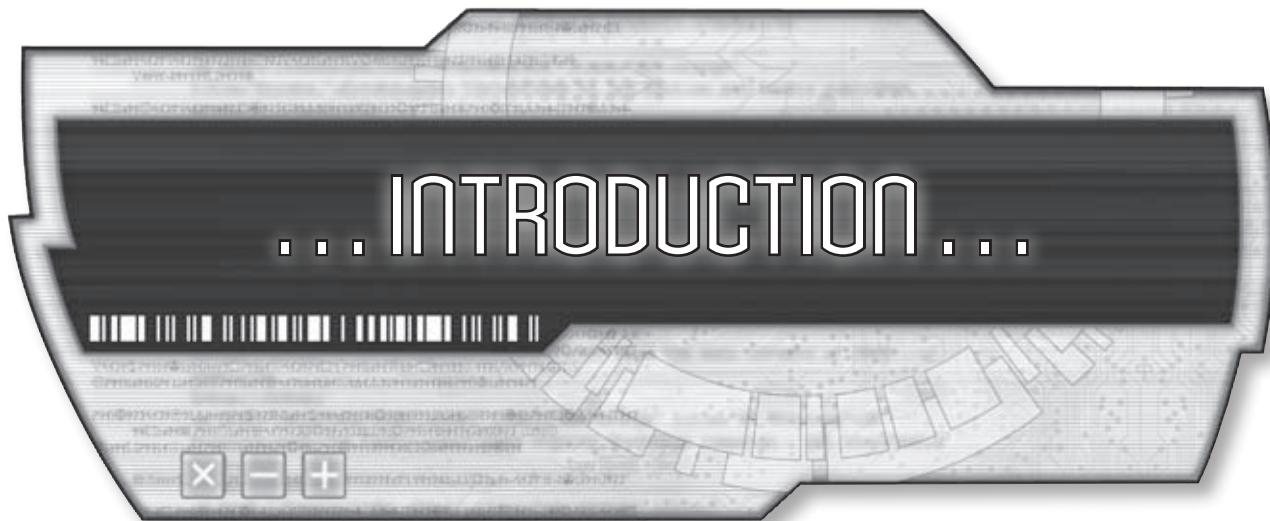


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INTRODUCTION	3
JACKPOINT	4
THE KINGDOM OF THE AIR	5
SEMIBALLISTIC IMPACT	12
SUB ROUTINE	19
NINE-TENTHS	26
PHOTO OPS	34
OPERATION BLINDSIDE	41
ONE STEP AHEAD	48
AZTLAN COUNTERSTRIKE	56
DRAGON SLAYERS	65
FOREIGN POLICY	75
NINE LIVES	85
SHELL GAMES	97
DRAGONCHASERS	110
OUT OF EGYPT	119
THE GIGGLING ASSASSIN	130
A TASTE OF THE TOUR	135
PURE WRATH	143
RECLAIMING LOST SHEEP	149
CHARACTER TROVE	155





Shadowrunners, as a general rule, don't live the high life. They don't get invited to black tie affairs. They don't wear petticoats or silk slippers (or, sometimes, underclothing of any kind). They get by on whatever food they can scrape together or steal, not on what their personal chef cooks up for them on demand.

Sometimes, though, they get a taste of another kind of life. The rich and powerful of the world need deniable assets, and when they pick up that particular weapon, they often point it at each other. The members of the Sixth World's jet set may not want to deal with low-life shadowrunners, but sometimes they don't have a choice, and that means plunging runners into their midst.

Jet Set is a campaign book that provides everything *Shadowrun* players and gamemasters need to stage adventures that throw them in with high society in a variety of ways. In this book, you'll find the following sections:

- **The Kingdom of the Air**, an in-universe section that provides information about jet setters and the way they see the world, along with information about specific members of high society and their current involvement in shadowruns. This section provides background to help players become involved in the adventures in this book.
- **A series of chapters that provide short adventure plots.** Each adventure contains in-universe material to set up the adventure to come, individual plot points to guide gamemasters through the adventure, and character and location information used in that chapter.
- **Character Trove**, a collection of NPC stats for characters used in this book, but also usable in other settings and adventures.

This book builds on plotlines contained in books such as *Artifacts Unbound*, *Spy Games*, *War!*, *Conspiracy Theories*, and *Corporate Intrigue*. It also includes plot elements from *Shadowrun Missions*, which is *Shadowrun's* ongoing living campaign. These resources can deepen players' and gamemasters' understanding of the events described in this book, but *Jet Set* stands on its own—it's all you need to get runners involved in the world of the rich and powerful, giving shadowrunners a taste of the high life and seeing how they endure it.

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Connecting JackPoint VPN ...
... Matrix Access ID Spoofed.
... Encryption Keys Generated.
... Connected to Onion Routers.
> Login

> Enter Passcode

... Biometric Scan Confirmed.
Connected to <ERROR: NODE UNKNOWN>

"Who is rich? He that is content. Who is that? Nobody."

JackPoint Stats

82 users currently active
in the network

Latest News

* <020674> Stop asking about when Puck is going to log on again. If it was any of your business, I'd have told you already. -FastJack

Personal Alerts

* You have 4 new [private messages](#).
* You have 1 [message](#) queued for anonymous re-routing.
* You have received 4 new [Metalink Friends](#) add requests.
* You have 7 new [responses](#) to your JackPoint posts.
* PDA: Your zeppelin ticket expires in 48 hours.

First Degree

You are hidden from all contacts.

Your Current Rep Score: 32
(63% positive)

Current Time: February 7, 2074,
15:08

PREFERENCES

FEEDS

TASKS

LINKS

HISTORY

Welcome back to JackPoint, omae;
your last connection was severed: 42
hours, 42 minutes, 41 seconds ago.

Today's Heads Up

- * We couldn't get all the good stories into a single posting. [Tag: [Street Legends Supplemental](#)]
- * We all need to lay low sometimes, so it's best to know where. [Tag: [Safehouses](#)]

Incoming

- * Horizon says they're dedicated to doing good. But how far will their dedication take them? [Tag: [The Twilight Horizon](#)]
- * Because we get paid to do things other people don't want to do, that's why. [Tag: [Hazard Pay](#)]

Top News Items

- * In a surprise move, a decade-old case before the Corporate Court was resolved today. The case involved the will of Patrick Goodman, late CEO of Cavalier Arms Ltd. of Amarillo, TX, and his chosen successor, Derrick Robert Kane. NeoNET CEO Richard Villiers has contested the will and fought against Kane being awarded Goodman's stock. Cavalier Arms' new owners Reality Inc. argued that, with their purchase of the company several months ago, NeoNET no longer held contractual power of attorney over Goodman's estate, which they had assumed shortly after his murder in June 2063. The CC agreed and ruled that "Mr. Kane should be immediately awarded the stock shares and the board seat that goes with them." [Link](#)
- * Corporate Court Chief Justice restates desire to serve "as long as she desires." [Link](#)



CHAT

MESSAGES

FILES

POSTS

NEXUS

SEARCH

Active

TomStar
Firewall

Active

Jack-in-the-Box
Antivirus

Active

SpamWitch
Filter

On/Receiving

Commcode

Excellent

Signal

Active

Hidden
Mode

Local
Map

JET SET

Posts/Files tagged with
"Jet Set"

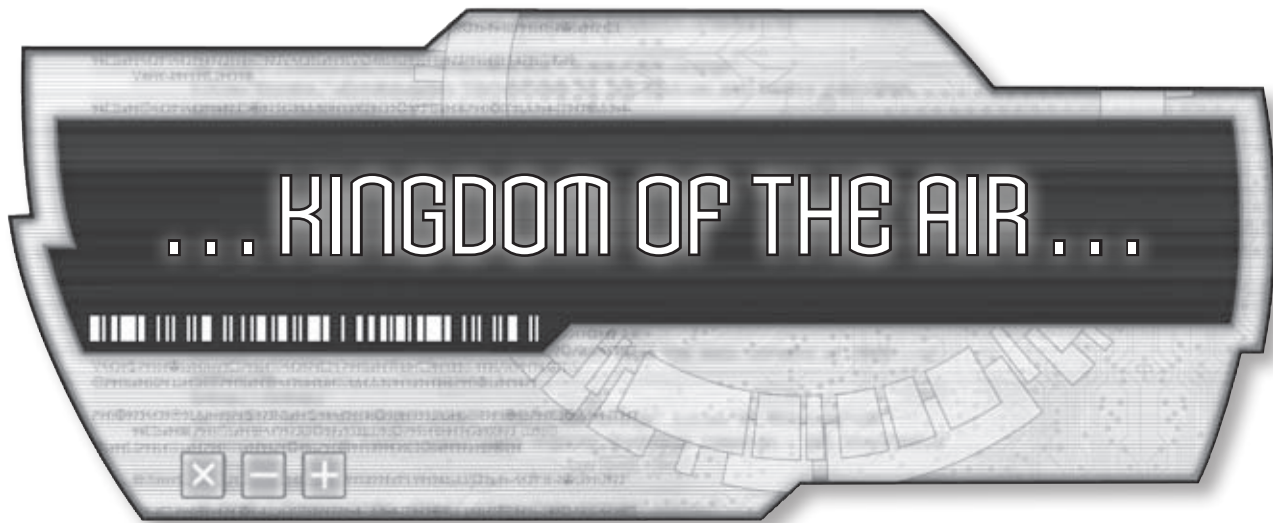
The Kingdom of the Air
Semiballistic Impact
Sub Routine
Nine-Tenths

CONTINUE

ADVANCED
SEARCH

SAVE

[More]



- After the recent spate of corporate-related jobs we've seen, I started thinking about the divide between us and the people who take advantage of us and our skills. There's a gulf there, which can be dangerous because it can keep us from understanding some of the people who are hiring us. And you're all familiar with my mantra that it's things you don't understand that can kill you. Especially when those things have large piles of nuyen at their disposal.

As you can guess, the list of people I can call on for knowledge of high society is rather limited. But I have at least one—with his refinement and cultural background, Fianchetto is the type of runner the jet set feel comfortable around. I asked him to provide a rundown of what's going on with the rich and the famous, and I asked him to concentrate on the most pressing question—why you should care.

- FastJack

The great American chronicler of the wealthy, F. Scott Fitzgerald, once noted that the rich are different from the rest of us, and that difference is about more than just money. It's a mindset. As Fitzgerald pointed out, part of it is the belief that they are better than you, and their wealth is simply material evidence of this fact. Beyond that is the knowledge that your requests tend to be granted, that if you want something to happen, you can generally make it happen. There is the confidence to know that you can shape the world, and to believe that you are the kind of person who *should* be shaping the world.

This is the kind of attitude that often leads people to dismiss the rich as insufferably arrogant, and such opinions are far from groundless. It is too easy, though, to write off the wealthy as nothing more than conceited buffoons who simply happen to have an excess of money. There are definitely buffoons among their number, but there are also highly skilled individuals whose arrogance stems directly from the fact that they have succeeded in so many things. If Richard Villiers wants to describe himself as a ruthless survivor, a man who can turn any adversity to his advantage, who will disagree? You don't have to like him, or even admire him, but at very least you have to acknowledge what he and others like him have accomplished.

Now, if the wealthy see themselves as the sculptors of the world, then they see the rest of us as the tools they use in their sculpting. That is not, of course, a comfortable thought for us. From our point of view, the corporate drones, the wageslaves—they are the real tools. They are the ones whose entire lives are spent in conformance with the orders and desires of their masters. Whatever it is we are, we know one thing: We are not them.

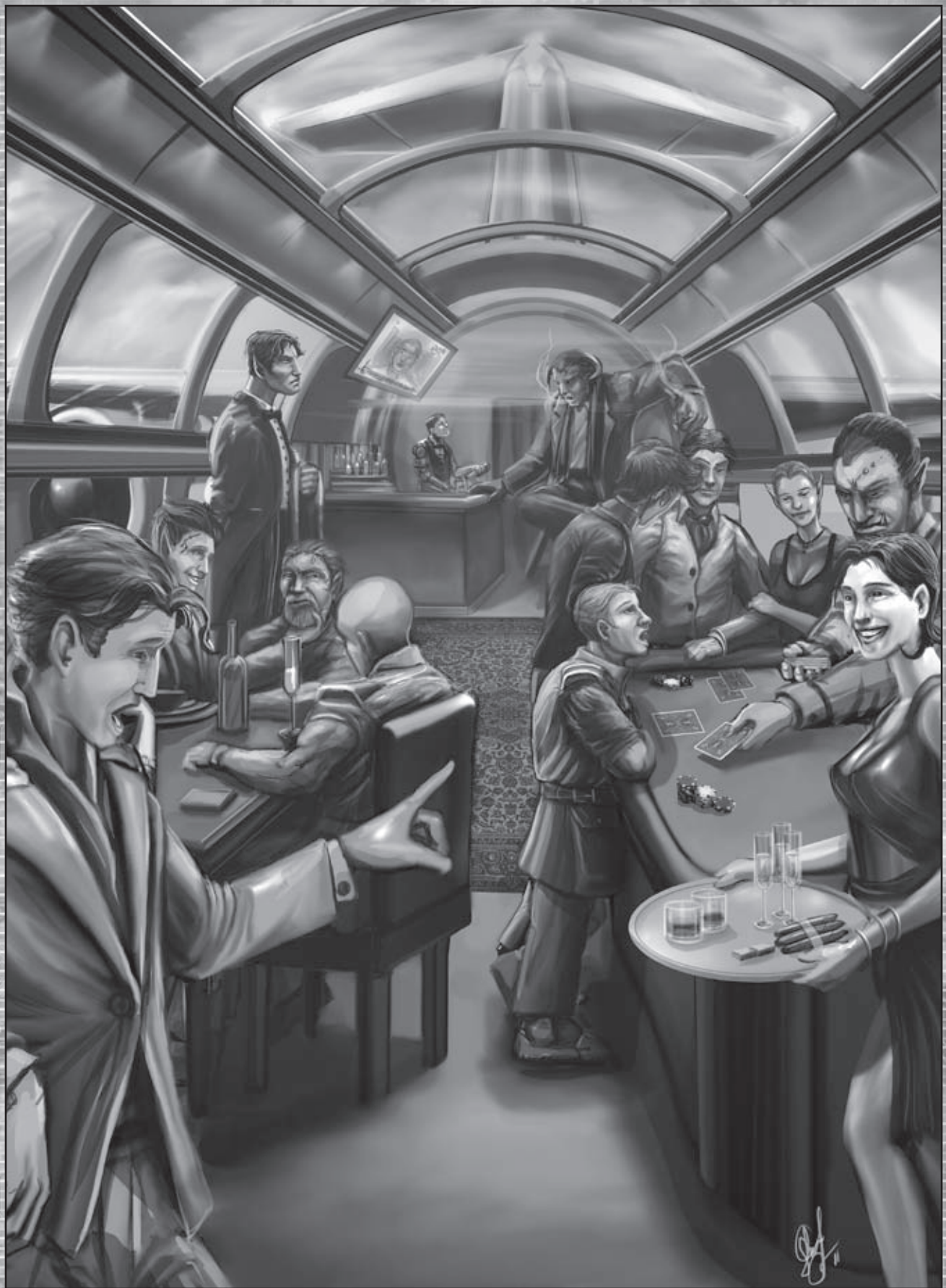
But we lack the money and the power to shape the world to our ends. So we go to the people at the top of the pyramid, we do their little dance for a while, and in exchange we get the money and resources to live as we choose—for a time.

- Stop saying "we." I don't dance to anyone's tune. I see what I want, and I take it. My reality is entirely my own.
- Kane
- My apologies. Out of all of us, you may be the only one who can say that and actually be correct. The pity of it, though, is that the reality you shape must be such a grim one.
- Fianchetto

The point is, whoever we are, we must spend some time carrying out the desires of others, and if we want to do so in a way that reduces risk and the chance of making new enemies, we should understand how the people giving us our marching orders see the world and what they are trying to accomplish. I will first discuss this in general terms, then see how his works out in the case of some prominent individuals who have significant influence in the shadows.

CHAINS FOR FIRE

Perhaps the most crucial thing to understand is that the members of the jet set are haunted by the vision of Prometheus—though they may not put it in those terms. Prometheus was the Titan who gave mankind the gift of fire, and who then paid for his actions by being chained to a rock while an eagle pecked away at his ever-regenerating liver. The people in the jet set see themselves has



having given great gifts to humanity, such as the technologies they have developed and sold, the jobs they have created, and the industries they have spurred to a gallop. They are angered, then, when the common clay of metahumanity does not acknowledge these gifts, and does not recognize the generosity they displayed in providing them. They see all sorts of chains threatening to restrict them, when they believe that by rights they should be celebrated, even venerated. Government regulations, demands of organized labor, and competition from unworthy opponents are the chains that their opponents have used in the past to restrain them. Megacorporations cherish their extraterritoriality because it provides the promise that some of these chains will never be applied again.

Their desire, at its base, is quite similar to the one that propelled many of us into the shadows—the desire to be un tethered, free of restraints. What this means is that any time you enter the employment of the rich and powerful, the way to understand your mission is to look at what restrictions your mission might remove. If you can't see any, then you haven't understood your mission properly, or you have not been informed of its true nature. Additionally, you should consider how your efforts might affect some other member of the elite. If what you're doing might impose chains that such an individual might resist, be prepared for them to defend themselves vigorously—and brace yourself for a backlash if you succeed.

Keep in mind that to these individuals, Prometheus' punishment is more than the chains that bound him. It's that he was a hero, but he was treated as a criminal. The jet set, then, want more than freedom to act as they will—they want to be treated as they believe they deserve to be, as heroes. Now, these are sophisticated people (for the most part), quite capable of seeing through crass attempts at flattery. Don't believe that a few compliments thrown here and there will do anything to alter your standing in their eyes. But if you can manipulate the outcome of the job they give you so that they come off well—heroically, even—then they will remember that.

- Screw that. I've got enough to worry about when doing a job without having to think about doing PR for some stuffed shirt.
- Stone
- It doesn't have to be complicated. A while back, we took out an Evo scientist. Mr. Johnson didn't want it to look like a hit, so we faked it to be a suicide. That sort of thing goes a lot smoother if you provide a pretext for the death, so we planted some files making it look like the scientist had been doing some experimentation on e-ghosts. According to our story, the experiments went wrong, and the scientist panicked and deleted a bunch of the ghosts. This scientist then supposedly wrote that he knew that Evo CEO Anatoly Kirilenko would never stand for that activity, and that the scientist's career would be ruined if the info on what he'd done ever got out. Then we made up a forged e-mail from a superior saying they needed to perform a detailed inquiry into the scientist's e-ghost research, and we had a pretext—one that made Kirilenko look like the type of person who'd take a moral stand. I didn't hear anything directly from him, of course, but over the next few years the number of jobs I got from Evo subsidiaries jumped dramatically. He noticed.
- Riser

- Suck up.
- Stone
- The best part of the story is that Kirilenko actually is the type of person who'd be okay with experiments on e-ghosts.
- Nephrine

If you're going to help these people remove the chains that bind them and become the heroes they believe they are, you need to know more about the specific chains currently restraining them, as well as their vision for themselves. So let's review a few names whose activities, one way or another, have been stirring the shadows as of late.

DANIELLE DE LA MAR

There are plenty of people with old money in the world, and for the most part they seem content to sit back and enjoy it. That was the case for the first fifty or so years of Danielle de la Mar's life. She attended grand balls when she was single, she married someone from the crop of bland industrialists typically found at such events, then spent her days on her tasteful estate, hosting events and fundraisers for causes no one remembered the next day.

Her husband, who was apparently fanatically dedicated to following the script for people of her ilk, left her in 2071 when he abruptly discovered that his wealth made him attractive to women half the age of his current wife. De la Mar did quite well in the divorce, and it didn't hurt that she had a pre-existing inherited trust fund. She easily could have followed the path of thousands before her, spending time with other divorced friends criticizing and commiserating over their ex-husbands, holding more galas, becoming involved in arts organizations, and being seen as an example of a comfortable, gracious life.

De la Mar, however, had no interest in that. She had plenty of energy, even more money, and she felt as if she had been shunted into the background of life long enough. She reinvented herself as a woman dedicated to a single cause, and that cause was a better, safer Matrix. Now, the problems de la Mar sees with the Matrix may not be the same ones you see. Some of the things people like us value—the openness, the ability to cross certain boundaries at will—are what she perceives to be its greatest weaknesses. To support her cause, she has broken out the argument long favored by those who want to restrict access to something or other—that the youth of the world are being exposed to certain images and information before they are ready to confront such things.

De la Mar envisions a Matrix that is more compartmentalized, with individual grids controlled by governments and corporations. Those bodies could then better control who has access and what information is available. Since those groups are controlled by people she considers to be friends, she has full faith that they will use their powers for good.

The megacorporations, quite naturally, are more than happy to prop up her efforts, as having more control over the Matrix is one of their not-so-secret goals. They're being careful with de la Mar, though. They know that if they simply sponsor her or overtly support her in other ways, they will negate her value as a seemingly independent voice. Instead, they give her the next-best thing besides money: access. When she wants to stage an event at some corporate headquarters, they allow it (giving her protest powers



that most neo-anarchists can only dream of). Not only that, but after her events they inevitably send some grey-haired eminence out to greet her, thank her for sharing the information she has provided, and indicate that they are willing to open up a dialogue with her on various matters. To the general populace, de la Mar seems like an independent voice who is bringing various Matrix powers together to shape the network of the future; to those of us in the know, she is a pawn who is putting a faux-populist sheen on activities they've long wanted to move on.

- The common term for people like de la Mar, at least from the corporations' view, is "useful idiot." They honestly couldn't care less about save-the-children angle, but as long as she is convincing the masses to support what the corps want to do, they'll let her crusade continue.
- Kay St. Irregular
- Since when did the corps need public support for anything they do? Why not just take the usual tack of doing what they want, then telling the rest of us to deal with it?
- Butch
- Because average Joes and Janes have more power in the Matrix than they do in the meatworld. Yeah, most of them don't understand the hardware, but they know how to use it and how to move around it. So if you're going to do anything that changes what they value about the Matrix, they might revolt, and the next thing you know you've got a ton of regular folks flooding into neo-a nodes and learning how to create mischief in a variety of ways, and the corps aren't really anxious for that result. If the corps can convince the public that future changes are for their own good—or, even better, for the good of their children—then they're more likely to go along without making a fuss.
- Aufheben

Obviously, the shadow community generally does not support de la Mar's goals, and she has not gone out of her way to enlist the shadows in her work, as she tends to find people like us (or, more correctly, like *you*) distasteful. The shadows have been more involved, however, in efforts to stop her. These efforts generally fall into one of two areas: interfering with the network of support she is trying to build and good old-fashioned character assassination. Sometimes these areas overlap.

While de la Mar's efforts often have a decidedly populist feel, she is well aware of the importance of cultivating influential allies. To that end, she has been a regular sight on the Grand Tour for the past few seasons. The seething cauldron of intrigue that is the Tour presents numerous opportunities to make de la Mar look bad, but I have to say that I have seen the woman in action and she has a gift for elegantly avoiding traps whose existence was supposed to be hidden from her. I'm sure, though, that those working against her are not yet dissuaded and are working on new plans.

- You've seen the woman in action, eh? Does that mean you're still hanging out with the Grand Tour, Fian-o?
- Haze

- On occasion. They certainly have better beverage service than you lot. But more about them below.
- Fianchetto

THE GRAND TOUR

In some ways, the members of the Grand Tour would seem to be unlikely prospects to hire shadowrunners. If you are hiring deniable assets, it is because you want something only they can provide, and the members of the Grand Tour seem to not want for anything. They fly here and there across Europe, living the lives of rock stars without ever having to perform, unless you consider the whole of their lives to be one grand performance. They are the embodiment of what most of metahumanity believes they want—a life of unfettered consumption, unrelenting luxury, and uninterrupted debauchery. They know how people see them, and they take great pleasure in that fact, which is why they make sure their latest exploits are regularly leaked to the screamsheets—after all, people cannot envy that of which they are ignorant.

So what does the Grand Tour have to do with us? There are runners who see them as the greatest collection of marks ever assembled, who view their very existence as an invitation—or even a demand—to infiltrate them and relieve them of a portion of their wealth. This is no easy prospect. While the Grand Tour is always easy to find, they are serious about security, both because they don't want to be robbed and they don't want to be forced to mix with the lower classes in what is supposed to be their special thing. Invitations to join the Tour are electronic-only, and they are encrypted with processes that bleeding-edge hackers will be using in a year, if they're lucky. The Grand Tour also tends to view watcher spirits as a fashion accessory, and anywhere they gather tends to be flooded with such beings. Despite these and other obstacles, the allure of infiltrating a place where the wealthy gather to gamble with exorbitant sums is enough to tempt many a hardened runner into attempting to pull off the impossible.

The Tour also presents the chance for rather ridiculous espionage missions that can serve as a break or palate-cleanser from more serious work. To many Tour denizens fashion is more important than even money—anyone can buy clothing, but it's far more difficult to purchase style. Some of the regulars, such as Claudia Romanov and Cecilia Medici, have a strong interest in knowing what their rivals are planning to wear to the next big event so that they can top it. Thus, stealing information on the latest designs being worked on in the top couture houses (or sabotaging those designs) is something for which they are willing to lay down significant sums of nuyen.

- Really. Paying for runs to steal dress designs. I guess there is such a thing as too much money.
- Haze
- There's no reason to object that people are spending money on frivolous things as long as we get some of it. Besides, these jobs are a good chance to hone your infiltration skills. The guards protecting these designs may not be as heavily armed as those in, say, an MCT zero-zone, but fashion designers take their secrecy seriously, and they have the money to buy decent protection, especially when it comes to encryption and non-lethal IC. They also tend to have a very keen eye for detail, so if you walk into



their place and don't look right, there's a good chance they'll notice. They'll provide good practice for you in getting every last centimeter of your disguise correct.

- DangerSensei
- The Tour is more than just fashion and frivolity. Government and corporate leaders are regulars on Tour, and where those people gather, intrigue follows. They may join an event with the intention of just relaxing, but they can't easily shrug off the mantle of power. They play their games and indulge in their manipulations almost reflexively.
- Thorn

THE GREAT DRAGONS

With the current amount of dragon-related activity occurring, I suspect they will soon need their own posting, so I won't go into great detail about them right now. I know there was a fair amount of surprise about Hestaby's open display of violence in Dubai, but don't expect Lofwyr or any of his allies to respond in kind. For the time being, this conflict is going to take on more of a draconic feel, which means intricate plotting with long-term outcomes. Expect the dragons to go after each other's hoards, which in Sixth World terms include the status, prestige, and titles they have accumulated, not just their material wealth.

One significant question about the dragons is who else is going to be active in the conflict, and on which side. Since SIRRURG was specifically called out by Hestaby, I expect he will respond with defiance and will do so in his classically violent fashion. I'd also expect some of the Eastern dragons to make a move. Lung and Ryumyo tend not to need much of an excuse to revive their ongoing feud, and I'm sure that both of them understand that doing favors for one side in this conflict means they can expect favors in return, which means they could gain allies in their quarrels against each other. I don't believe that is an opportunity that either of them would care to pass up.

- Then there's the Ghostwalker question. There still have been no confirmed sightings of GW since he disappeared into the now-closed Watergate Rift, but I have word that his Denver residence has become bustling after sitting nearly dormant for the entire last half of 2073. They're either preparing for guests or for the return of their master.
- Plan 9

JOHNNY SPINRAD

Johnny Spinrad was put on Earth so that the rest of us could live vicariously through someone. He's the type of person who treats lists of the 100 Most Beautiful People in the World as a shopping catalog. He's the type of person who would never do hard drugs, because the sensation they give him would be less of a rush than he gets through his everyday life. He's the type of person who does not give out luxury automobiles as Christmas presents only because he's too worried about repeating previous year's gifts. Do I paint a clear enough picture?

While Spinrad still holds the title of CEO of Spinrad Industries and remains active in its operations, he finds time for many other activities. Some of the things he does seems like nothing more than personal indulgence, but don't be fooled. He

knows that he serves as the walking embodiment of his brand, and that building his image and building his corporation's image is one in the same. He also is a never-ending fount of ideas, always chasing after the next big thing that will change the world.

- When he walks around Spinrad Industries headquarters, his employees are filled with a combination of dread and anticipation. They know that he'll wander around, poking his head into this office or that, sharing his latest (possibly harebrained) idea in the form of an order. He'll say things like "Picture this—indoor downhill skiing runs on a large, angled conveyer belt. Make it happen!" Or "Find a way to bind a spirit to serve as a busboy! He'll walk around a restaurant and stick his hand in people's drinks and chill them! You'd never need ice!" But for every ten crazy ideas, he'll come up with one that's gold, the type of thing that builds the Spinrad brand. The latest one: a professional wingsuit polo league. I'll be watching.
- Dr. Spin
- That spirit busboy gambit actually worked for a time. It was a fairly simple command—"maintain all beverages brought into this room at a temperature between three and five degrees." Sure, it kept the place from serving coffee or a decent table wine, but customers were attracted to the novelty of it all. The spirit, who called itself Constable, had a devil of a time trying to wriggle around the order, especially since the staff made sure to bring in beverages at all hours of the day so that the spirit would never be under the impression that the service was completed. Eventually Constable took to heating beverages before they were brought to the dining room, often boiling them away entirely before they could be served. This did not violate the order he had been given, and it was annoying enough that the restaurant manager eventually released the spirit from service. If Constable ever becomes a free spirit, I'd expect it to be looking for some measure of revenge.
- Elijah
- Ah, JackPoint. Where else could I learn about drek like that?
- Pistons

RICHARD AND SAMANTHA VILLIERS

Perhaps the greatest guarantee Richard and Samantha Villiers have that they will never mortally wound each other is that they would be lost without each other. When they embark on a new phase of togetherness, they are smitten with each other anew. When they are apart, they are still just as much in each other's thoughts. They never lose—both of them have many irons in many fires, and they never become so obsessed with each other that they neglect the rest of their business. But they also never ignore each other, and any triumph they accomplish with or against each other is especially sweet. Just as any defeat they experience at the hands of the other carry extra sting. They value these highs and lows, and both of them realize that their world would become far duller if the other was not in it. They are willing to hurt each other, but never so much that the chance for future injuries and/or alliances disappears.

The two of them have been able to occasionally separate their business and personal lives in the past, working for common causes in NeoNET at times when they were not romantically



involved, but this is not one of those times. Richard thought that Samantha made a significant miscalculation in her failed plot to destroy the Piri Reis Map, and he acted to isolate her from the rest of the board and weaken her position within the company. While not all of his blows hit with their intended impact, his work was in large part successful, as Samantha's position in the company is not what it once was (though she still has her seven percent ownership share). Celedyr views her with suspicion, and she has lost some allies within the organization.

The question, then, is what they will do next. Richard might be done with direct action against her after his latest activities, and he might be looking for ways to consolidate his power in preparation for the next round between the two. The mysterious Project Imago that is supposed to be taking place in NeoNET's secret labs could be one way to accomplish that, and Richard may become more involved with it in the near future.

For Samantha's part, her highest priority will be finding more allies. Internally, NeoNET is full of people who have already made up their minds about her, one way or the other, so she might go outside her corporate home looking for a new partner. Where their search might take her, and what actions will result, is anyone's guess.

- If Villiers wants more support, the first place he's going to look is his old friend Miles Lanier and the four percent ownership share he carries around with him. I'd expect him to try to get Lanier to surface, if not return home, and express support for Villiers in some way.
- Cosmo
- It won't be so simple. It was not clear that Lanier and Villiers were seeing eye to eye when Lanier left in the first place, and the information I've been receiving says that things between them have only become more strained while Lanier's been carrying out whatever errand was assigned to him. This could provide another motivation for either Richard or Samantha to track Lanier down—Richard to keep him from turning against him, Samantha to accelerate the process.
- Mr. Bonds

HIGH PRINCE LARRY ZINCAN

Larry Zincan has never been known as the most active socialite in the world, and there's a reason for that. He was put into his office as the antidote to Lugh Surehand, who has flash enough to spare. Zincan believed that his mandate was to keep his head down, not draw attention to himself, and do his work. Early in his term, he wanted to establish a clear break from the Surehand years, and he did that by breaking from much of the Tír's cultural heritage.

To a large part this has worked well for him, but he is beginning to understand that there is a certain balance to his nation that he is missing. The Tír is about more than trade agreements, tax structures, and commerce, and by not engaging in those other levels, Zincan risks missing out on an important section of his realm. With this in mind, Zincan has started to dip his toes into his nation's cultural waters.

Some of this has been for political reasons. Look, for example, at the turn he has taken when it comes to the folk singer Deirdre. Early in his administration, her records were burned as symbols of the old administration, but Zincan has become more sensitive to the tradition she represents. He's not about to invite her to participate in any state affairs or anything like that, but he has eased some of the restrictions imposed on her performances and music that were imposed at the start of his administration.

- There's more going on here than Zincan trying to re-establish Tír tradition. He knows that Surehand has been working behind the scenes to build support for Deirdre and her music, but that effort will lose some steam if Surehand's people can't portray her as an artist oppressed by the state.
- Dr. Spin

He also has been strengthening his nation's museums, with a particular emphasis on the Tír Tairngire Heritage Museum in Portland, which has brought many of the items formerly displayed in Lugh Surehand's Private Museum to light. Zincan has people bringing in items not just from the Sixth World, but also from the previous ages of the world, using them to tell the tale of elvenkind throughout the world's history.

- Or, in other words, Zincan has an army of talisleggers looking for elven artifacts. If that's your thing, check in with any fixers you know with Tír connections and get on board.
- Traveler Jones
- With all the artifact fever going around Seattle, some ork and troll gangs have taken to trying to get their hands on elven artifacts so they can sell them at a high markup to these talisleggers. Or they just destroy the artifacts to piss the elves off.
- Sounder

Zincan has also embarked on activities whose purposes are more opaque. Namely, he has been seen at a few of the Grand Tour's events, whose showiness and spectacle seem contrary to his typical mode of doing business. He's been seen talking to a wide variety of people, including Claudia Romanov, Johnny Spinrad, Domingo Ramos, Cecilia Medici, and others. What he is talking about with these individuals, and what common thread, in any, connects all these people is unknown.

- A lot of it is about Hestaby. Her actions in Dubai have put Zincan in a very precarious position, and he's trying to figure out how to handle it. He's under a lot of pressure thanks to her, and that's going to result in an explosion somewhere.
- Kay St. Irregular

MRS. ROBINSON IS TRYING TO SEDUCE YOU

The above listing does not, of course, cover all of the wealthy and powerful people in the world that you might encounter, in one way or another, in the course of your running. There are others, and in the interests of thoroughness, I will leave you with a few pieces of advice that should apply to most situations involving them and you.

- **They are counting on your envy.** It is a fact that even the rich enjoy the occasional garbage treat such as SucroZoom and Womp-Snappers. They don't always drink 1,000 nuyen-a-bottle champagne, and they don't always eat Tahitian vanilla bean ice cream topped with a syrup made from 2022 Chateau d'Yquem and gold sprinkles. They just make sure that they do that when you're watching. They want it to be clear that you're not them, but you should want to be. That's a point of view they can do a lot with.
 - **It doesn't matter if you think money can't buy happiness.** You may be firmly convinced of that fact. You may even have prepared a long discourse backing up that position. Save it for another time. They will not be convinced, and if you are tire-some enough in attempting to make that point, they may be tempted to prove that while money may not buy them happiness, it can go a long way to supplying another individual (namely, you) with a vast supply of unhappiness.
 - They can be direct, or they can be subtle. Yes, there are times that the rich think they can solve any problem by throwing money at it. It's what they have—can you blame them? And it's effective, seeing as how the whole reason a megacorporation gets its work done in the first place is that people spend time doing things they would never do otherwise, like manufacture widgets or sell widgets or bill others for the cost of those widgets, and they do those things because they are being paid to do so. Do not think, though, that spending money is the only way they know how to approach a problem. They are quite capable of playing a longer game if they want to, manipulating the powers and resources at their disposal in more economical ways. You may approach them with some sort of blackmail, hoping they will pay you
- simply to make you go away, only to find out that while you have been talking to them they have taken your picture, had a hacker insert that image onto a local law enforcement watch list, and then notified the authorities of your current location. They spend as much time as they do building a network of contacts for a reason, and they know how to put that network into action.
- To be fair, this is just another way of spending money. They've got to pay the hacker to do the insertion. And law enforcement tends to be responsive to their requests because they've put money in the right places to make that the case. So it's still solving problems with money; it's just money applied at different times, in different ways.
 - Dr. Spin
 - **If you can steal it easily, they're probably tracking it.** It's possible that some members of the jet set are even more paranoid than we are, since the whole world knows who they are and wants what they have. If you are invited into their presence, they most likely are fully expecting you to attempt to steal something of theirs. If there's a small trinket that looks valuable and non-secured, they most likely are expecting you to steal it, and they have equipped it with a tracker to prepare for that eventuality. And that is only one example of the way their paranoia might manifest. Always be aware of the games they might be playing.
 - **Take a moment.** Before long, you'll be in the squalor, where everything is made of soy and no one is standing by waiting to help you out if you need it. Enjoy it while you can—but never get fooled into thinking your life will be anything like it.
 - *Your* life seems to be like that. So it's possible. We can dream, can't we?
 - Marcos
 - Yes, you can. Just like the hundreds of other runners I've met in my time who currently are sleeping on the street or in a shallow grave.
 - Fianchetto





Incoming Message

REPOSTED FROM SEATAC SWEETIE'S MEFEED

Come Fly With Me—12/5/73

Seattle's status as a commerce hub draws the rich and famous from several countries for a night or two. These gentlemen and ladies are often in need of my discreet services for the evening. It also means that I've been part of the MHC several times over.

- What's the MHC?
- Nephrine
- Mile High Club. Sweetie has done her duty while an aerial vehicle was in motion.
- Frosty

Prince Nez spent a few days in my boudoir. A man as handsome and powerful as him should have no trouble finding women willing to take his command. Yet royalty always seems to have very specific tastes. And I am made to order. Or perhaps more correctly, a maid to order around.

I always pay my respects to **Calico Jacques** whenever I visit his turf. His building is the beating heart of Seattle. He played hard-to-get when we first met, but he, like so many of my admirers, soon succumbed to my charms.

- My guess is "Calico" is James Parris, head of terminal security at Sea-Tac. If that's the case, Sweetie may want to start curling up with someone new. Parris is being targeted by a joint UCAS-NAN Task Force involving smugglers running through the airport. It must be bad if NAN and UCAS are working together.
- Bull

Calico was very attentive to my needs. He mentioned he was retiring soon. He seemed so young—too young to be stepping away from work, I thought. I told him so, and he mentioned that he had come into some money. An inheritance, perhaps? No. I questioned him enough to learn that what he had received was a bonus payment for services rendered. I'm sure whoever needed that package to get where it needed to go was quite happy to benefit from the best service in Seattle. Well, second best.

- If any of you ever hear about a smuggling run that pays enough to let me retire, you'll let me know, right?
- Traveler Jones
- It's not just one job. Parris has been corrupt for a long time. It's kind of a tradition for that position—the Seattle governor knows that some smuggling will take place there, partly because the government tends to benefit from some of it, so they aren't looking for someone to clean things up. They're looking for someone who can make things *look* like they're clean, getting various unusual goods through the airport with a minimum of fuss. If the head of security demonstrates the proper discretion, they're rewarded with everyone looking the other way when they direct some kickback to themselves. Parris is only doing what his predecessors have done, and I'm sure he's been saving the proceeds of his illicit income for years. This latest job would just be the icing on the retirement cake.
- Sounder
- But we're avoiding the most interesting question—just what kind of job was it that put him over the top?
- Riser





INCOMING FEED.....



OVERVIEW

Shadowrunners tend to move from city to city as they do their dirty work. Doing so keeps the heat off their backs and their reputations solid. Most travel is a bit of downtime to relax, refresh, and plan the next job. This run is meant to take place in between two of the exotic locations that the runners frequent. The default setting is a flight between Seattle and Tokyo, but any long-distance flight will do. The runners may have arranged this flight on their own, or it may have come as part of the negotiations for a job away from their usual hub of business.

Semiballistic Flight 815 is able to fly from Tokyo to Seattle in a little less than an hour. The time spent in the air is short, but it is also when the runners are vulnerable. Weapons aren't allowed on the plane. Dangerous augmentations are deactivated as best as they can or the passenger is sedated for the short duration of the flight. Rumors abound about magicians who tried to cast spells while in flight and quickly went stark raving mad. Airport security is hard to break. Nobody would be crazy enough to try anything thousands of kilometers above the planet.

Unless, of course, you don't plan to come back down. A runner by the name of Badenhoff has one final run to complete. A Draco Foundation employee named Brenda Nash stumbled across something she shouldn't have. The Foundation's enemies have deemed her a threat and sent Badenhoff to eliminate her. He has been given a strict time limit—he has thirty minutes to finish

the job, and he wasn't able to catch up with Nash on the ground. Through his connections, Badenhoff has been allowed to come aboard with his augmentations functioning. He plans to take her out with the help of his gear, but if he can't do it that way, he has a cranial bomb that will go off and take out himself, Nash, and everyone else on the plane. What Badenhoff doesn't know is that his employers can trigger that bomb if they need to, ensuring that Badenhoff won't fail through loss of nerve.

The only ones standing between Badenhoff and success are the runners. Badenhoff has no qualms about killing them if they try to interfere. Most runners don't like doing work without being paid, but self-preservation should kick in and spur them to action. This run should challenge their wits since they are without their usual networks of contacts, deadly gear, or weeks of planning. Getting involved too quickly will draw scrutiny on them either as heroes or as accomplices of Badenhoff. If the runners want to make it home alive, they have to take down a killing machine quickly and quietly.

Rewards for this run can go a few ways. If the runners save the day and don't seek out a payday, they receive a large Karma award—double for keeping Brenda alive and triple if they kept Badenhoff alive. The runners might also shop around after they land for someone to pay them for their time. In this case, give them a normal Karma award but let them split 60,000 nuyen. This could come from the Draco Foundation or from the airline (or a combination of the two) as a token of gratitude for the runners' actions.

PLOT POINT ONE

Security Theater

Runners may attempt to be proactive in detecting any threats on board the plane. On a metagaming level, they may understand that devoting time to a plane trip in your game means something is going to happen. Badenhoff's plan is to act at the flight's apex. If the runners are paranoid enough to move on him first, he puts his plan into action ahead of schedule. He adjusts it as necessary to take into account any interference. Above all else, he moves to kill Brenda Nash, even at the cost of defending himself or his own life. Noticing any of Badenhoff's strange behaviors requires a Perception + Logic (2) Test.

There is a slight malfunction in the safety restraint system. It affects all the seats in Badenhoff's row. The attendant reboots the system. Badenhoff's seat is registered as secure but is actually not. He slipped a small subroutine into the safety system that allows him to keep his belt off and move quickly when he needs to stand up. The subroutine was loaded into Badenhoff's headware by his employer, and it deletes itself after it activates.

Badenhoff regularly scratches his cortex bomb scar. The surgery was very recent. Though he's used to having cybernetic enhancements, the nature of this one makes him nervous. If the runners have already taken notice of him, they pick up on the scratching automatically. A Cybersurgery [or other relevant Knowledge Skill] + Logic (3) Test allows an observer to deduce the nature of the scar, though success only means that the observer knows Badenhoff recently had headware installed. They can't tell that there's a cortex bomb in there.

Flight attendant Lucita Barone makes a pass before the flight selling drinks, chips, snacks, and other upgrades. She asks each passenger directly if they want anything, since part of her salary is based on commissions. Most passengers give her a polite refusal, but Badenhoff completely ignores her for a good minute. She eventually shakes him on his shoulder to get his attention. He buys a simsense beach recording that Barone deposits in front of him and he promptly ignores. He does not look at it or take it out of its wrapper.

If at some point the runners decide to take action on Badenhoff (including after he makes his move), they have some small obstacles to overcome. Runners acting while their safety restraints are still active suffer a -1 die penalty to their first Initiative roll. They may attempt to sit in their seat with the restraints off to avoid this problem, but doing so for any longer than a few seconds brings over an attendant to check on the problem.

PLOT POINT TWO

Badenhoff Makes His Move

The flight lasts for 55 minutes. Twenty minutes into the flight, when the plane has left the atmosphere and the cabin is in freefall, Badenhoff releases his safety restraints and unsheathes his cyber spurs. (See **Space Hazards**, p. 165, *Arsenal*, for rules about movement and combat in zero gravity.) He moves to Brenda's seat and cuts her out of her restraints. He then keeps Brenda close to him so she can serve as a hostage. He will use her as a human shield if necessary.

If confronted, Badenhoff claims he has a secret ally that is watching his move. This is meant to be a bluff. The runners are less likely to make a direct move if they think someone might shoot them from behind. If the runners make short work of Badenhoff, however, the gamemaster may choose to make Badenhoff's claims of a secret ally true. Any one of the other passengers could fit the role (use Hijacker, p. 158).

Badenhoff then heads toward the cockpit with Brenda. Once he arrives at the airlock, he takes two actions. First, he stabs Brenda through the neck with his cyberspur. If nobody moves to stop him, he does the same to himself a moment later. When his vital signs flatline, the cranial bomb in his head explodes, irreparably damaging the airlock. Explosive decompression threatens to incapacitate everyone on board and compromises the plane's structural integrity (see **Decompression**, p. 166, *Arsenal*). The pilot is unable to recover, and the plane crashes unless the runners step in to land things safely.

PLOT POINT THREE

The Cortex Predicament

When the runners incapacitate Badenhoff, their troubles are not over. A cranial bomb implanted by his employers is meant as a failsafe device; the bomb activates on his death. Badenhoff's announcement during his initial run should give the runners pause in taking a lethal path to neutralize the killer. Once Badenhoff is neutralized, he should be kept alive to keep the bomb from triggering. Unlike a kink or microbomb, which only affects the victim, Badenhoff's cranial bomb is the area variety (p. 339, *SR4A*), with enough explosive to cause a hull breach and a subsequent crash. This is how his employers planned to cover up the assassination. Any witnesses to Badenhoff's attack go down in the wreck with him.

Hackers with access to a commlink can try to hack the bomb. It possesses a Rating 5 Firewall. Failure on a roll does not activate the device, as long as the semiballistic is still in the air; it simply means the hacker did not gain access to the device. A glitch arms the device, and any failure after that detonates it. A critical glitch automatically detonates the device. If the bomb goes off anywhere other than near the airlock, the damage and casualties are manageable.

Runners skilled in Medicine might attempt to remove the bomb from Badenhoff's body. Those with the First Aid skill might attempt a crude operation, though they would take a -4 dice penalty for the complexity of the operation. This is a race against time. If the plane lands, Badenhoff's employers assume he's failed and trigger the bomb, either to silence him or in a final effort to get Nash. Removing the device trigger requires a Cybertechnology + Logic (6, 1 minute) Extended Test. Once removed, the transmitter can be turned off. Badenhoff still has the explosives inside him, but without a transmitter, nothing bad will happen.

Quick-thinking runners might attempt to get Badenhoff off the plane. The airlock at the front of the plane is the quickest way off. Unfortunately, the airlock is automatically locked in flight and must be hacked to open. This requires a Hacking + Exploit (12, Complex Action) Extended Test against the system's Firewall. Performing the test requires either a technomancer

or someone with a commlink in their possession. Badenhoff has one; it's basic but usable (see p. 18 for details). The runners may be able to get one in the cargo hold if they can send someone down through the crawlspace. It must be a dwarf-sized character, and they must make a Gymnastics + Agility (2) Test. They can also convince the pilot to open the access door with a Negotiation + Charisma Opposed Test.

LOCATIONS

SEMIBALLISTIC AIRCRAFT IN 2073

There are three major choices for public air travel. High-speed civil transports (HCSTs) are the closest to classic jet aircraft, though much faster. They are generally used for short flights or for trips where the extra speed of other methods of flight is not required. The second option is suborbital aircraft, which fly high but never break the atmosphere. These are public flights catering to a clientele of primarily business travelers. Corporate interests own many suborbital craft directly and use them to shuttle employees. The third option is semiballistic aircraft, which are the workhorses of modern air travel. They can get around the world in hours without the tricky border crossings that ground travel has to deal with.

Semiballistic aircraft fly in a slightly different method than conventional aircraft. They take off like a regular airplane, but once they clear restricted airspace near a city, the craft tilts to an almost vertical angle. Booster rockets launch the plane into a semiballistic arc between destinations. The craft does very little maneuvering during flight. Most of the pilot's adjustments take place during takeoff and landing. This makes a relatively smooth ride for the passengers, though the boost stage can be quite loud. The short airtime, the design of the craft, and the acceleration involved mean all luggage is stored and no carry-ons are allowed (aside from small bags with personal items).

The aircraft burns up most of its fuel during the initial boost. This means that the aircraft usually gets one chance at a proper landing. Large airports have dedicated semiballistic airlines, but private airfields and small ones mix their traffic. If an aircraft is stuck on the tarmac, the semiballistic diverges to the nearest body of water for a water landing. The low fuel content of these craft means ships rarely explode during a crash landing.

Wireless access is spotty on a flight, as the speed and trajectory make connections to non-dedicated satellites difficult. The short duration of the flight means that finding a solution to this problem has not been a high priority for the airlines, as most people can be away from the Matrix for at least a bit of time (though for hackers, any time away from the Matrix can feel like an eternity). The airlines have focused most of their efforts on building private networks with in-flight content provided by media partners. Passengers are often required to use equipment provided by the airlines, as personal commlinks usually must be deactivated for security reasons—airlines don't want hackers taking a craft over from the inside or diverting the flight outside its established flight path.

Airlines require passengers to be belted into their seats for the duration of the flight. Before takeoff, flight attendants offer drinks and add-on services, such as simsense recordings or snacks. If a

passenger has an emergency and needs to use the facilities between boost and reentry, one of the flight attendants unlocks their belt and provides assistance moving in zero g. No one moves about the cabin without at least one flight attendant as escort. Most cabin attendants have had some training in conflict resolution and unarmed combat techniques.

Many services are offered as value add-ons during the flight. Passengers can buy snacks, simchips, and other things to help them pass the time during a flight. Some airlines offer free simchips plugging various destinations, but these are usually simple loops showing someone standing still on a beach or a bustling city accompanied by a heavy dose of ad spam.

Checking In

Paper tickets disappeared during the first crash. Before Crash 2.0, tickets were tied to the credstick used in the purchase. Now they are tied to an individual's SIN and commlink. You must have a SIN and the commlink used to purchase the ticket in order to obtain a boarding pass. Travelers looking for anonymity often use a cheap commlink to purchase their ticket. Employers often encourage the runners working for them to use this method.

Most modern airports are heavily automated, and the further along the process you go, the fewer people you see. The front gate usually has one employee manning the terminals and handling customer service. The check-in process requires little human interaction. Airports still bustle with people darting this way and that, and layered on top of that is a fair amount of AR spam with last-minute attempts to undercut competitors' flight prices or ads pushing deals caused by seats opening up.

Every passenger can take a small carry-on piece of luggage on a semiballistic flight; everything else must be checked, including their commlink. They may either pass it to the boarding agent, who will ensure it gets on the plane, or they may pay a small fee to check the commlink with their bags. The commlink is returned at the end of the flight.

Chartered or corporate suborbitals have looser carry-on policies, since most employees are expected to work during the flight. Commercial suborbitals still require commlinks to be stowed for the duration of the flight, but use of the devices is allowed during the taxi periods before and after flights. Some airlines go so far as to employ nasty IC to make sure someone doesn't sneak their commlink out during the flight. There are public terminals for Matrix use, but these tend to offer little more than basic browsing and shopping from an airline catalog.

Security protocols for semiballistic flights are very tight. No weapons are allowed on board. Passengers must pass through scanners to make sure that any augmentations they have match with the licensed ones listed on their SIN. If everything matches, persons with dangerous augmentations have two options: sedation or deactivation. Deactivation is a premium service requiring a fee. A computer expert deactivates the augmentation via wireless hack, and the cyberware is reactivated in the destination airport. If the passenger is unable or unwilling to have the augmentation deactivated, they must be sedated or they will not be let on the vessel.

Air terminals tend to have a heavy and visible security presence. Guards wear security armor and carry automatic rifles. Gone are the days of minimum-wage workers herding people



through checkpoints. After cities, airports are the most lucrative contracts private security contractors secure. The same firm often handles the police and airport security, but in those cities where separate firms run things, the border between jurisdictions is heavily guarded on both sides. Runners looking to smuggle contraband on a flight might be well served by coming up with a way to play two sides against each other.

Federated Boeing Transballistic 7007

The front of the plane is a secure cockpit. There is room for a single pilot who must be fitted with a vehicle control rig to fly the craft. There are also manual controls in case the rig fails, but these are limited and fairly primitive. The cockpit door is reinforced and is programmed to stay securely shut until the plane is safely on the ground. Pilots are not armed, and they are expected to try to protect themselves at all cost in a crisis. If the pilot dies, there is little to prevent the aircraft from crashing or even burning up thanks to a bad landing angle.

Passengers enter the cabin through the main airlock located directly behind the cockpit. This airlock often is sealed off from the main cabin during flight for security reasons. There is a door to the cargo hold inside the airlock as well.

The main cabin design of aircraft hasn't changed much in several decades. Carriers continue to attempt to balance passenger comfort with a desire for high seating capacity, and when they err, it's in favor of the latter. There are typically twenty-four rows of seats, with six seats to a row, three seats to either side of a central aisle. The seats themselves offer trideo and limited Matrix services using a gesture input. AR glasses are available for a small fee (typically five nuyen). Rows 12 and 24 of most aircraft have emergency exits, but those can only be opened by the pilot.

Bathrooms in the back of the plane offer a little bit of privacy. The systems are controlled by a touchscreen on the mirror, and the status of the rooms is monitored (though not by video). Anyone inside the restroom for more than five minutes receives a courtesy call from the attendant. Any attempts to do anything to the restroom (such as hack the touchscreen, disable the smoke detectors, or damage the toilet) causes the bathroom to lock down. It will not open until the plane is safely back on the ground. There are two unisex restrooms, one on either side of the aisle. They are locked during takeoffs and landings.

The plane's cargo hold can be accessed from two areas. Officially, the door from the airlock can be accessed during flight, but this requires the captain's approval. Unofficially, a small person can crawl down past the machinery in the back past the restrooms to get to the cargo hold. The bags are stacked tight in the hold, and each one has an RFID connected to the boarding tickets of the passengers in the cabin. Looking for a specific bag requires a Perception + Logic (2) Test.

PEOPLE

PASSENGERS

Jack Garrant

Jack Garrant is a physical trainer, a triathlon winner, and an example of a man in peak physical condition. He competes in races that do not allow augmentations, so he does not have the benefit of cyberware, bioware, nanoware, or genetech. He is highly skilled at what he does, but he is not a trained fighter. Despite this, he attempts to stop Badenhoff's strike. Garrant is a hero trying to do the same thing the runners attempt, except he is seriously outclassed. He tips the odds whichever way the gamemaster desires. If the players are having difficulty, Garrant puts Badenhoff off his game. If the players have waltzed through the adventure, he gums up their efforts. Should the runners need someone to pin the media attention on, Garrant makes a willing figurehead.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	7	5	6	4	5	3	6	3	6	10	1

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 0/0

Skills: Climbing 3, Diving 2, First Aid 2, Gymnastics (Balance) 4 (+2), Leadership 2, Perception 3, Pilot Ground Craft 4, Running (Long Distance) 6 (+2), Swimming (Long Distance) 6 (+2)

Qualities: Exceptional Attribute (Agility), Guts, SINner

Burton Hornsby

Burton Hornsby should not even be on this flight. He is a senior project manager for Evo and missed the Evo semiballistic by five minutes, so he got the next available flight. It soon becomes apparent that the other flight might have intentionally decided to leave him at the airport. He harasses the staff, leers at women, and expresses racist views to any metahumans on board. He orders drinks and then complains about their size and the small proportion of alcohol. He has smuggled his commlink on board. He is seated close enough to the runners to talk to them directly. Not everyone on board is worth saving, and Hornsby is a perfect example of that. His commlink, though, might prove useful to the runners.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
2	2	2	4	4	3	4	4	2	6	5	1

Condition Monitor Boxes (P/S): 9/10

Armor (B/I): 0/0

Skills: Computer 4, Cybercombat 1, Etiquette (Corporate) 1 (+2), Hacking 1, Intimidation (Mental) 2 (+2), Leadership 2

Qualities: SINner, Uncouth

Gear: Commlink (Device Rating 3)



Bonnie Schneider

Bonnie Schneider is flying to her mother's home. She has her eighteen-month-old son with her. She just left her husband and has decided to live under her mother's roof. Raymond, or Ray Ray, is her son. Bonnie loves him more than her own life. If anything happens to Ray Ray or if he is threatened in any way, Bonnie could do something unpredictable. Bonnie is willing to burn all of her Edge to make sure her son survives.

Female human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	3	2	4	4	4	5	4	6	7	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 0/0

Skills: Dodge 2, Etiquette (Family) 2 (+2), Leadership 1, Perception (Aural) 2 (+2), Running 1

Qualities: SINner, Will to Live

CREW

Captain Owen Barrows

Captain Owen Barrows is the pilot of the craft. He travels on board because the speed and altitude of the craft makes remote piloting too dangerous. He is plugged in via a control rig for most of the flight, though when Badenhoff makes his move he switches to manual in case he needs to take action. Barrows fought in the Desert Wars, but he's far past his fighting peak. He also violated corporate law by keeping a loaded pistol in the cockpit. Depending on who finds it, it can turn the situation deadly or end it quickly.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4	4(6)	3	4	5	4	4	3	4.6	9(11)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 4/0

Skills: Computer 4, Data Search 2, Dodge 3, Etiquette (Corporate) 2 (+2), Leadership 3, Navigation 3, Negotiation 2, Parachuting 2, Perception (Visual) 3 (+2), Pilot Aerospace (Semiballistic) 5 (+2), Pilot Aircraft 3, Pistols 3, Running 2

Qualities: SINner, Toughness

Augmentations: Control rig, commlink (implanted, Device Rating 4), datajack, reaction enhancers 2

Gear: Armor clothing

Weapons:

Ruger Super Warhawk [Heavy Pistol, DV 6P, AP -2, SS, RC —, 6 (cy), w/ smartlink]

Lucita Barone

Lucita Barone is a dark-haired dwarf and the main cabin attendant. Dwarf attendants are a common sight due their small size. Barone is a veteran attendant and knows how to deal with upset passengers. She can be genuinely sweet or add a tone of menace under a smile that makes a Lone Star interrogation seem

like a sunny day. She knows the nooks and crannies of the plane very well. Her small size lets her get into places larger people can't.

Female dwarf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	3	3	4	4	5	3	4	2	6	8	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 4/0

Skills: Clubs 2, Computer 2, Etiquette (Corporate) 3 (+2), Intimidation (Mental) 3 (+2), Perception (Visual) 3 (+2), Running 1

Qualities: SINner

Gear: Armor clothing, commlink (Device Rating 3)

Weapons:

Stun baton [Club, Reach 1, DV 6S(c), AP -half]

Note: Barone does not carry the stun baton with her at all times; at most points during the flight, it is stored toward the rear of the cabin, with the food and other goods.

Game Info

LOOSE ENDS

Gamemasters looking to make things personal can remove Brenda as the target and send Badenhoff after the players directly. By its nature, the runners' business means they make many enemies, and one of those enemies may want to take the runners out in the air. This reduces the likelihood of Badenhoff surviving the run, but it can kick off a series of adventures where the runners examine their past looking for who would send a suicide bomber after them and be willing to kill innocent people to silence the runners forever.

In a truly tragic twist, the runners might discover they were the crew that wiped out Badenhoff's friends (see **Badenhoff**, p. 18). If they find out about Kirby's daughter, they might feel the need to take care of her in his absence.

BRENDA NASH

Saying Brenda Nash lived a sheltered life is like saying Concrete Dreams was a decent bar band. She was born and raised in the Renraku arcology in Seattle, then secured a position as a programmer with the Draco Foundation shortly after its formation. She is a hard worker—her current trip on the semiballistic is the end of the first vacation she has ever taken. And even this "vacation" was limited—there were conference calls and late nights spent hashing out data sprinkled amid the poolside drinks. The fact she was in a rut didn't hit Nash until the cab ride to the airport. She checked all her bags, even her commlink, and vowed not to think about anything work-related until Monday.

Nash is completely useless when Badenhoff makes his move. She's more useful, though, when weapons are not on display. If the team is lacking a hacker, she may be able to substitute in a pinch if the team can get her commlink from the checked baggage area (or



from Burton Hornsby). She refuses to admit to knowing anything about why Badenhoff would target her, and she maintains this view to death. Either she has an astounding will, or she's an innocent caught in the cogs of a larger machine.

Brenda's specific connection to the Draco Foundation is left open to the gamemaster. She may know a lot. She may know nothing. Having a friend in the Foundation is obviously useful to runners looking for work. Nash is an excellent contact, linking the runners to jobs involving conspiracy or the Foundation, such as the *Dawn of the Artifacts* series and the events of *Artifacts Unbound*. She may also be a source of conflict if one of the runners acted to save her life. Her desire to shake things up in her life may extend to pursuing a romance with a dangerous criminal.

Female human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	4	3	3	4	4	4	5	6	8	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 0/0

Skills: Arcana 2, Athletics skill group 2, Biotech skill group 2, Close Combat skill group 2, Computer 3, Cybercombat 2, Data Search 3, Hacking 3, Influence skill group 3, Instruction 3, Intimidation 1, Perception 3

Knowledge Skills: Ancient Artifacts 3, Draco Foundation 2, Good Restaurants 3, Tír Soap Operas 2

Languages: Chinese 3, English N, Japanese 3, Korean 3, Latin 4

Qualities: Bad Luck, Blandness, SINner

Gear: DocWagon basic contract

BADENHOFF

It started like it often does. A piece of chrome here. New wires after a botched job to keep himself from ever being ambushed. Celebrating a big score with some dermal armor. Badenhoff fell in with a tight crew of runners who looked out for him. Even though he was replacing himself bit by bit, he felt like he belonged. Until Sacramento. Everything went wrong. His augmentations saved his life, but he couldn't save the lives of the others. He watched in slow motion horror as they were chopped apart by gunfire. He spent the remainder of his money trying to replace even more of himself to forget. It didn't work the way that he wanted.

Badenhoff took one final job. He knew it was a suicide mission; he only agreed to it once his internal commlink received word that the payment had cleared his account. He was the last of his surviving teammates, he would take care of the little girl one of his teammates, a guy named Kirby, left behind. He insisted that the funds transfer completely. When they do, he will kill Nash as quickly as possible and then himself. He suspects the Johnson implanted a cortex bomb as well but isn't certain. Badenhoff doesn't care anyway. All that matters is that his pain ends and Kirby's daughter is set for life.

The runners have to work hard if they want Badenhoff to survive for questioning. Kirby's daughter is the street samurai's main concern. He's fixated on the young girl. If the runners show themselves to be somewhat honorable he asks them to make sure the Johnson holds up the bargain. Badenhoff's demise can still affect the runners' future. The Johnson that hired him wants Nash dead for some reason and may try again in the future. He may also be unhappy that someone interfered with his original plan. If the Johnson is willing to hit the Draco Foundation, eliminating some simple shadowrunners should prove to be no problem at all.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
6	5	3(5)	6	1	3	3	3	3	0.5	6(8)	1(3)

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 11/6

Skills: Automatics 5, Blades 4, Climbing 4, Clubs 3, Con 2, Disguise 2, Dodge 4, Escape Artist 1, Etiquette 4, First Aid 2, Gymnastics 1, Hacking 1, Heavy Weapons 2, Infiltration 3, Instruction 1, Intimidation 5, Leadership 1, Longarms 5, Negotiation 1, Parachuting 1, Perception 4, Pilot Aircraft 3, Pilot Ground Craft 3, Pistols 5, Shadowing 1, Survival 1, Swimming 1, Tracking 1, Unarmed Combat 1

Knowledge Skills: 20th Century Arms 4, Fixers 4, Gearcore Bands 4, Munich Neighborhoods 4

Languages: English 2, German N

Qualities: High Pain Tolerance (3), Magic Resistance (2), Toughness

Augmentations: Bone lacing (titanium), cranial bomb (area bomb), cyberears [Rating 2, w/ balance augments, damper, ear recording unit, sound link], cybereyes [Rating 2, w/ eye recording unit, flare compensation, image link, low-light vision, smartlink], datajack, spurs, wired reflexes 2

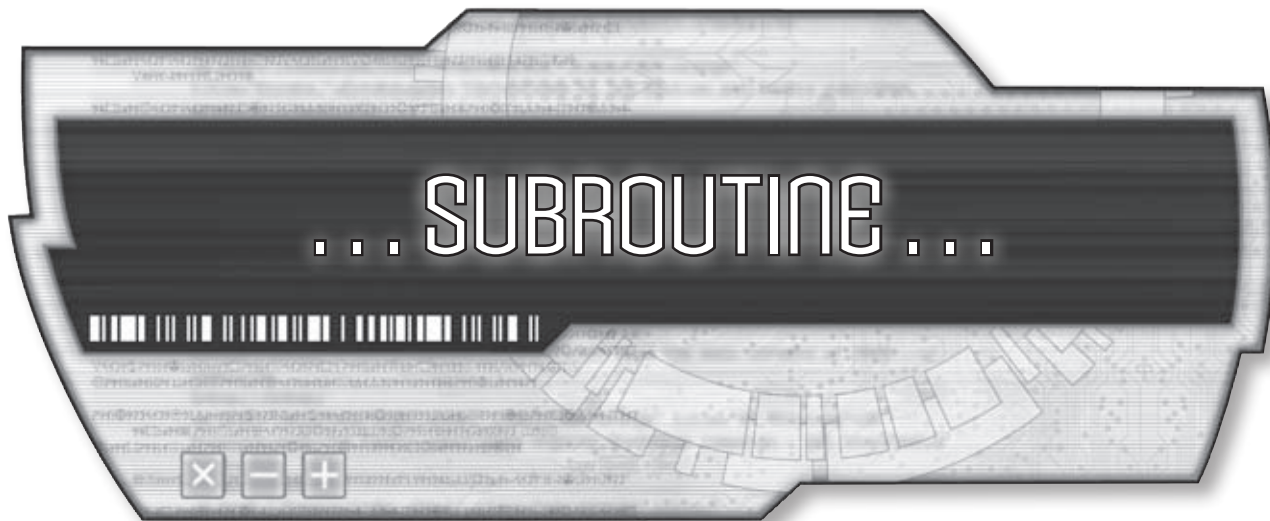
Gear: Commlink (Device Rating 4, with Analyze 2, Basic User Suite, Browse 2, Command 1, Edit 2), form-fitting body armor (half-body suit), lined coat

Weapons:

Spurs [Blades, Reach —, DV 6P, AP —]

Unarmed Strike [Unarmed, Reach —, DV 6P, AP —]





Incoming Message

CLICK!BLAM!BLAM!BLOG: CHEKOV'S TESLA COIL REVIEW

Jiaolong, Hong Kong

Talk about pressure. It was a year ago that Chekov's Tesla Coil opened for WaxTraxMax and blew away everyone in the room. Thirty meters below Victoria Harbor, history was made that night. Since then, Chekov's Tesla Coil has gone on to a world tour, three simsense concerts, billions of online sales (and trillions of bootlegs), and even its own line of Energy Soy Bars. Did success ruin the band on its return to where it all began?

The clientele inside Jiaolong was much different last night. While there was the usual mix of suits, sluts, and gangsters, there were plenty of recognizable faces at the show. Most of the big names stayed well hidden in the tinted luxboxes on the upper level, but a few celebrities like **Abella Lissetti** and **Blitzkrieg Nusbaum** rubbed elbows (and other body parts) with the poor souls who could only afford the 3,000 nuyen general-admission tickets. Chekov's Tesla Coil is the hottest ticket in town, especially when you get to see them inside the wreck of a decades-old luxury liner.

- Okay, I get that you need a gimmick to be a hot new club, but in a wrecked boat? Really?
- Riser
- But they got your curiosity up just by reading about it, didn't they? It's a gimmick that works. But it's more than that. The construction of Jiaolong was backed by the Triads. Organized crime historically gets in bed with the construction industry because it's very easy to launder money through building projects. All the crime families in HK used Jiaolong as a front, because who is going to be able to prove that repainting all the staterooms didn't actually cost ten million?
- Jimmy No

- The construction of the club was also profitable in the shadows. Some exceptions were made in the building codes to accommodate the unique nature of the building, and a fair number of exceptions may have been authorized by the gentle press of a silencer against the back of the clerk's head.
- Hard Exit

Perhaps not wanting to run the risk of karma returning the favor, Chekov's Tesla Coil came onstage without an opening band of their own. Lead singer Zendaro was on the attack from the first note, seizing the crowd by the throat with the opening snarl of "Street Slush" and not letting up for the entire two-hour show. The whole band was on—the guitar licks were lacerating, the percussion section's rhythms stayed tattooed in your skull long after each song ended—but Zendaro was clearly in charge, leading the band like a conductor, but using his whole body, leaping and jumping across the stage, instead of a baton.

- Okay, fine, a good band put on a great show. Why am I reading this?
- Cosmo
- The Hong Kong shadows have been buzzing with rumors about Chekov's Tesla Coil. Every major media company in the hemisphere is looking to get them under contract, if they can get them out of their present deal.
- Jimmy No
- Who are they signed with right now?
- Dr. Spin
- Good question. They're with some independent promoter, but anyone who has ever looked into it says it's just some shell. There's some real money and manpower behind there somewhere—the band's been working their collective asses off

Incoming Message

for twelve months—but so far, no one knows who the real power behind the throne is. Plenty of media reps were at the first show, and you can bet they'll be at the others, looking for information on who's controlling the band now and trying to get a piece of the action.

- Jimmy No
- I have a buddy on the HK Harbor Patrol who says show nights at Jiaolong are hell on their listening equipment. If you want to be able to move under the harbor without anyone seeing you, pick a night a goblin rock band is playing.
- Bull

OVERVIEW

Jiaolong is a nova-hot Hong Kong club located in the hull of a sunken ship. It opened eighteen months ago to unimpressive business, but then a performance by rising stars put both the band and the club on the map. Both have been growing in prominence ever since then, and now Chekov's Tesla Coil has returned for a three-night stand where it all began.

It's an open secret, though, that the construction and operation of Jiaolong has been a very effective money-laundering scheme for multiple Triads in the region. Rival Triads and other organized crime organizations would love to dim the club's luster, and this much-anticipated series of shows provides the perfect opportunity to strike a blow against the club. Chekov's Tesla Coil is looking at the concerts as a triumphant victory lap, but by the end of the night, Chekov's Tesla Coil and their manager will be running for their lives.

PLOT POINT ONE

The Setup

The runners should be contacted by someone they know in the entertainment industry, preferably someone in music. They're told that they're wanted for a run that will require creativity, speed, and discretion, and that a contact has (rightly or wrongly) said that this group has those qualities. Ms. Johnson will pay airfare for the runners to Hong Kong and provide the necessary clearances they need for their equipment (as long as it is not too outlandish).

Once they have arrived in Hong Kong, the runners are asked to meet Ms. Johnson in a chartered boat in Victoria Harbor. She insists on talking inside the cabin and turns on an area jammer (Rating 4) once everyone is inside. Once she feels safe, Ms. Johnson is frank with the runners. She tells them that her name is Merlot Windsor, and she is the manager for Chekov's Tesla Coil. The band has had a good year, but they've been operating under an onerous contract provided by Jiaolong operator Luck Shark Gao and his Triad backers. She's been run ragged and has had enough, but you can't simply walk away from

INCOMING FEED.....



SUB ROUTINE

a Triad operation. She wants the runners to pull her out during the last night of Chekov's Tesla Coil's three-night engagement, both because she feels the crowds and chaos of the concerts will help her escape attempt, and because she feels that leaving during such a high-profile gig will give her perhaps the only chance she'll ever have to thumb her nose at the Triads before she disappears. Additionally, she needs the money the gate receipts will bring her. She expresses some regret about abandoning the band, but she's confident their new status as rock stars will enable them to find another manager without difficulty. She hopes that one day they, too, will get free of the Triads, but all she knows now is that she needs to get herself out.

Windsor offers the runners a total of 80,000 nuyen (with 5,000 nuyen more for each net hit on a Negotiation + Charisma Opposed Test, to a maximum of 100,000 nuyen). She knows it's a risky mission in an unusual environment, so she's willing to pay for it. Windsor can get the runners into the club for free if they're willing to pose as roadies, or she can get tickets for them, but that reduces their payout by 5,000 nuyen.

What Windsor doesn't know is that there is already a run scheduled to go down the night of the concert. The lead singer of the band, Zendaro, is feeling the same pressures as Windsor, and he also wants to get the band out of the club and out of their contract. He has hired local talent led by a dwarf named Kramp to extract them and make it look like a kidnapping. Once they're seized, they'll disappear for a time, live off their savings, then stage a triumphant return—at some venue far from Hong Kong.

PLOT POINT TWO

Deep Water

The runners should have at least twenty-four hours between their meeting with Windsor and the start of the last show. During that time, one of them should receive a call from a contact with some connection to or knowledge of organized crime. The contact tells the runner that they must be doing something right, or possibly wrong, because Lucky Shark Gao wants a word with them. The contact has information on how to get hold of an intermediary who can set up a meeting with Gao.

The basic facts about Gao—manager of Jiaolong, member of a Triad—are easy to find. Knowledge about how deeply involved Gao is with Chekov's Tesla Coil and their contract is not as common, and the runners cannot find any verification for this story.

Gao's intermediary arranges a meeting at a nondescript office in downtown Hong Kong. At the meeting, Gao is accompanied by six guards (use Organized Crime Muscle, p. 160) and one mage (use Triad Mage, p. 163). He has no hostile intentions—the others are with him solely for his protection. He tells the runners that he has heard there are efforts afoot to interfere with some of his business (in point of fact, he has heard only about the run Kramp is arranging—he doesn't know that Windsor has her own plans, and he believes the runners are connected to Kramp). He tells the runners that he does not blame them for looking into this job, as he understands that they are professionals and have to make a living. He tells them he understands the band's concerns and their desires for freedom, and perhaps he could influence his Triad friends to not press the search for the band too hard once they are

gone. All that would require is twenty-five percent of whatever the runners are receiving for this mission.

This conversation should let the runners know that their run might not be the only action at Jiaolong, and that Gao might be on the lookout for any shadow activity in the concert. If they pay him, he will offer little more than token resistance to the runners' efforts, but if they don't, then they can expect him to work hard to keep the band and their manager from making a getaway.

Tickets for the concert are very hard to come by. An online search turns up single tickets for anywhere from 1,000 to 6,000 nuyen. Gamemasters looking to add a twist before the main run may wish to target the runners with con men looking to sell fake tickets and pocket the cash. This will put the runners in a tricky place. Do they go after the grifters and risk turning up the heat before the paying part of their run or do they let the grifters off for now, risking their reputation?

PLOT POINT THREE

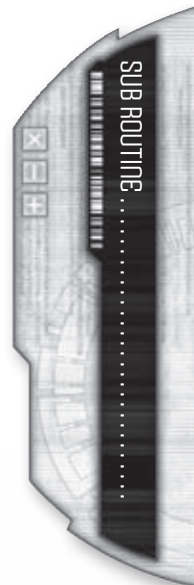
Going Down

Access to the club is fairly easy when there is a show on, as plenty of entrepreneurs run small submersible vehicles taxiing people back and forth, while the club has its own official vehicles. In off-hours, though, access is much more limited. The only regular method to get from the surface to the club is via Lucky Shark Gao's yacht, *The 143 Virgins*. Gao's ship is a refurbished research vessel. It contains a bathysphere that he uses as a VIP shuttle from his ship to the club. His guests are usually high-ranking members of the Hong Kong Triad. Getting in this way requires Triad contacts, and it runs the risk of making Gao suspicious of what the runners are up to (if they didn't meet with him in **Plot Point Two**).

There are several private vessels available for the runners to hire, either with or without a pilot. The runners may choose to arrive as legitimate attendees of the concert or use the vehicle for a silent insertion. The fewer questions the owner of a hired boat asks, the more money they demand. In general, owners ask for one percent of the purchase price of a vehicle to rent it for a twenty-four hour period. If the runners pay what is asked without any complaining or haggling, the boat owner mentions how this is the second such inquiry that he has received recently—a dwarf named Kramp was making a similar request. When pressed for more details, the owner offers the same discretion the runners would expect should anyone come asking about them. This could help them find Kramp and either engage him as an ally or size him up as a potential obstacle.

Runners with access to their own submersible vehicles need to be able to pass the harbor patrols scanning the area to make sure all craft are authorized. While the harbor patrol primarily uses surface vehicles to watch Victoria Harbor, they are equipped with sonar and other imaging suites. Spotting a patrol boat requires a Perception + Intuition (2) Test; staying out of range of its sensor equipment requires a Pilot Watercraft + Reaction (2) Test. Failure means the patrol ship radios the submersible for identification purposes. If the ship is discovered with the patrol on alert, the surface ship radios for backup.

No ships can dock at Jiaolong without tickets for the concerts. If the runners fake an emergency on the water, they can



get aboard Gao's yacht, and from there attempt to find a way to use his bathysphere.

Inside the club, security takes on a more physical nature. Most of the staff have Triad connections, and their augmentations are paid for by the gang. There are a dozen security personnel inside the club, with another dozen available to come down from the boat (use Organized Crime Muscle, p. 160). Any gunfire or public violence brings in all the security to the area, and security also calls harbor patrol for backup.

Gao uses Niko the Comedian, a beefy Chinaman, as his head of security. Niko is brutal but effective. One of his favorite methods for punishing troublemakers is throwing them in an airlock of the main building and slowly letting in water. Niko has never killed a civilian in this manner—he enjoys watching the victim scream and beg for a while, then he frees them.

PLOT POINT FOUR

Inside the Dragon's Belly

The main entrance is located in a building sunk next to the wreck. All official traffic, including Gao's bathysphere, comes through here. Private watercraft surface in the moon pool of the entrance building. There are a few charter companies Gao trusts, and they receive priority entrance without inspection. Any other vessel must first surface next to his yacht for an inspection by Gao's men before it is allowed access to the moon pool.

The VIP area is a balcony encircling the grand ballroom. In addition to an excellent view of the action on stage, this level has a large hole in the wall, providing glimpses of arriving guests and marine life. There are also six luxury boxes overlooking the main floor. Each one is currently occupied by a media company with some interest in getting Chekov's Tesla Coil under contract for themselves.

The dance floor is stocked with the rich, the well connected, and the beautiful. The runners could make a lifetime of connections if they could afford to buy a few drinks and chat up the crowd. Before the show, a DJ pipes in music to keep the crowd amped up. Service drones weave through the crowd taking drink orders. Security staff concentrates on keeping concertgoers off the stage and out of the VIP area. The bar is located opposite the stage and is staffed by humans.

Backstage is the one area where sensibility won out over luxury. Most of the money was spent on the public areas, and the backstage areas are barebones by comparison. The waterproofing is solid, but any leaks that spring up here are less of a priority than leaks on the main floor. Cold storage also exists for the various alcoholic beverages. There are no refrigeration units by the bar; drinks are chilled in ice buckets that are refilled by service drones.

Gao's offices are above the stage, with tinted windows that look out over the dance floor. A bank of monitors offers feeds from the luxury boxes. Gao has also hidden cameras in every other room of the club, but only he knows about these feeds. Niko is at Gao's side during the show, sitting in the office and monitoring the various feeds. After the show Gao stays in the office while Niko moves onto the floor. They stay in contact via radio and Matrix communication.

PLOT POINT FIVE

The Extraction

The runners might attempt to extract Windsor while she is on the way to the gig. Windsor argues against this if at all possible, saying she needs to be on-site to collect the gate from the show, which is part of her plan for setting up her retirement—and for paying the runners. If the runners ignore her and skip the show, things end poorly for Chekov's Tesla Coil. Each of the media groups in attendance, along with Kramp's group, tries to extract the band, leading to a melee that wipes out each member of Chekov's Tesla Coil. Gao is not pleased, and he will try to make the runners' lives miserable the next time they are in Hong Kong.

The runners may try to get Windsor from the club before the show starts. She is on board Gao's yacht, chatting with him. As the media company VIPs arrive, she chats them up a little, trying to feel them out to see if they have any actions of their own planned. As show time approaches, she heads into the club for a last-minute pep talk with the band. Things are surprisingly calm in this chat—both Windsor and the band members believe they're about to get out of a difficult situation, and they're quite ready to do so. Windsor takes special pains to make sure she is not seen with the runners until it is time to go.

Windsor's preference is to be extracted during the show. The focus of the majority of the staff members (along with most of the people in the club) will be on the band. Windsor believes she can easily slip out unnoticed. The band goes out on stage, plays a two-hour set, then heads backstage for a few moments before an encore. Windsor wants to get out before the encore. Most of the security is keeping an eye on the audience as well as the bar area, and there are only two members of security backstage during the show. The challenging part is getting Merlot to the extraction vehicle, as the only way out to the entrance building is through the dance floor. If the runners haven't paid a cut of their money to Gao, he is watching for them carefully, giving both him and Niko +2 on any Perception Tests to notice their activities. If he sees anything suspicious from them, he does not hesitate to unleash security on them.

Kramp makes his move after the show. The band comes out for the first encore and plays for fifteen minutes. During the crowd noise leading to the second encore, he hustles the band (disguised as roadies) out through the crowd. The lights remain down for several minutes afterward. Only when Gao heads backstage to see the band doesn't come back out does he realize everyone is gone. The band leaves its equipment and personal effects in their rooms. If the runners convince Windsor to leave after the show, things may get chaotic as both groups try to escape, especially if Gao spots them and has not been paid off. Kramp bears no hostility toward Windsor or the runners, but if pointing them out to Gao's security makes it easier for him to get away, he does so. He is a professional, and his main focus is getting the job done. If there is collateral damage, so be it.

LOCATIONS

JIAOLONG

The hottest club in Hong Kong these days is Jiaolong. It's a club like no other in the world. While underwater resorts have been around for a while, this is the first underwater standalone music venue. The centerpiece of the club is the main dance floor, where the Grand Rotunda of a sunken luxury liner has been restored to its former grandeur. It has been enhanced for modern audiences with luxury boxes and wireless uplinks, but those accoutrements do not detract from the classic feel of the room.

The original vessel was the *Dan O'Neill*, a British ship that sank in the harbor in 2012. The ship survived a storm generated by the eruption of the Ring of Fire, but soon afterward it foundered and sank. Nobody was killed when the *Dan O'Neill* went down. Due to a mix of corporate buyouts and the aftermath of the first Crash, the salvage rights of the ship remained undetermined for many years until they were finally settled in 2069. Plans were put into motion to salvage the vessel and send various artifacts to maritime museums around the world for study.

The wreck came into Triad possession through ReVage, a marine junkyard company. The Red Lantern Temple Triad called in the owner's gambling markers and installed a gangster by the name of Lucky Shark Gao to oversee a money laundering operation using the salvage company as a front. Gao's primary job was keeping everyone honest (insofar as that term can be applied to a money-laundering operation)—he was responsible for ensuring that every nuyen went where it was supposed to, with no one skimming off the top. He also had to make sure that some actual salvage work was being undertaken, so he spent large amounts of time paging through the manifests of the ships on the bottom of the harbor. He came across the *Dan O'Neill* and was struck by inspiration for an underwater club. Even if the project was never completed, it would be a massive operation spanning several years. A huge project like this could launder money not just for Gao's Triad, but for other allied Triads in the region.

Underwater construction remains a difficult feat. Three crew shifts operated to restore the Grand Ballroom on a 24/7 basis. Ships of all sizes were used to haul away parts of the wreck that were unrecoverable. Nobody was officially killed during the construction, though local rumors say the Triads may have paid out some hush money to families that lost members. Incense masters also scoured the club to ensure no malignant spirits or ghosts troubled the operation. The Triads were quite dedicated to making Jiaolong the crown jewel of Hong Kong's underworld.

The building that acts as the gateway to Jiaolong houses the impressive equipment required to keep it dry. This equipment is protected with multiple redundant systems and impressive Matrix security. The glass in the windows of the ship and the dome is military-grade reinforced ballistic glass. In the unlikely event of a breach, the pump building is an evacuation point. There are airlocks between the main club and the entry building that can be sealed, while a radio signal contacts the harbor patrol. Gao is staunchly independent, and he also is quite reluctant to give any

official eyes too close a look at his operation, so he only uses the emergency options if absolutely necessary.

Much of the money that flowed through the construction process never made it on the books. Bringing the club to life took a lot of movement in the shadows. Bribes were paid, wives were blackmailed, and problematic individuals were fed to the undersea denizens near the wreckage. Runs kept the construction of Jiaolong functioning smoothly, but they also work on the other side of the ledger. The profitability of the enterprise keeps the Triads happy, which means other organized crime outfits see it as a juicy target. They may not directly run at the owners of the club, but they may be interested in any paydata coming out of Jiaolong. Runners contacting other crime organizations may turn up an opportunity to make a little extra money for a few carefully taken pictures.

Jiaolong opened eighteen months ago. It ambled along for the first six months of its existence attracting tourists, visiting Triad officials, and jaded club goers. The club rocketed to elite status when the up-and-coming band Chekov's Tesla Coil played a legendary set as the opening act for another band. The band rocketed to super stardom, and Jiaolong gained a reputation for launching new talent in an exotic location.

PEOPLE

MERLOT WINDSOR

Merlot Windsor (not her real name; she sold her original SIN years ago) had her moment in the spotlight ten years ago. She rode the elf girl group craze of 2062 as part of Flood. She was the bandmate that looked the best—and had the least bit of singing talent. She made it through the first revamped lineup thanks to her loyalty to Rhiannon Chain. But when Chain began her successful solo career, Merlot saw the writing on the wall. She was smart enough to get into the business end of things, but she found little success until she convinced the founder of Chekov's Tesla Coil to sign with her a week before the original Jiaolong show.

The success of Chekov's Tesla Coil gave her a second chance at the big time, but unfortunately it came with a host of Triad entanglements. She is being paid well, but she and the band are being worked almost to death, with the constant threat of Triad retaliation hovering over their heads. Windsor has been working hard to save up money to start a new life, and she now has enough. Now all she has to do is escape out from under the nose of the Triad.

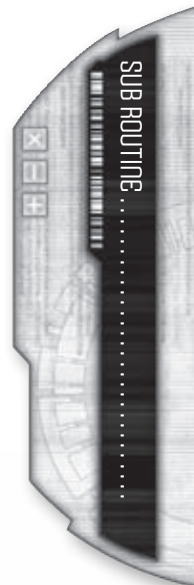
Just because Windsor plans to retire doesn't mean she is out of the runners' lives. She has extensive connections in the music business, and she is willing to show her gratitude to the runners by helping them out with her knowledge. If they successfully extract her, she becomes a contact with a Connection Rating of 2 and a Loyalty Rating of 3.

Female human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
2	3	4	1	5	5	4	4	5	5.7	9	1

Condition Monitor Boxes (P/S): 9/10

Armor (B/I): 6/2



Skills: Con 4, Dodge 4, Electronics skill group 3, Etiquette 5, Intimidation 3, Negotiation 5, Perception 4, Pilot Ground Craft 2, Pistols 2

Knowledge Skills: Contemporary Music Styles 5, Corporate Contracts 3, Dive Bars 3, Drug Dealers 3, Fine Cuisine 3, Music Industry 5

Languages: Arabic 3, Cantonese 3, English N, German 3, Japanese 3, Spanish 3

Qualities: Combat Paralysis, Elf Poser, Exceptional Attribute: Charisma, First Impression, Gremlins (2)

Augmentations: Datajack, Transys Avalon w/ Iris Orb commlink [implanted, Response 4, Signal 4, Firewall 3, System 3, w/ Analyze 2, Browse 3, Edit 2]

Gear: AR gloves, armor clothing, concealable holster, contact lenses [Rating 3, w/ flare compensation, low-light vision, vision enhancement 2], DocWagon Basic contract, 2 fake SINs (Rating 4), jammer (Area, Rating 4), Mercury Comet

Weapons:

Fichetti Security 600 [Light Pistol, DV 4P, AP —, SA, RC (1), 30 (c), w/ folding stock, laser sight]

NIKO THE COMEDIAN

As long as there are organized crime outfits, there will be people like Niko the Comedian—people who understand that as long as they are loyal, they can have free rein to exercise their considerable sadistic streak. Unlike some people in a number two position, Niko has no desire to supplant his boss, because he understands just how good he has it. Gao gives him good money, he regularly hangs out in one of Hong Kong's hottest clubs, and he occasionally gets to scare people completely out of their minds. He is quite content, which leads to his happy demeanor and the constant stream of bad jokes he tells, which gave him his (rather ironic) nickname.

Male ork

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
6	4(7)	4(6)	7(9)	2	3	2	3	2	1.02	7(9)	1(3)

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 12/6

Skills: Athletics skill group 3, Automatics 5, Blades 4, Dodge 3, Heavy Weapons 4, Intimidation (Physical) 4 (+2), Infiltration 4, Negotiation 2, Perception (Visual) 3 (+2), Pilot Ground Craft 3, Pilot Watercraft 2, Pistols 5, Unarmed Combat 5

Knowledge Skills: Firearm Design 3, Hong Kong Club Acts 3, Triad Organization 3

Languages: Cantonese N, English 2, Japanese 2

Qualities: Guts, High Pain Tolerance, Incompetent (Hacking)

Augmentations: CommLink (implanted, Device Rating 2), cyberarm [left, obvious, full, custom, w/ Armor 2, Enhanced Agility 3, Enhanced Strength 2], cyberarm [right, obvious, full, custom, w/ Armor 2, Enhanced Agility 3, Enhanced Strength 2, spur, shock hand], cybereyes [alphaware, Rating 3, w/ flare compensation, low-light vision, protective covers, smartlink, and thermographic vision], wired reflexes (alphaware) 2

Gear: AR gloves, armor vest, form-fitting body armor (full-body suit)

Weapons:

2 Ares Predator IV [Heavy Pistol, DV 6P, AP -1, SA, RC —, 15 (c), w/ smartlink, explosive ammo]

Ares HVAR [Assault Rifle, DV 6P, AP —, SA/BF/FA, RC 3 (4), 50 (c), w/ smartlink, explosive ammo]

Katana [Blade, Reach 1, DV 7P (8P), AP -1]

Shock hand [Unarmed, Reach —, DV 6S(e), AP -half]

Spur [Blade, Reach —, DV 7P (8P), AP —]

KRAMP

Being a dwarf in Asia is not easy. Kramp was the son of Western corporate parents and grew up in an environment of stolen glances and whispered legends. Despite testing well in Wuxing's placement programs, Kramp didn't feel accepted by his peers and soon fell into the shadows. He had a vehicle-control rig installed early in his career and enjoyed being the getaway driver. He specializes in getaways using water vehicles, and he believes there is something serene about the feeling of floating in water when it's not your skin. He soon gained a reputation as the go-to rigger for any job requiring time in the harbor.

The runners may find themselves operating in parallel with Kramp as he engineers a plan to extract the entire Chekhov's Tesla Coil after the final concert. Kramp and his crew don't know about Windsor's efforts to get free, and even if he did know, he wouldn't have an opinion on the matter one way or another. All he knows is he's being paid to get the band out, so he will do his best to get them out, while stomping over any obstacles that get in his way.

Male dwarf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	5	4(6)	3	2	5	3	4	2	3.6	9(11)	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 8/6

Skills: Dodge 3, Electronic Warfare 4, Etiquette 2, Gunnery 4, Infiltration 3, Mechanic skill group 3, Navigation 2, Negotiation 2, Perception 3, Pilot Aircraft 4, Pilot Ground Craft 5, Pilot Watercraft (Submarine) 5 (+2), Pistols 1

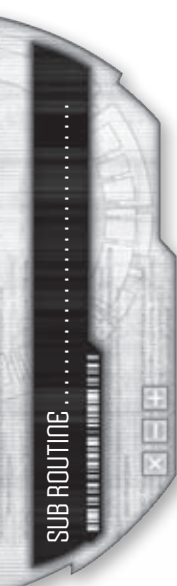
Knowledge Skills: Auto Mechanics 5, Border Patrol Tactics 4, Engineering 3, Smuggler Safe Houses 4, Smuggling Routes 5

Languages: English N, Spanish 3

Qualities: Allergy (sunlight, common, moderate), Low Pain Tolerance, Sensitive Neural Structure

Augmentations: Bone lacing (plastic), control rig, cybereyes [Rating 3, w/ flare compensation, low light vision, smartlink, thermographic vision], datajack, reaction enhancers 2, smuggling compartment, touch link

Gear: Concealable holster, Vulkan Gemini Cargo Sub [Firewall 4, Pilot 4, Response Upgrade 4, Signal Upgrade 4], Fairlight Caliban commlink [Response Upgrade 5, Signal Upgrade 5, Firewall 5, System 5, w/ sim module modified for hot sim, Clearsight 3, Command 5, Defense 3, ECCM 5, Electronic Warfare 3, Encrypt 4, Maneuver: Pilot Ground Craft 3, Scan 5, Stealth 5, Targeting: Heavy Weapons 3], GMC Bulldog Step-Van [w/ Firewall 4, Pilot 4, Response Upgrade 4, Rigger Adaptation, Signal Upgrade 4, weapon mount (normal, external,



fixed, remote, w/ Ingram White Knight)], helmet, lined coat, shop (automotive mechanic), toolkit (automotive mechanic)

Weapons:

Ares Predator IV [Heavy Pistol, DV 6P, AP -1, SA, RC —, 15 (c), w/ explosive rounds, smartlink]

LUCKY SHARK GAO

Gao is a reed-thin Chinese man with laugh lines and stubby fingers. He started out as a street grifter, running three-card monte games and short cons. His name came from his ability to keep smiling and moving even when guns were drawn and people lay dying. While he's capable of keeping his cool, he doesn't have the ruthlessness needed to get to the top of the Triad food chain. Building Jiaolong has made him a good living and has also thrust him into a world he never thought possible.

Nowadays he swims in both legitimate and illegitimate waters. The easy money of construction has come and gone. Lucky find himself using his skills as a grifter on managers, recording executives, and VIP planners. He sees the money his club (he's quite possessive about Jiaolong) brings in, and he believes he's not been recognized for his contributions. He kept books for a long time that made sure money went where it was supposed to go, and after a year of crowds thronging the club, he believes it's time for a little more of that money to find its way into his pockets.

The runners' actions inside the club will determine how Gao views them in the future. The less of a disturbance they create (and the more money they give him), the more likely it will be remembered charitably, if at all. If the runners take Windsor before or after she is in the club, Gao is relatively content—they didn't disrupt the show in his club, and they didn't cause any damage. If they take her before or after the show without giving him his cut, he needs some time to cool off, but he eventually may be willing to hire them for a tough job. If they take her during the show and disrupt it, Gao will make sure the Triads know who disrupted what should have been a night of unadulterated profit for the club.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	3(5)	4	4	4	4	3	3	2.9	7(9)	1(3)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/4

Skills: Close Combat skill group 4, Con 2, Dodge 3, Etiquette 1, Firearms skill group 4, Forgery 3, Intimidation 3, Palming 3, Perception 4, Pilot Ground Craft 1, Shadowing 3

Knowledge Skills: Carpentry 2, Construction 3, Number Running 5, Oceanography 2, Triad Politics 5, Triad Safe Houses 2

Languages: Chinese N, English 3, Japanese 2

Qualities: Addiction (mild, BTL), Lucky, Scorched

Augmentations: Datajack, wired reflexes 2

Gear: AR gloves, concealable holster, glasses [Rating 2, w/ image link, smartlink], fake license (Ares Predator IV, Rating 4), fake SIN (Rating 4), lined coat, Transys Avalon commlink w/ Renraku Ichi [Response 4, Signal 4, Firewall 2, System 2, w/ Analyze 2, Browse 2, Edit 2, sim module modified for hot sim]

Weapons:

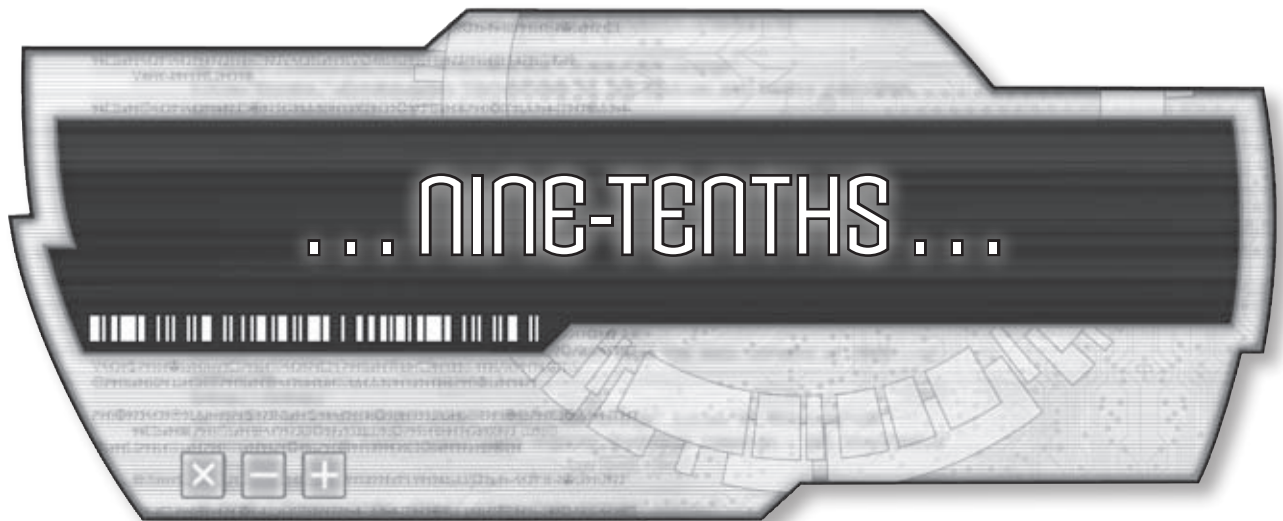
Ares Predator IV [Heavy Pistol, DV 6P, AP -1, SA, RC —, 15 (c), w/ explosive rounds, smartlink]

Remington 990 [Shotgun, DV 9P(f) AP +5, SA, RC (1), 8 (m), w/ flechette rounds, imaging scope, shock pad, smartlink]

Monofilament Sword [Blades, DV 5P, AP -1, Reach 1]

Shock Glove [Unarmed, DV 5S(e), AP -half, w/ internal battery x10]





Incoming Message

- The Draco Foundation has been keeping a lot of us busy lately, and thanks to an old friend I have some new information. I've received some information from a guy named SPD—some of you may not remember the old flatfoot, but back in the day he was one of Seattle PD's finest before they went belly up and were replaced by Lone Star. He's kept busy ever since then, and he is still one of the best information sources on organized crime and criminals in general. But as happens to all of us, except me, time has caught up with him. His health has declined, and that led him to turn to me for some assistance when the family of an old friend came to him for help. As I looked into his issue, bits of information just started coming up, and all of it pointed to some serious shit going down with the DF. We'll start with the straightforward news, then SPD will have guest access so he can comment as needed.
- Fastjack

Arlington, Virginia, UCAS.

In a statement issued earlier today, the Federal Bureau of Investigation has announced that retired Special Agent Bradley James Smith was found dead at his home yesterday morning by family members.

According to local police reports, Agent Smith died from multiple stab wounds. The murder seems to have taken place three weeks ago. A FBI spokesperson also stated that initial findings indicate this was a home invasion and robbery that ended in murder. Local law enforcement and federal agents reported that the entire house had been ransacked, but it is unclear what, if anything, was taken. No other details have been released at this time, and a federal judge has issued a gag order on all information pertaining to the investigation.

Agent Smith, 68, was a thirty-five year Bureau veteran who joined in 2029 after serving in the UCAS Army. He was instrumental in forming the bureau's first thaumaturgical division that eventually became the Division of Paranormal Affairs.

In 2064, he retired from the bureau and became an instructor in magical forensics and investigation. Agent Smith is best known for tracking down over fifty magical criminals including famed serial murderer Cory Martin and breaking up the cannibalistic magical gang the Children of Hannibal. Agent Smith was survived by three children: Mary, John, and William. Helen, his wife of almost forty years, died in 2063.

- Wow. That sucks.
- Kay St. Irregular
- You know this guy?
- Fastjack
- I did. He is, or was, a good man and a legend within the agency. Not someone who would be popular with the crowd here, of course, but he was an honest agent and had a lot of friends in DeeCee.
- Kay St. Irregular
- What kind of friends?
- Hard Exit
- All kinds, especially the powerful kind. Smith was the kind of man who helped those that needed it. He was a straight shooter. If you needed help, especially if you just got caught up in something beyond your control, Smith could help. He's helped everyone from senators to janitors keep problems quiet, and he's put some dangerous people away. Even after he retired almost a decade ago, he was still frequently seen on Capitol Hill, meeting with various movers and shakers in congress, the Justice Department, and a lot of private interests. Including me. Damn, I wish I'd found out earlier. Do we know how Smith knew SPD?
- Kay St. Irregular.



- I met him back in '48 when a task force of G-men and marshals were on the hunt for an escaped ritual serial killer. I was tapped as one of the local sources to assist. I knew Seattle's streets better than any fed, and I just happened to be with Smith when we found the guy with six more potential victims. A brief firefight and chase later, we were able to bag him. In a totally uncharacteristic move for a fed, he shared credit for the capture. After that, every so often he would come back for some fishing. He even helped me get my private career going after the Seattle PD went bust, using me as a paid consultant.

- SPD

- This guy really was quite a legend. He practically wrote the FBI's procedural manual on magical crimes. He was a mystic adept, not a full magician, but he had tremendous natural instincts to go with his skills. To accomplish all he has and not be a full magician is astonishing.

- Frosty

- He's even well respected in the UK after he helped Scotland Yard track a free spirit that was on a murderous rampage in Wales.

- Winterhawk

- Come on, didn't someone not like the guy? He was just a fed, right? And now he's dead. Why are we caring?

- Slamm-0!

- I can't say I was a big fan. And the ol' dog never succeeded in getting his teeth into me, so he wasn't unstoppable.

- Kane

- If you want to understand what makes this significant, we need to look beyond the media report. At the request of Brad's family, I've been digging around. The Bureau was getting nowhere on this, meeting all sorts of bureaucratic hassles in their investigation, which pissed them off since they take the loss of one of their own pretty seriously. I went out there myself and went through some old case files, personal files, and a lot of data-storage devices. I sent the devices to Jack, but the two of us didn't find much of interest, at least not at first. There was one curious thing—I came across the remnants of a hidden safe in his home office, but by the time I got to it, it wasn't much more than a hole in the wall with a few metal scraps around it. His family had no idea what he kept in it, and with so little physical evidence, there wasn't much to go on.

Without anything else that was really solid, I started casting as wide a net as possible, looking for anything in his friends, family, and acquaintances that might give me something useful. I also ran some cross-references in crime databases, and something was nagging at the back of my mind when I read some of the reports. A few of the names seemed familiar, but I didn't know why. Then, when I was reviewing some of Brad's personal

history, it hit me. One of his claims to fame was that he was a beneficiary in Dunkelzahn's will. (Really. He got "a small token of [Dunkelzahn's] esteem.") Once I saw that, it clicked. That's why the other names seemed familiar—they were beneficiaries too. Here's a rundown of the recent victims.

- SPD

- **James Meiers.** Savannah, Georgia, CAS. Received a "token of esteem;" found dead in his office from gunshot wound to the face.

- **Dr. Miles Swinburne.** Seattle, UCAS. Received an antique tarot deck, was reported missing from his home; current whereabouts unknown.

- **Robert J. Hemedes.** Baton Rouge, Louisiana, CAS. Received a "token of esteem." Missing, car found in Louisiana Bayou.

- **Noriaki Ikeda.** Tokyo, Japan. Received "token of esteem." Apparent suicide; leaped from rebuilt Tokyo Tower.

- **David Dollinger.** London, UK. Received a "token of esteem." Died of heart attack, autopsy unable to confirm cause.

- **Craig Sanchez.** Metropole, Amazonia. Received a "token of esteem." Drowning victim, found dead in pool.

- **Melody Tyger.** New York, New York, UCAS. Received ten million nuyen to complete album *Fearful Symmetry*. Missing, last known location Bogotá.

- Tyger? If she's down there and not dead already, she'll likely be soon.

- Clockwork

- Does anyone have information on what these various "tokens of esteem" were? Is there anything linking them together? And did this FBI guy have any information on this on one of his drives?

- Hard Exit

- I've had a look at some of the data and I think I found something interesting. The drives were heavily encrypted—I mean hardcore. I just cracked some of them less than an hour ago. Here's the bombshell—it seems that Agent Smith was one of Dunkelzahn's watchers, and later he worked for the Draco Foundation.

- Netcat

- Get the hell out of here!

- Kay St. Irregular





- I can't say I saw that coming, but my immediate reaction is that it fits with some of the things I was seeing—and some of the friends Smith was making.
- SPD
- I'm pretty sure of my facts here. Sorry to be the one to break it, but it's all there. Memos to the DF on happenings in DeeCee, profiles on specific individuals, recommendations on various subjects. He had the skinny on people from the DoJ, FBI, UCAS Marshals, and various other agencies not only in the UCAS, but throughout North America.
- Netcat
- 'Cat, it would be a good idea to send those files to me now.
- FastJack
- OK, so what is the DF doing about all these deaths?
- Hard Exit
- *takes deep breath* In a word, nothing.
- Kay St. Irregular
- Nothing? What, are they too busy chasing after the Lost Coral Crown of King Trident or something?
- Hard Exit
- I'm not going to make excuses for them. But there's one thing I'd like to take a look at. That last name in the list, Bob Cardino? Turns out he's the brother of Senator Anthony Cardino of Ohio, who's vice-chairman of the Federal Budget Committee—you know, the committee who determines the budget for federal departments and agencies, including the Department of Justice. I've gotten word that Senator Cardino has been lighting a fire under the FBI's ass to get some answers, but the DF's official position on the matter is that their responsibilities ended once custody of the items in question were transferred to their respective owners. This has not sat well with Senator Cardino. Rumor is he's planning something big behind the scenes because the DF has been stonewalling his inquiries and the Feds' investigation.
- Sunshine
- Looks like the Draco Foundation just got something new to worry about. Check this out.
- Winterhawk

// upload Unifomat text file
 :: user Winterhawk :: 01/14/74 //

DRACO FOUNDATION COMPLEX ATTACKED!

**Unknown intruders attempt theft
 of valuable materials, thwarted by security**

By Edward Stevens, NewsNET

In a bold nighttime robbery attempt, several unknown assailants attempted to penetrate the vaults of the Draco

Foundation in DecCee last night but were ultimately repelled by institute security. Stopping the attack came with a cost, though, as a powerful explosion damaged a quarter of the institute's main building and scarred several more nearby. While the Foundation would not comment on the exact nature of the explosion, representatives stated that the intruders were the cause of the it, and had Foundation security personnel not reacted as quickly and efficiently as they did, the damage would have been much greater. So far, no statement has been made on the number of casualties caused by the explosion, if any. Federal agents and emergency personnel moved in quickly to secure the scene, but the Foundation told them they had everything under control.

Foundation Chair Nadja Daviar released this statement a few hours ago: "Despite the damage caused by the unwarranted attack against the Draco Foundation complex, I want to assure the citizens of DecCee and the UCAS that all measures have been taken to ensure that this does not happen again. We will continue with our beneficial partnership with all federal and local law enforcement agents to track down those responsible for this attack."

- I bet the feddies are loving that last part. Anytime a power—and the Foundation is a power—recognizes them above corporate-supported law enforcement, they're thrilled.
- Sticks
- You have no idea. Seems this Senator Cardino that Sunshine mentioned is smelling blood. He just sent orders to the IRS and EPA to start preparing to review the tax-exempt status the DF currently enjoys as well as evaluate the magical stability of the area. On top of that, the Feds are speaking to the Attorney General's office to get a warrant to search the Draco Foundation campus on basis that it may be a "threat to national security" because of "improper storage of possible hazardous/dangerous materials" and get this, "possible low-level weapons of mass destruction."
- Kay St. Irregular
- Ouch. I would rather face a great dragon than the tax collectors. There is a slight chance a dragon will show mercy.
- Dr. Spin
- I have some word on just what information the Feds have been asking for in the course of their investigation. They wanted records on all the beneficiaries, including what each of them actually received. Daviar flat-out denied their requests, claiming it was private information.
- Frosty
- So Daviar doesn't trust the government's ability to keep her information confidential. Good for her.
- Sunshine
- I'm going to wager that this is related to all the artifacts hubbub of late. We have the greatest single distribution of artifacts in our times in the form of Dunkelzahn's will, and now beneficiaries

are being killed right when both the Draco Foundation and the Atlantean Foundation have been overcome by artifact mania. Talislegging activities are at an all-time high, and to certain people in the black market, Dunkelzahn's will must read like a list of possible targets.

- Elijah
- He's right. Few days ago, I helped a client move a very special package out of Georgia and down to Amazonia. Didn't know what exactly what it was and, frankly, didn't care as long as I got paid and my boat didn't get hurt. But as a precaution, I had a shaman friend do discreet assessment of the package's aura. The thing had a nice astral glow, he said, then he told me it "had the feel of death about it." Later on we had to chase off a spirit who kept pestering us. Spirit said his name was Robert.
- Kane
- I got word back from a Lone Star contact. He let me know that the Savannah field office just heard about one of the victims on the list, James Meiers. Seems that there was some evidence left behind in the form of a blood fleck that didn't match the victim's type. It matched a man known as Axel Hendricks who is wanted for questioning by Interpol on suspicion of multiple murders all over Europe. S-K also is apparently quite interested in talking to him. Something else to note—the not-so-public parts of this file I was able to get eyes on indicates that Mr. Hendricks belongs to DIVE. I know they're not the most powerful group in the world, but the information they gather could well attract someone who's interested in finding information they could use to hurt dragons.
- Hard Exit
- Yeah, this is definitely not DIVE. Check out the spam I just got—it tried to replicate itself into several AROs and fill my field of vision. Silly program. I let it have one ARO, then shaped that ARO like a ball and bounced it around for a while. But the fact that they got to me at all—and know what I've been looking at—indicates a significant degree of skill. In hacking, if not spelling, so note that all errors are theirs.
- Netcat

// upload Uniformat text file :: user Netcat :: 01/14/74 //

WE ARE AWARE OF YOUR INQUARIES, WE ARE AWARE OF YOUR MEDDLING IN AFFAIRS THAT DO NOT CONCERN YOU. WE GIVE YOU FAIR WARINING TO PRESERVE YOUR OWN LIFE. DO NO PERSUE THIS MATTER ANY FURTHER. ANY ATTEMPT TO DO SO WILL RESULT IN THE TERMINATION OF ALL WHO CONTINUE THIS COURSE OF ACTION. THIS WILL BE YOUR ONE AND ONLY WARINING, IGNORE IT AT YOUR OWN PERIL. WE HAVE SPOKEN.

- I guess there's someone, somewhere who might be scared off by what reads like an amateurish ransom note, but that's not us.
- Sticks





OVERVIEW

It's not a good time to be the Draco Foundation. For the past year, Nadia Daviar has been busy consolidating and re-organizing the foundation's assets and resources in preparation for various plans she has in the works. A large factor in these plans is the need to stay under the general radar of government officials and agencies, as well as remaining out of the public spotlight. But with the murders of various beneficiaries of Dunkelzahn's will and the assault on the Foundation headquarters in DecCee, a very uncomfortable light is being shone on the organization. To complicate matters, the growing feud growing between Hestaby and Lofwyr is threatening to pull the Foundation into a shadow war, as representatives of both sides have made overtures of alliance. Daviar has no illusions of what would happen if the Foundation were to take sides, and she is doing her best to stay neutral. But with pressure coming from multiple sides, Daviar may have no choice to take more direct steps before things truly get out of hand.

In this chapter, the runners are contacted by a UCAS senator acting as Mr. Johnson. He is upset at the red tape the FBI is facing in the investigation of the death of one of their own, and he has decided to work through back channels. The first step in his plan involves getting access to some Draco Foundation files, which won't be easy as the Foundation is skilled at keeping its private affairs hidden. If the runners can make the right contact, though, they might be able to find the information they need.

Succeeding in their first job for Mr. Johnson leads to the opportunity for a second. This will take them to some crime scenes, where they have the chance to find some vital evidence that might lead them to an individual involved in the death of the FBI agent, along with other deaths. Once they have that, Mr. Johnson wants more information—specifically, who hired the operative who killed the victims. The search for this answer will take the runners to the southern tip of Africa, where they will encounter an unusual prisoner being held in a curious jail.

PLOT POINT ONE

The Draco Foundation's official position in regards to the dead beneficiaries is that while the killings are a tragedy, the Foundation has no further responsibility once the owners take possession of their property. This has not sat well with many people, first and foremost being Senator Anthony Cardino of Ohio, whose brother and several others were killed when the yacht they were on exploded. Additionally, the UCAS Federal Bureau of Investigation is extremely frustrated at the DF's uncooperative nature following the murder of retired FBI agent Bradley Smith. With the Bureau's hands tied due to several injunctions filed on behalf of the Foundation, Senator Cardino decides to take matters into his own hands and hires shadowrunners to launch an investigation on his behalf (use Mr. Johnson (Government), page 159). He offers the 1,000 nuyen apiece per day, with an additional 100 nuyen for each hit on a Negotiation + Charisma Opposed Test (up to five).

One of the biggest problems Senator Cardino and the runners face is the lack of information. The Draco Foundation is keeping an iron grip on everything they have, and while the FBI

received various files and information in regards to Agent Smith, an unknown person or persons penetrated the FBI central node and trashed the files making most of them useless. The runners must perform a datasteal against the Draco Foundation to obtain the information they are holding back.

The runners do have a break. The FBI was able to save some partial files, and one of them indicated another possible watcher of Dunkelzahn's now working for the Draco Foundation. This suspected operative, known as Francis "Frankie" Hamilton, runs an up-and-coming nightclub in Toronto called the Ice Princess. Hamilton is a prominent fixer and information broker who has access to the main Draco Foundation information node, where the runners can find the files they need. But Hamilton will not give up such secrets lightly, nor will his various bodyguards allow the runners to get too close to him. The runners can try to extract Hamilton and then interrogate him; he has a bodyguard near him at all times, and three other security personnel nearby (use **Elite Private Security**, p. 157). Alternately, the runners could make a bargain with him. They could pay him outright, but that won't be cheap—he asks for 50,000 nuyen simply to give them access. The easiest thing to do might be to help out his club. If the runners can get a celebrity to appear at his club—or if they can plausibly disguise one of their number to look like a celebrity—he gives them access to the Draco Foundation node for a mere 5,000 nuyen.

PLOT POINT TWO

If the runners are successful, they are offered another job by Senator Cardino: chasing down the leads generated from the list. This takes the runners on a globetrotting search as they travel all over North and South America and also visit the UK and Japan. They receive as much support from the FBI as is possible while they investigate in the UCAS, and Senator Cardino personally either foots the bill for or directly provides the runners' transportation. During their investigation, they discover that most of the "tokens of esteem" that the individuals named in the will received were simple items that had some sentimental value to Dunkelzahn but no real value beyond that.

The runners also discover that two of the names on the list have no connection to the others. Robert Hemedes from Baton Rouge was an architect and civil engineer who helped re-design the levies around New Orleans to make them stronger and more resistant to potentially deadly weather. Dunkelzahn was so impressed that Hemedes was given authentic, original planning documents for the city of Venice. Hemedes was killed by his ex-wife when he threatened to seek sole custody of his children after he discovered she had relapsed into drug use and was a danger to the children. In Seattle, Dr. Swinborne is found healthy after being kidnapped by a deranged group of potential "students" who wanted him to teach them magic.

Perhaps the strongest lead the runners have to go on concerns Mr. James Meiers of Savannah, Georgia. The blood of a known fugitive named Axel Hendricks was found at the scene of the crime. Hendricks is a known terrorist from Bonn, Germany and is wanted in the connection of several murders across the globe. He is active in an organization known as the Draconic Information

Virtual Exchange, which is generally seen as a relatively harmless group of people sharing information, though some members are known to have strong anti-dragon sentiments.

Hendricks is a major player in the talislegging scene and was last seen in Ft. Lauderdale, Florida, and he is currently laying low there after a successful run into the Carib League. Tracking down Hendricks there will not be easy. He has a fleet of watercraft, vehicles, and aircraft at his disposal along with the muscle and talent to use them. The runners have several options for capturing Hendricks. The first is to catch him at his base of operations, which is highly secure with state-of-the-art security and intruder countermeasures. After doing legwork on this base, runners might reasonably look for another option, and thankfully one is available. An avid fisherman, Hendricks spends a lot of time on the water for pleasure, usually on his yacht. Security aboard the boat is also significant, but less than what it is on land due to the isolation of the craft (see Hendricks' Yacht in the **Locations** section, p. 31). He is still somewhat isolated from many of his associates in this situation. A third option becomes apparent if the runners decided to stake out Hendricks' base. They should eventually notice that he has a daughter attending a private school, and he goes to say hello to her every day during lunchtime. This is where he is most vulnerable in terms of being away from his security structure, but he is not without protection, as a squad of five highly trained and armed bodyguards keeps a close eye on him (use **Elite Corporate Security**, p. 157).

If the runners are able to get him alone and successfully bribe or interrogate him, they discover that he has been involved in several of the beneficiaries' deaths, and he was hired to take them out by a shipping magnate named Anna St. Summers. For each job, he was supposed to kill the individual, then take an object that had been described to him. He didn't ask why, or what the items might signify. He's a professional and does not believe those things are his concern. He has the most recent item, the one taken from James Meiers, in his possession—it is a small puzzle box.

PLOT POINT THREE

The runners now have two things to investigate—the puzzle box and Anna St. Summers. Inquiries about the puzzle box show it to be valuable, as it is of Chinese origin and dates back to the Ming Dynasty. It has no magical properties, however. It is engraved with Chinese characters, but solving the puzzle does not reveal a sentence of any clear meaning.

Finding information about Anna St. Summers is not difficult. Her company, Soweto Shipping, has been causing headaches for Maersk down in southern Africa. A successful Data Search + Browse (6, 1 minute) Extended Test turns up information that St. Summers has openly expressed hostility toward dragons and has wanted them to stop meddling in human affairs.

This puts Senator Cardino in a bind. First, St. Summers lives in Johannesburg, meaning the FBI has no jurisdiction over her. Additionally, UCAS has several contracts with Soweto Shipping, and Cardino does not feel he is in a position to disrupt that relationship. He wants St. Summers to pay, though, and he has one possibility—the puzzle box. He knows St. Summers wants it, and he would like to know why, and if possible to use this information against her.

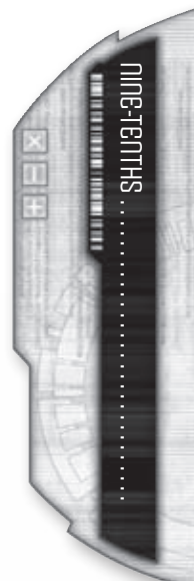
The runners can reach out to St. Summers from wherever they are (most likely through intermediaries), and if they let her know that they have the puzzle box, she is receptive to meeting them. She asks them to bring the box to Johannesburg so they can talk, and she even offers to pay their way.

St. Summers makes an attempt to take the box almost as soon as they runners set down in South Africa. Customs inspectors pull the runners aside for a detailed inspection of their belongings before they leave the airport. They are brought into a room with four customs officers (use **Government Security**, p. 158). The runners can attempt to bribe them, but St. Summers is already paying the team leader 5,000 nuyen for his services, so he won't be easily bought off. The team is short of magical ability, though, so an invisibility spell or something similar might do the trick for the runners. If customs authorities do a thorough search and cannot find the item, they let the runners go, then report to St. Summers that the runners do not appear to have the item with them.

At this point, St. Summers suspects the runners are being sneaky, so she prepares for the scheduled meeting with them with her guard up and protection present. She has a spirit friend nearby to help watch things (use Force 4 spirit of air), and she also has six security guards with her and a dozen more on the estate, ready to respond to her call (use **Elite Private Security**, p. 157). The meeting takes place in her estate, which is on a cliff at the southern tip of South Africa. She is a shut-in—she has not left the building for twenty years. The building is surrounded by three-meter-tall fences patrolled by four rail-mounted drones (use Ares Sentinel "R" Series, p. 118, *Arsenal*, carrying an HK Urban Combat, p. 25, *Arsenal*). St. Summers has been there for a while, and it has become her Personal Domain, giving it a background count of 5 aspected toward Chaos Magic.

St. Summers wants the box and is willing to pay 25,000 nuyen for it, no questions asked. The runners, though, are tasked to find out what she wants it for, so they can't just hand it over. Getting St. Summers to talk won't be easy, as she's a fairly canny individual. Any attempts to get her to spill information through magical means are opposed by her Counterspelling skill. The runners could opt for force; if they eliminate her guards, she is willing to talk with them in order to stop the fight. The runners could also try to bargain with her. Money is not that interesting to her—she has plenty—but information is valuable. Telling her who they are working for could be of interest to her, though Senator Cardino would not appreciate her knowing his role in this affair. The runners could offer to dig up information on Maersk's operations in South Africa, which she would be interested in. She would be even more interested to know what financial interests Maersk executives have in the region that could be valuable to Soweto Shipping.

St. Summers wants the puzzle box for a very simple reason—it offers her freedom. Her grudge against dragons is borne of the fact that Dunkelzahn had the key to her freedom yet refused to give it to her. She has been under a geas that has stuck her on the island, and the puzzle box has the instructions for freeing her (it is written in code, and she is the only person with the key, which is why the solution makes no sense to anyone else). If the runners give the puzzle box to St. Summers, she immediately starts the process of breaking the geas, and she will be grateful to the runners for their actions. If they get the information without having to turn the puzzle box over to her, Senator Cardino is of a mind



to withhold the box and use it to extract concessions from St. Summers. The runners will have to decide if they're okay with St. Summers being kept as a long-distance prisoner to Cardino.

LOCATIONS

HENDRICKS' YACHT

Hendricks' boat is a Marine Tech Sea Nymph (see p. 349, *SR4A*). It has a crew of eight individuals who are trained in security as well as nautical operations (use **Elite Private Security**, p. 157), as well as four servants (a cook, two maids, and a manservant; use Janitor, p. 8 of *Contacts, Adventures and Sprawl Sites in Runner's Toolkit*, for each). Hendricks usually has two or three fishing buddies with him; generally their level of intoxication does not make them a factor in any sort of operation.

Fishing takes place on the rear of the boat. A well-stocked bar is there, which means the manservant spends much of his time here, serving drinks.

The boat has three decks. Stairs leading to each deck are on the starboard side, approximately halfway between the port and stern. The upper deck has the control room; four crew members are here at all times, piloting the ship, manning the sensors, and generally looking out for the health of the craft. The main deck is on the same level as the fishing area; it contains a dining area next to the bar and a galley. Hendricks' quarters are at the fore section of this deck. Two crewmembers are positioned between the dining area and his quarters at all times. The door is locked with a maglock (Rating 4).

Quarters for servants, crew, and guests are on the lower deck. Two crewmembers are in the quarters here, resting in preparation to relieve crewmembers above.

The boat has satellite communications to provide Matrix access for guests. This is an open node. Controls for the boat are not part of that node. They are part of a wired node on the upper deck (Device Rating 5). Hendricks has a private node in his quarters (Response 4, Signal 1, Firewall 6, System 4).

PEOPLE

FRANCIS "FRANKIE" HAMILTON

Hamilton is the type of smooth operator who makes sure that the diamonds embedded in his tusks are always sparkling. He understands that a show of force can be as effective, if not more effective, than actual force, and he also knows that as an ork, he is a walking display of potential force. He speaks quickly and excitedly, and his talk is a continuing series of ideas for new clubs, or things that could help his current clubs become novahot. He knows that trendiness is an ephemeral thing, and the best way to get it is to latch on to things that already have it.

Male ork

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
7	4	3	8	5	4	4	5	3	5.5	7	1

Condition Monitor Boxes (P/S): 12/11

Armor (B/I): 0/0

Skills: Computer 2, Con 3, Data Search 1, Etiquette 4, Leadership (Persuasion) 3 (+2), Negotiation 4, Palming 1, Perception 3, Unarmed Combat (Parrying) 2 (+2)

Knowledge Skills: Entertainment Corporations 3, Music Acts 4, Toronto Club Scene 5

Languages: English N, French 3, Japanese 2

Qualities: First Impression

Augmentations: CommLink (implanted, Device Rating 4), cyberears [Rating 1, w/ select sound filter 2, spatial recognizer], datajack

Gear: Bliss (2 doses), jammer, (area, Rating 4), jazz (2 doses)

AXEL HENDRICKS

Axel Hendricks has ascended to his current position by being slightly more ruthless than the people that surround him. He joined a neo-anarchist group in the Allied German States during his youth, but it was not out of a sense of duty or commitment to a cause. He signed up because he believed he had a friend who was a member, and that friend was regularly complaining about the various obstacles his group faced. Hendricks saw a way around the obstacles his friend faced—a bullet here, a bomb there, and many of his troubles would be over. His friend, though, refused to take those steps, so Hendricks went over his head, joining the group and telling the group's leaders what he'd like to do. Those leaders sometimes recoiled from his plans, but they were never broadly violent, and so Hendricks was often able to persuade group leaders into carrying out his plans.

As a result, Hendricks brought his group some success, but he also became a wanted man and was forced to flee the Allied German States. He explored the career options that an international fugitive has, and talislegging appealed to him. He has no magical ability himself, but he is skilled at manipulating those who are—not threatening them, but appealing to their ego and the natural desire to have someone forceful on their side. This has served him well. He has amassed a nice sum for himself, and people in the talislegging world regularly call on him when they need a little more force than a regular job might require.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	5 (7)	4 (6)	4	3	5	3	5	4	1.65	9 (11)	1 (3)

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 11/6

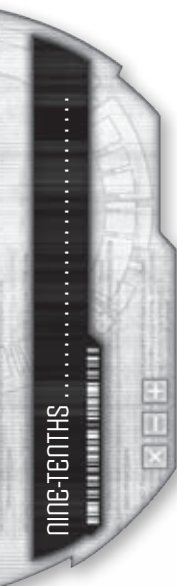
Skills: Computer 2, Con 2, Disguise 3, Dodge 3, First Aid 2, Forgery 3, Infiltration 2, Navigation 2, Longarms (Sniper Rifles) 5 (+2), Perception 4, Pilot Watercraft 2, Pistols (Semi-Automatics) 4 (+2), Running 2, Shadowing 3, Tracking 3, Unarmed Combat 3

Knowledge Skills: Magic Artifacts 5, Smugglers 4, Smuggling Routes 4

Languages: English 4, French 4, German N, Japanese 2, Spanish 4

Qualities: Guts

Augmentations: Adrenaline pump 2, cybereyes [Rating 3, w/ flare compensation, image link, low-light vision, smartlink, vision enhancement 3, vision magnification], muscle toner 2, wired reflexes 2



Gear: Armor jacket, commlink (Device Rating 4), FFBA (shirt), jammer, (area, Rating 4)

Weapons:

Barrett Model 121 [Sniper Rifle, DV 9P, AP -8, SA, RC (2), 14(c), w/ APDS ammo, barrel-mounted silencer, folding bipod, smartlink]

Ruger Super Warhawk [Heavy Pistol, DV 7P, AP -3, SS, RC 1, 6 (cy), w/ EX-explosive ammo, personalized grip, smartlink]

ANNA ST. SUMMERS

For a fair amount of time since the Awakening, Anna St. Summers lived a good life playing all sorts of pranks on meta-humans. She especially delighted in stealing their valuables, not because she really wanted them, but because she enjoyed seeing how upset they got when their precious items went missing. She was not wasteful, though; she placed some items in safe places, sold others, and put the proceeds in banks around the world. As it turned out, decades of thievery led her to have a considerable sum—and made her several enemies. One of these, a South African shaman, eventually caught her in the act of stealing one of his foci, and he caught her. By the time he was done with her, St. Summers' thieving days were over. She was stuck in the shaman's house, unable to leave. He subsequently departed, having no desire to spend more time with St. Summers, leaving the house to her—as a prison.

St. Summers fumed for a time, then she set about finding a way to break the geas on her. With her considerable wealth, she founded a shipping company, feeling it was a good way to reach out across the globe and find the key to her prison. While she turned out to be a skilled manager, guiding her corporation to profitability and prosperity, she takes no joy in it. She wants to be free again, to roam the world, and she is more determined than ever to once again see what metahumans look like when they have lost something they value.

Female free spirit

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
6	5	7	3	5	5	6	5	5	5	5	12	2

Condition Monitor Boxes (P/S): 11/11

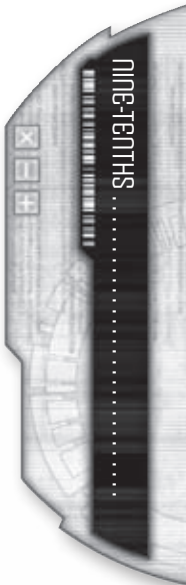
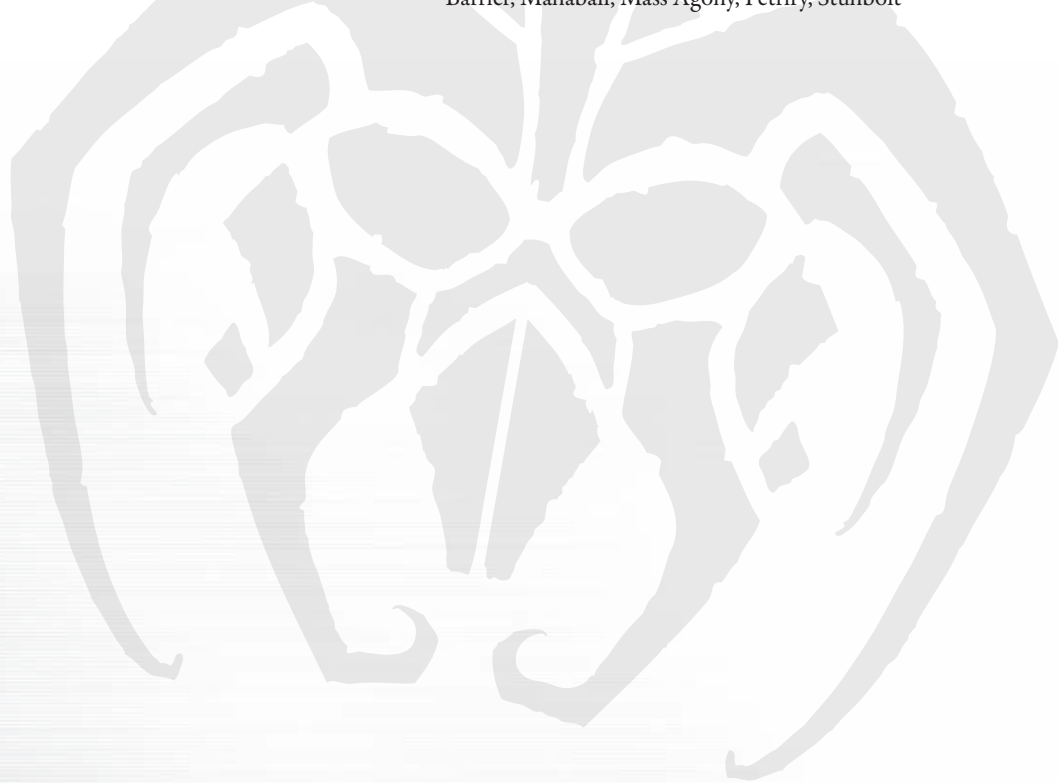
Armor (B/I): 0/0

Skills: Banishing Resistance and Spirit Pact, Counterspelling 5, Leadership 5, Perception 5, Spellcasting 5, Summoning 3

Qualities: Magician (Chaos Magic)

Powers: Accident, Astral Form, Aura Masking, Centering, Concealment, Confusion, Divining, Enhanced Senses (Low-Light, Thermographic Vision), Fear, Guard, Influence, Materialization, Personal Domain, Psychokinesis, Realistic Form, Sapience, Search

Spells: Ball Lightning, Control Actions, Double Image, Mana Barrier, Manaball, Mass Agony, Petrify, Stunbolt





Incoming Message

- Of all the things I expected when it came to the Aztlan/Amazonia war, I have to admit, this wasn't one of them. But I thought it prudent to let everyone know what was happening, especially since this could lead to issues for those of us who have interests down there. I've asked Sunshine to do some poking for us.
- Fastjack
- Okay, to get things started, here's something from a celeb-hack called D!az (yes, that's how he spells his name) who's got an entertainment scream site. He's slimy, he's annoying, but he gets some interesting information, *if* you can read between the lines and look past the fanboyism and if you can look past some of the methods he and the Observatory use to get the information they disseminate.
- Sunshine
- Doubt it's any worse than anything we've done.
- /dev/grll
- HAHHAHAHAHA ... oh wait, they're serious? Please tell me they're not serious.
- Traveler Jones
- I'd hoped this was just a rumor when I first heard about it. Why can't they just let us have our war in peace?
- Marcos

CELEBRITIES DECLARE WAR IN SOUTH AMERICA!!!

Hollywood elite goes to the front lines as warriors for peace and understanding

— By D!az, Star-Watcher Observatory

The headline says it all! Now, we've all heard about the wars and fighting and junk going on down there in Central or South America or whatever, and it all sounds horrible, but war always is, right? Thankfully, some sanity is finally being injected into the illness down there. Hollywood's finest have taken notice of the atrocities around Bogotá, ground zero for the Aztlan/Amazonia conflict, and they are mobilizing in what insiders are calling "The Celebrity Assault" to try and put a stop to it.

Leading the charge is ultra-white-hot sim director, producer, actor, and all-around man of action (not to mention man who is very easy on my eyes) Gunter Delta, who's been sizzling up the talk show circuits promoting his upcoming new docu-action sim *Crimson Jungle* for Ares Global Entertainment, which finished principal recording a mere two weeks ago. Insiders say that Delta, who filmed exclusively on location in South America, has produced *the* definitive work on the conflict. Just last night on the *Sherri Ringer Show*, Delta described the situation in Bogotá and revealed how terrible conditions are down there.

"The conditions are brutal, simply brutal. Bombed and shelled out buildings line the streets for miles in all directions. Every day, hundreds of thousands of innocent people are caught in the crossfire between Aztlan and Amazonian forces. The stink of death permeates the ground like macabre compost drenched in blood. It's not safe to go anywhere; shots are continuously exchanged night and day. I myself got into several firefights with only my sim-corder for protection. I was right in the middle of things while shadowing a mercenary company, slugging it out and seeing the horrors of war firsthand. At one point I took a slug in the leg and had to use a pistol from a fallen merc to defend myself against some god-awful ... something. I don't know what it was! Let me show you."

<Delta stands up, lifts shirt, and drops pants to show bullet scar on right leg.>

Whatever it was that got me, I got it—both with my camera and my gun. It was intense, but I felt I owed it to everyone to





get to the truth, to show what was really going on. That's why I filmed completely on location. No filters, no bullshit, just pure unadulterated reality."

- Delta is a menace. Those mercs he was shadowing were his own security detail. Gunter threatened to have them all fired unless they took him on a tour of the city. That merc he took the gun from bought it because Delta wouldn't stay down and drew fire from an Azzie sniper, not some attack by a "creature." Those shots were meant for him. At least two more got wasted because of this man's ego, recklessness, and from what I heard, total disregard for everyone else. Good thing Delta got out when he did, or he likely would have been taken out by his own security. Oh, by the way, that bullet wound was self-inflicted when the idiot was showing off at the firing range.
- Picador

Delta's experiences in Bogotá have left a lasting impression on the sim-maker. He has vowed to use part of the proceeds from *Crimson Jungle* on humanitarian efforts in South America and to raise awareness of the brutality and senselessness of the war. And like a general, he has begun to recruit friends and associates from the entertainment industry to support his new cause saying, "Together, we can make a difference." Truly a Man of Action!

- Yeah, my left ass-cheek. Associate of mine working Delta's security detail told me about this poser over a beer. Seems Mr. Delta came off his luxury transport ready for war: decked out in full military tac-gear with no less than a battle rifle, three hand cannons, a shotgun, vision-enhancement gear, and enough ammo to supply an entire company. He began sweating so damn much he almost collapsed after twenty paces, all while barking orders to his people like he was some sort of general. Guess he believes his own hype.
- Black Mamba
- A couple of weeks later, our friend Mr. D!az had a follow up.
- Sunshine

CELEBRITY ASSAULT CONTINUES TO SURGE FORWARD!

First wave of celeb recruits making presence felt in South America

Okay, you all may remember last week when I told you about Gunter Delta and his clarion call for action to stop the aggression in South America? Well, it seems that other movers and shakers from across the industry have answered. Several press releases and conferences have already been held announcing the outpouring of support from the ultra-famous. A few names have already begun to stand out among the crowd.

The first among those was Delta's former partner and good friend, producer-turned-investment-genius, Carter Harrison. Harrison has announced the formation of the White Dove Foundation. The foundation has already scheduled several gala events where portions of the proceeds will be directed to international relief funds to provide those in the war zone and other affected areas with some quality of life.

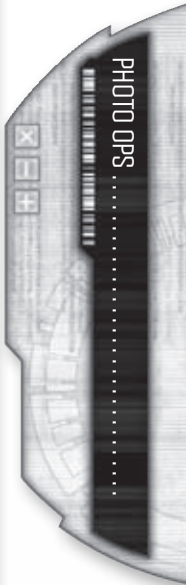
Super-spicy heartthrob Roberto Ramos (drool!) of the trid series *Aztlán Nights* also announced that he would begin a goodwill tour to promote peace in the region and speak out against aggression. Fashion goddess Danielle Aurora has also pledged her support and has hinted at a special project now in the works to aid her endeavors. More on them as my sources give it to me?

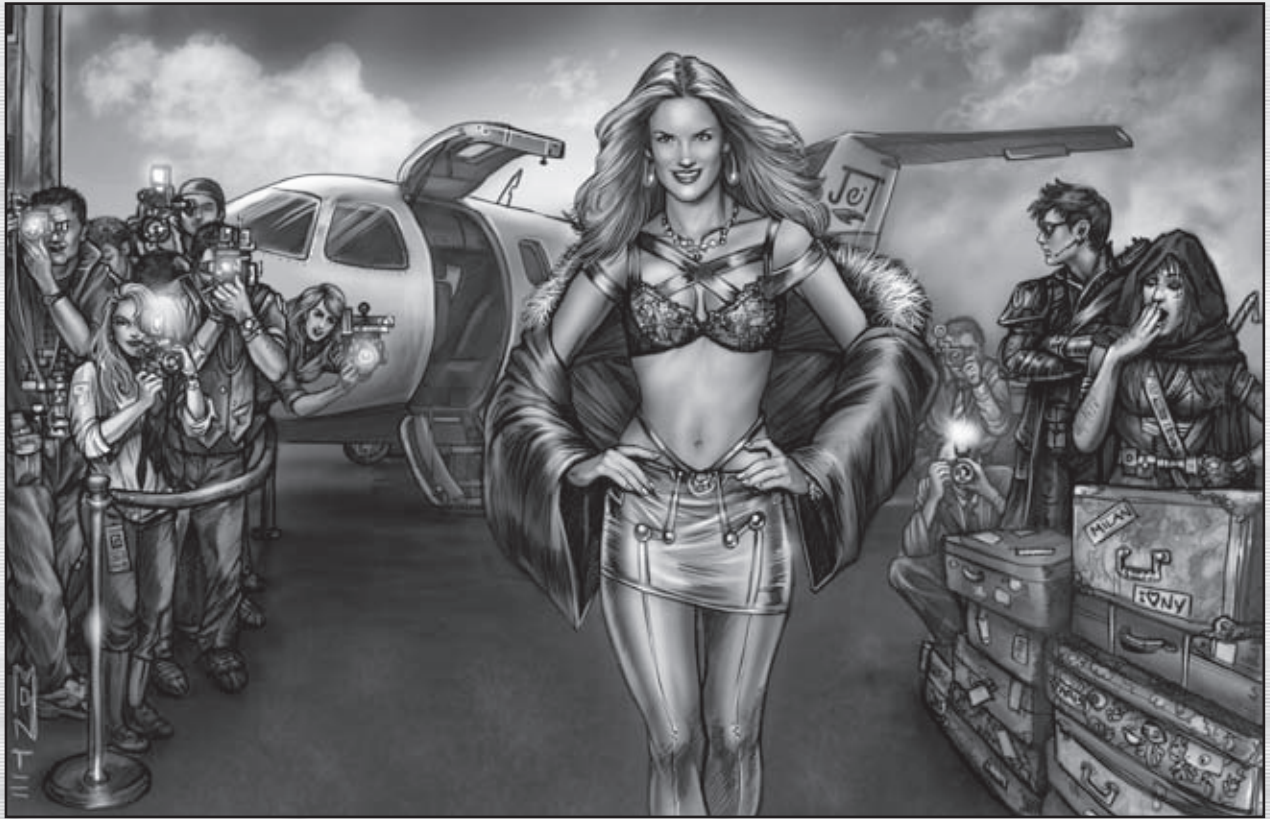
- Roberto Ramos is a big Televista star and their numero-uno beefcake for the past twenty years (and he still looks good, BTW). He plays the Don Juan angle to the hilt, and his love life is the stuff of constant gossip and conjecture, mainly with co-stars.
- /dev/grrl
- Danielle Aurora couldn't be more stereotypical if she tried. Her job is to look good and walk, which are about the only things she can do right. Rumor is that she swapped most of her brain to accommodate all of the cutting edge beauty-mods. This girl is pretty much a living doll.
- Ma'Fan

Not to be outdone, reclusive techno-pop genius I.T. of the group Nine-One-1 has returned from his spiritual sabbatical and is rumored to be starting a new music project based on the horrors of this war. What's it good for? Apparently a lot, as I.T. has reached out to both Aztlán and Amazonia, asking for permission to film the upcoming videos in both their nations to foster goodwill. According to a press conference, I.T. has stated that he is willing to mediate between the two nations in order to bring about a swift end to this conflict. I think I may actually cry over this one.

- Sabbatical, in this sense, means "rehab". Nine-One-1 had to end their European tour two months early when lead singer Irving Telamasski—better known as I.T.—went nuts backstage after a tempo hit. His record company paid a lot of money to keep people quiet and to get him clean. At least they hope he's clean. Wouldn't be surprised if this were part of a larger stunt to get him back in the public's good graces.
- Kat o' Nine Tales

And while Hollywood pours its heart out in support, one celeb (or former celeb, rather) is shying away from the spotlight. You may (or may not) remember singer Melody Tyger from





INCOMING FEED.....

Incoming Message

about ten years ago, when she was finally able to complete her tour de force album *Fearful Symmetry* with a boon from the late President Dunkelzahn. The tour was a massive success, but soon after, Ms. Tyger left the spotlight. Recently, there had been word that she was planning a comeback, but according to my sources, she skipped out of the recording studio and just disappeared. Well, I guess that mystery has been solved—she was recently seen in Bogotá, minus her trademark striped hair and makeup. In fact, the pics I've seen are unflattering and ... well, plain. She still looks good, but nothing like she used to. Girl, what happened? Anyway, she has been refusing any and all requests for interviews to those who can catch her. Such a woman of mystery; what is she doing down there?

Anyway, the D!az will have all the juicy details ready to go as soon as they happen. Ta-TA kiddies!

- First one who says "please think of the children," I'm gonna shoot them myself.
- Sticks
- So, to ask the obvious: Why should I care if a bunch of soy-latte-chugging, egotistical, self-serving, pinky-in-the air, pretty-face types decide to go to Bogotá and get shot up?
- Slamm-O!
- One word: opportunities. The job market down there for mercs and related fields has always been high, but this will add an all-new dimension to the conflict with the need for a lot more subtle assets. Nothing like a good propaganda war to spice things up.
- Hard Exit

OVERVIEW

There is no globally significant event that some people will not try to exploit for their own ends, and the war in Bogotá is no exception. Celebrities are making their way to the city to build their reputations as humanitarians, to assuage their consciences about being tremendously wealthy in a world full of suffering, or for reasons known only to them. The vast majority of these celebrities are entirely unprepared for life in a war zone, so they will need some help to stay alive and accomplish whatever goals they have.

While the celebrities have an over inflated sense of their own effectiveness, they are right about one thing—they bring attention to whatever they do. The powers behind the scenes of the war know the people will be watching what happens to the celebrities while they are in the region, and if they can use it to further their own agendas in the war, they will.

This adventure centers on three main celebrities: actor-director-he-man Gunter Delta, music hitmaker I.T., and past-her-prime musician Melody Tyger. Runners have a chance to interact with these celebrities and help them meet their goals for involvement in the war and related matters—or at least help them stay alive.

PLOT POINT ONE

The Homefront

Involvement in the Az-Am War does not need to be restricted to Bogotá. Many of Aztlán's rivals see the war as a chance to gain an upper hand on the nation while it is distracted and possibly weak, and they are working to mobilize their people for future moves. Anti-Aztlán rallies have become commonplace in the CAS as hawks in the government look to boost support for an attack from the north. Aztechnology has a response, though, and they have been funding counter-protests wherever they can. Protests are emotionally charged affairs, and these ones are even more so, as the anti-Aztlán protesters view their opponents as hired help, not real protesters, while the pro-Aztlán side views the CAS protesters as violent warmongers.

Gunter Delta, while recuperating from the injury he sustained on the front lines (and to do publicity for his film *Crimson Jungle*), decides he wants to show up at a protest and be a voice for peace. He doesn't plan to join either the anti-Aztlán or pro-Aztlán sides; instead, he views himself as an independent voice for reason.

Since his normal team of mercenary bodyguards is still in Bogotá, Delta needs some independent operatives for a little temporary duty. The runners get word from their fixer of a little light work—hang out with a celebrity in Fort Worth for a day and make sure no one clubs him on the head. For that, the runners can split 5,000 nuyen. Not bad for something that looks easier than a milk run.

Unfortunately, this is not the first protest in Fort Worth, and things have gotten to a point where the two sides know each other and don't like each other at all. At this protest, tensions break out, and instead of seeing Delta as an independent voice for peace,

both sides see him as someone not willing to commit to a cause, so he becomes a target of their wrath.

The protest takes place in Burnett Park (see description in **Locations** section). The two factions start, briefly, on opposite sides of the park (east and west) while Delta sets up a dais on the north end. He asks the runners protecting him to use only non-lethal methods if trouble breaks out.

It doesn't take long for the two sides of the protest to start shouting at each other, and after a few moments of verbal abuse they start moving toward each other. Delta takes his position at his podium and asks for calm and reason to prevail, which makes him a target. While the bulk of the protesters focus on each other, ten or so protesters (see **Protesters**, p. 160) from each side start throwing rocks at Delta and moving in for more physical assaults.

The runners can try to escape, but any sign of running away is met with anger from the protesters. They view it as cowardice on the part of Delta, and the number of protesters targeting him doubles. Facing them down might be easier—the protesters are angry, but they are not really ready for a full-on fight. Knocking out one or two of them might be enough to dissuade the others from full-on assault.

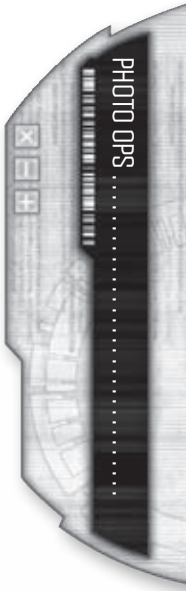
After the protesters mix it up for about five minutes, Lone Star officers arrive (use Lone Star Police Squad Member, p. 282, *SR4A*). They have no interest in determining who started what—their goal is to bring down anyone attacking anyone else, or anyone with a visible weapon. This might be a good time to escape—the protesters now won't follow them, as they'll be distracted by Lone Star. Fighting Lone Star will be problematic, as it won't look good for Delta if his people take on the police. Delta begs the team to be peacefully arrested. If they do so and let him look like a victim who was trying to protest peacefully, he's happy with their actions and pays their bail. If the runners are arrested after a struggle, they're on their own. Delta pays them (he's a man of his word) but does nothing else for them.

PLOT POINT TWO

Music impresario I.T. believes that if he can just get the great dragon Hualpa and Aztlán President Enrico Silva into the same room, they'll "move past the fog of war and talk for real," to use his words. To date, both leaders have resisted I.T.'s invitations for a meeting, either together or separately.

I.T., however, did not get to be a highly successful musician by waiting for people to do what he wanted. He makes things happen. So if he wants a meeting with President Silva, he'll get one.

I.T. has a plan based on an inflated sense of self-worth and a misunderstanding of how politicians work. He believes if he just gets himself in the same room with President Silva, the force of his presence will compel the Aztlán leader to listen to him. He has found out from the staff of the Hotel Intercontinental in Tenochtitlán (who are big fans) that President Silva will be in room 310 for two hours before an upcoming speech. I.T. wants to hire a team who can sneak him into the room and meet President Silva. The runners have been recommended to I.T. (possibly by Gunter Delta if they did a good job for him) as people who can help, and he's willing to pay 5,000 nuyen apiece if they can get the job done.



The runners may decide that money is money, and they'll do the job, regardless of how ludicrous it is. Getting into Silva's room won't be easy, and the situation is further complicated by the fact that I.T. insists on revealing himself once he's in the room. Naturally, President Silva doesn't care at all about who he is, and he immediately orders his arrest—along with the arrest of anyone who helped him. The runners must make a fast retreat to avoid falling into the hands of Aztlan security.

Perhaps the safer, saner approach is to convince I.T. that his plan is dangerous and not likely to work. Introducing I.T. to Aztlan security and helping him get some idea of what they do to people who do not follow their security procedures would be a place to start. If I.T. sees the light, he does not pay the runners their full fee, but he gives them 2,000 nuyen apiece in gratitude for helping him avoid a career- (and potentially life-) threatening plan.

PLOT POINT THREE

If the runners finish Plot Point Two on good terms with I.T., he asks them for a favor on behalf of another musician—Melody Tyger. Tyger shot to fame when her album *Fearful Symmetry* was partially funded by a bequest from Dunkelzahn's will, and the album itself became a multinational hit. She enjoyed a few years at the top, but then her popularity started to wane, and these days people in the music business view her as a has-been. She was starting to record a comeback album when she up and vanished. Rumors have spread about her being involved in humanitarian relief efforts in and near Bogotá, but little concrete evidence of what she has been up to has emerged. Lately, I.T. has heard some things that concern him, and he wants runners to go down to the war zone, find Tyger, and make sure she is safe.

I.T. can help the runners get to Bogotá, but once they are there, they're on their own. If they have been involved in previous adventures in the city (such as *Colombian Subterfuge* or the **Lights Out** chapter of *Corporate Intrigue*), they may have contacts they can reach out to in order to find information about Tyger. There is actually a fair amount of information available, mainly because local gossips have been intrigued about her. The trouble is, much of it is contradictory. Each time the runners ask a contact or perform a Data Search about Tyger while in Bogotá, give them a piece of information from the table below. The information can be given in any order, but the last piece should not be given early in the search, as it contains the most direct evidence leading to Tyger.

Bravo Company's last known location was a small village approximately 75 kilometers southeast of Bogotá. The runners can attempt to find the village themselves; mapping software only gets them so far, however, as the ever-changing rainforest has not been well mapped, especially the smaller villages inside it. Mapsofts and technology can get the runners close, but they must make a successful Navigation + Intuition (3) Test to actually find the village. If they fail, they wander around the jungle for a time until an Amazonian patrol spots them. Depending on how the runners act with them, the patrol might give them directions (if, say, they are given a bribe) or chase them to the village (if the runners attack the patrol).

INFORMATION ABOUT MELODY TYGER

- Tyger met with a lot of officials when she first arrived, including leaders of the Catholic Church and neighborhood organizations, but that activity has tailed off.
- The rumor mill says Tyger met with all these people when she came to town, but not a single individual she supposedly met with ever confirmed such a meeting.
- Tyger is in town as an agent provocateur. Her cover is to bring supplies to people, but her real task is to build sympathy for Amazonia among the down-trodden citizens of Bogotá.
- Tyger's humanitarian causes are a sham. She's part of a magical cult looking to harness the foul, negative energies of the city for horrible purposes.
- Tyger has spent her time setting up supply routes in the city to make sure goods get to where they need to go. She's non-partisan in her activities—she just wants to make sure people who have suffered get help.
- Tyger has made many friends among the people of the region, but that hasn't endeared her to those who are in power. Some of them are starting to think she needs to be taken care of.
- Tyger has been seen with a group of mercenaries known as Bravo Company.

It turns out that Bravo Company is no longer at the village, but a woman named Sonia Barredos (use *Guerilla Fighter*, p. 158) is willing to act as a guide for the runners. They need to be careful with her, though. If they simply say they are looking for Bravo Company, Barredos takes them to the company's new location for a fee of 200 nuyen. If they say they are looking for Melody Tyger, Barredos becomes very eager to help them find her, trimming her fee to 100 nuyen. In this instance, though, she takes a long, winding path to where Bravo Company is stationed in an effort to delay the runners. A successful Navigation + Intuition (2) Test helps the runners notice that she seems to be travelling in a wide arc, not a straight line; if confronted (when she is outnumbered and alone in the jungle), Barredos confesses that she was supposed to delay anyone looking for Tyger, because a man named Coal Ember wanted to be able to find her first.

Coal Ember is an assassin hired by the Aztlan government to take out Tyger (see *Coal Ember*, p. 155). If the runners don't tell Barredos that they are looking for Tyger, they find ten members of Bravo Company in a small camp about ten minutes before Coal Ember takes his first shot at Tyger. If she delays them fully, they arrive just as Coal Ember takes his first shot.

Due to the difficulty of getting off a clean shot in the jungle, Coal Ember misses his first shot. Tyger and Bravo Company react; the members of the company provide cover fire while Tyger moves to safety (use *10,000 Daggers Mercenary*, p. 162, for the members of Bravo Company). Coal Ember is not about to get into an open firefight when he is so badly outnumbered;

instead, he slinks back into the jungle, maneuvers around Bravo Company's camp, then looks for another shot. The runners need to take him out before he finally gets a clean shot that fulfills his contract on Melody Tyger.

LOCATIONS

BURNETT PARK, FORT WORTH

Burnett Park is a square block in the downtown area of Fort Worth. It has very little grass—mostly it is concrete walkways, planters, trees, and benches. It attracts a decent crowd of middle managers on nice days during lunch time, but other than that it hosts very few people besides individuals who are walking through it on their way to somewhere else.

Forth Worth officials have tried to keep the park free of too much AR clutter; ads are placed subtly on planters and benches, but they are in subdued colors and do not just float in midair. AR sculpting is subtle, mainly designed to accentuate the trees and other elements already in place. The trees appear greener, the grounds cleaner, and the flowers brighter un augmented vision. Open Matrix access is available in the park through a public node (Response 2, Signal 4, Firewall N/A, System 4). Lone Star takes park security quite seriously, and they respond to any calls for help from the park within one minute. AROs to initiate contact with Lone Star are placed at regular intervals across the park.

PEOPLE

GUNTER DELTA

Delta is a self-styled man of action a risk-taking maverick of the sim-film industry. A self-centered, attention craving, and egotistical adventure junkie, Delta is willing to risk anything, endanger anyone, or destroy anything necessary to get what he wants, including the perfect shot for his latest documentary. Much to the dismay of those with whom he works, Delta feels he must be in the middle of things to make the shot happen. While Delta is a talented filmmaker, he also tends to think he is an expert in just about everything, and he does anything he can to prove it, often tuning out anyone who disagrees with him. Unfortunately, he has just enough skills to be truly dangerous. Local governments cringe when they hear Delta has taken an interest in filming in their municipalities, as the cost in infrastructure damage tends to be quite high not only for his shoots but also for the various publicity stunts he performs to promote his films. If not for the fact that Delta's films have brought in billions of nuyen in revenue for his parent company, Ares Global Entertainment, Delta would likely be in prison. But a large payoff from Delta's parent company is enough to keep all parties happy.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Int	IP
3	3	4	3	5	5	5	4	4	2.8	9	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/4

Skills: Artisan (Sim/Filmmaking) 6 (+2), Automatics 1, Blades 1, Clubs 1, Computer 3, Dodge 3, Data Search 2, Disguise

(Theatrical) 3 (+2), First Aid 2, Hardware 4 (Sim Recorders +2), Influence skill group 5, Instruction 5, Intimidation 1, Perception 4, Pilot Aircraft 2, Pilot Ground Craft 3, Pilot Watercraft 2, Pistols 2, Software 4 (Simsense +2), Unarmed Combat 2

Knowledge Skills: Sim/Film History 6, Entertainment Industry 5, Acting Methodology 4

Qualities: Addiction (attention/adventure, moderate), First Impression, Guts

Augmentations: Datafilter, datajack, encephalon 2, cybereyes [Rating 3, w/ eye laser microphone 3, eye laser system, flare compensation, low-light vision, smartlink, vision enhancement 2], sim module (with hot sim), simsense booster

Gear: Armor vest, commlink [System 5, Response 4, Firewall 4, Signal 5]

Weapons:

Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, w/ smartlink]

Cougar Fineblade short blade [Blade, Reach —, DV 3P, AP -1]

I.T.

Born Irving Telamasski to a Jewish-Polish human family in New York City, Telamasski always felt like he didn't belong anywhere. Constantly teased for being a metahuman in a human family, he retreated into himself and started dabbling in writing and music. By age 21, he had adopted the name I.T. and formed his techno-pop group Nine-One-1 in 2050. Nine-One-1 spent the better part of a decade working the club scenes in New York, Detroit, Boston, and Seattle before aligning himself with various producers to help form the independent label Expression Multimedia. Driven in the pursuit of his music, I.T. suffers from near-crippling depression stemming from his family experiences. Never afraid to try any new mind-altering substance or technology and craving acceptance in any way he can get it, in recent years I.T. has started to believe his own hype. If his fans believe he is wonderful and a genius, he tells himself that it must be true. This has led to a superiority complex where I.T. honestly believes that he knows exactly what is best for the world, and he will show everyone else that he is right through sheer force of will and personality.

Male elf

B	A	R	S	C	I	L	W	Edg	Ess	Int	IP
4	5	4	3	5	4	5	4	3	2.7	8	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 0/0

Skills: Influence skill group 5, Artisan (Singing) 6 (+2), Artisan (Songwriting) 6 (+2), Computer 3, Dodge 3, Data Search 2, Disguise (Theatrical) 4 (+2), Hardware 4 (Audio Recorders +2), Instruction 3, Perception 4, Pilot Aircraft 2, Pilot Ground Craft 3, Pilot Watercraft 2, Pistols 1, Software 4 (Simsense +2), Unarmed Combat 2

Qualities: First Impression, SINner

Augmentations: Commlink (implanted, Device Rating 4), sim module (modified for hot sim), datajack (engraved), encephalon 2, sim rig, fiberoptic hair, eyemods (solid, glowing blue), cyberears





INCOMING FEED.....



[Rating 4, w/ audio enhancement 3, ear recording unit, damper, sound link, select sound filter 4]

Gear: Commlink [System 4, Response 4, Firewall 4, Signal 3]

MELODY TYGER

Melody Tyger, aka Rachael Turner, could have easily ended up an entertainment cliché. A pretty girl from a small suburb in northwest Ohio, she was discovered during a high-school production of *Grease 2030* and given a recording contract at age sixteen. She spent the first few years of her music career doing the typical neo-teen-pop before breaking out that mold in 2054 with her cover/remake of the song “Rebel Yell” and the accompanying album of the same name. With a new identity, Melody Tyger dominated the charts for almost two years before almost succumbing to substance abuse and depression. Things became so bad that her sophomore project, *Fearful Symmetry*, was almost canceled. It was saved by a timely boon in the will from the late President Dunkelzahn. During the promotional tour following the release of that album, Tyger started to fully take stock of her life. She faded out of the public life for several years before attempting to make a minor comeback a few months ago with all-new material. While some in the music industry thought Tyger was washed up, buzz for her new project was building when she suddenly disappeared, only to reappear in Bogotá in the middle of the Aztlan-Amazonian War. There is much speculation about what she is really doing, but she is often seen working with various relief efforts. Why she gave up a chance at a comeback is still a mystery.

Female human

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	3	4(5)	3	6	4	5	5	6	2	6	8(9)	1(2)

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 4/0

Skills: Artisan (Singing) 6 (8) (+2), Automatics 2, Blades 1, Clubs 1, Climbing 2, Computer 3, Data Search 3, Dodge 4, Disguise 4, First Aid 2, Influence skill group 5, Navigation 1, Perception 4, Pilot Ground Craft 3, Pilot Watercraft 3, Pistols 3, Swimming 3, Unarmed Combat 3

Knowledge Skills: Entertainment Gossip 3, Music History 5, Pop Music artists 2, History (general) 2

Qualities: Adept, Aptitude, First Impression, Photographic Memory, SINner, Low Pain Tolerance, Sensitive System

Adept Powers: Commanding Voice, Ethralling Performance, Kinesics (3), Linguistics, Low-Light Vision, Improved Ability (Artisan) (2), Improved Reflexes (1), Multi-Tasking, Sound Dampening, Voice Control

Gear: Armor clothing, commlink (System 4, Response 4, Firewall 4, Signal 4)

Weapon

Stun baton [Club, Reach 1, DV 6S(e), AP -half]

... OPERATION BLINDSIDE ...

Incoming Message

0130 hours, January 6, 2074

"Any contact from HQ yet, lieutenant?" inquired the commanding officer for the Aztlan 213th, Colonel Juan Santos-Ramirez.

"No sir. It's been three hours, and all channels remain silent. Satellite communication still seems to be down. Satellite imagery is also unavailable. We remain completely blind out here," said Lieutenant Lorrie Salvadore.

Santos-Ramirez tried to stomp on the floor in anger, but the packed dirt under his command tent failed to return a satisfactory noise.

"Do you still wish for us to maintain current position, sir?" asked Sergeant Diego Esteban. "Should we not advance to our rendezvous coordinates near Georgetown, per our original orders? If this is an attack by the enemy, should we not make ourselves a moving target?"

"Negative, sergeant. Regulations specifically tell us that when communications are jammed or lost, we are to entrench ourselves in our current position and await for communications to be restored. That makes it easier for HQ to dispatch reinforcements and find us more quickly. And it makes our enemy come to us instead of us walking into an ambush. Any contact with our other units in the area, lieutenant? Can they rendezvous with us to strengthen our numbers?"

Salvadore shook his head. "Within the last few minutes, I've only been able to make contact with those that are in immediate range of radio communication, sir. I raised the 491st. They have reported they are under heavy fire and are suffering heavy losses. The 232nd also reported in—they're under fire as well and are being driven back, away from our position and back toward Bogotá. And as of a minute ago, we've lost communication with the 740th. I'd like to remain optimistic and chalk it up to them moving out of range, but from the report their communications officer sent, their fighting didn't seem to be going so well for them."

"Damn it! They were six hundred strong. They can't have all been taken out by these forest freaks!"

"I understand, sir. But it would seem as though whatever happened to our satellite communications, it was well coordinated with an Amazonian offensive. A fairly large one at that."

Santos-Ramirez opened his mouth to give an order—he wasn't sure exactly what it would be, but he wanted something along the lines of "burn the rainforest down and kill everything inside it that moves." If he had the ability to do that, though, he would have done it long ago. Before he could speak, Lieutenant Edgar Ulloa's voice cut through the crowded tent.

"Sir, our sensors are picking up massive movement in the forest, approaching our position. We've lost contact with our scouts and our scout drones. Sensors show we have contact on all sides. We appear to be surrounded. The movement suggests we could be outnumbered by a significant margin."

Orders spat out of Santos Ramirez's voice like bullets. "Alert the column for incoming bogies. Tell all the men to assume defensive positions. Move the wounded into the center of our encampment. Alert medical to stand ready for incoming casualties. Ready tanks, cannons, and our heavy artillery. Launch aerial and ground drones!"

Even as the Aztlan encampment rapidly deployed its defenses, the earth beneath it began to shake violently and break open. Trees toppled onto the tanks. Unmanned utility vehicles sank into crevices that suddenly ripped open beneath them. The Aztlan infantry struggled to remain on their feet through the earthquake, even as dozens of mortars and rockets soared through the air and into camp, erupting in flame and smoke, hurling blinding debris into the air. Several of the rockets slammed into the Aztlan tanks, shredding their armor, if not destroying them outright. Waves of automatic gunfire began sweeping over the encampment. Aztlan soldiers began falling to the ground as mortar rounds, rocket attacks, and gunfire left them wounded or dead. The sky, previously clear and moonlit, rapidly clouded over, and torrential rain began to fall, followed by rapid lightning strikes inside the camp. A couple of strikes hit the medical unit, causing wailing alarms to sound as fire broke





out. Lightning continued to rain down on the Aztlan soldiers, striking several and sending them to the ground.

“Colonel, we’re being attacked by spirits,” shouted Major Ernesto Chavez, as a lightning bolt violently struck the command tent, generating a loud, ear-splitting clap of thunder.

“I can see that! Have the magical detachment take care of it!”

Aztlan tanks and artillery batteries began lighting up the night sky with their own fire. Dozens of trees began splintering and falling around the Amazonians and their positions. Aerial drones strafed Amazonian positions, disrupting their ranks. The ground trembled even more violently from the explosions of tank fire. Ground drones zipped into the areas where the Amazonians were believed to be hiding and opened fire, drawing fire away from the Aztlan encampment, at least temporarily. Heavy fire from sixty tanks pockmarked the nearby rainforest, leaving large, devastated areas, along with numerous corpses. But the attacks from the Amazonians remained constant and relentless. The chatter of gunfire was persistent—the moment one gun fell silent, another rattled to life to take its place.

As Colonel Santos-Ramirez watched the feeds coming into various AROs, large thunderbirds took flight from the position within camp where his magical detachment was holed up. They took to the air and immediately headed for what seemed to be the source of the lightning storm. Lightning rained down on the thunderbirds, striking one of them solidly in its breast. A dozen or so jaguar-shaped spirits emerged from the magical detachment headquarters and charged into the rainforest, drawing fire immediately from the Amazonians. Once again, gunfire from the forest subsided a bit to deal with the threat that had emerged among their ranks. Moments later, the lightning strikes that plagued the Aztlan soldiers also diminished. With any luck, thought Colonel Santos-Ramirez, their spirits would be able to neutralize the enemy spirits and draw enough fire away from the encampment so they could repel the attack.

Unfortunately for the colonel and his troops, the reprieve proved to be short-lived. Half an hour later, dozens of vines and thorny branches began wrapping around his soldiers in the foxholes and behind their barricades, engulfing them in plant life that grabbed and entwined them, and then went from tangling to crushing. Screams filled the radio channels. The magicians began shouting obscenities over the radio as the encampment was hit by a charge of plant spirits. There were clearly too many for them to keep up with. Shortly after the plant spirits’ appearance, earth spirits followed, appearing inside the vehicles and attacking the crews. Just like that, the guns of six tanks fell silent. Soldiers raced forward to replace the downed tank crews, only to find the earth spirits had been intelligent or experienced enough to rip out large sections of the tanks’ internal electronics, crippling them. Then, to top it all off, the lightning storm once again increased in intensity. The magic unit reported that two more great form spirits of air had joined the fighting. Colonel Santos-Ramirez could only watch as the magical attacks continued to ravage his troops.

During the two-hour-long conflict, Santos-Ramirez’s aerial drones were systematically destroyed by a combination

of ground fire, air spirits, and flying creatures that met them head-on and crushed them. The ground drones eventually ran out of ammunition and were destroyed before they could return to the encampment.

Colonel Santos-Ramirez quickly ran the numbers and assessed his situation. Things looked grim. In the last two hours, nearly three quarters of all his tanks had been crippled or destroyed. All of his magicians were either unconscious or dead, either from drain or from astral combat. Four hundred and eighty of his troops were dead according to their biomonitors, with another one hundred and sixty troops lying wounded in the encampment. With the destruction of his medical station, most of those wounded would likely bleed out and die before they could be treated. They still had plenty of ammunition, but the colonel had to face facts: they were not going to win this fight, and the gunfire from the Amazonians only intensified as it drew nearer.

“Colonel, shall we signal surrender?” asked Major Chavez.

“Surrender to those drekheads responsible for Cali? I don’t think so, Major. I lost good men at the slaughter of Cali. If they are going to win this battle, I’m going to make damn sure they lose as many of their own troops as possible. I ... we will make them pay.”

Colonel Santos-Ramirez switched on the battered loudspeakers of his command tent, as well as opening all communications channels. He tapped a few AR buttons, and the Aztlan national anthem sounded throughout the camp. As the music grew louder, Colonel Santos-Ramirez addressed his troops.

“My brothers in arms! Keep on fighting! Keep on fighting for the pride and the glory of the Aztlan nation! Do not give our enemies an inch! Give them hell instead! Do not reward them for what they did in Cali. Make them pay. We may not win this fight, but we will ensure they suffer as many losses as possible, so that those that follow us will have an easier time defeating our enemies. You all will be remembered as war heroes! You will be remembered in war memorials in Tenochtitlán! You will be remembered in the teocallis! You will be revered as true patriots! Keep up the fight! I will join you in these last few moments on the front lines! To the bitter end!”

Turning off his microphone, Colonel Santos-Ramirez turned and faced the soldiers in the command center. “There’s nothing much we can do in here now. Grab your rifles. I want all of us up on the lines. Lieutenant, give the order to our demolitions teams to rig our remaining supplies and any salvageable tanks with charges. They are to blow our remaining supplies once the lines start to crumble. These bastards will not use captured supplies against our own men. Not from my unit. Major, direct our men to switch over to the Seven-Seven and the Croisade grenades. Let’s take as many of them with us as we can.”

With his final orders given, Colonel Juan Santos-Ramirez picked up his battle rifle and attached a bayonet to the end of its barrel. He then walked out of the command tent and joined his men in the 213th’s final battle.

OVERVIEW

One of the considerable advantages that Aztlan and Aztechnology possess over Amazonia in the war is their access to state-of-the-art, real-time satellite imagery from Aztechnology's satellite network. While Amazonia has to purchase access to satellite surveillance from third parties, Aztlan and Aztechnology have dedicated satellites for the war effort that can monitor the front lines twenty-four hours a day. This advantage could cause Amazonia to lose the war if something isn't done about it soon.

A mysterious Johnson, working through a proxy, hires the runners to travel to Bogotá and obtain the names and identities of individuals belonging to the "Many Worlds, One Bogotá" militant political group. Once that is accomplished, the runners need to travel to Tenochtitlan and use those identities to frame Many Worlds, One Bogotá, steal the codes for the satellites that are being used to conduct satellite surveillance of Amazonia activities on the front lines and send military communications to Aztlan forces in the field. There are six satellites in all for which the runners need to acquire the codes. These codes allow another runner team to hack into the satellites and steal valuable paydata. While in the Aztechnology headquarters, the runners also need to procure access codes for the Xolotl satellite weapons platform. The secondary runner team will use those codes to turn Aztechnology's own satellite weapons systems against itself to destroy their spy satellites.

As the runners prepare to depart from the Spindle before the satellites are destroyed, they are approached by an individual claiming to be an agent working for Hestaby. He seems to know all about their mission, and he also knows who their mysterious Johnson is: Mujaji. He would like for the runners to let their Johnson know that there is an item Mujaji might be interested in obtaining. It is in Seattle bus terminal locker #87220, and will be there for the next twenty-four hours. If Mujaji believes it to be an item she would like to acquire, she may have it, provided she agrees to an audience with Hestaby.

PLOT POINT ONE

Back to Bogotá

The runners are contacted by their normal fixers with a job from a Mr. Johnson who has work for them outside of their city. When the runners research this Mr. Johnson, they will discover that he is a third party, a proxy negotiator brought in to negotiate the job for the real employer, who wishes to remain anonymous. The negotiator was paid by certified credstick, so it is impossible to trace the money back to the real employer. The runners should be able to discover that the negotiator's name is Jackson Knell. Knell has negotiated more than two hundred runs over the last three years for various Johnsons. In that time, Knell has only represented two employers who betrayed their shadowrunners, and in each case, Knell never worked for those groups again. If the player characters check into where he has been lately, they find that he has spent the last few weeks travelling in Africa.

In the meet, Knell explains that he needs the runners to travel down to Bogotá, where they are to find a political group named "Many Worlds, One Bogotá." They are to obtain the names and

identities of several of its members, whom they are to impersonate for the upcoming mission. They will also need to find a way of making those individuals disappear from sight for the duration of the mission so that they can be framed for what the runners are about to do.

Travelling to Bogotá is not an easy task. Bogotá continues to be an active war zone, both along its perimeter as well as inside the city. In addition, they are not working for Aztlan or Aztechnology, so obtaining a flight into the El Dorado Airport, which the two Central American powers control, is difficult. The player characters may need to hire smugglers to get them into the city safely. This may entail having them land in a makeshift landing strip in the rainforest and braving the dangers of that area to get into the city. If the group has not already played through the events of **Aztlan Counterstrike** (p. 56), they may make contact with the Amazonians, who may allow them (for a price) to use one of their tunnel networks to bypass most of the dangers of the rainforest (see p. 62 for details on the Amazonian tunnel networks).

When the runners arrive in the city and begin to do legwork, they must be careful. The city is filled with Aztlan and Aztechnology spies. If they are not discreet in their questions about Many Worlds, One Bogotá, they are flagged and kept under surveillance, and if they raise too many red flags, some spies attempt to abduct them and take them back to the Aztechnology Business Complex to find out who has hired them. The runners may or may not be aware of the fact that Many Worlds, One Bogotá is an underground Aztlan spy network that was designed to infiltrate the Colombian Liberation Movement. If the runners make the right connections with the locals, they are directed to a residential house in Zona Norte (in the El Largo neighborhood), which serves as the base of operations of a major cell of the group.

Upon finding the once-luxurious house, the runners encounter a cell of approximately forty-five individuals who have turned the building into a heavily armed compound. Residents of this compound only leave for one of three known reasons: recruiting potential members, going on missions, and foraging for supplies. If the runners keep the headquarters under surveillance, they learn that two teams are about to leave the compound; one on a mission, and another for a supply run. Between these two teams, there are members of Many Worlds, One Bogotá that the runners can impersonate fairly easily (same metatypes, roughly the same builds, roughly the same ages), making a switch possible. The only problem is that these teams have other members that aren't easy to impersonate and are of no use to the runners. The runners can choose to detain the non-essential members and keep them locked up with the others during this mission; alternately, upon incapacitating the groups, the runners can use their targets' weapons to kill their compatriots and frame them for their murders. This will make it look like these members of Many Worlds, One Bogotá are traitors to Aztlan—perhaps Amazonian agents who had infiltrated the Aztlan spy network. Both groups are heavily armed, and together they outnumber the runners. Taking on each group separately would likely be the best option for the runners; one as they are heading to carry out their mission, the other as they are coming back.

When the runners have extracted the members of the Many Worlds, One Bogotá group, they are able to access their commlinks





INCOMING FEED.....

and get information on their identities, who their normal contacts are, what their missions have been, any intelligence they have collected on the other members of the Colombian Liberation Movement, the fake SINS that they have been using, and other related info.

At some point during this job, the runners have to make arrangements to stash the metahumans they plan to impersonate. One option would be to deal with the Olaya or the Andres cartels. The cartels are willing to hold onto them until the runners' jobs are complete, and let them go. They're not operating entirely *pro bono*, but they're willing to be cheap if it means striking Aztlán. They'll hold onto the operatives for the small fee of 1,000 nuyen. Another option would be to hire local runners to watch these metahumans for them. In any case, at the end of this scene, the runners have their new identities and the scapegoats who will take the blame for this run. While in the process of stashing the political group members, the runners need to be methodical in disguising themselves with the appropriate tattoos, piercings, and scars of their marks. Failing to do so will likely compromise the mission.

PLOT POINT TWO

Into the Heart of Darkness

From Bogotá, Jackson Knell directs the runners to Tenochtitlán for the next objective. The runners need to be seen around town, casing the world headquarters for Aztechnology, and in the process making sure the SINS of their scapegoats are recorded on Aztlán and Aztechnology security nodes. It should

be done in a subtle manner that gets them on the cameras for Aztechnology but does not prompt Aztechnology to send troops to search them. This task requires a delicate touch to plant evidence that Aztlán and Aztechnology investigators will later discover in the course of their investigation.

After they have been seen around town and left evidence that the Many Worlds, One Bogotá members have been casing the Aztechnology headquarters, the runners need to find a way into the pyramid-shaped building. Inside, they need to locate codes for all the satellites that are currently tasked for spying on Amazonia as well as the front lines. They also need to find the codes for the satellites that are running communications for Aztechnology's and Aztlán's militaries deployed in the rainforest. On top of that, they also need to obtain access codes to Aztechnology's Xolotl satellite weapons system. They should do so in a way that Aztechnology is not immediately aware that unauthorized personnel accessed these codes. Knell is okay with the runners inflicting other damage or stealing other paydata to prevent Aztechnology from immediately realizing that the satellite codes were the target of the run.

This is a good news/bad news scenario for the runners. The good news is that the war with Amazonia and the hunt for Sirurg in the north has emptied Aztechnology headquarters of many of the veteran Jaguar and Leopard guards that were stationed there. The units currently present are newer soldiers who are freshly out of the military academies and lack field experience. These Jaguars and Leopards may be prone to making mistakes that combat-hardened veterans would not. But the runners should realize that this fact makes them only slightly less dangerous. The bad news is that while the special-forces units are deployed, Aztechnology

has increased the number of its standard security forces by fifteen percent. Although they are not as well trained as either the Leopards or the Jaguars, they are still trained security forces and can pose a significant threat to the runners, especially in great numbers. And then there is the problem with the magic. The Aztechnology pyramid is a Rating 4 aspected domain toward practitioners of the Aztec tradition, and Aztechnology military personnel are geared toward taking advantage of this phenomenon. Large numbers of spirits patrol the exterior and interior sections of the building (some of which are indeed blood spirits). There are two dozen or more mages on duty any time throughout the building. An alarm can bring down spirits and astral mages upon the runners very quickly. There are two locations within the Aztechnology world headquarters from which the runners can obtain the codes for these satellites: the Warfare Operations Command Center that is located on the 150th floor, and the Space Operations and Logistics Center on the 100th floor. There are advantages particular to each location. The Warfare Operations Command Center primarily deals with the satellites tasked for the war. Since analysts are always communicating with those satellites and gathering intelligence, it is likely that the runners can find more than one analyst who has the current codes on their commlinks so they don't have to hack the military node for the division. Unfortunately, this section of the pyramid is heavily guarded. Two Jaguar guards (see p. 64) and two Leopard guards (see p. 55) stand outside the door to the Warfare Operations Command Center, checking IDs and security clearances. There are also three Force 6 great form earth spirits and one Force 6 blood spirit stationed at the door. Should any conflict arise near the command center, the spirits materialize and attack the intruders. In addition, if anything goes wrong on this floor, it is an extra fifty floors for the runners to fight through to escape.

The Space Operations and Logistics Center may be a more appropriate place for the runners to attempt access. It is not as highly guarded (protected only by regular ACS guards). There are no spirits stationed at the entry points (though they do patrol on the astral). Unfortunately, since the Space Operations and Logistics Center deals with satellite operations for the entire Aztechnology satellite network, it will take considerable time for the runners to search for the appropriate satellites and find the codes for them. The codes change every twenty-four hours. They changed a half-hour before the runners break into the headquarters, which means they have twenty-three and a half hours to do whatever Jackson Knell wishes with them. There are six satellites (and the Xolotl satellite weapon platform) for which they need to obtain the codes. Once they have the codes, the runners need to make their way out of the building without getting caught.

PLOT POINT THREE

From One Type of Darkness into Another

After the runners retrieve the codes, Knell informs them that they will need to hand-deliver the codes to another party, a runner team that will be handling the hacking of the satellites and their eventual destruction with the use of Aztechnology's Xolotl satellite weapons platform. Due to the sensitive nature of the codes, they cannot be transmitted electronically. There

is a risk the transmission will be intercepted by either Aztlan or Aztechnology, and if that happens they would immediately change the codes, making the mission unsuccessful. The codes need to be delivered to the Spindle, Aztechnology's space station. Although the Satellite Operations and Logistics Center inside the World Headquarters of Aztechnology helps with logistics, maintenance, and coordination of the satellites, the actual control over those satellites takes place in the Spindle station. This is a security protocol that has been in place since the war started. It is likely that the runners will need assistance in arranging for discreet transportation to and from the Spindle station. If the runners ask their contacts for information, they are put into contact with a JackPointer known as Orbital DK. For the right price or for favors he needs done earth-side, he puts them into contact with individuals and organizations who can smuggle them onboard the Spindle station. They are given the commcodes for the runner team on the space station and instructions to wait for them. They are also instructed to wait for the runner team. Before destroying the satellites, the other team downloads the most recent intelligence and gives it to the runners to transport back to Earth and Mr. Johnson. Once that drop is made, the runners should try to get off the station before the satellites are destroyed (within one hour after the drop is made).

The runners need to be aware that the space station is considered to be a Rating 9 mana warp. Magic-based characters are at a considerable disadvantage when travelling to the space station. Dual-natured runners may have to remain on Earth and let the other team members handle this part of the run. The runners who travel up to the Spindle space station need space suits (p. 54, *Arsenal*). The runners should also consider using capsule or frangible ammo for any weapons they take up to the station, to minimize the possibility of causing a hull breach and explosive decompression.

The runners may encounter complications while trying to get off the station. Since the runners should still be using their disguises to frame members of Many Worlds, One Bogotá, Aztechnology will try to detain the runners and question them about why they were seen casing the world headquarters for Aztechnology several hours previously, and what they're doing now up on the Spindle Station. Aztechnology soldiers do not believe in coincidence. Additionally, if the runners were smuggled aboard the Spindle instead of going through proper legal channels, they do not have documentation authorizing them to be there. Aztechnology may also have become suspicious that something occurred in their World Headquarters, and they want to interrogate the runners to figure out what happened. In any event, the runners are confronted by Aztechnology and/or Shibata corporate security forces as they are trying to leave, and they may have to become aggressive to board one of the few passenger ships leaving prior to the destruction of the satellites.

When the satellites are destroyed, Aztechnology locks down any outgoing ships so that they can search for the saboteurs. If the runners have not obtained passage on a passenger shuttle before this occurs, they will be trapped on the station. The other runner team has been on the Spindle for many months and has established for themselves identities that won't be subject to scrutiny. They are able to blend into the background, and they won't risk their necks to help the runners out. If trapped on board the Spindle, there may be smugglers and fixers willing to help hide



the runners from Aztechnology, but their help will not come cheaply. There are sections of the Spindle they have modified to hide gear and people from Aztechnology security. The runners can be placed in these compartments until the fallout from the destruction of the satellites passes, which can take a few days to a couple of weeks. If the runners were able to flee the station before the satellites were destroyed, they can send word to the group holding the individuals that they can release them. If the runners expect a long-term stay on the station, they may pass a message to Mr. Johnson to have the individuals released. If that happens, the runners find the agreed-upon payment transferred to their accounts and awaiting them once they are able to access them.

In the meantime, a statement allegedly from the Many Worlds, One Bogotá group claims responsibility for the attacks. Aztechnology denies vehemently that there was ever a terrorist attack that took out their spy satellites over Amazonia. Meanwhile, the Corporate Court issues a secret edict to all corporations to take their satellite weapons systems offline until new security measures can be implemented to prevent terrorists from taking them over. This order likely plays into someone's grand plans ...

PLOT POINT FOUR

Unexpected Entanglements

Whenever the runners attempt to leave the Spindle station (whether before or after the spy satellites are destroyed), they are approached by a woman claiming to be an agent for the great dragon Hestaby. This individual claims to know about their mission, from framing Many Worlds, One Bogotá to stealing the satellite codes. She even claims to know the identity of their Mr. Johnson for this mission: Mujaji, the Rain Queen. If the runners researched Jackson Knell, they would have learned that he spent several weeks in Africa just before they were hired, which would seem to support this revelation. Hestaby's agent reveals that Mujaji was likely repaying an ancient debt she owed to Hualpa. And now, the agent's patron wishes for the runners to pass a message on to Mujaji through their Johnson, Jackson Knell. Hestaby desires an audience with the Rain Queen. As such, Hestaby has a gift for the Rain Queen to encourage her to indulge an audience with Hestaby. If Mujaji agrees to the audience, she is free to accept the item that Hestaby has placed in a bus terminal locker in Seattle (locker number 87220). If Mujaji does not consent to an audience, the item will be returned to Hestaby's possession. The item will be in the bus terminal locker for twenty-four hours following the runners' return to Seattle. The agent does not tell the runners what is in the locker, instead telling them that the item is not a magical artifact, and it should not be something sought by the groups associated with the "Great Artifact Rush" (for more information on this, see *Artifacts Unbound* or the ongoing series of *Shadowrun Missions*).

When the runners return to Seattle and pass this information on to Jackson Knell, he asks them to sit on the locker while he relays Hestaby's request to Mujaji. If Mujaji accepts Hestaby's offer, the runners recover the item from the locker and bring it directly to Jackson Knell; if the Rain Queen declines, they simply walk away. Either way, Jackson pays them extra for this service (500 nuyen per runner).

Despite Hestaby's agent's assurance that the artifact is not magical and should not involve the artifact hunters that have saturated Seattle as of late, it was nonetheless in the possession of one great dragon, and used as leverage to negotiate an audience with another. Whether or not it is magical is irrelevant. Its use in draconic politics makes it important and valuable. While keeping the undisclosed item under surveillance, the runners may encounter shadowrunners hired by any number of groups to steal the item in locker number 87220. These runners could be hired by Saeder-Krupp, Aztechnology, the Black Lodge, the Illuminates of the New Dawn, Apep Consortium, the Atlantean Foundation, or even the Draco Foundation. The runners may have to fight off multiple opponents vying for that locker's contents over the next several hours. If the runners get into trouble and are outmatched by their opposition, the Shasta Shamans may be able to help. They likely have their own surveillance on the locker, until either the item is picked up by Mujaji or the twenty-four-hour period expires. The Shasta Shamans at the bus terminal reveal themselves if the item appears to be in jeopardy.

Eventually, Mujaji passes word to Knell to collect the artifact for her. Knell instructs the runners to collect the item and deliver it to the Sea-Tac airport. There, Knell is on a private plane, and he takes the item out of the country, presumably to Mujaji.

There is an opportunity for the runners to double-cross Hestaby and her agent. They may choose not to tell Knell about the item in the locker and attempt to take it for themselves. If that is the case, the Shasta Shamans confront the runners, telling them their patron has not received word back from Mujaji agreeing to an audience, and that they appear to be violating the agreement. Should harm come to the Shasta Shamans, the runners earn Hestaby as an enemy for life. Given what has recently transpired with Elliot Eyes-of-Wyrm and the Saeder-Krupp Middle East Headquarters, Hestaby does not appear to be in a mood to be trifled with, and the runners should consider their actions here very carefully.

LOCATIONS

MANY WORLDS, ONE BOGOTÁ COMPOUND

At one time, this mansion was the envy of El Largo. It features seven bedrooms, nine baths, two kitchens, an outdoor and indoor pool, a guest house, tennis courts, and an indoor gymnasium. If the runners research this mansion, they discover it had been featured on a few national trid programs spotlighting the nation's rich and famous. It currently serves as a military compound for forty-five members of Many Worlds, One Bogotá. Luxury has been turned into practicality. The gymnasium has been turned into a makeshift armory. A shack has been built on top of the tennis court to store gear and supplies. The garages, once designed for four luxury vehicles, have been redesigned to house two military-style vehicles. The guest house has been turned into a barracks. The compound is patrolled by guards carrying assault rifles and submachine guns. Metahuman patrols are backed by Ares Guardian drones (armed with light machine guns) and GM-Nissan Dobermans. There is a wrought-iron fence surrounding the mansion's perimeter. A chain-link fence with razor wire sits behind the wrought-iron fence to beef up security. Some of the grounds on the estate have been mined,

though it is a work in progress so most of the grounds are currently free from explosives. The gate for the fence used to be electrical, but years of neglect have forced members to operate the gate manually. The armory and the shack for the gear and supplies are both warded.

AZTECHNOLOGY WORLD HEADQUARTERS

The Aztechnology World Headquarters in Tenochtitlán has been designed to emulate the traditional mesoamerind stepped pyramid. Its exterior combines sandstone with polyglass and copper-finish composites. The building is roughly seven hundred meters tall and four hundred square meters at its base. According to the public databases, the pyramid contains one hundred seventy stories. There are no official references to any sub-levels in the pyramid, but it is highly suspected by locals that they exist. The Aztechnology World Headquarters is guarded by Jaguar and Leopard guards, as well as by standard Aztechnology Corporate Security. The Aztechnology World Headquarters has a Domain Rating of 4 aspected toward the Aztec tradition.

SPINDLE SPACE STATION

The Spindle Space Station was originally built in 2048 but was forced to evacuate its personnel in 2050 following a catastrophic systems failure. The space station has since been upgraded and its infrastructure dramatically improved by contributions from a corporation named Shibata, which encouraged Aztechnology to refit the space station as a distribution and transportation hub. Those changes, completed in 2066, turned things around for the Spindle. The station now houses over six hundred personnel and has docking areas that can accommodate up to ten passenger or cargo ships at any given time. Since the war with Amazonia began, the Spindle has been tasked with handling the spy and military satellites being utilized in the war effort as a means to add another layer of security to this vital technology.

PEOPLE

JACKSON KNELL

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4	5	3	5	4	5	6	3	5.32	9	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 8/6

Skills: Automatics 2, Blades 3, Disguise 4, Dodge 4, Influence skill group 5, Intimidation 4, Perception (Visual) 6 (+2), Pistols (Semi-Automatics) 4 (+2), Stealth skill group 3

Augmentations: Cybereyes [Rating 4, w/ flare compensation, low-light vision, retinal duplication 4, smartlink, thermographic vision], tailored pheromones 3

Gear: Armor jacket

Weapons:

HK Urban Fighter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 10 (c), w/ ceramic silencer, internal smartlink system]

Savalette Guardian [Heavy Pistol, DV 5P, AP -5, SA/BE, RC 2, 15 (c), w/ APDS ammo, internal smartgun system, extended clip, extreme environment modification (Level 1), personalized grip]

AZTECHNOLOGY CORPORATE SECURITY

(Professional Rating 4)

B	A	R	S	C	I	L	W	Ess	Init	IP
6	4(7)	4(5)	4(6)	2	3	3	3	3.68	7(8)	1(2)

Condition Monitor Boxes: 11

Armor (B/I): 12/10

Skills: Animal Handling (Hellhounds) 3 (+2), Athletics skill group 3, Blades 4, Clubs 3, Computer 2, Etiquette (Corporate) 2, Firearms skill group 4, Hardware 2, Infiltration 3, Intimidation 4, Perception 4, Throwing Weapons 3

Augmentations: (all alphaware) Cybereyes [Rating 3 w/ flare compensation, low-light vision, smartlink, thermographic vision], muscle augmentation 2, muscle toner 3, wired reflexes 1

Gear: Full body armor w/ helmet, commlink (Device Rating 3)

Weapons:

Ingram SuperMach100 [SMG, DV 4P, AP —, SA/FA, RC 3(4), 60 (c), w/ internal smartgun system]

Nitama NeMax [Heavy Pistol, DV 5P, AP -1, SA, RC —, 10 (c), w/ internal smartlink system, a basic safe target system, and a biometric safety system]

3 gas grenades w/ Neuro-Stun [Grenade, DV 10S, AP —, Speed: 1 Combat Turn]

ORBITAL DK

Orbital DK is the Matrix handle for the female shadowrunner/hacker who operates out of low earth orbit. Orbital DK is believed to be in her mid 30s and according to rumor has been operating in space since at least 2057. She has been involved with the group known as "Snow Angels," who have converted an old Fuchi satellite into what is known as the Asgard Data Haven. While associated with the Asgard Data Haven, Orbital DK became known for her spy activities on Aztechnology and its space and satellite activities. Her input, as well as her experience in space, can prove invaluable to runners looking to complete this job on the Spindle for their Mr. Johnson.

Female human

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	5	3	4	5	6	5	4.5	10	1

Condition Monitor Boxes: 10/11

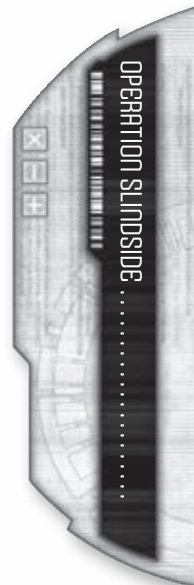
Armor (B/I): 6/8

Skills: Athletics skill group 3, Cybercombat (Agents) 5(+2), Electronics skill group 4, Electronic Warfare (Communications) 4 (+2), Etiquette (Corporate) 4, Firearms skill group 3, Hacking 5, Infiltration 3, Intimidation 4, Perception 4, Pilot Aerospace 4, Pilot Aircraft 3, Pilot Ground Craft 2

Augmentations: Cold adaptation (transgenics), low oxygen tolerance (transgenics), microgravity adaptation (transgenics)

Gear: Space suit, commlink (Device Rating 5)

Programs: Analyze 5, Armor 5, Attack 4, Browse 3, Command 4, Defuse 6, ECCM 4, Edit 4, Encrypt 5, Exploit 4, Medic 3, Spoof 6, Stealth 6, Track 4





Incoming Message

Posted by: Thorn

I have come across these three bulletins, and from the whispers I am hearing from my global contacts, I am deeply disturbed by their implications. Taken by themselves, these stories might seem innocuous. After all, crime happens on military bases all the time. But having three occur within less than a week of each other seems to suggest a pattern. We do not know who is behind this, why they are doing it, or what their larger purpose may be. Other than having megacorporate militaries as the targets, these stories don't seem to be related in any way. The bases involved are not even located on the same continents. And following the incidents, military investigators could not confirm that any of the suspicious activities accomplished anything. At this time, all I can suggest is that we continue to watch what's happening on military bases very closely. The last thing we need is for the New Revolution to rebuild itself, or for other extremist groups like Warpath or Winternight to acquire military-grade weapons and technology for themselves. We do not need a repeat of 2064.

Story #1: Mysterious deaths of Saeder-Krupp troops in the Allied German States

Five Saeder-Krupp officers died over the weekend in seemingly unrelated incidents. The first two, Captain Lance Faust and Captain Mathias Kappel, died as a result of illegal drug overdoses. Captain Faust is believed to have overdosed on zen; it is believed that Faust has had martial problems that contributed to his substance abuse. Captain Faust leaves behind a wife and two children, ages 15 and 12.

According to Saeder-Krupp officials speaking on the condition of anonymity, Captain Kappel died from an overdose of kamikaze. Captain Kappel's recent service records show a marked decline in physical performance. The source believes Kappel was trying to use kamikaze to compensate for his failing health. Captain Kappel has been in the Saeder-Krupp military for nearly fourteen years.

The third victim, Major Karl Dresner, was found dead in the parking lot of Meld In, a popular club in Berlin. Witness reports say that Dresner got in a scuffle with several members of Humanis, resulting in him being stabbed repeatedly. Saeder-Krupp security forces are currently looking for the perpetrators and are offering a sizable reward for information leading to their capture.

Colonel Johana Kirsch was found at home in Mannheim. Initial reports suggest that long-term BTL abuse was the cause. Colonel Kirsch was fifty-eight years old, and was due to retire in ten months. Kirsch was a popular soldier and commander who will be missed by many under her command. On-base memorial services are pending.

Colonel Frederick Traugott was found unconscious in his office. He passed away before medical help arrived on the scene. The deaths of these five S-K officers follow the deaths of twenty-seven other high-ranking officers over the last four months.

Story #2: Threat report to CAS military officers in Norfolk

Be advised that Ares' Knight Errant personnel reported unusual activity in their housing enclave for their ranking officers. Investigation suggests that unauthorized personnel may have gained access to the enclave, which implies unauthorized personnel on the Norfolk Naval Air Station as a whole. Knight Errant has increased security for their officers and has begun sweeping the enclave for unauthorized personnel. Ares' computer experts are also scouring their gate-access records to determine if there are any inconsistencies that suggest a security breach. The alert did not mention a specific target. The CAS Command recommends implementing similar measures until a threat assessment can be made. Ares has recommended that its officers maintain a high situational awareness while off base until this potential threat is identified and neutralized. CAS Naval Command also recommends this measure for all of its personnel. Personnel will be advised as the situation warrants."



Story #3: False alarm reported in the hangar housing Shiawase new military drones

Follow-up action report: On 13 January 2074, an alarm was sounded in Hangar 4, which houses the newest combat drone to Shiawase's arsenal. Troops responded within one minute of the alarm. There were no signs of forced entry. A sweep of the hangar did not detect any signs of tampering or unauthorized access. All computer records were secure. The maintenance squad was called in to give a thorough examination of the drones to detect possible sabotage. After rigorous tests of all five hundred drones, the maintenance squad found no evidence of sabotage. All drones were functioning within normal specifications. The maintenance squad did not detect any unauthorized access to any of the drones or their classified materials. A maintenance crew examining the maglocks found a short that could have triggered the alarm. The alarm likely prevented an illegal operation from taking place. Regardless, this action report recommends increasing security, changing out all maglocks, changing all key codes, inspecting anti-tamper circuits, and increasing surveillance on the hangar. Training missions with the drones will be increased. These training missions have an additional benefit of ferreting out any sabotage that the tests may have missed, provided any illegal activity occurred on this date.

- Well, you can probably write off that Saeder-Krupp article as being anything notable. From what I hear, it was an internal op. It was Saeder-Krupp cleaning house of soldiers who failed to live up to their oaths of loyalty and were selling secrets to other megacorporations. All the corporations do this from time to time. It's really no big secret, though I'm a bit surprised by the sheer brutality of it. Most would choose to charge the soldiers with treason and lock them up in secret prisons instead of killing them. This seems brutal even for Lofwyr. Maybe the stress of this dragon conflict is getting to him.
- Fianchetto

- I thought all oaths of loyalty were magically enforced. Did they find a way around it?
- Jimmy-No
- Ghostwalker does that with the Zone Defense Force. And it makes sense for him with all the nations and loyalties involved in that organization. To my knowledge, that isn't how Lofwyr deals with his troops. His fearsome reputation, plus his confidence in his troops' sense of patriotism (and self preservation) seem to be enough to limit the number of soldiers in his military willing to sell secrets. And when they are not enough, then you see stories like this.
- Frosty
- And I thought Plan 9 was paranoid, Thorn. You said that crime happens on bases around the world all the time. That CAS story could be the result of a former spouse of a sailor breaking onto the base, stalking an ex. It could be a shadow op, or it could simply be someone smuggling shit onto a base. Like just about every place else, military bases have black markets for restricted items like drugs and BTLs. Someone could have simply tripped something. And as far as we know, that Shiawase story could have simply been a matter of a malfunctioning maglock. Did your sources provide you any more information to go on other than "there might be a pattern here?"
- 2XL
- They did, but it's information that would compromise their identities and could get them killed. So I won't be sharing that information with the rest of you. But something is going on. Trust me on that.
- Thorn

OVERVIEW

Jean-Claude Priault, the head of Saeder-Krupp's Strategic Division, has been given an assignment by the CEO: covertly target specific units within the various megacorporate militaries and make certain alterations to them. The changes he's making might not come into play for years, or even ever, but they will be in place for Saeder-Krupp if needed. These changes are a part of Lofwyr's long-term grand designs. As such, the runners will not see immediate results from many of their efforts.

Priault is looking for highly skilled runners with an exceptional street reputation (the team should have at least a Rating 7 in Street Cred. They should not have any Notoriety, especially when it comes to betraying a Johnson. If Priault can locate any information on the team that shows they betrayed their Johnson, even if it only relates to one member of the team, they

will be overlooked for this job (or, if the gamemaster really wants to run them through this chapter, they should take a significant hit in pay since they are not Priault's ideal choice). Priault and Saeder-Krupp need utmost secrecy in pulling off this mission, so they want trustworthy operatives.

The first job is to travel to the Allied German States. Priault provides the runners a list of fifteen senior officers (ranked major and above) who have broken certain internal protocols (for example, they have bank accounts through other megacorporate financial institutions that cannot be monitored by Saeder-Krupp, or they are living lifestyles that do not match their income streams). Priault wants the runners to investigate and determine which military officers are selling secrets to rival megacorporations. If they figure out which ones are acting as moles, they are to confront those soldiers, find out what information they have sold, who their handlers are at the other megacorporations, and then kill the soldiers. They are to make the deaths appear as the result of

either natural causes or various accidents. These deaths must not appear to be related.

Once the runners investigate and take out this last group of potential moles, Priault feels comfortable about moving to the next phase of this operation, knowing that there is much less chance of details of this operation falling into the wrong hands. Additionally, purging the spies makes it look like Saeder-Krupp may be targeted by an outside force like the other megacorporations in case things go south with the operation.

The next objective is to travel to Norfolk in the CAS. Saeder-Krupp has an agent there, who has been meticulously studying an Ares military officer that she is about to replace as a deep cover spy. She has already gathered the traits and mannerisms of the subject as well as her security codes, and she is ready to impersonate her for a long-term undercover assignment. She needs the runners' help to make the switch for the target: Ares Submarine Operations Command's CO, Captain Rebecca Smith. Once that switch is complete, the runners need to travel to Chiba, Japan, where they will help another Saeder-Krupp operative infiltrate the Renraku Red Samurai.

While in Japan, Priault has the runners infiltrate a Shiawase military installation in Osaka. There, they are to gain access to a secured hanger that houses Shiawase's latest military aerial drone. In the hanger, they are to replace three circuit boards with boards crafted by Saeder-Krupp. The replacements are almost identical except for the fact that there is a component hardwired onto the circuit board that will download a virus into the drone's node and then retransmit that virus to any other drones that are subscribed to the same device/network. In theory, the virus, planted in multiple drones for redundancy, should be able to take down the entire squadron of drones at the appropriate time.

Once this task is accomplished, the runners' jet-setting is not yet over. Priault wants the runners to travel to Lisbon next, the capital of Portugal, to board an Ares' aircraft carrier, the *Vigilant Knight*. The *Vigilant Knight* is one of Ares' newest aircraft carriers and is the current flagship of Ares' navy. It is currently in port for resupply and shore leave. Priault provides the runners with several objects that look like grey plastic cylinders. These are some innocuous nanites embedded in something resembling feedstock. When activated by a wireless signal, the nanites use the cylinder to manufacture demolisher nanites. When placed correctly, these demolishers will play havoc with the aircraft carrier's electronics. This will disrupt the ship's communications, leaving the aircraft carrier vulnerable during a military operation. When the runners get done setting up the cylinders in the *Vigilant Knight*, Priault directs them to head for the Gulf of Aztlan, where they will need to board the Aztechnology aircraft carrier, the *Diego Oriz*, to do the same thing. The only difference this time is that the *Diego Oriz* is deployed at sea in its carrier group, carrying out war-related operations against Amazonia.

By the end of this mission, Saeder-Krupp will have covertly made alterations to military units or installations of Ares, Renraku, Shiawase, and Aztechnology. The runners should get the impression that there may be other runner teams out there, making similar modifications to the militaries of NeoNET, Mitsuhama, Evo, and Horizon. Should a conflict arise, Lofwyr will continue to be one step ahead of his enemies.

PLOT POINT ONE

Spy Hunting

Jean-Claude Priault begins searching for quality runner teams around the world with a strong street reputation (Street Cred of 7 or higher, and no Notoriety). If the runners have worked with Saeder-Krupp before and impressed their Johnson, Priault gives their fixer a call immediately. If they have not worked with Saeder-Krupp before, Priault begins contacting runner teams that might fit his needs and eventually contacts their fixers to interview the runners to find out if they have the skills he needs. Stealth, hacking, magic, and the ability to do covert surveillance are at the top of his list. Other important characteristics include their willingness to carry out network and their ability to interrogate unwilling subjects. Also, if Priault is able to find out from street sources that the runners had successfully infiltrated a CAS aircraft carrier on a previous job (from *Anchors Away* in *Artifacts Unbound*), this further impresses Priault, and helps the runners earn this job. After all, the final part of this job involves infiltrating aircraft carriers once more, but for a very different purpose.

If the runners meet Priault's stringent criteria, he insists any devices that can be used to record the meet be switched off (or the clearly not recording) before he provides them a description of the first job. This includes commlinks, cybereyes, and cyberears. If the runners comply, he informs them that he has a list of fifteen S-K soldiers in the Allied German States that he would like for them to investigate. These individual soldiers are high-ranking officers who have broken internal security protocols. Most of the protocols are financial in nature; generally, the officers either have bank accounts with non-S-K financial institutions, or they have shown a lifestyle that dramatically exceeds their current income, suggesting they have a secondary, off-the-books revenue stream. These discrepancies suggest that they may be on someone else's payroll, possibly because they are selling military secrets. The runners need to confirm that the fifteen soldiers are indeed betraying their employer. If they find sufficient evidence, they need to interrogate the guilty soldiers and learn the identities of their handlers, how they are contacted, and the secrets they passed to their handlers. Ten of the Saeder-Krupp soldiers have violated the rules for specific reasons (e.g., they have illegal ventures set up on the side, they are engaging in black-market trafficking or other illegal enterprises, they are investing in other corporations to make money), but they are not selling secrets. Obviously, Saeder-Krupp will have to discipline these soldiers for their individual violations of protocol, but that will be handled internally. The runners also learn that the remaining five soldiers are indeed selling secrets to Ares, NeoNET, Horizon, Mitsuhama, and Evo. Once the runners learn this, they have to stage the deaths of these individuals so that they do not appear to be related. Drug overdoses, staged bar brawls, BTL abuse, or even natural causes can be used to hide the true motivation for these soldiers' deaths. The runners may even opt to have one of the soldiers "disappear" in the more lawless areas of Berlin.

The soldiers are of a high-enough rank that they reside in their own individual homes spread throughout the Greater Frankfurt Sprawl. The soldiers can be living close together in one city, or they can be spread out in the cities of Frankfurt, Wiesbaden, Mainz,

Aschaffenburg, Mannheim, Ludwighafen, and Heidelberg. The runners should be prepared to deal with any family members they come across (husbands, wives, children, grandchildren, etc.).

PLOT POINT TWO

Let the Globetrotting Begin

After the shadowrunners eliminate the security threats, Priault sends them to Norfolk, Virginia in the CAS. There, they are meet and work with the Saeder-Krupp agent (who already goes by her target's name) to successfully extract Captain Rebecca Smith of the Ares' Submarine Operations Command. Ares has a housing enclave for its officers on the CAS naval base. The runners must find a means to extract the real Rebecca Smith from the base and make the switch for the Saeder-Krupp agent. The difficulty comes from the fact that the Norfolk Naval Station is one of the most well-guarded bases within the CAS (due to the clandestine naval operations that take place there). The activities of the Aztlan navy in the Gulf of Aztlan and the need for several critical refits to Ares submarines mean that the Captain does not plan to leave the base anytime soon. She often works twelve hours a day, six days a week. She is scheduled to depart the base in a few weeks' time for a two-week leave, but Priault wants the agent in play as soon as possible. The Saeder-Krupp agent has been meticulously studying the base for her mission, and she can assist the runners with the base layout and security patrols. The S-K agent also warns the runners that vehicles entering both the CAS sections of the Norfolk Naval base as well as the Ares enclave are subject to random searches by military police. The S-K agent needs to be snuck onto base, as all computer records currently show the actual Rebecca Smith as still being there, and any official records showing her trying to gain access to the base while the real Rebecca Smith is still there will raise suspicions and blow the agent's cover.

To get to Captain Rebecca Smith, the runners first have to get past the CAS military and its perimeter security. Then they must make it through the Knight Errant security that is protecting the section of the Ares enclave where the dry docks and headquarters are located. The good news for the runners is that Rebecca Smith is a high enough ranking officer to merit her own base quarters in the form of a comfortable two-bedroom house. She is single and lives alone, so the runners do not have to worry about the complications of a family being present. The runners may need to procure identities of individuals who have clearance to the base, and more specifically, to the Ares section of Norfolk. Because of limited living accommodations, not everyone who has access to the base physically lives on site. There are many CAS sailors (especially of lower rank) and sub-contractors (including construction workers, food service employees, teachers, and medical personnel) who live off base. The runners may do legwork at any of the neighboring bars surrounding the Norfolk Naval Base, where sailors and civilian personnel may be gathered for recreational activities. Obtaining actual identifications for individuals with existing clearance to the base and impersonating them will be easier than hacking the base's military databases and implanting false identities. As an added bonus, finding someone whose been working on base for a

while and who possesses a familiar face likely provides a reduced chance of the runners having their vehicles searched by security.

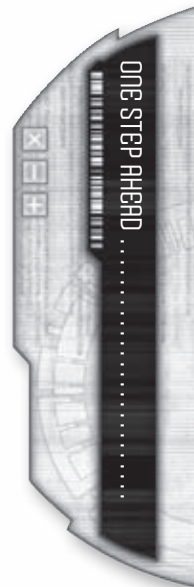
Once the player characters achieve the switch, they are given a drop-off point to deliver the real Captain Rebecca Smith to Saeder-Krupp agents. What the players do not know is that Saeder-Krupp has two reasons for this switch. The first, of course, is to gain access to Ares' submarines. The second is that according to seniority and experience, Captain Smith would be the next in line to succeed the current ranking officer in Ares' Western Naval Command, which could happen within the next two years.

After successfully switching out Smith with her replacement, Saeder-Krupp sends the runners to Chiba, Japan. This time, the target of the extraction is Colonel Yutaka Hara, a top-level aide to the head of the Renraku Red Samurai. Hara has his own squad of four Red Samurai with him at all times (in addition to his own ally spirit, which also assumes the form of a Red Samurai), so it will be very difficult for the runners to make the switch without engaging the Red Samurai and ally spirit in combat. To add to the difficulty, Hara is a mage and is also a family man who maintains a family schedule (he has a wife and three children, ages 7, 9, and 11). Hara works in the Renraku World Headquarters, making it nearly impossible for the runners to grab him while he is at work. He lives in a Renraku-owned arcology in downtown Chiba, one specifically reserved for high-ranking military personnel. This is perhaps the best place for them to grab Hara; they may also opt to snatch him while he is in transit. Once the extraction of Hara and the insertion of the S-K spy is complete, Priault moves the runners to the next phase of this mission, which takes place in Osaka, Japan.

PLOT POINT THREE

Subtle Sabotage

Shiawase maintains an air base in Osaka, Japan. On this base, there is a hanger for a large wing of classified aerial combat drones. Priault wants the runners to break into the hanger overnight and replace three circuit boards on three different drones with boards that S-K intelligence has painstakingly replicated. The runners need to do legwork and research to figure out patrol schedules of the guards stationed inside the hangar. If necessary, the shadowrunners may need to hire local talent to assist them in breaking into this facility. The nodes in this hangar have Device Rating 7. There are security cameras inside the hangar monitoring the classified drones. The runners need to create a loop with the camera feeds to gain access to the drones and remain undetected by the military police. For the fastest possible results, the runners can make a Hardware + Logic (18, 1 Minute) Extended Test for each drone to switch the circuit boards. Performing a delicate task this quickly inevitably leaves behind noticeable signs of tampering (chipped paint, loose wiring, smudges on the paint surface, stripped screw heads, etc.). These telltale signs could end up with the drones in question being stripped down by Shiawase and inspected, which would expose Saeder-Krupp's activities. If the player characters desire a nearly flawless swap for the circuit boards, they need to make a lengthier test—a Hardware + Logic (24, 10 minutes) Extended Test for each drone.



These circuit boards are nearly identical to the ones they are replacing. They will perform the same functions at the same levels as the original circuits. The difference, however, is a virus program that is hardwired onto the circuit board to infect the drone that is holding it. Once one drone is infected, it will pass on the virus to the other drones with which it is communicating in its squadron or wing. The virus has the capability of crashing an infected drone when issued the proper command, though this is not information that is passed on to the runners.

After the job is done, Priault expects the original circuitry to be turned back over to him. He doesn't want the runners to possess an item that they can sell on the black market for a significant profit. Doing so gets the attention of Shiawase and potentially puts the drones under intense scrutiny from the megacorporation. That is something that Saeder-Krupp does not wish to see happen.

PLOT POINT FOUR

Fair Winds and Following Seas

After killing and staging the deaths of five of Saeder-Krupp high-ranking military officers, breaking into a CAS military installation, dealing with the Red Samurai, and breaking into a classified hangar, the runners may be ready for this job to be over so they can go home. Priault, however, has another task that Saeder-Krupp wants them to accomplish. They need to travel to Lisbon, Portugal, and to rendezvous with Saeder-Krupp agents in the city, where they are to pick up four uniquely designed cylinders. These cylinders come from Saeder-Krupp's classified nanoweapons program. As such, they would be worth a fair amount of nuyen on the black market, but that would be a fast way to earn Saeder-Krupp as a permanent enemy for life. At the moment, the *Vigilant Knight*, a *Camelot*-class aircraft carrier owned by Ares, is in port in Lisbon to resupplying and give the crew shore leave. It will be in port for approximately five days before it heads out again to the open seas for another six-month tour. If the player characters research the *Vigilant Knight*, they quickly learn that it is currently Ares' naval flagship. The player characters need to board the *Vigilant Knight* and covertly plant the four cylinders at crucial points by important electronic equipment. Each of the cylinders is approximately a third of a meter long and about as wide as a normal forearm. If asked what the cylinders do, Priault says that information is classified.

The real story is that the cylinders are a combination of remotely activated manufacturing nanites and feedstock. Once the nanites are activated, they turn the feedstock into demolisher nanites, which can then go to work on the ship's electronics. Within twenty minutes of activation, the nanites can cripple the carrier's navigational and communications systems, leaving it vulnerable. In their pre-activated state, the cylinders are simple feedstock and plain manufacturer nanites, so they won't set off most sensors on the carrier. Without the proper signal to activate the signal, most investigations of the cylinder will not reveal their true purpose.

After the runners plant the cylinders on the *Vigilant Knight*, Priault has one last target for them: the Aztechnology aircraft carrier known as the *Diego Oriz*. The *Diego Oriz* is in the Gulf of Aztlan, supporting the war operations of the Aztlan fleet. This



will be a particularly dangerous assignment. The runners may be curious about why Saeder-Krupp is targeting a significantly older aircraft carrier such as the *Diego Oriz*, which is nearly fifteen years old, rather than Aztlan's brand new, state-of-the-art aircraft carrier, the *Huey Tiatoani*, which was commissioned less than a year ago. Priault does not answer that question, but politically savvy runners should realize that Saeder-Krupp is not targeting the Aztlan aircraft carrier because it is a government-owned aircraft carrier, not a corporate-owned one. Saeder-Krupp seems intent on targeting their corporate rivals with this series of activities.

The runners may choose to reach out to any contacts they used to help them board the *CSS Kitty Hawk* in the **Anchors Aweigh** chapter in *Artifacts Unbound*. If the runners were not involved in that job, there are a couple of other options available to them. They can try and enlist the experience and the cunning of pirates within the Caribbean League to help them board the aircraft carrier undetected. The Caribbean League is a particularly rough and dangerous location for outsiders, so the runners should consider this option carefully. There are also routine flights out of Tenochtitlán to the carrier groups, including to the *Diego Oriz*. These flights regularly carry new or transferring personnel, sailors returning from shore or medical leave, supplies, and intelligence packets that give the carrier groups new orders and new targets for their sorties. It would be much easier for the player characters to arrange to get on one of those flights as opposed to trying to use the seas to try and sneak up on the carrier groups. But this would also mean the runners would first have to be willing to travel to the Aztlan capital.

If the runners choose to enlist the aid of Caribbean League pirates, they encounter the JackPointer known as Kane. He is willing to help the runners (which would increase his wanted stature with both Aztechnology and Aztlan) in exchange for their help in extracting state-of-the-art Aztlan technology from the *Huey Tiatoani*. That's now two ships they have to board instead of one, but they will be gaining the assistance of one of the world's most notorious pirates.

Once the work is complete, Priault is satisfied and transfers the agreed-upon payment to the runners' accounts. The gamemaster should realize that the players have obtained a lot of dangerous information about Saeder-Krupp's covert operations, which increases the likelihood that Priault will double-cross the runners and try to have them killed in order to eliminate a possible security breach in the future. Priault choosing to double cross the runners is left up to the gamemaster for him to decide if it would be appropriate for his game.

On board the *Vigilant Knight* and on the *Diego Oriz*, the main opposition will not be government-run military sailors and marines. The opposition will be Knight Errant soldiers and Ares Firewatch Amphibious Assault teams (the equivalent of the UCAS Navy Seals) on the *Vigilant Knight*. On the *Diego Oriz*, the runners might find themselves being confronted by Aztechnology's famed Leopard Guards. For details on the general layout of aircraft carriers in 2073, see the **Anchors Aweigh** chapter in *Artifacts Unbound*.

LOCATIONS

CONFEDERATION OF AMERICAN STATES NORFOLK NAVAL BASE

The Norfolk Naval Base is a Confederate American States military installation, but Ares has a presence on the base in the form of its own dry docks, yards, and headquarters. It has a housing enclave for its officers and other personnel. The runners have to gain access to the CAS base first, and make their way to the enclosed Ares enclave where their naval and submarine operations take place. Captain Rebecca Smith has her own housing unit in the Ares enclave, a two-bedroom house (medium lifestyle). The nodes for the CAS Norfolk Naval Base and the Ares enclave have a Device Rating of 8. There are aerial and astral patrols (involving Force 6 spirits of air) through both the CAS and the Ares sections of Norfolk. Military police and Knight Errant officers usually have hourly patrols throughout the base. CAS military police or Knight Errant could respond to a disturbance within two minutes of the activation of any alarms.

RENRAKU MILITARY HOUSING ARCOLOGY

The Renraku Military Housing Arcology provides residential housing for military personnel in Chiba, Japan, along with their families. This complex is 75 stories tall and can hold up to 2,000 families. In addition, it provides temporary housing for visiting military personnel. If the runners attempt to extract Hara from the arcology, they find distinct changes in the way Renraku has designed their arcologies since the failure of their Seattle arcology. Namely, no AI runs the arcology; rather, a series of spiders and computer experts manage and maintain the internal workings of the arcology. Automated functions are kept to a minimum. The system is reconfigurable, and there are multiple safeguards built into the arcology to prevent one force from taking over the entire building. Even if that eventuality should occur, the hard-wired safeguards would allow Renraku to take the arcology back within a matter of hours. The nodes in the building are loaded with IC (Encryption Prescription, Renraku Oniwaban, Black Hammer, and Blackout) to discourage unauthorized access into their arcology. The Renraku Military Housing Arcology is a subtle reminder that even though the Deus incident happened well over a decade ago, there are still very palpable reminders of the scars the AI left behind.

Colonel Hara and his family live on the 60th floor of the arcology. The four other Red Samurai who are his personal security detail live next door. While Hara is in the arcology, the security detail members stand guard outside of apartment in shifts.

SHIAWASE CLASSIFIED MILITARY DRONE HANGAR

The Shiawase classified military drone hangar is located on the Empress Hitomi Air Base in Osaka, Japan. The base is manned by 10,000 soldiers from both Shiawase and the Imperial Japanese Marines. Due to it being a dual-purpose base, the base often hosts political in-fighting between national and corporate military interests, which the shadowrunners may be able to exploit. The nodes on the base, particularly in the area where the hangar is located, are Device Rating 7. The runners may be able to hire



local talent who might be more familiar with the layout of this base. The doors of the hangar all have maglocks (Rating 6 with Rating 4 anti-tamper circuits) with keypads. The electronic keypad randomly changes the positions of the numeric keys, making it that much harder for the runners to try and discern the key code. The doors inside the hangar are manual locks (Rating 5) and require the Locksmith skill to pick. The runners will need to hack into the node and take over the security cameras inside the hangar where the drones are located to prevent them from recording their entrance and their clandestine activities. An alarm will trigger an immediate response from the Shiawase military police. Ten military police and two military police lieutenants arrive within one minute of an alarm.

VIGILANT KNIGHT AIRCRAFT CARRIER

The *Vigilant Knight* aircraft carrier, constructed by Ares, is considered by many as being one of the largest aircraft carriers ever designed. Its specifications are still classified, but it is commonly believed that it can launch upwards of two hundred aircraft, and nearly one hundred fifty drones. Much of this is due to Ares designing the aircraft carrier to actively promote automated functions (i.e., drones) to reduce and replace the need for metahuman crew, while also reducing the space requirements that a larger metahuman crew would require. Rumors abound that many of the shipboard functions are maintained by artificial intelligences, but this has never been confirmed. The *Vigilant Knight* is believed to carry a crew of slightly over 2,300 personnel.

DIEGO ORIZ AIRCRAFT CARRIER

The *Diego Oriz* is one of several aircraft carriers in Aztechnology's naval fleet. It was originally commissioned in December 2058. It has seen several refits during its tour of service. It is not considered to be a flagship for Aztechnology and its naval interests, but it is still used in warfare operations and is still viable for use in any future conflicts with the other corporations. It is currently supporting Aztlan's war with Amazonia and is positioned in the Gulf of Aztlan off of the Caribbean League. The *Diego Oriz* is named after the member of the Masaya Cartel who became a primary shareholder of ORO, the predecessor to modern day Aztechnology. The aircraft carrier boasts a crew of 2,900 and is capable of launching over seventy Halcon fighters and thirty Aguilar-GX attack helicopters, as well as squadrons of aerial combat drones.

PEOPLE

JEAN-CLAUDE PRIAULT

Jean-Claude Priault is a former four-term Corporate Court judge for Saeder-Krupp. He resigned his seat in 2064 and went to work in the megacorporation's strategic division. He is often the direct emissary for Lofwyr in many political functions, particularly in Europe. He was given this assignment to make these very specific changes to the other megacorporate militaries or to their installations. The players should get the sense that this is a very calculated and methodical maneuver. They should also get the feeling that the objectives of these jobs may or may not ever reveal themselves. But it is important for the runners to know that Lofwyr has them in place just in case. Priault honors his

agreements, but if he suspects that Saeder-Krupp's interests would be best served with the runners out of the way, he will not hesitate to turn on them. Priault has a reputation for being cold-blooded and vicious, just like his employer.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	4	3	6(9)	5	6(9)	6	7	2.36	9	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 4/1

Skills: Close Combat skill group 3, Computer 6, Con 5, Data Search 4, Dodge 3, Etiquette (Corporate) 6 (+2), Intimidation 5, Leadership (Persuasion) 6 (+2), Negotiation (Diplomacy) 6 (+2), Perception 5

Knowledge Skills: Corporate Law 6, Corporate Court Decisions 6, Corporate Organization 6, Megacorporate Executives 5, Zurich-Orbital Habitat 4

Languages: English 5, French N, German 6, Japanese 4, Spanish 4

Augmentation (all betaware): Cerebral booster 3, tailored pheromones 3, toxic extractor 6, tracheal filter 6, symbiotes 3, nanohive Rating 6 (w/ O-Cells nanites Rating 6)

Gear: Commlink (Device Rating 6), Zoé Executive Suite Line long jacket, shirt, trousers

CAPTAIN REBECCA SMITH

Captain Rebecca Smith of Ares' Submarine Operations Command has been in the military for nearly nineteen years, ever since she entered the Ares military at the age of eighteen. She entered Ares' submarine program and became a commissioned officer. She rose through the ranks and has commanded three different submarines in her career: the *ANS Detroit*, the *ANS Vogel*, and the *ANS Poseidon*. She has received numerous medals and commendations from Ares, including for her valiant efforts to prevent her nuclear-powered submarine from melting down when its systems were adversely infected with the Jormungand virus during the Second Matrix Crash in 2064. She is currently the commanding officer for the entire Ares Submarine Operations Command in the Western Hemisphere. She is second in line to the ranking officer for the Western Naval Command, Admiral Bill Cartwright.

Female elf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	5	4	4	6	5	4	4	5	4.81	9	1

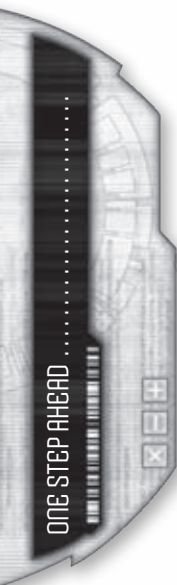
Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 5/3

Skills: Armorer 3, Close Combat skill group 4, Computer 4, Data Search 4, Con 5, Dodge 3, Firearms skill group 5, First Aid 4, Intimidation 4, Leadership (Strategy) 5 (+2), Nautical Mechanic (Submarine) 5 (+2), Negotiation 4, Perception 5

Qualities: SINner

Augmentation (all betaware): 2 modular cyberarms [synthetic, lower arm, w/ built-in utility kit, built-in medkit, drone hand, and welding laser plug-ins], cybereyes [Rating 3, w/ eye laser system



(including eye laser designator), eye light system, flare compensation, low-light vision, smartlink], cyberears [Rating 3, w/ audio enhancement 3, select sound filter 6, spatial recognizer]

Gear: Ares naval uniform (use stats for Actioneer Business Clothes), commlink (Device Rating 5)

Weapons:

Colt Government 2066 [Heavy Pistol, DV 5P, AP -1, SA, RC 2, 14(c), w/ personalized grip, smartlink]

COLONEL YUTAKA HARA

Colonel Yutaka Hara has been a Red Samurai for all of his adult years. Hara is 52 years old and is a seasoned veteran of the Renraku Red Samurai. His armor reflects this fact, as it is lined with the famed black-edged *kozane* (scales) on his *gusoku* (armor). The two dozen or so ribbons that are broadcast on his AR display and are on his service record reflect Hara's long and distinguished service career. Hara has truly earned his place as an aide to the head of the Red Samurai. Incapacitating this battle-hardened soldier should be a true challenge for the runners. Hara always has four Red Samurai around him as his personal security detail at all times while he is in public. He is also a magician, following the Shinto tradition.

Male human

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	6	4(7)	6	6	5	4	6	12	1.9	10 (12)	4

Condition Monitor Boxes: 11/11

Armor (Ballistic/Impact): 15/15

Skills: Armorer (Blade Weapons) 5 (+6), Assensing 4, Astral Combat 5, Automatics (SMGs) 5 (+2), Biotech skill group 2, Blades (Katana) 5 (+6), Cracking 4, Climbing 3, Con 4, Conjuring skill group 4, Clubs 3, Demolitions 3, Dodge 4, Electronics skill group 4, First Aid 3, Gunnery 4, Heavy Weapons 3, Intimidation 3, Leadership (Morale) 4 (+2), Longarms 4, Outdoors skill group 4, Parachuting 3, Perception 5, Pistols 4 (+2), Running 3, Sorcery skill group 6, Stealth skill group 6, Swimming 5, Throwing Weapons 3, Unarmed Combat 5

Qualities: Magician (Shinto Tradition), Mentor Spirit (Hachiman/Wise Warrior)

Spells: Astral Armor, Armor, Control Actions, Heal, Antidote, Cure Disease, Death Touch, Wreck (Gun), Fireball, Manabolt, Slay (Troll), Increase Reflexes

Initiate Level: 6

Metamagics: Absorption, ally conjuration, centering, divining, invoking, shielding

Spirits: Ally spirit (Force 6 spirit of air, 2nd Form, human Red Samurai. Powers: Astral Form, Banishing Resistance, Concealment, Elemental Attack (Lightning), Engulf, Magical Guard, Noxious Breath, Materialization, Realistic Form, Sapience, Sense Link. Skills: Assensing, Astral Combat, Dodge, Perception and Unarmed Combat, Exotic Ranged Weapon, Counterspelling]

Gear: Red Samurai armor [w/ Kabuto helmet, non-conductivity (Rating 6) modification], sustaining focus (Force 3, military medal), weapon focus (Force 4, Katana)

Weapons:

Katana [Blade, Reach 1, DV 6P, AP -1]

SCK Model 100 [SMG, DV 5P, AP —, SA/BF, RC (1), 30 (c), w/ integral smartgun system, folding stock]

ARES FIREWATCH AMPHIBIOUS ASSAULT TEAMS

B	A	R	S	C	I	L	W	Ess	Init	IP
6	5	5 (6)	4	4	5	3	4	4.05	10 (11)	1 (2)

Condition Monitor Boxes: 13

Armor (B/I): 12/10

Skills: Armorer 2, Automatics (Assault Rifles) 4(+2), Blades 5, Climbing 3, Computer 3, Con 4, Clubs 3, Demolitions 3, Dodge 4, Electronic Warfare 2, First Aid 3, Gunnery 4, Heavy Weapons 3, Intimidation 3, Longarms 4, Outdoors skill group 4, Parachuting 3, Perception 5, Pistols 4 (+2), Running 3, Stealth skill group 6, Swimming 5 (+4), Throwing Weapons 3, Unarmed Combat 5

Qualities: Tough as Nails 2, Water Sprite

Augmentations (all deltaware): Cyberfins, OXSYS cybergill, retractable climbing claws, internal air tank, ultrasound sensor, radar sensor (Rating 4), Wired Reflexes 1, 1 spur (retractable)

Gear: Light military armor [w/ non-conductivity (Rating 3) modification, mobility upgrade 2, floatation system, quick release]

Weapons:

Ares Bravo [Assault Rifle, DV 6P, AP -5, SA/BF/FA, RC 1, 38(c), w/ melee hardening, underbarrel vibrosword, internal smartgun, APDS ammo]

Vibrosword [Blades, Reach 1, DV 6P, AP -2]

Ares Vigorous Assault Cannon [Assault Cannon, DV 10P, AP -5, SS, RC —, 12 (c)]

LEOPARD GUARDS

B	A	R	S	C	I	L	W	Ess	Init	IP
4	5 (8)	4 (8)	6	5	4	4	6	2.43	8 (12)	1 (2)

Condition Monitor Boxes: 13

Armor (B/I): 15/14

Skills: Armorer 3, Automatics (Assault Rifles) 4 (+4), Blades 5, Con 4, Climbing 4, Clubs 3, Demolitions 4, Dodge 4, Gunnery 4, Longarms 4, Outdoors skill group 4, Perception 5, Pistols 4 (+2), Running 4, Stealth skill group 6, Swimming 3, Throwing Weapons 3, Unarmed Combat 5

Qualities: Tough as Nails 3

Augmentations (all betaware): Cybereyes [Rating 2, w/ flare compensation, low-light vision, smartlink], dermal sheath 3, muscle toner 3, reaction enhancers 3, wired reflexes 1

Gear: Light military armor [w/ non-conductivity (Rating 5) modification, mobility upgrade 2, quick release]

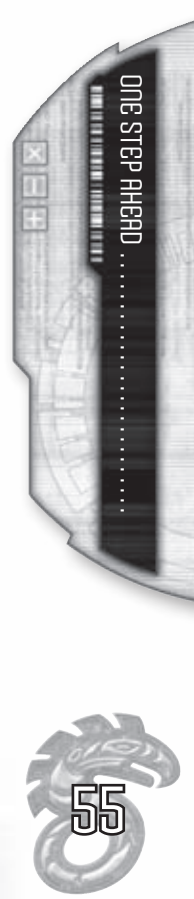
Weapons:

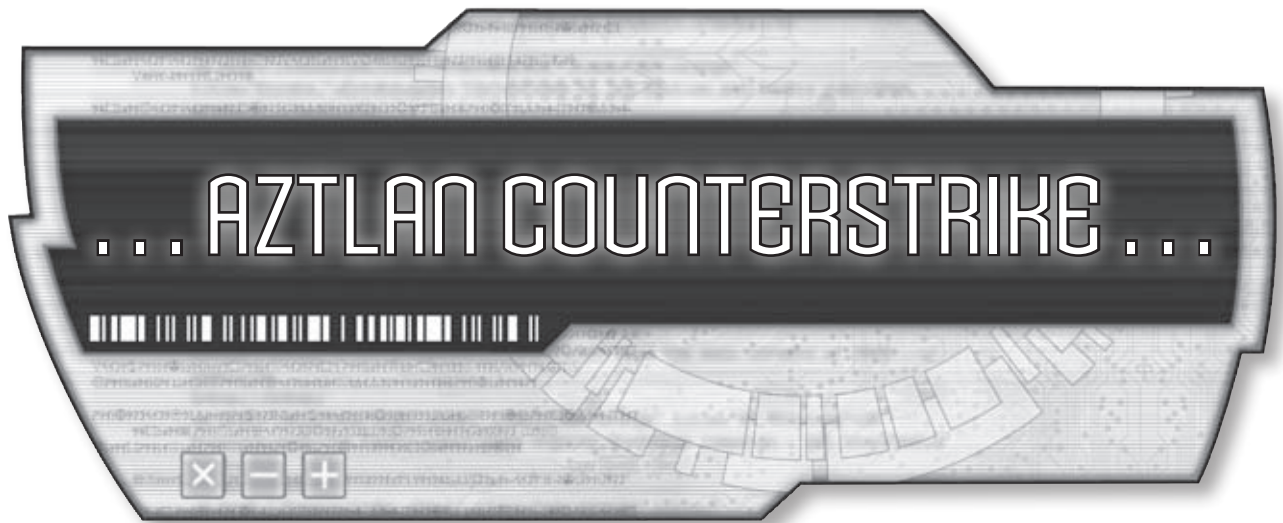
AM-884 Mondragón [Battle Rifle, DV 7P, AP -2, SA, 12(c), loads new clip in same action as ejecting previous clip]

Colt M23 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 3, 40 (c), w/ internal smartgun system, gas-vent 3]

Macuahuitl [Blade, Reach 1, DV 5P, AP —]

Nitama NeMax [Heavy Pistol, DV 5P, AP -1, SA, 10 (c), w/ internal smartgun system, safe target system, biometric safety system]





Incoming Message

Posted by: Dr. Spin

I know this information can be dismissed merely as Aztechnology propaganda, which it is. The questions are softballs, probably written up by Raul Chavez himself (though I suspect the question about timetables was something that the reporter threw in at the last minute—maybe in an effort to embarrass him, I don't know). This is being broadcast to the Aztlan people via the state-run media. I'm sure the entire interview was approved by President Silva himself. But even so, there are certain nuggets of useful information that can be gleaned from this interview about the war between Aztlan and Amazonia, and the conflict that wages inside the city of Bogotá. So here's the interview. Have at it.

[1815 hours, January 5, 2074, *Aztlan Today* broadcast. Anchor Isabel Candelaria-Paz's interview of Raul Chavez, the executive responsible for Aztechnology operations inside of Bogotá].

Isabel Candelaria-Paz: Welcome back to *Aztlan Today*. I am joined now by Raul Chavez, an executive from our nation's corporate partner and friend Aztechnology. Señor Chavez is currently assigned as the regional manager for Bogotá and its surrounding areas. His duties are to oversee Aztechnology operations in the area and to ensure smooth cooperation between Aztechnology and Aztlan in transitioning Bogotá into the Aztlan nation, all as part of the effort to make it a fully operational and proud member of our nation. It is a pleasure and a delight having you on this program today, Señor Chavez.

Raul Chavez: It is my pleasure to be here. Thank you for your kind invitation.

ICP: Most Aztlaners only know about what's been going on in Bogotá via the news feeds that they receive. Could you

give us a personal perspective on what is happening down there? Are the news feeds giving an accurate portrayal of the ongoing events?

Raul Chavez: Well, Isabel, Bogotá is very much still a work in progress. But each day we are seeing success as our Aztlan counterparts bring Bogotá back from the brink of anarchy and restore order on the streets. Just a few days ago, our agents conducted a successful raid of a warehouse belonging to the Colombian Liberation Movement where we seized a significant weapons cache. This cache contained improvised explosive devices, battle rifles, assault rifles, as well as grenade and missile launchers. This was military ordnance that could have killed a lot of innocent people within the city. We made nearly twenty arrests at that warehouse, and four of them were high-level individuals for whom we have been looking since the war began. In the last few weeks, we have gained ground in twelve neighborhoods and have started purging those neighborhoods of some of the extremists that keep escalating the violence in the city. From this warehouse raid, we have new intelligence that we will be investigating in the coming weeks. We are dedicated to improving the lives of the citizens of Bogotá, and each day we get a little closer to achieving that goal.

ICP: Can you give any kind of timeline as to when Bogotá might be completely annexed from the opposition forces and incorporated as a fully functioning Aztlan city?

RC [looking uncomfortable]: No, I cannot. I have learned the hard way that conflicts such as these do not go according to timetables. Next question, please.

ICP: I see. As you know, Bogotá has had a very long and bloody history with the drug cartels, the Olaya cartel in particular. Are there any particular initiatives being put into place to curb the flow of drugs throughout Bogotá?





RC: Aztechnology is as concerned about the flow of drugs through the city and the world as anyone else. Our actions taken in 2071 against the cartels prove this. Whenever we have had the access to reach a drug-manufacturing plant or drug-producing fields, we have shut down operations and destroyed those products. There are a couple of elements that have been hindering our efforts. One is that the war has prevented us from flying the necessary sorties to gather the intelligence on these fields and these farms. Another is that our movements throughout the city are hindered by the Colombian Liberation Movement. They are a major impediment to our ability to provide effective law enforcement services to the city, and as such, the Olaya and the Andes cartels have a freer hand in making their drugs and selling them on the streets of Bogotá, as well as around the world. Bogotá is one of the largest drug-producing cities in the world, and the citizens of Bogotá are the first victims of that trade. For every shop or plant we shut down, they manage to open up two or three others, largely in the Colombian Liberation Movement-held territories. The sooner we can convince the members of the Colombian Liberation Movement that they are simply being used to facilitate this illicit trade and doing harm to their own children and grandchildren in the process, the sooner we might see progress in convincing the Colombian Liberation Movement that we are not the real enemy here in Bogotá. It is the Olaya and the Andes cartels who are exploiting and fighting against the people of this city.

ICP: Is there any information you can pass to us about Aztechnology's activities in the rainforest around Bogotá? How do you feel the war effort is proceeding?

RC: As I'm sure you understand, much of that information is classified. I can tell you that thanks to assets we have on the ground, an Aztlan traitor was recently picked up in Bogotá. We believe this individual has information pertaining to ongoing Amazonian operations in and around Bogotá. We can and have used this information as actionable intelligence to hunt down the guerrilla cells that he has been working with, stopping the violence they are causing. In recent days, we have located and dealt with members of the 89th and the 450th Amazonian guerrilla cells that have been giving us trouble with our supply lines in recent weeks. We have also shut down two major tunnel networks that Amazonia was using to sneak their operatives into our city. Although this may not sound like progress to you, it is. Amazonia's operations in the city have been temporarily disrupted, and there should be a slight decrease in the violence related to them, as they will have to regroup and reconstruct some of their routes into the city. One thing to keep in mind, Isabel, is that there will be no quick solutions to the Amazonia problem.

We expect a protracted war, and we expect the outcome of that war to be a decisive victory for Aztlan and Aztechnology. This conflict had been building for years. It is tragic that it had to come to this, but these tensions had to be dealt with in order for there to be a lasting peace in the region.

ICP: Now, I must ask: what about all those stories from other news sites that suggested that the Aztechnology spy satellite network had been destroyed by a member group of the Colombian Liberation Movement? And that there has been tremendous chaos on the frontlines as of late, including units that are out of position or not prepared for their assignments? Or units that have been ambushed due to this lack of communication? There are also reports that you have lost contact with many of your frontline units as a result of that terrorist attack. Is there any truth to these troubling stories?

RC: I have heard the same rumormongering from unreliable sources. And I want to debunk that myth right now. There was no catastrophic attack led by a Colombian Liberation Movement splinter cell. This is merely propaganda being spread by our enemies to adversely affect our troop morale. I find it preposterous to believe that such a thing would even be attempted, let alone successfully. And let me add that this propaganda effort was a failure. It didn't work. Our troops are more dedicated than ever to serving their nation, their religion, and seeing their nation obtain justice for the many Aztlaner and Aztechnology citizens that have lost their lives at the hands of Amazonia soldiers. They want justice for all the wrongs that Amazonia has committed, and I don't blame them. Especially not after hearing about what happened to Aztlan's 311th Armored Calvary unit.

ICP: Do you mind going into details of that incident, Señor Chavez?

RC: Of course not. This incident speaks to the brutality and the cruelty that both Aztlan and Aztechnology soldiers face on a daily basis. The 311th, a highly decorated combat unit from Aztlan, lost contact with our joint task force headquarters in Bogotá. We sent in specialists to investigate the reason for the loss of contact, only to find out that the 311th had been ambushed, resulting in a significant loss of life for the platoon members. There were, however, survivors. But instead of taking them captive as prisoners of war, the Amazonians had a different idea. They towed the crippled vehicles, along with the wounded survivors, to a much more dangerous part of the rainforest, where they simply abandoned our soldiers. They hoped to either use them as bait, to allow other Aztlan soldiers to die trying to reach them, or if that didn't work, allow the remaining members of the 311th to die while waiting for rescue. In any case, it reveals the depravity of the

other side, and the reasons why Aztlan and Aztechnology soldiers continue to fight so fiercely. The survivors from the 311th will be treated medically in Bogotá before being returned to Tenochtitlán for some well-deserved leave. One thing should be made clear in all of this, Isabel: Aztlan and Aztechnology both care deeply about their troops. We do not, as others seem to allege, merely use them as cannon fodder. That seems to be Amazonia's policy.

ICP: Well, we here at *Aztlan Today* appreciate the candor that you have shown to us. We wish you and Aztechnology the best in this endeavor, and hope that you can help bring about a quick end to this conflict.

RC: I will do my best, Isabel. Thanks to you and your audience for your well wishes and support.

[End footage]

- I am saddened to see that Aztechnology finally got ahold of Tepeyollotl—he's the traitor that Chavez refers to in this piece. I've met him a couple of times in the course of my work. Good guy. Good sense of humor, if only a bit extreme in his politics. Now that it would seem that Chavez has gotten what he has wanted from Alejandro, I'm guessing he'll never make it to prison. I'm fairly certain that he'll probably be skinned and be left adorning some executive's wall. Probably Chavez's. Sad day for the opposition groups that worked with him.
- Picador

- Provided no one breaks him out of Aztechnology custody first. There's already talk of that on the streets. Tepeyollotl is a popular figure in Bogotá—some are calling him the next Simon Bolivar.
- Black Mamba
- Even though this piece makes it sound like Aztlan and Aztechnology are all one happy family, they aren't. From what I hear, Chavez shut Aztlan's Juanita Madina completely out of these operations, and I hear that she's pissed about it. There will be fallout from this, that's for sure. Madina will be doing whatever she can to discredit Chavez. Even if that means selling out Aztechnology to the opposition groups. Should be interesting times in Bogotá soon. Well, even *more* interesting than they've already been.
- Hard Exit
- By the way, do not buy that load of bullshit about the attack on their spy satellites not happening. It did. I can still see the debris field from their destroyed satellites everyday from my vantage point. So if that part's true, so is all the chaos and the violence that occurred because of it on the frontlines. Aztlan and Aztechnology got their noses bloodied from that incident, and now they're trying to convince the public that the war isn't spiraling out of control for them because of it. Unfortunately, given how brainwashed so many of their citizens are, it wouldn't surprise me if they buy this PR line hook, line and sinker.
- Orbital DK

OVERVIEW

Raul Chavez is an ambitious executive from Aztechnology who is shooting for a seat on the board of directors. In his twenty-year career, he has made many beneficial decisions that have garnered him the attention of the top echelon of Aztechnology, but he has also made his share of mistakes that have earned him ridicule and criticism. His most notable mistake in recent years was his plan to build the Transmilenio Line through Bogotá, which would segregate the city into two halves. In Chavez's grand design, Aztlan and Aztechnology would consolidate the areas of Bogotá that they firmly controlled or were staunchly loyal to them, while conceding the other half to opposition forces occupying those areas. Chavez had believed that once the land was turned over to them, the dozens of opposition groups and the vast array of competing political agendas that they represented would begin fracturing, and fierce infighting beset the opposition half of Bogotá. This unrest would eventually allow Chavez and Aztechnology to find the right opportunity to march into that section of the city and restore after the opposition groups had sufficiently weakened each other. In the end, Chavez predicted that the vast majority of Bogotá citizens would see Aztlan and Aztechnology as their saviors, rescuing them from the chaos and

violence being inflicted upon them from the quarrelling factions. Unfortunately for Chavez, that outcome never materialized.

Instead, the opposition groups stayed united. Persistent attacks on Aztechnology workers and soldiers from the opposition groups drove up costs and caused significant damage to the wall, leading to delays and setbacks that were so costly that they eventually made the project unfeasible. The Transmilenio Line was eventually abandoned in the middle of construction, leaving a permanent reminder of the failure of Chavez's leadership in the form of an uncompleted wall. Each day that goes by without a good solution to the Bogotá situation serves as another reminder to Aztechnology's leadership of Chavez's failed promises.

Raul Chavez now sees an opportunity to redeem himself and his reputation, and to set his career back on the fast track to Tenochtitlán. It all begins with him hiring shadowrunners to track down a traitor, which will lead him to other opportunities to repair his career and his image in the eyes of the board of directors.

PLOT POINT ONE

The Traitor

The Aztechnology executive for Bogotá, Raul Chavez, puts out a lucrative call for shadowrunners in various cities around the

world that are known for having a significant runner population. Chavez offers more than three times the going rate of any other local Johnson to persuade runners to work for Aztechnology in the hellhole that Bogotá has become. When the runners accept Chavez's offer, he informs them of what the first job would entail. An Aztechnology traitor has returned to Bogotá, to help coordinate operations between Amazonian field agents, the Colombian Liberation Movement, and the eco-terrorist groups that are active in Bogotá such as GreenWar, TerraFirst!, and Primeira Vaga. This traitor is identified as Alejandro Tepeyollotl, a jaguar shapeshifter who was also a member of Aztlan's famed Otontin warrior class. Chavez believes this capture will not only boost troop morale, but will net him a treasure trove of actionable intelligence against Aztechnology's enemies. Chavez desires to use the shadowrunners instead of his own assets out of fear that word of Tepeyollotl's capture might reach people in Aztlan such as Juanita Madina, who would love to take away or at least share the credit for the capture of the infamous traitor. Chavez worked on this operation for months, planning in secret, and he's not eager to share with anyone. He wants this to be an Aztechnology-only operation, so that he will get all the credit and reap all the rewards. Chavez tells the runners that the shape-shifter has been spotted in Zona Centrico, the section of Bogotá that Aztechnology and Aztlan have had the most difficult time accessing, due to the fierce resistance the opposition groups have been staging there. Chavez suggests that they begin their hunt for Tepeyollotl at the former National Capitol, where some opposition groups maintain their headquarters.

Getting into Zona Centrico is not easy. All entry points into downtown Bogotá are guarded by drones, spirits, and patrols. There are barricades erected in every street leading into Zona Centrico. If the shadowrunners look like outsiders, the best outcome is that the guards simply turn away the runners. In the worst-case scenario, the checkpoint guards try to kill the outsiders. The runners should look into the types of tattoos and designs on the locals' clothing, designs that can allow access to Zona Centrico. Each checkpoint bordering Zona Centrico has enough firepower to challenge a military incursion from Aztlan or Aztechnology, so a direct assault by the shadowrunners would be unwise. Each checkpoint has anti-aircraft ammunition, mortars, grenade and missile launchers, and snipers.

An easier (and stealthier) approach into Zona Centrico for the runners may be through the remnants of the city's sewer system, though this is not without its share of dangers. Many tunnels have collapsed from either neglect or from having been bombed. Others are in danger of collapsing. The opposition groups have booby-trapped the sewage lines to discourage Aztlan and Aztechnology from trying to sneak into the area. These booby traps include monowire, improvised explosive devices, and landmines. The visibility modifier in the sewer system often fluctuates from Full Darkness to Partial Light, depending on how intact the sewer system is where the runners are currently located. Even if the runners avoid the traps laid out for them by the opposition groups, there are other dangers in the sewers, including ghouls, vampires, shamblers devil rats, and demon rats.

Once in Zona Centrico, the player characters need to keep the National Capitol under surveillance for Tepeyollotl. The opposition headquarters is typically filled with a few hundred

soldiers who make use of a bunker they have built on the site. The exterior of the National Capitol ruins are lined with flags bearing the logos for the various groups that make up the Colombian Liberation Movement. The most prominent of these flags is from *Bogotá Libre!* The Vatican flag is also prominently displayed outside the headquarters.

It could take several days of surveillance before Tepeyollotl actually shows up. He travels in a pack of between four to six other jaguar shapeshifters. When he arrives, he delivers a handful of Aztlan and Aztechnology prisoners to the Colombian Liberation Movement. The runners likely must wait for Tepeyollotl to leave the National Capitol and travel some distance before they can safely confront the Aztlan traitor. During this time, the runners may have to avoid patrols from the Colombian Liberation Movement. They may also be attacked by wraiths from the Palace of Justice, which lies on the opposite end of Bolivar Square. The Palace is overrun with wraith spirits who feed off the rage and hostile emotions of the war. If the player characters are confronted by a wraith spirit, they need to avoid gunfire, as the noise quickly draws the attention of the Colombian Liberation Movement to their position. It should be clear to the runners that they cannot afford a direct confrontation with the Colombian Liberation Movement so close to one of its main headquarters. They will lose.

After procuring Alejandro Tepeyollotl, the runners have to make their way back out of Zona Centrico to contact Chavez. He dispatches a unit he trusts to pick up the traitor and gives them their payment after they are out of Zona Centrico. While waiting for their next assignment, Chavez is more than willing to put the runners up in one of the Aztechnology Business Complex's luxury hotels, at no cost to them. He wants to impress upon them that Aztechnology isn't as bad as their enemies make them out to be. The runners are free to decline Chavez's hospitality.

PLOT POINT TWO

Taking Down a Weapons Cache

A couple of days pass as Chavez uses his interrogators to extract intelligence from Tepeyollotl. As a former Otontin warrior, Tepeyollotl has been trained to resist interrogation techniques, which hinders Aztlan's efforts to get information quickly. Chavez eventually learns the location of a significant weapons cache for the Colombian Liberation Movement. The weapons cache is located in a distribution warehouse for Bogotá's various agricultural commodities in Zona Sur, in the Madelena neighborhood. Chavez believes there could be as many as twelve high profile fugitives working at the warehouse, and maintaining the weapons cache inside the front company for the Colombian Liberation Movement. He needs the player characters to infiltrate the warehouse and take everyone in the warehouse captive with as little physical harm as possible. He also needs the hacker of the group to ensure any Matrix records at the location are preserved for Aztechnology investigators. It is a standard tactic for Colombian Liberation Movement members to plant viruses in their nodes, in the eventuality that they are raided by Aztlan or Aztechnology forces. These viruses wipe out everything on the node and ensure that the information they hold is unrecoverable. Out of the forty people at the warehouse, only twenty of them are involved with

the actual weapons cache. And out of those individuals, there are only four high-profile targets that Aztechnology is looking for. Aztechnology soldiers that are trusted by Chavez are stationed nearby, once the warehouse falls under the control of the shadowrunners, they move in. Despite trusting the Aztechnology soldiers he has hand picked for this assignment, Chavez feels that the runners are in a better position to take the individuals in the warehouse alive and do so in a quiet fashion that does not alarm the neighborhood and tip off the Colombian Liberation Movement to their activities. Chavez instructs the runners not to take any of the weapons that are found at the warehouse. If the runners need armaments or explosives, he can put them into contact with the David cartel. Once the warehouse is secured, the runners need to wait for Chavez and his team to acquire new intelligence for their next assignment.

PLOT POINT THREE

Collapsing Two Tunnel Networks

When the runners talk to Raul Chavez again, he appears to be in a good mood. The intelligence he is gathering from Tepeyollotl and the fugitives captured at the warehouse is producing results. Colombian Liberation Movement safehouses are being compromised, and their agents are being driven out of neighborhoods. Arrests are being made at a significantly higher rate than before. Chavez has been in contact with Tenochtitlan, and his superiors are pleased to finally see results. Raul Chavez jokes that at this rate, they'll have to build another prison to hold all the new prisoners. In his view, so far, so good.

The next objective involves Amazonian operatives freely moving into the city from the rainforest. Given how saturated the rainforest is with Sangre Del Diablo trees, Amazonian agents and soldiers should be finding it more of a challenge to sneak into Bogotá freely without being slowed by the trees or other obstacles of the rainforest. That is not, however, turning out to be the case, and the recent intelligence gathered by Chavez explains why.

Amazonia has constructed at least two complex tunnel networks running from the rainforest to the Zona Sur section of Bogotá. These tunnels are permitting enemy agents and troops to avoid the dangerous Diablo trees and are allowing them to move personnel and supplies into the city without being noticed. According to the intelligence obtained, these two tunnel networks connect to the location known as the undercity, a part of Bogotá filled with refugees and dissidents. Neither Aztlan or Aztechnology soldiers can safely navigate this area without being immediately attacked. Chavez needs the runners to infiltrate the undercity, locate the two tunnel networks, and collapse them. One tunnel network is nine kilometers long, while the other covers fifteen kilometers. Collapsing the tunnel networks requires explosive charges. Chavez allows the runners to use the commercial explosives found in the warehouse to carry out this task. He specifically instructs them that these explosives are meant only for collapsing these tunnels—if they use them elsewhere, he will be quite put out. If the runners require additional demolitions, he directs them to his David cartel contact.

The player characters need to be precise in collapsing these tunnels. Placing the charges improperly in the tunnels could

bring buildings from the surface down upon their heads, cause damage to the undercity or trapping residents who may have been living in the tunnels at the time of the explosions. In any case, a failure to check the tunnels to make sure they are clear of people, or causing collateral damage to the undercity itself, causes the residents to turn on the runners. As they are placing their charges, the runners might encounter spider beasts (p. 130, *Running Wild*), Amazonian troops, or even smugglers, arms runners, and poachers, confiscating the tunnel networks for their own purposes. Amazonian guerilla cells can be constructed of many different types of sapient Awakened critters; this chapter provides stats for loup garou that serve as soldiers in Amazonia's army.

While they're in the undercity, Chavez has a secondary job for the runners. See **Plot Point Four** for more details.

PLOT POINT FOUR

Ferreting Out War Profiteers

In recent months, supplies have been steadily disappearing from the Aztechnology Business Complex, from the Aztlan military as well as Aztechnology and its subsidiaries. Chavez suspects Aztlan soldiers of stealing the items and then selling them on the streets at a considerable markup to pad their bank accounts. These supplies include medical equipment, food, survival gear, pharmaceuticals and even weapons—all things that would constitute could be considered providing aid to the enemy. Internal investigations have proven ineffective, with Aztlan people pointing fingers at Aztechnology personnel and vice versa. Chavez is convinced that Aztlan soldiers are behind this, but he has no desire to be involved in the ongoing bureaucratic standoff. He just wants the flow of stolen materials to stop. Especially when it comes to weapons being used against his interests. He believes the solutions to his problems lie in the undercity.

The player characters need to speak to the locals in the undercity about the influx of supplies and weapons. Being outsiders, they need to be discreet, lest the residents of undercity believe them to be agents for either Aztlan or Aztechnology. If they decide the runners are working for Aztlan or Aztechnology, violence ensue. Given the numbers of inhabitants in the undercity and the passions they feel about their home turf, a confrontation is something that the shadowrunners will likely wish to avoid.

Because of their prolonged exposure to the Awakened rainforest, many of the inhabitants of the undercity are changelings. For ideas on the different types of expressions of the SURGED characters, see p. 110, *Runner's Companion*. These genetic alterations may impact the interaction between the runners and the members of the undercity. If the player characters have hard cash on them, or if they have something to trade, they may be able to get a physical description of six soldiers that are selling these goods to the undercity. For more nuyen or goods, they may be able to learn the time of the next shipment. The runners could wait for this drop-off to get images of the individuals involved. Four of the soldiers are from Aztlan; two of them are Aztechnology soldiers. With this information, Chavez can arrange for the arrests of these criminal conspirators when they return to their respective posts and put an end to the illegal pipeline.

PLOT POINT FIVE

Rescuing the 311th

While Chavez is talking to the runners after successful campaign in the undercity, he receives new intelligence that has just been extracted from Tepeyollotl. Amazonian operatives recently purchased information pertaining to the whereabouts of the 311th Armored Cavalry patrol unit. The 311th is one of the most highly decorated units stationed out of Bogotá, and its members are considered Aztlan war heroes. As such, ambushing and killing the members of this unit will serve as a propaganda tool for Amazonia. Chavez dispatches two Aztechnology units to find and protect the 311th, which is already en route back to Bogotá to replenish itself with new troops, new vehicles, and supplies, but he would like for the runners to venture into the rainforest toward the last known coordinates of the 311th. There might not be any need for them to get involved, and the other Aztechnology units might be able to take care of the ambush without their aid, but he's not going to be taking any chances. He wants the runners to help escort the 311th back to Bogotá safely. He knows the runners may be hesitant to take a job that could get them involved in pretty intense fighting, so he is willing to triple their payment to make the trip into the rainforest. If anything should happen and they are seriously injured, he is also willing to use Aztechnology's delta clinic to do whatever it takes to fix them up. With the increased pay and the availability to use a delta clinic to repair their physical injuries, the runners may be inclined to accept the job. Aztechnology has lost contact with the 311th about two hours ago, so it is likely the ambush has already begun. It takes the runners nearly nine hours to reach the coordinates from their current location in Bogotá. Chavez gives them a recognition code they can broadcast so that any Aztlan or Aztechnology units they come across identify them as friendlies. The code is only good for twelve hours, so they need to reach the 311th before it expires.

When they reach the coordinates, they discover tracks suggesting that the 311th and at least one of the Aztechnology units met up and started to move toward Bogotá. Following the tracks, the runners come across the wreckage of their vehicles. They had indeed been ambushed by Amazonia, and the attack did not go so well for the Aztlan and Aztechnology troops. Out of the thirty two soldiers in the two units, twenty-four of them had been killed in the fighting, and were left to rot on the forest floor. There are three vehicles that are uncounted for, along with the eight missing soldiers. There are signs that those vehicles were disabled and were then dragged off by the Amazonians. The runners are able to follow the tracks to where the vehicles and the wounded soldiers are. They were dragged nearly eight kilometers into a grove of at least twelve Diablo trees. The wounded Aztlan soldiers, all from the 311th are all trapped in their vehicles. For them to exit their vehicles and to try and walk back to Bogotá would be essentially suicide in this part of the rainforest. The runners, lacking the ability to tow the heavily armored vehicles, need to find a way to transfer the wounded to their own vehicle(s), without losing anyone to the nearby Diablo trees.

The runners may encounter a wide variety of threats in the rainforest. They might encounter one or several free blood spirits, spirits that Aztlan had initially used in their opening campaigns



against Amazonia a year ago. They could encounter Amazonia patrols, or even cartel operatives in the rainforest. The cartels are not welcoming to the outsiders, seeing them as a threat. They're more motivated to kill the outsiders and steal their supplies than they are to help them. The runners may also come across smugglers or talisleggers who are operating in the rainforest.

Wraith spirits inhabiting the area can complicate this mission. The wraith spirits may have induced a homicidal frenzy amongst the participants, gaining power from the violence, while turning the battleground into a scene out of a horror simsense movie. Should this have happened, the runners must make a Composure Test (see p. 138, *SR4A*). The images are difficult to bear, even for the most hardened and veteran of shadowrunners. This violence could have caused significant losses even for the Amazonian troops, who may have been incited to turn on each other after the battle was done. When the runners attempt to rescue the survivors, they may be ambushed by wraith spirits looking for more sustenance.

Rescuing the 311th because they are highly decorated war heroes was not the only motivation of Raul Chavez. One of the members of the 311th is Sergeant Javier Silva-Garcia, a close nephew to Aztlan President Enrico Silva. Although Silva retired from Aztechnology in 2057 to pursue a political career in Aztlan, Silva still has a lot of high-level friends inside the corporation; friends that could help Chavez's career. By saving President Silva's nephew, Chavez is hoping to strengthen his political connections.

PLOT POINT SIX

The GreenWar Connection

After the runners return from the rainforest, Raul Chavez has one last job for them. From interrogating both the individuals from the warehouse and the now-former Aztlan and Aztechnology soldiers that were involved in the selling of the stolen goods from the Aztechnology Business Complex, Chavez has learned that GreenWar is waiting for instructions from SIRRUG to carry out new attacks in Bogotá. The instructions for these assaults will be coming via a smuggler from the north and are expected to arrive in seventy-two hours. The prisoners gave up the name of the contact who will accept the instructions for GreenWar and take them back to base. The runners need to find this individual in Bogotá, and keep her under surveillance. They are to intercept the instructions from SIRRUG, and give them to Chavez. If they can capture the GreenWar operative alive, there will be a bonus for that as well. The GreenWar contact is said to frequent *El Parque Metropolitano Simon Bolivar* in Zona Centrico. The runners need to be careful in and around the park, as many members of the Colombian Liberation Movement still frequent it while doing their best to restore it to its formerly pristine status. The runners need to keep the contact under surveillance until the drop is made. They should also do legwork in the city to find out which smugglers are regularly used by GreenWar to transport messages back and forth between cells. This will help the runners identify which drop is the correct one. The GreenWar contact is regularly escorted by six mercenaries for her protection (use 10,000 Daggers Mercenary stats, p. 162). When the runners obtain the documents from the smuggler, they detail which locations in Bogotá are scheduled to be hit by GreenWar, as well as the likelihood that the attacks will

be biological in nature, using a shipment of ebola plus that will be brought into the city within the next week. Chavez will thus have enough information to intercept that shipment of ebola plus and avert a disaster.

LOCATIONS

THE NATIONAL CAPITOL

The National Capitol was once used to house the meetings and daily functions of the Colombian government. When it was bombed in 2071, its destruction decapitated what remained of the local government, leaving the city in utter chaos. Various groups of the Colombian Liberation Movement soon reclaimed this site and built a sizable bunker under the ruins. The bunker is heavily armored to withstand a direct aerial attack. It is large enough to house a couple hundred soldiers for the Colombian Liberation Movement. It has multiple entry points that are heavily guarded. These entry points are deliberately built in notable spots: one where the office of the president used to be; one where the Elliptical Room where the joint sessions of congress used to take place; and one in the Chamber of the Representatives; and one in the meeting rooms for the Senate of the Republic.

Multiple anti-air batteries surround the National Capitol. Each entry point is guarded by at least six heavily armed guards, two of which are Awakened. There is intermediate Matrix access via satellite link-ups, but the connections are kept short to prevent Aztlan or Aztechnology hacking into their system. The exterior of the National Capitol displays flags from many of the groups that make up the Colombian Liberation Movement as well as their allies, such as the Catholic Church. Most of the electricity in this area is from portable generators. At night, it is completely dark in the neighboring areas. The proximity of the capitol building to Bolivar Square and the Palace of Justice gives the area a background count of 3, due to previous acts of violence in the area as well as the activities of wraiths in the Palace of Justice.

UNDERCITY

In many parts of Bogotá, the poor have been forced to flee their homes to seek shelter from the bombings that take place on a near daily basis within the city. Hundreds (if not thousands) of these squatters are forced to take up residence inside the sewer systems. There is obvious overcrowding in these parts of the tunnels. Food and clean water are scarce, and are often times used as a currency in the undercity. Some people are so desperate that they try to eat the local fauna and roots found in the sewer systems, along with the rats. Many of these things have become toxic from the surroundings, and bodies of residents have built up over time in certain sections. People violently defend the area in the sewer systems that they have established as their own. The local tribes that control the undercity see any potential threat of wide-scale violence as a threat to their domain. They will deal with any such threat with lethal force.

AMAZONIA TUNNEL NETWORKS

Although it is likely Amazonia has established numerous tunnel networks into Bogotá, the existence of these two large tunnel networks is what Tepeyollotl revealed to Chavez's

interrogators. One of the tunnel networks is nine kilometers long, the other is fifteen kilometers. The tunnels are roughly eight meters wide and four meters tall. The tunnels are roughly seven meters below street level. The tunnels are inhabited by residents of the undercity. To complicate matters, the tunnels are routinely patrolled by Amazonian soldiers and are often used by other groups to discreetly move personnel and supplies in and out of Bogotá.

THE WAREHOUSE

The warehouse in Zona Sur that Tepeyollotl's intelligence directs the runners to is a regional distribution center for various agricultural products from Bogotá (mainly grapes and peanuts). Due to their rare nature, these commodities could fetch a high price on the black market. But the warehouse is harboring something even more valuable: a major weapons cache for the Colombian Liberation Movement. The warehouse is a front company, and not everyone present at the warehouse is involved with the weapons cache or with the Colombian Liberation Movement. There are twenty people in the warehouse who are armed and will fight the runners. The other twenty are regular workers and will simply try to flee if combat erupts. There are sixteen guards on duty when the runners attack (see Warehouse Guards p. 64). Hackers may try to gain access to the security feeds from the security cameras. There are two nodes in the warehouse; one is hidden. The other is the node for the main business operations. That node also controls the security for the building and has a Device Rating of 3.

EL PARQUE METROPOLITANO SIMON BOLIVAR

When Bogotá was not war-ravaged, El Parque Metropolitano Simon Bolivar was a historical park nearly four kilometers long that drew hundreds of thousands of visitors each year. The park boasted an amusement park, stages for outdoor concerts, a coliseum for indoor concerts, a sports complex, and fields for various sports. It was a popular site for expressions of Bogotá's rich and dynamic culture. Today, the amusement park is in ruins. The sports complex and the coliseum are all but abandoned (expect for a few patriotic festivals held each year), and the fields that the locals once enjoyed have fallen into disarray from a lack of regular upkeep. Members of the Colombian Liberation Movement often use this park as a meeting place. The park is a symbol for the paramilitary groups that can be used to rally the public's patriotic leanings; and they use it to recruit others who wish to return the city and its historical landmarks to the pristine nature that they possessed before the war began. As such, Aztlan and Aztechnology do not have a very strong presence here. So the Johnson has to rely on the shadowrunners to locate the GreenWar contact and obtain the instructions being delivered to them from Sirurg.

PEOPLE

RAUL CHAVEZ

Male human

Chavez is proud, stubborn, and looking for redemption, and that's a dangerous combination for a person with some power living in a war zone. His main goal is finding a way to restore his reputation after the failure of the Transmilenio Line, and that means he is very conscious of how any actions he takes will look to his superiors.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	3	4	3	5	5	6	5	4	6	9	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 9/4

Skills: Close Combat skill group 3, Con 5, Dodge 3, Etiquette (Aztechnology) 6 (+2), Firearms skill group 2, Intimidation 3, Leadership 5, Negotiation 4, Perception 5, Pilot Ground Craft 3

Gear: Commlink (Device Rating 6), Auctioneer Business Clothes, form fitting body armor (half body suit)

ALEJANDRO TEPEYOLLOTL

Jaguar shapeshifter

The bitterest enemies are often the ones who once were the closest friends, and that is the case with Tepeyollotl. He was a dedicated soldier for Aztlan for many years, and he was a staunch defender of his nation and the actions they took in the Yucatan and in Bogotá. Once war came to his doorstep, though, he got the chance to see how Aztlan and Aztechnology treated the citizens of Bogotá, including his friends and family, and the scales fell from his eyes. He came to believe that all the negative things he had heard about his nation were true, and he turned from defender to fierce enemy, feeding the Amazonian side a wealth of knowledge he had learned in his years of service. His military skill and tactical knowledge were immediately recognized by the Amazonians, who put him to work helping plan and execute several military operations. That meant that he has information that could be quite valuable to his mother country, and capturing him would provide both the satisfaction of punishing a traitor and information that could assist Aztlan efforts. Tepeyollotl has no desire to go back, of course, and he fiercely resists when he can. Aztlan spellcasters, though, are skilled at getting the knowledge they want, whether Tepeyollotl wants to share or not.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
8	6	7 (10)	7	6	5	6	6	13	4	6	12	1 (4)

Condition Monitor Boxes (P/S): 12/14

Armor (B/I): 12/10

Skills: Assensing 4 (+1), Astral Combat 6, Automatics 5, Blades 5 (+4), Con 5, Demolitions 5, Dodge 3, Etiquette 6, Infiltration 5, Intimidation (Interrogation) 5 (+2), Leadership (Command) 6 (+2), Longarms 3, Negotiation 4, Perception 4 (+1), Shadowing 6, Throwing Weapons 3, Unarmed Combat 5

Powers: Enhanced Senses (hearing, low-light vision, smell), Sapience, Shift (human), Regeneration

Weaknesses: Allergy (silver, severe), Vulnerability (silver)

Qualities: Adept

Initiate Grade: 7

Metamagics: Adept centering, attunement (Cougar Fineblade knife, combat axe), extended masking, flexible signature, flux, masking

Adept Powers: Memory Displacement (1), Supernatural Toughness (3) (Stun condition monitor), Indomitable Will (4), Improved Reflexes (3), Spell Resistance (4), Mystic Armor (4), Elemental Strike (Electricity) (1), Enhanced Perception (1), Critical Strike (4), Killing Hands (1)

Gear: Armor jacket, smart pouches

Weapons:

Combat Axe [Blade, Reach 1, DV 5P, AP -1]

Cougar Fineblade (long blade) [Blade, Reach —, DV 5P, AP -1]

AK-112 [Assault Rifle, DV 6P, AP -1, SA/BF, RC 1, 30 (c), w/ imaging sight (magnification), vintage]

JAGUAR SHAPESHIFTERS

B	A	R	S	C	I	L	W	M	Ess	Init	IP
8	5	6	6	3	3	3	5	1	6	7	1

Condition Monitor Boxes: 12

Armor (B/I): 8/6

Skills: Assensing 4, Astral Combat 6, Automatics 5, Blades 5, Dodge 3, Infiltration 4, Longarms 5 (+2), Perception 4, Shadowing 3, Throwing Weapons 4, Unarmed Combat 3

Powers: Enhanced Senses (hearing, low-light vision, smell), Sapience, Shift (human), Regeneration

Weaknesses: Allergy (silver, severe), Vulnerability (silver)

Gear: Armor jacket, goggles [Rating 1, w/ smartlink], smart pouches

Weapons:

AK-112 [Assault Rifle, DV 6P, AP -1, SA/BF, RC 1, 30 (c), w/ imaging sight (magnification), vintage]

Walther MA-2100 [Sniper Rifle, DV 7P, AP -3, SA, RC (1), 10 (m) w/ internal smartgun system and a rigid stock w/ shock pad]

Cougar Fineblade long blade [Blade, Reach —, DV 5P, AP -1]
4 high explosive grenades [Grenade, DV 10P, AP -2, Blast -2/m]

1 white phosphorus grenade [Grenade, DV 8P/4P, AP -half, Blast -1/m]

Bayonet [Blade, Reach 2, DV 4P, AP —]

WAREHOUSE GUARDS

Orks

B	A	R	S	C	I	L	W	Ess	Init	IP
7	4	5	7	2	2	3	3	6	7	1

Condition Monitor Boxes: 12

Armor (B/I): 12/10

Skills: Clubs 4, Dodge 3, First Aid 3, Longarms 4 (+2), Perception 5, Throwing Weapons (Lobbed) 5 (+2), Unarmed Combat 4

Gear: Fully body armor (w/ Rating 3 nonconductivity modification, Rating 3 thermal dampener, helmet)

Weapons:

Tonfa [Club, Reach 1, DV 5P, AP —]

Franchi SPAS-22 [Shotgun, DV 7P, AP -1, SA/BF, (1) 10 (m), w/ folding stock w/shock pad, internal smartgun system]

3 neuro stun gas grenades [Grenade, DV 10P, AP —, Blast 10m radius]

AMAZONIA FIGHTERS

Loup Garou

The types of Amazonian fighters that the runners can encounter runs the gambit of Awakened, sapient creatures found in Amazonia such as ghouls, vampires, free spirits, Naga and Lindworms. The stats provided below are for loup garou.

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	4	4	8	1	4	2	5	4	2	5	8	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Skills: Assensing 3, Athletics skill group 3, Automatics 5, Blades 3, Demolitions 3, Dodge 5, First Aid 4, Perception 4, Shadowing 5, Unarmed Combat 4, Heavy Weapons 3

Powers: Dual Natured, Enhanced Senses (Thermographic Vision), Natural Weapon (Claw/Bite: DV 5P, AP —), Sapience

Weaknesses: Allergy (aconite, moderate), Allergy (horseradish, moderate), Allergy (sunlight, moderate), Dietary Requirement (metahuman flesh)

Gear: Armor jacket, 2 medkits (Rating 6)

Weapons:

Monofilament Sword [Blade, Reach 1, DV 7P, AP -1]

M-4A1 Carbine [SMG, DV 7P, AP +2, SA/BF, RC 1, 30(c), w/ vintage folding stock, loaded with hollow point rounds]

Ares Antioch-2 [Grenade Launcher, DV 10P, AP -2, Blast -2/m, 8(m), loaded w/ high explosive grenades]

FORCE 6 WRAITH

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
8	6	9	6	6	6	6	6	6	6	6	11	1(4)

Condition Monitor Boxes: 12

Skills: Assensing 6, Astral Con 6, Dodge 6, Intimidation 6, Unarmed Combat 6

Powers: Astral Form, Banishing Resistance, Compulsion (Homicidal Rage), Confusion, Fear, Influence, Energy Drain (Karma, LOS, Stun Damage), Magical Guard, Materialization, Sapience, Spirit Pact

... THE DRAGON SLAYERS ...

Incoming Message

- We are not, of course, the only spot on the Matrix for like-minded people who want to share information. I came across an interesting discussion involving members of the Draconic Information Virtual Exchange, and in light of all the dragon-related activity and intel that we've had in these parts, I thought it was worth sharing. It should be of special interest to anyone tracking what's going on with Lofwyr, Aden, and Celedyr.

- FastJack

- Quick correction: As you'll see, I'm sure 'Jack meant to say Lofwyr, Aden, and Alamais.

- Glitch

<<Excerpt, Draconic Information Virtual Exchange, December 17, 2073>>

- On this 17th day of December, 2073, we begin with reports on Lofwyr, Aden, and Alamais. Who wishes to share their information first?

- The Incorruptible Scholar

- I am pleased to report that after three arduous months of searching, I finally got the scoop that I was after. I got the chance to talk to the Saeder-Krupp pilot that flew Lofwyr around in the Middle East on August 6th—the day that many believe Lofwyr made his unexpected visit to Mount Ararat.

- The Impartial Observer

- Really? Is it confirmed? Did he actually meet Aden in his (or her) lair? And why is Aden still alive? Especially given that Aden is rumored to have some sort of working relationship/alliance with Lofwyr's least favorite great dragon, Hestaby?

- AlexandriaSecrets29980

- Aden is still very much alive (and so is Lofwyr). And from what the pilot could tell, the meeting was very formal. Lofwyr may have been there in his capacity as the Loremaster, not as the Saeder Krupp CEO. From what my source claimed, they didn't discuss anything openly. The pilot was specifically told to wait in the copter. Since he didn't have a death wish, the pilot heeded this directive to the letter. So he doesn't have any clue what the meeting was about or what was discussed. But he provided images of the initial meeting between Lofwyr and Aden before they entered his (or her) lair from his cybereyes, so I posted them [\[here\]](#).

- The Impartial Observer

- It's not surprising the pilot didn't know anything. Even if he had violated Lofwyr's order and tried to eavesdrop on the conversation to make some nuyen, it likely wouldn't have done him any good. They were probably communicating telepathically, in their own language. How long did the meeting last? Did he say?

- DunkelzahnDevotee3295880

- Close to four hours, according to the pilot's recollection.

- The Impartial Observer

- Interesting. I hope the helicopter was equipped with a lavatory for that poor wageslave. I wonder what that meeting accomplished.

- LofwyrSkeptic7998

- I can't say for certain. But word on the street in Abu Dhabi says that since the meeting, Aden has started hiring additional runners and merc groups to "advance dragon interests." Not entirely certain what all that entails, but I'm pretty sure Hestaby would not approve of whatever it is. Recently, eight wealthy men in the Middle

East (none of whom appeared to be specific enemies of Aden prior to Lofwyr's visit) have disappeared very suddenly. They appear to have been extracted, their security assets killed, their accounts cleaned out, and all their properties throughout the Arabian Caliphate sold in less than 48 hours. Those financial transactions are all but impossible to trace back to their source. Funds were meticulously transferred through dummy accounts, offshore accounts, and even Zurich Orbital. These men were not publicly involved with any dragons or their current activities, but I still believe there's a dragon connection at work somewhere. I'm currently running a genealogy check on each of the men to see if anything jumps out at me. I should have the results within another week. I also heard there was an attempted break-in of Masaru's Great Library in Alexandria. The break-in wasn't successful, but the attempt was significant enough that Masaru immediately departed from Panay to investigate the incident and assess the damage. I've since learned Aden was the one that hired the runners for that job.

- True_Believer8322910
- Aden may have been bullied by Lofwyr into going after those targets, but he appears to have made it perfectly clear that his services come with a high price. Immediately after those eight Middle Eastern men disappeared and their assets got thoroughly "ransacked and pillaged," six Saeder-Krupp executives, six researchers, and two executives from Saeder-Krupp Prime suddenly disappeared from Essen, all around the same time. Their remains were later found (brutally murdered, of course), and certain relics believed to have been in Aden's possession turned up at each of those scenes. Those relics have since disappeared from S-K's possession. I'm sure that annoyed Golden Snout to no end, especially if Aden had lived up to whatever arrangements they had come to in that secret meeting of theirs. I mean, you really can't fault Aden for lashing out from being forced to do something under duress, if that's even what happened.
- Adenfollower6678
- We can't be certain, but perhaps Golden Snout can.
- Adenwatcher32998
- As interesting as the reports of Aden and Lofwyr are, I have a sighting of the elusive Alamaï to report. Four days ago, Alamaï was spotted in GeMiTo. A chummer of mine recognized him flying in dragon form while they were carrying out recon on a target for one of their jobs. Here's the juicy part: he wasn't

travelling alone. This contact, a shaman runner who I've worked with before, spotted him setting up what appeared to be a heavily fortified compound. The shaman believed these dragons following Alamaï were very young, generally less than twenty years old. And these dragons were not all of the same type; there was a feathered serpent, a SIRRUSH, a couple of Western dragons and an Eastern dragon. These dragons seemed to follow Alamaï without question, almost like a cult or paramilitary group. We should keep an eye on that compound; this could be trouble.

- The Incurruptible Scholar
- Wait ... what are you saying here, Scholar? That Alamaï is recruiting other dragons, perhaps a younger generation of dragons, to follow and support his dragon-superiority rhetoric?
- LogicandReason
- Can't say for sure, but it would make sense. My contact has been keeping Alamaï's compound under surveillance since that time, and it would appear that the compound is being built to house a greater number of people/dragons. Something is brewing there, and I don't like it.
- The Incurruptible Scholar
- I've got assets in that part of the world who can help keep an eye on things. I hope that Alamaï's activities have nothing to do with the press conference the Seers Guild has scheduled for the 20th.
- New Lionheart 945
- From all indications that I've been seeing, there's no relationship between the two. But it wouldn't hurt to put out feelers outside of DIVE to see if anyone else has heard about something that we may have missed.
- The Incurruptible Scholar
- Good to know.
- New Lionheart 945
- I'm sorry to have to spoil people's moods this morning, but I have some disturbing news from our archivist. Our archives were hacked over night.
- Archimedes
- By who?
- The Impartial Observer
- Not a clue. Our spiders say all traces of who did it were wiped from the system.
- Archimedes





INCOMING FEED.....

- Could it have been dragons?
- LogicandReason

- It's possible. But the attack seems to have targeted nodes that contained paydata on the old dragon slayer groups—the Order of St. George, the sons of Siegfried, etc. Circumstantial evidence seems to point to people who knew the system and knew it well.
- Archimedes

- It still could have been the dragons. We could have something that they're interested in without us knowing just what we have. We've got a lot of data in archives we still do not fully understand. But assuming for the moment it was the dragon slayer groups—I thought they were all gone? Wiped out by concerted attacks by the dragons?
- Dunkelzahnfollower79982101

- That was what was publicly reported, yes. But I have my doubts. These secret orders have centuries of experience in fighting with great dragons, and I'd wager it's nigh impossible to find every one of their believers and stamp out their cause. If it were that easy, the dragons would have already done so. Sadly, with the atmosphere of hostility that is being created with the greats, I would dare say that any survivors of these groups are not going to have any shortage of new recruits any time soon
- Apprentice of Truth

- So these lingering members of dragon-slaying groups are looking to rebuild. Great. They taint everything that we try to do as serious researchers. Okay, let's say they were behind the hack. What information did they take? Does it tell us something about what they're looking for?
- The Impartial Observer

- Looks like pretty standard stuff. They took some of our older stuff, like the information we had on Excalibur (the sword, not the new Ares gun), Richard the Lionheart's armor, and the Arrow of Red Dragon Slaying was copied. The more recent stuff they grabbed included the description of the Pendants of Avalon. They also took the locations where various governments and megacorporations are carrying out their projects to build anti-dragon countermeasures.
- Archimedes

- Wait ... the Pendants of Avalon? The things that are supposed to contain a shadow spirit who claims to be the embodiment of Morgana LeFey herself? I thought

Incoming Message

Arleesh had them. Why would the dragon slayers go after those? Are they planning to raid Arleesh's lair? If so, we won't have to worry about them much longer.

- LogicandReason
- Not necessarily. They may have been in Arleesh's custody at one time, but they now appear to be in the custody of a magic group in Manhattan called the Society of Hawks. Maybe the intruder wanted to get information to verify that this group actually has these pendants. And it could be that the items described are not the real pendants at all, but mere forgeries. We've seen that before with that fragging talismonger Lyran and her paper lotuses. What I wouldn't do to get my hands on her—
- DunkelzahnDevotee3295880
- Or maybe they're different pendants from the same era. The information we have on the alleged artifacts Arleesh has is pretty scarce. From what is known, they could be from the same era, and they may have been accidentally referred to as the Pendants of Avalon, but they could be completely different relics.
- Skeptic59970
- <Rolls eyes> Not more artifacts! Drek. I'm so tired of these "Artifact Rushes." Now this spirit claiming to be Morgana LeFey might be play? And I thought all this fragging talk about a great dragon civil war was bad enough. There are days I just don't want to get out of bed.
- Dunkelzahns Ghost 84890

OVERVIEW

The rising conflict between the dragons and metahumanity has re-awakened a dangerous movement—a fanatical anti-dragon organization that has, for the most part, lain dormant in the shadows for centuries. Due to the violent and very public actions that have been taken by a few dragons in recent years and the ramifications those actions have had for metahumanity, larger numbers of metahumans are now beginning to view dragons as an unacceptable problem and are beginning to feel that the world would be better off without them. And these extremist groups, from the Order of St. George to the Sons of Siegfried, are devoted in their zeal to advance these tensions in order to bring about a war that they have been eagerly awaiting since their founding, a war that would lead to the dragons' extinction. One member of these secret fraternities will turn to the shadows to further these dark ambitions in an attempt to drive the world closer to the brink of all-out war, regardless of the consequences.

PLOT POINT ONE

Meeting Hercules

One of the shadowrunners' fixers comes across an interesting posting from a new Mr. Johnson. This Mr. Johnson has never before hired shadowrunners, so he does not have any reputation. He does, however, have deep pockets, and he is willing to verify that he has more than enough funds to hire the runners and take care of their expenses and fees. This particular Johnson uses fake SINS and certified credsticks to conceal his background, and he prefers to go by unusual code names such as "Hercules," "Beowulf," and "Van Helsing." All names used by this Johnson refer back to some sort of monster hunter or monster killer. In his case, the monsters being hunted are dragons.

If the runners are agreeable to meeting with a Johnson whose background is cloaked in secrecy, he explains that this job is a

multi-task operation that requires international travel. The first job is located in their home city. Mr. Johnson has recently learned that a group of runners working with dracoforms has moved into the city to harass and attack any magicians or talismongers using dragon reagents. Their job is to kill those metahumans and recover those reagents so that they can be sent back to the employer to be destroyed. Mr. Johnson (using the code name "Hercules") explains that he believes their employer to be Alamais. To give the shadowrunners incentive to finding this group of individuals working for the great dragon, Hercules lets it be known that this group has been responsible for several deaths in the magical community and that some of those deaths have been innocent ones, including magicians that were not using dragon reagents. If the runners still need some convincing, suggest to the group that any magical contacts they might have in the city are in danger while this fanatical cell is in operation, and that it would be in their best interests to assist him in this matter. He wants the individuals involved killed as they are "collaborating with the enemy," and he would like any reagents that are in their possession to be gathered and brought to him. Dragons don't want them to be used in ritual magic cast against them; Hercules says he will ensure the items are turned over to the proper groups (e.g., the Black Lodge or the Illuminates of the New Dawn) that would be willing to use those materials for that very purpose.

The individuals carrying out these attacks include four drakes, two adepts, two street samurai, two gorgons, a face for gathering information, and an elder lindworm, who guards the actual stashes of reagents until they can be shipped back to Alamais. The reagents that are recovered are talon clippings from Hestaby (from a recent break-in at the Mount Shasta Lodge), dragon scales from unidentified dragons, dragon blood from a talislegger excursion into Amazonia, and dragon bones from an Atlantean Foundation excavation site of the ruins of a lair belonging to a great dragon that did not survive to see the Sixth World. The runner hideout is set up in an old automotive factory that has long since been abandoned.

Though there is a lot of danger here, there are no significant twists to this plot point. The runners just need to take out the opposition and grab the reagents for Mr. Johnson.

PLOT POINT TWO

Protecting the Dragon Focus

Depending on how difficult the last assignment was for the team, Mr. Johnson may allow the runners a couple of days to recover before giving them the next assignment. In his research (including secretly keeping tabs on information flowing through the DIVE and using it for his own means), Mr. Johnson has learned that Ming Solutions in Hong Kong is in the final stages of developing what they call “the Dragon Focus.” This particular focus, based on information obtained by DIVE, grants the metahuman user the ability to penetrate the masking of any dragon, no matter how powerful it is, allowing them to discern if they are descendents of or possess dragon blood. This project would be of great use to him and those who hunt these monsters, especially the dracoforms that are not well known and can more easily blend in with the rest of metahuman society. Mr. Johnson has learned, however, that at least one of the great dragons is sending a runner team to attack the facility, destroy any prototypes that may exist of this Dragon Focus, and eliminate any and all research related to this project. Hercules feels that it is of utmost importance to protect this project for the future good of metahumanity. So he directs the runners to travel to Hong Kong, track down any runners that are inquiring about the focus and the facility, and eliminate them before they can destroy the focus. He offers a significant bonus to the runners to obtain a copy of the formula for the focus, which could allow his associates to duplicate it and put it to their own use. This way, in case the dragons are persistent and destroy the focus and the research at a later date from Ming Solutions, he and his organization can keep the focus alive among their members. Should the runners inquire about Ming Solutions, they learn that it is a subsidiary of Wuxing. To make matters worse, the megacorporation has taken a great interest in what its subsidiary is developing. Therefore, security around the project has been increased dramatically, and getting to the project is no easy task.

If the runners are smart, once they have done their legwork to find the shadowrun team that is inquiring about this project, they will let their quarry do the legwork for them to locate the secret facility in Hong Kong that houses the focus research. If the runners do this, they quickly learn that the Dragon Focus is being developed at two facilities; one in Hong Kong and the other in South America (Mérida). The two bases were set up this way to make it difficult to tamper with this project. Though this is bad news for the rival runner team that has to destroy the Dragon Focus, this is good news for the runners themselves. They can take out the runner team and grab the paydata from the local facility in Hong Kong without any additional traveling.

The runners can choose to hit the opposing runner team before they have a chance to start gathering intel on the Ming Solutions secret research facility, thereby preventing the company from being tipped off that their research facility is about to be hit. Or they can wait for the rival runners to break into the building,

then follow them into the building and take them by surprise before they have a chance to sabotage the project. In either case, the runners should be able to recover the research on the Dragon Focus and take out the runner team before it has time to complete its mission.

Along the way, the runners are likely to learn some of the secrets behind the Dragon Focus. Creating it requires an exotic reagent (great dragon talon clippings), but the user is required to perform a version of blood magic (in the bonding process, the magician must spill his or her own blood on the focus; every time it is activated and for the duration that it is active, the Dragon Focus inflicts 2P damage, unresisted, to the user). The blood that is split and the dragon reagents that are present in the focus give the magical item enough power to allow the user to penetrate even the most powerful masking in order to detect dragon blood.

Depending on the gamemaster, there could be a few days of downtime for the runners, or they may have to travel immediately to their next job, which is in France.

PLOT POINT THREE

Silencing a Voice for Peace

The worst enemy of a person seeking to start a war often comes in the form of peacemakers, people who are looking to diffuse a tense situation through negotiations and compromise. According to Mr. Johnson’s information, the magic group known as the Seers Guild is believed to be moving forward with a press conference in three days in Lyon, France (to coincide with the winter equinox). At this press conference, the guild will sound the alarm based on divinations happening around the world on the subject of mounting tensions between dragons and metahumans. They will add their voice to the growing number of magic groups that are also concerned about grave and dire consequences that could rain down upon metahuman civilization should current tensions with the dragons erupt in full-scale war. In their press conference, it is believed the Seers Guild will advocate for the pursuit of peace talks. Because of their remarkable legacy of accurate predictions, many, including Mr. Johnson, believe that the strong urging of the Seers Guild will convince certain parities to move toward peace talks and avert war. This could even include Lofwyr, who has been known to seek the Seers Guild’s counsel in the past. And this is something that Mr. Johnson cannot tolerate.

Mr. Johnson wants the shadowrunners to do whatever they can to stop that press conference from taking place. He explains that even though the Seers Guild appears to be one organization, it is not. It is made up of nineteen different “companies” that each represent a different form, practice, or specialization of divination. The nature of the organization means that there are a couple of avenues to pursue. One is to convince several of the companies that pursuing this press conference will jeopardize the massive divination ritual that the Seers Guild as a collective magical group, always performs on the equinoxes. If several of the companies and their leaders become convinced that violence could disrupt this ritual, they will likely choose to pull out of the press conference to ensure the success of this semi-annual ritual. Nothing is more important to these companies than performing this ritual, since it brings in large sums of nuyen to their coffers each year.

Another possible avenue to pursue is politics. At this gathering for the Seers Guild, there are elections being held to the Guild Council that oversees the organization, including for the office of dean of the council (which is the official head of the Seers Council). The runners can choose to play politics with members of the Seers Guild running for these important offices. They can help these candidates secure votes in their own companies and defeat their opponents, as long as they agree to call off the press conference. The Seers Council wishes to present a united front on the matter of the dragon conflict. If consensus from all the companies cannot be obtained, the Seers Council will likely call off the press conference to save face. It simply cannot afford to publicly display dissent over its predictions on events of a global nature.

If political maneuvering amongst the various companies does not work, there is the old-fashioned, tried-and-true method of blackmail. The Seekers Guild has an internal policing group called the Disciplinary Committee that deals with reports of abuse of divinations by Guild members, as well as claims of fraudulent divinations by its members. Locating dirt on any of the leadership within the individual companies and threatening to reveal that paydata to the Disciplinary Committee could get them to pull out of the press conference and cause the press conference to fail. If all of these more subtle options are not viable solutions to get the Seers Guild to cancel its press conference, than Mr. Johnson refers them to another group called the Order of the Hourglass. They are bitter rivals to the Seers Guild and believe the dragon war is fated to happen. And they are zealous in their belief that no one should prevent it from happening. Allying themselves should be considered a last resort, as Mr. Johnson knows that the Order of the Hourglass will not veer away from inflicting collateral damage to stop the press conference.

Security is tight around the Seers Guild's headquarters in Lyon, France—almost as if they were expecting trouble. Petrovski Security has been hired to increase security inside the Seers Guild headquarters (which is also the headquarters for the company based in Lyon, France, which is called the Company of the Via Stellae). A potential opponent for the shadowrunners as they attempt to get this press conference called off is the JackPointer known as Arete. Arete is a hermetic magician who is a high-ranking and high-profile member of the Seers Guild. Like most Awakened people around the world, Arete has received visions and premonitions about a future conflict with the great dragons, and he very much fears what could happen. So if indecision and bickering starts arising within the Seers Guild between the various companies, he uses whatever influence he has to stop it, inadvertently causing the runners' plans to fail. For details on Arete, see p. 73.

Once the runners have made sure the press conference will not take place, Mr. Johnson directs the runners to Manhattan for the final job. He informs them that the next job involves two pieces of jewelry called the Pendants of Avalon.

PLOT POINT FOUR

The Pendants of Avalon

As the runners are preparing to leave Lyon, France, Mr. Johnson informs them that their next (and final) destination

is Manhattan. He has received word that the Society of Hawks is hosting a winter gala for their members to display various antiquities and ancient foci they have acquired from around the world in 2073. These artifacts include swords, daggers, chalices, shields, and coats of arms. Mr. Johnson believes that two items in particular, called the Pendants of Avalon, are among the artifacts being displayed for this magocratic society. If the runners inquire more about the pendants, Mr. Johnson informs them that the artifacts appear to come from the time of King Arthur, and are believed to have once been owned by Morgana le Fey. The pendants, one containing a diamond and the other a ruby, are magically active and are considered by many to be unique enchantments. Mr. Johnson advises the runners that they should not touch the jewelry directly. Instead, he gives them very specific instructions on how to transport them. They are to handle the pendants with gloves and protect them in some sort of container or box for transport. The street value for the pendants, not counting the magical qualities of the jewelry, is well over a million nuyen each—assuming, of course, that they are authentic.

If the runners question Mr. Johnson about the need for caution when it comes to the transportation of the pendants, he tells them that they do not need to worry about their safety as long as they do not touch the pendants directly. This is especially true for the group's magicians. The pendants, if authentic, allegedly contain a powerful spirit that claims to be Morgana le Fey herself. Some magicians would call this spirit an Imp, but Mr. Johnson believes this is not an apt description. He believes he can convince the spirit residing in the two pendants to contribute both knowledge and magical talent to his organization in their battle against the dragons. This gala will be hosted by the Society of Hawks at Belvedere Castle in Central Park. The runners need to invest in the proper passes to get to Central Park. A fake resident pass with a quality fake SIN is sufficient to get them to Central Park and to Belvedere Castle. The security mesh that is in place in Manhattan means that the runners are likely to require more than one set of fake resident passes and SINs. Also, if the runners plan to drive in Manhattan, they need to obtain either an authentic personal vehicle pass or a fake one. Because these needs will drive up expenses quickly, the runners should consider negotiating with Mr. Johnson for more nuyen for this job. Mr. Johnson has more than enough nuyen in his accounts to cover the expenses, and depending on how the runs have went so far he may be pleased with the actions of the runners, so he might be amenable to renegotiating their arrangements.

When the runners begin their legwork, they find that the Society of Hawks has nearly one hundred members, many of whom are influential powerbrokers within the city. The Society of Hawks is expecting about sixty of its members to show up at the winter gala. The event will last approximately four hours. It might occur to the runners that obtaining the members list of this rather reclusive group might be worth some nuyen to the right individuals, and they might try and make a play for the guest list. Their main objective, however, should still be the Pendants of Avalon.

The Pendants of Avalon are under heavy security at all times by contracted members from NYPD, Inc. There are six members of NYPD, Inc. on site patrolling the castle grounds, with another two officers stationed near the display cases. The patrolling officers wear chameleon suits. Display cases, as well as various rooms in



the Belvedere Castle, are warded, and security cameras are hidden throughout the estate. This will be a challenge even for the most experienced of cat burglars. Depending on the make-up of the runners and their specific skill sets, they may require assistance in breaking into Belvedere Castle.

Should the runners reach out to the Manhattan shadows for assistance, a local fixer puts them in contact with the JackPointer known as Ma'Fan. There is an item that has caught her eye in the collection (an antique samurai sword), and she is looking to break into the Belvedere Castle. Though Ma'Fan typically works along, she may be persuaded, due to the complicated nature of the security measures at Belvedere, to work with the runners to help them get the pendants, as long as they help her get the samurai sword. Ma'Fan tells them that the best time to make a grab for the items is right after the gala closes. The guards will be weary from being on shift all night and most of the members of the Society of Hawks will have gone home, leaving mainly the cleaning staffs and the NYPD, Inc. guards. The collection will be moved from the display cases to an underground vault. The runners need to sneak into the castle, find a spot to ambush the guards as they are putting the collection back in the vault, and grab what they came for. Ma'Fan's experience should make things easier for the runners, but she is not there to make friends; once the job is done, she disappears, and the runners will not be able to find her once she's gone. To add drama and mystery the situation, as they are leaving, have the runners spot a guard or a janitor who has been killed and stashed in a closet or room. They obviously did not do the killing. If the runners worked with the Order of the Hourglass in the previous scene, they may recognize the shape of an hourglass carved into the victim's skin and the meaning behind it. This should leave the runners worried about what they may gotten themselves involved in.

If the runners followed Mr. Johnson's instructions and chose to protect themselves when transporting the Pendants of Avalon, there should be no additional problems. However, if one of the runners, and in particular, an Awakened runner, touched one of the pendants, the spirit tied to the object exercises its power of Desire Reflection on that runner. The runner becomes obsessed with the pendants; they are tools of great power and beauty, and he or she wants to bond with them and make them their own. And if they actually bond with the focus, the spirit contained in the focus exerts great influence over the magician, pushing the magician to do whatever it takes to free it from the confines of the pendants so it can become a free spirit. The force of the ancient spirit should be considered greater than 15.

What even Mr. Johnson may not aware of is that these pendants were not just found by the Society of Hawks, but were in the care and custody of Arleesh. She allowed the pendants to be released from her collection and sold to the Society of Hawks. She released them with the full realization that the spirit contained within could be a considerable threat to metahumanity. Arleesh desired to teach metahumanity a lesson about its hubris and dependency on the wisdom of the dragons. Mr. Johnson is likely not aware that he is being used by Arleesh to further her pro-dragon agenda, which is meant to teach metahumanity that one should always respect the wisdom of the dragons and how they choose to deal with magical threats on the behalf of metahumanity.

LOCATIONS

RUNNER HIDEOUT

The Runner Hideout for the meet is an automotive factory that closed nearly fifteen years ago and has remained abandoned. The factory is secured by a three-meter tall chain link fence with razorwire on top. Outside of the factory lies the remains of a dozen or so squatters, serving as a warning to outsiders not to come in. It appears the squatters were fed upon by something other than devil rats. Body parts are missing.

The windows of the factory were all broken out years ago and had boards placed over them. Graffiti colors the sides of the building. Its doors are locked tight, all of the building's electrical systems no longer function, and it has no Matrix connections. There is one door meant for access to the factory. The others are chained shut or barricaded. The factory interior is fairly barren with the exception of cots, rations, and boxes for the reagents. The reagents themselves are not being stored in a way that will preserve them for magical use. The talon clippings, however, remain viable. During the day, most of the team goes out to carry out recon on their targets, leaving the elder lindworm behind to guard the hideout. The runners might be inclined to attack the elder lindworm and wait for the others to return. The runners should be aware that an elder lindworm by itself can still be a formidable enemy.

MING SOLUTIONS RESEARCH FACILITY

Ming Solutions is a large subsidiary of Wuxing that specializes in magic research pertaining to feng shui. They also do a fair amount of research and development in other fields. One of their high-profile projects, which is being carried out concurrently between Hong Kong and their offices in the Yucatan, is the Dragon Focus. The Ming Solutions Research Facility handling this particular project is a secret location hidden beneath high-rise tenements in the extremely overpopulated neighborhood of Mong Kok in the Yau Tsim Mong district. Finding this facility through Matrix datatrails is difficult, as the facility does not exist on paper. The high-rise tenements that are built above it are owned by shell companies that eventually lead back to Wuxing. The tenements were constructed thirty years ago, and it's possible that the facility has been active ever since then. The facility itself extends eight stories beneath the ground, and security cameras carefully monitor all access points to the sub-levels. The walls of the facility are lined with biofiber to prevent astral intrusions. The maglocks for each access point requires biometrics (fingerprints and retinal scans). Each floor contains fifteen offices and six labs. On the eighth sublevel, there is a vault where the dragon focus and hard copies of the Dragon Focus formula are stored. The eighth sub-level is heavily guarded by Ming Solutions and Wuxing security personnel (use Elite Corporate Security, p. 157); twelve officers are spread across the floor, while four more regularly patrol in groups of two. There are no external Wi-Fi signals coming from the facility, but once runners are inside, they find that the facility has several nodes (Device Rating 6). Grabbing the formula for the Dragon Focus may require the runners to search those nodes, looking for the right node where the focus formula is electronically stored.

SEERS GUILD HEADQUARTERS

This twenty-four-story building is designed to be the permanent headquarters for the Company of Via Stellae and the gathering center for the entire Seers Guild twice a year (on the equinoxes). Five of the floors are dedicated to the daily functions of the Company of Via Stellae, while the other eighteen floors are usually reserved for the other companies when they are visiting in Lyron for the divining rituals. When the companies are not in town for the rituals, those floors are used by the Guild Council and the Disciplinary Committee for regular business operations. The twenty-fourth floor is a special chamber reserved for their divining ritual. It is the most heavily warded room in the entire building and is frequently patrolled by spirits. The building itself is littered with warded offices on every floor. Before the time of the divining rituals take place, the Seers Guild increases the number of watcher spirits that it has stationed throughout the building. To prepare for this divining ritual, the Seers Guild has also increased its mundane security by hiring Petrovski Security, a subsidiary of Mitsuhama. The Headquarters nodes vary in rating from more public nodes (Rating 2) to highly secure nodes (Rating 7) that help protect the Seers Guild's most prized possessions: its predictions on global events.

BELVEDERE CASTLE

A historical building and landmark in Central Park in Manhattan, Belvedere Castle has become even better known for its housing of the Society of Hawks, a magic group fraternity of various power brokers within Manhattan's Awakened elite. The magic group is hosting a winter gala for its members to show off antiquities it has collected over the past year. The Society of Hawks have chosen to increase security around Belvedere Castle for the duration of the winter gala by hiring NYPD, Inc. for its security. NYPD, Inc.'s contract has eight officers on duty for the duration of the gala; six patrolling outside, with two guards protecting the displays on the inside. Members of the Society of Hawks have also conjured spirits of man to be additional security at this function. These Spirits of Man manifest as members of the old NYPD before they incorporated, wearing old NYPD uniforms from the 19th and 20th centuries. The Society of Hawks has a couple active nodes on site, and they are among the best that nuyen can buy (Rating 8). These are meant to protect the secrets of their members.

PEOPLE

MR. JOHNSON, AKA "HERCULES"

The way Hercules carries himself, you would assume from his paranoia that he has worked with shadowrunners before. Upon entering the room, the runners find that his commlink has been turned off. He only turns it on to adjust the amounts of nuyen on his certified credsticks after negotiations are complete. If the runners attempt to hack it, they find that other than account information that is tracked back to a fake SIN, the commlink is disposable and void of any personal information. Hercules is dressed in a specially designed suit that minimizes any genetic materials he leaves behind and allows him to conceal a weapon or two. He wears gloves. If he touches any glasses or dishes, he

pays the restaurant or club so that he can take those items with him. If asked about this peculiar behavior, Hercules responds, "I have been taught that when dealing with monsters such as dragons, one can never be too careful. It is how the legacy of my fraternity has survived for so long." Hercules does not go into further detail about his "fraternity." The runners, given how Hercules talks about dragons, should get the impression that he is a member of a secret group devoted to dragon slaying. Hercules is not Awakened and appears to be in his early 20's, but he carries himself very professionally. And it looks as though he knows how to defend himself if needed.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	4	6	4	5	3	5	6	2	6	9	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 5/3

Skills: Athletics skill group 3, Automatics 3, Con 4, Dodge 5, Etiquette 4, Infiltration 5, Intimidation 3, Palming 6, Pilot Ground Craft 4, Pistols (Semi-Automatics) 5 (+2), Unarmed Combat 3

Qualities: Erased (10 BP)

Gear: Auctioneer Business Clothes (5/3), concealable holster

Weapons:

HK Urban Fighter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 10 (c), w/ internal smartgun system]

Ceramic Knife [Blades, Reach —, DV3P, AP —]

GORGONS

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
11	6	6(7)	20	3	5	2	8	4/4	4	6	11(12)	2(3)

Condition Monitor Boxes (P/S): 14/12

Armor (B/I): 8/8

Skills: Assensing 6, Astral Combat 6, Exotic ranged Weapon (Elemental Attack) 6, Perception 6, Stealth group 6, Swimming 6, Unarmed Combat 6

Qualities: Mystic Adept

Adept Powers: Mystic Armor (2), Improved Reflexes (1), Combat Sense (1)

Spells: Death Touch, Mind Probe, Agony, Improved Invisibility
Powers: Dragonspeech, Dual Natured, Elemental Attack (Electricity), Enhanced Senses (Enhanced Smell, Low-Light Vision, Thermographic Vision, Wide Band Hearing), Hardened Armor (6), Mystic Armor (6), Natural Weapon (Claw/Bite: DV 10P, AP -2), Noxious Breath, Paralyzing Touch, Petrification, Sapience, Venom, Weather Control

Weaknesses: Dietary Requirement (Petroleum)

ELDER LINDWORM

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
14	6	6	19	6	7	9	9	6/3	5	6	13	4

Condition Monitor Boxes: 15/13



Armor (Ballistic/Impact): 14/14

Skills: Assensing 5, Astral Combat 6, Counterspelling 6, Flight 5, Perception 6 (9), Sorcery skill group 6, Stealth group 6, Swimming 3, Unarmed Combat 6

Qualities: Mystic Adept

Adept Powers: Cloak (2), Critical Strike (6), Enhanced Perception (3), Mystic Armor (2), Nerve Strike (1), Penetrating Strike (3)

Spells: Fireball, Chaotic World, Decrease Attribute (Strength), Manabolt

Powers: Animal Control (Domesticated Animals, Reptiles), Compulsion, Concealment (Self), Dragonspeech, Dual Natured, Empathy, Engulf, Hardened Armor (12), Immunity (Normal Weapons), Innate Spell (Decrease Attribute [Strength]), Magical Guard (Self), Metahuman form, Mystic Armor (12), Natural Weapon (Bite: 10P, AP -1), Sapience, Venom

Notes: +1 Reach

DRAKES

Dwarf/Sea Drakes

B	A	R	S	C	I	L	W	M	Ess	Init	IP
6	4	3	7	3	3	3	7	1	6	6	1
8	4	5	9	3	3	3	7	1	6	6	1

Note: Top line statistics are for human form, bottom line is dracoform

Condition Monitor Boxes: 11 (12 in dracoform)

Armor (B/I): 8/6 (4/4 in dracoform)

Skills: Assensing 3, Automatics (Machine Pistols) 5 (+2), Astral Combat 4, Perception 5, Pistols (Semi-Automatics) 4 (+2), Stealth skill group 4, Swimming 5, Unarmed Combat 6

Qualities: Drake

Powers: Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell, Thermographic Sense), Hardened Armor 4, Mystic Armor 4, Natural Weapons (Bite/Claws: 7P, AP -), Shift (Drake)

Gear: Armor jacket, commlink (Device Rating 5), goggles [Rating 1, w/ smartlink]

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC —, 15 (c), w/ smartlink]

Steyr TMP [Mahine Pistol, DV 4P, AP —, SA/BF/FA, RC —, 30 (c)]

ARETE

Arete, whose real name is Remus O'Neill, has been a dedicated member of the Seers Guild for at least fifteen years, if not longer. Arete is a member of the Company of the Via Stellae, the founding company for the Seers Guild. Most reports say that Arete is an elf who appears to be in his late 30s, with sandy brown hair and a long, trim beard. Arete offers his insights to JackPoint from time to time on magical matters and divinations. He was originally born in Tir Na nÓg but has since relocated to Athens. Arete is one of the more gifted members to the Seers Guild, often referred to as one who is "destined for greatness." As such, Arete's name carries a heavy weight within the Seers Guild's political circles that Arete can use to unravel any political damage done to it by the shadowrunners and encourage any people the runners many have influenced to change their positions in order to keep the press conference going as scheduled. Arete is a powerful hermetic magician, who, when push

comes to shove, is not afraid of a confrontation. If the runners do research on Arete, they should be able to learn that he is a member of JackPoint. It should occur to the runners that doing direct harm to Arete may result in making enemies of any friends he might have within JackPoint and the Seers Guild.

Male elf

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	5	4	5	8	5	5	6	10	4	6	9	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 8/6

Skills: Assensing 4, Astral Combat 5, Blades 6, Con 2, Conjuring skill group 4, Dodge (Ranged) 4 (+2), Enchanting (Alchemy) 6 (+2), Etiquette 4, Perception 6, Pilot Groundcraft 3, Ritual Spellcasting 5, Spellcasting (Detection Spells) 6 (+2)

Qualities: Analytical Mind, Magician

Knowledge skills: Omens 5, Prophecies 4

Initiate Level: 6

Metamagics: Centering, Cleansing, Divining, Great Ritual, Masking, Shielding

Spells: Influence, Analyze Magic, Physical Barrier, Mana Barrier, Magic Fingers, Detect Enemies, Powerbolt, Powerball, Manabolt, Manaball, Armor, Improved Reflexes

Spirits: Spirit of air (Force 4, 4 services), spirit of earth (Force 7, 3 services), 2 spirits of fire (Force 4, 2 services each)

Gear: Actioneer Business Clothes (5/3), sustaining focus (Armor, Force 3), sustaining focus (Improved Reflexes, Force 3), weapon focus (sword, Force 4)

MA'FAN

Female human

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	6	6(7)	5	4	4	5	4	11	8	6	10(11)	1(2)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 8/6

Skills: Assensing 4, Blades 6, Chemistry 4, Climbing 4, Con 5, Disguise (Cosmetic) 6 (+2), Dodge (Melee) 4 (+2), Etiquette 3, Escape Artist 4, Exotic Melee Weapon (Ninja Shuko) 5, First Aid 3, Gymnastics 5, Hardware (Maglocks) 4 (+2), Infiltration (Urban) 7 (+2), Intimidation 3, Locksmith 6, Negotiations 6, Palming 6, Parachuting 2, Perception 6, Pilot Aircraft 4, Pilot Ground Craft 4, Pilot Watercraft 2, Running 4, Swimming 4, Unarmed Combat (Subdual Combat) 5 (+2)

Knowledge skills: Art Styles 4, Art History 5, SOTA Security Systems 4, Magical Security 6, Art Fences 5, Magical Theory 3

Qualities: Adept, Gremlins (20 pt), Lucky, Aptitude (Infiltration), Erased (5 pts), Mentor Spirit (Cat)

Initiate Level: 5

Metamagics: Adept centering, cognition, flexible signature, masking, somatic control

Adept Powers: Astral Perception, Attribute Boost (Agility) (4), Cloak (4), Combat Sense (1), Commanding Voice, Eidetic Sense Memory, Facial Sculpt (4), Great Leap (2), Improved Reflexes (1), Improved Sense (Direction Sense, Low-Frequency hearing, Low-light, Thermographic), Nimble Fingers, Power Throw (2),





Traceless Walk, Voice Control, Melanin Control

Gear: Binoculars (optical), camouflage suit, endoscope, grapple gun, light stick, lockpick set, microwire, miniwelder, myomeric rope, rappelling gloves, stealth rope w/ catalyst stick

Weapons:

Ceramic knife [Blades, Reach —, DV 4P, AP —]

Cougar Fineblade Knife (short blade) [Blades, Reach —, DV 4P, AP -1]

Ninja shuko [Blades, Reach —, DV 6P, AP —]

Throwing knives [Throwing Weapons, Reach —, DV 6P, AP —]

PETROVSKI SECURITY

Human

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	4	5	2	3	3	4	3.2	7	1

Condition Monitor Boxes: 14

Armor (B/I): 10/8

Skills: Athletics skill group 3, Automatics (SMG) 5 (+4), Clubs 4, Dodge 5, Pilot Ground Craft 2, Pistols 5 (Semi-Automatics) (+2), Throwing Weapons 4, Unarmed Combat 4

Qualities: Tough as Nails 3

Augmentations: Cybereyes (alphaware) [Rating 3, w/ flare compensation, low light, ocular drone, smartlink], cybertorso (alphaware) [Armor Rating 2], 2 cyberarms (alphaware) [obvious, w/ Armor Rating 2, Strength Rating 5]

Gear: Full body armor (w/ Rating 6 nonconductivity modification), commlink (Device Rating 3)

Weapons:

SCK Model 100 [SMG, DV 5P, AP —, SA/BF, RC (1), 30 (c), w/ internal smartlink, folding stock, tracker ammo]

Savalette Guardian [Heavy Pistol, DV 5P, AP -1, SA/BF, RC 1, 12 (c), w/ internal smartgun system]

Tonfa [Club, Reach 1, DV 4P, AP —]

1 gas grenade w/ neuro-stun [Grenade, DV 10S, AP —, 1 Combat Turn, 10 m radius]

NYPD, INC. SECURITY

Elf

B	A	R	S	C	I	L	W	Ess	Init	IP
4	7 (9)	4 (6)	5 (7)	4	3	3	4	4.5	7 (9)	1 (2)

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Athletics skill group 4, Automatics 2, Clubs 3, Dodge 5, Infiltration 5, Longarms (Shotguns) 5 (+2), Pilot Ground Craft 4, Pistols 4, Unarmed Combat 3

Qualities: Lightning Reflexes

Augmentations: Blood circuit control system, muscle replacement 2

Gear: Either armored vest (interior guards) or chameleon suit (patrolling guards). Chameleon suits have Rating 4 thermal dampening modification.

Weapons:

Colt Manhunter [Heavy Pistol, DV 5P, AP -1, SA, 15 (c), w/ laser sight, tracker rounds]

Remington 990 [Shot gun, DV 7P, AP -1, SA, RC (1), 5 (m), w/ shock pad]

Tonfa [Club, Reach 1, DV 4P, AP —]

... FOREIGN POLICY ...

Incoming Message

Posted By: Frosty

It should surprise exactly no one that Hestaby announced today that she will eventually step down from the Tír Council of Princes. This follows her overt attack on the S-K Headquarters building in downtown Dubai during the summer. Which in turn followed the assassination of Eliot Eyes-Of-Wyrm by an operative that some people believe was linked to Lofwyr, which in turn followed Hestaby's July 23rd, 2073 address to the U.N., which spilled the beans about certain matters Lofwyr must have felt were best kept between dragons. I think that about covers the daisy-chain of events. The weakest link is the assassination, as nothing much that we can see connects the assassination to Lofwyr except a custom-made German sniper rifle left at the scene, but I wouldn't be surprised if Hestaby found some evidence the rest of the world missed.

- So why is she resigning? Does S-K really have that much pull in the Tír since Lofwyr was booted from the council of princes?
- Aufheben
- Okay, first of all, Lofwyr was not "booted," he stepped down—important distinction. Second, it's not Saeder-Krupp who's making it extremely difficult for Hestaby to retain her rank and title.
- Dr. Spin
- I didn't realize you were carrying Lofwyr's water now, Doc. :P
- Slamm-O!
- He's right. Although it was an extraterritorial corporate holding of Saeder-Krupp, the 47-story building was located in one of the most populated cities of the Arabian Caliphate and there was significant collateral damage to municipal structures—at least monetary damage, even if you believe the story that Hestaby somehow took down the Dubai Arcology without killing anybody. Unsurprisingly, the heart of conservative Islam in the modern world doesn't take kindly to a great dragon rampaging in their crown-jewel city. Especially after Aden and Tehran.
- Goatfoot
- But they're fine with half of that city being the corporate holdings of another great dragon. It's always good to be able to compartmentalize your outrage.
- Winterhawk

In a publicly televised speech given from her lair on Mount Shasta, Hestaby admitted that her withdrawal "was appropriate and necessary to avoid further war, suffering, and bloodshed" that would result from a Tír conflict with a foreign (nuclear) power. Hestaby's resignation will not be fully in effect until a replacement is chosen via the Tír's election process.

- Which could potentially be a long time. Tír elections are many things, but not simple.
- Arete
- I'd comment on a "lame duck" period, but the truth is that the seat on the Tír Tairngire council of princes represents only a small portion of Hestaby's power base anyway.
- Kay St. Irregular

None of Hestaby's fellow princes spoke out in her defense, which makes me wonder who benefits from seeing her resignation so willingly accepted. I know that Hestaby had been working closely with High Prince Larry Zincan on a whole package of important reforms for Tír Tairngire, including economic, ecological, and cultural matters. That last part is important, as the Tír's not-entirely-earned world image as a haven for snobby, racist, condescending elves is something Zincan really wanted to stamp out. But then again, the powers that be in the Tír have good reason to want to avoid a war with the Caliphate. Tír Tairngire is

still putting its shit back together from the revolution, and Zincan probably wants to fully focus on getting his domestic situation in order.

It's obvious that her choice to resign follows the terrorist attack on Mt. Shasta last week, but that makes the damning silence from the other Tír princes seem even more callous. You probably know this, but in case you weren't watching the news, Islamist extremist terrorists reigned literal hellfire and brimstone on Hestaby's secluded Mount Shasta compound, using IEDs, RPGs, and fireballs in a push to do as much damage as possible before they were subdued by Hestaby's security forces.

- The terrorists have been linked to the New Islamic Jihad movement, but NIJ spokesman Sadeq al-Bahiy has denied the allegations.
- Goatfoot

I've heard that Zincan was paying Hestaby a clandestine visit at the time of the chaos, too, which might explain his willingness to see her go. He might simply want to make sure he

never has to go through that again, by distancing Tír Tairngire as a nation-state as far from Hestaby's actions as possible. Still, no public figure wants to look as though they're knuckling under to pressure from terrorists, so I wonder if there wasn't some other source of pressure.

- Let's not forget that the Arabian Caliphate just plain swings serious dick. They've got the combined military (as in nuclear) and economic might of the several Arab countries (now Emirates) they were formed from. Even if they didn't order the actions of the Islamic terrorists that attacked Mount Shasta, the event still indicates the level of anti-Hestaby sentiment and anger in the Caliphate.
- Black Mamba
- And of course the Caliphate also has the financial backing of Saeder-Krupp. And Saeder-Krupp has its own leverage—largely in the form of multi-million dollar infrastructure projects—in the Tír itself.
- Cosmo

OVERVIEW

Lofwyr has not responded directly to Hestaby's massive, public attack on his Middle East holdings, largely because a direct, proportional response (which she in turn could spin) was exactly what she was planning on. That's not the chess game that Lofwyr is playing, however, and he has no intention of giving her the counter-move that she wants. Instead he spends time hatching a plan to remove Hestaby from her seat on the Tír council of princes, while snatching one of her precious technomancers, Randall Dancing-Star, from under her clutches. He wants Dancing-Star alive to give him leverage over Hestaby in the future. Lofwyr trusts the execution of the most direct parts of this plan to Ludmilla Reanka, an elven aristocrat of the House of Reanka and the head of Lofwyr's North American black ops. division

In the first plot point, the runners meet with Ms. Johnson, actually Ludmilla Reanka. Their mission will be to escort Ms. Johnson across tightly guarded Tír Tairngire border in order to attend a clandestine meeting with Tír bigwigs at Mount Hood.

The second plot point covers the covert border crossing. It's not easy, as Tír Tairngire has one of the most tightly guarded borders in the world. Reanka is actually based in Portland, but she has arranged to be away for business at the time of these events, with a double of her being seen in Seattle to make the illusion convincing. This means she must penetrate the Tír border undetected.

The third plot point will be the meeting with Tír bigwigs, namely ruling High Prince Larry Zincan and the sasquatch Prince Rex. There, Reanka attempts to convince them that she can smooth things over with the radical elements of the Arabian Caliphate and prevent war (using Lofwyr's extensive middle-eastern contacts) only

if Hestaby steps down as a Tír Prince. As an additional condition, Reanka requires Zincan to include the runners as part of his entourage on his next visit to Mt. Shasta. Severely raked over the coals due to Hestaby's actions, Zincan has no chance but to accept—the Tír cannot afford a war in its currently fragile state after the revolution. Only then does Reanka privately inform the runners of the second part of their contract.

In the fourth plot point, Zincan goes to deliver his ultimatum to Hestaby at Mt. Shasta, and the runners get past most of the external security as part of his entourage. There they are to abduct Randall Dancing-Star, the leader of the Clutch and one of Hestaby's most prized technomancers. Unfortunately, the "simple matter" of penetrating Hestaby's security to abduct one of her proteges becomes significantly more difficult when the New Islamic Jihad makes a retaliatory terrorist attack on Mount Shasta for Hestaby's actions in Dubai.

Once Dancing-Star is in hand, what's left is the "simple" matter of escaping Mount Shasta and getting Dancing-Star and Reanka to safety in order to get paid for their efforts. The in-universe fallout will be discussed more extensively in the in-character introduction.

PLOT POINT ONE

Meet Fräulein Johnson

The runners can be hired in more or less any sprawl besides Portland without modifying too much about this adventure seed; the text, though, assumes that the runners will be hired in Seattle. The details of the first plot point will be affected less by where the runners start than the details of the second—there are upscale restaurants like The Edge everywhere, but the angle from

which the runners approach the Tír Tairngire border might be strategically important. The runners are contacted by their fixer and told that they owe him, big time. He's gotten them a big, cushy gig; a high-class personal protection/escort mission for an individual with discriminating tastes and deep pockets. If they want the job, they need to put on their Sunday best and get over to The Edge, a swanky elven restaurant located downtown. They have reservations for 6:00 p.m. under the name Schmidt.

The best word for The Edge's atmosphere is refreshing, with the outdoor seating located amidst lots of planters, terrariums, and fountains creating the feel of a terraced garden, and the food a light mix of vegetarian Asian, Native American, and fusion cuisine, with an extensive list of fine elven wines. Inside, however, the all-elven waitstaff is almost insufferably snobby. The runners need to succeed a Charisma + Etiquette (1) Test to even get in the door (the High Society specialization applies). They will also be carefully searched for weapons before being allowed inside—the dice pool of the bouncers frisking them is 10.

Sitting at the table reserved for Schmidt is a short, dark-haired elven woman. She looks very young, even for an elf, and her features are slightly too severe to ever be called pretty, but her voice commands attention. She speaks with a slight accent that is a combination of German and Slavic. She has the menu—which is physically present on the table in the form of a wafer-thin slice of luminescent biofiber, rather than the typical AR overlay—memorized.

Once introductions have been made and drinks ordered, the woman, who introduces herself only as Ms. Johnson, describes her offer as follows. She needs an escort into and around Tír Tairngire, and she needs to penetrate the border undetected. She will pay the team 100,000 nuyen once she is safely in the country, but only half that if they are detected or harassed at all on the way in. While escorting her within the Tírm however, they are put on retainer for another "slightly more difficult" job that they do not have the option of refusing. That job pays 200,000 nuyen for the team. There is no advance payment, but Ms. Johnson is willing to fully bankroll, upfront, any travel expenses ("within reason") to get them to the Tír.

Astute runners (Intuition + Perception (4) Test) may notice that a woman who looks remarkably like their Ms. Johnson is seated at another table in the far back corner, doing a good job of pretending to casually pay no attention to the conversation the runners are having. If anyone points this out to Ms. Johnson, she commends them on their perceptiveness, but tells them not to worry about it.

PLOT POINT TWO

Under the Radar

Reanka is not lying when she says that she will bankroll whatever arrangements the runners make for their transportation into Tír Tairngire. The exact numbers that define "within reason" should depend on the power level and playing style of the runner team and the campaign, but Reanka should be willing to allocate somewhere between 100,000 nuyen and 1,000,000 nuyen to the transportation budget without batting an eye. Effectively, the runners must use their own resources, contacts, and ingenuity

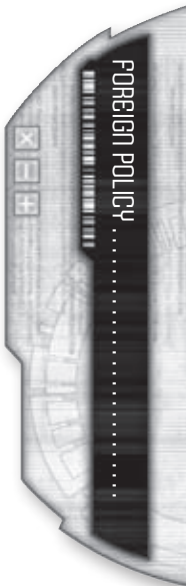


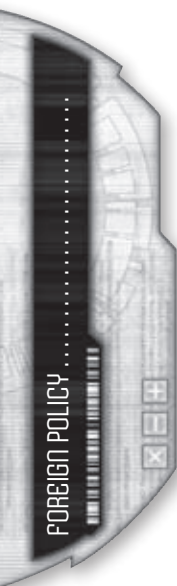
to create a plan to get across the Tír Tairngire border, but one obstacle they won't be up against is budget; let their imaginations run wild.

Getting into the Tír legally is no longer that difficult ever since it lifted its isolationist policies; you can fill out the digital paperwork for a special "tourist" visa to visit Portland at your local airport, with only the usual background check for your fake SIN to hold up to. Ms. Johnson wants to penetrate the border invisibly, though, and that's much trickier. There are three ways to approach Tír Tairngire. By air, by land, and by sea. And four directions (naturally), north, south, east, and west. These methods and routes have widely different chances of success: the runners should be able to recon some (but not all) of this information through Matrix research, appropriate contacts, and other methods.

A lot of the following may seem to come down to random chance, but it's worth mentioning that the following assumes the runners are taking every reasonable precaution, and that simply encountering a Tír Peace Force border patrol by sea, air, or ground doesn't necessarily mean being actively engaged by one; it merely precipitates a contest of the runner's physical, magical, and electronic warfare stealth tactics versus the patrol's corresponding counter-measures.

The northern border is the tightest. Although this is the most direct route from Seattle, this boundary line is locked up tight. The only land route is Highway 205, which passes through a manned border checkpoint with extreme security. Any other road or track that might cross the border falls into a no-man's land or free-fire zones that are heavily mined and dialed in for mortars and airstrikes, which can happen with impunity. There's nothing important left there to hit, so the border guard feels no need for caution. If the runners attempt to cross the northern border by air, have the team member with the lowest Edge make an Edge + Edge (2) Test. On a failure, glitch, or critical glitch, a Tír Peace Force air patrol is encountered, and the runners must attempt evasion.





The southern border is one that Ms. Johnson would rather avoid running, if at all possible. Besides falling into the disputed region between Tír Tairngire and California Free State, it also skirts Mount Shasta, the territory of Hestaby, who is the one individual Reanka least wants to inform about her presence in the Tír. If the runners attempt the southern border, they get lucky and don't provoke any direct response from Hestaby. Have the team member with the highest Edge roll an Edge + Edge (1) Test. On a critical glitch, they run into the full attention of a Tír Peace Force air or ground patrol (depending which way they're traveling). On a failure or ordinary glitch, the Tír patrol is still there but is involved in a border skirmish with CFS militia (use the stats for Corporate Security Unit and Corporate Security Lieutenant on p. 281, *SR4A*).

The eastern border might be the safest option, although it also takes the longest, and involves spending the most time in the territory of either the PCC or the Salish-Shidhe council. The east is largely wide open (runners only encounter a Tír Peace Force border if the team member with the highest Edge rolls a critical glitch on an Edge + Edge (2) Test), and the checkpoint guards in Boise can be bribed relatively cheaply to the tune of just 1,000 nuyen per head with a successful Charisma + Negotiation (2) Test.

Finally, there is the western approach, by sea. Coastal patrols by the Tír Peace Force are infrequent, but Northern Crescent pirates are slightly less so. Have everyone in the team make an Edge + Edge (1) Test; the former are encountered if anyone rolls a critical glitch, the latter if anyone rolls a glitch or a failure. While the Tír Peace Force is as implacable at sea as anywhere else, the Northern Crescent pirates (use the stats for Triads Posse and Triad Lieutenant, p. 284, *SR4A*) can be bargained with, although they'd prefer to kill every elf they can get their hands on. The former is assuming a smaller boat that can be run aground and disembarked just about anywhere—maybe not safely for the boat or its crew, but it's possible. Finding ground transportation, though, would then become a problem; larger cargo ships aren't usually searched, but they have to dock at special facilities away from inhabited areas. Their registrations are carefully checked, and ship crews aren't allowed ashore.

Besides the possibility described above of stumbling into a border patrol by random chance, there is also the problem of radar if traveling by air. Tír Tairngire's radar systems to the north have an effective Sensor + Perception dice pool of 15 for detecting border incursions by air, modified appropriately by the vehicle's signature (see p. 171, *SR4A*) and opposed by the pilot's Infiltration (Vehicle) + Reaction +/- Handling. The radar network is somewhat less tight along the western, eastern, and southern borders; use a dice pool of 10. No matter which border is being crossed or how, signature masking of the vehicle being used for the border run would be useful.

PLOT POINT THREE

The Wyeast Conference

Once safely in the Tír, Reanka sends a specially encrypted correspondence to a secure drop box used by certain high-ranking members of the Council of Princes. Within twenty-four hours she receives a response, arranging a morning meeting at

one of the upper observation decks of Mount Hood. She asks the runners to escort her there. Mount Hood is nominally open to the public, and the worst of the Tír security apparatus is behind the runners with the border crossing. Being a non-elf in public is still crime enough to draw closer scrutiny, though, and that will force the runners to flex their lying muscles (though they'll have an easier time evading scrutiny at known tourist traps such as Mount Hood).

Two Tír Princes arrive to the meet; both are disguised using the Physical Mask spell with six hits. The downright elderly High Prince Larry Zincan is disguised as an elf, whereas his close ally, the ever-popular sasquatch Prince Rex, is disguised as an ork. Neither has come with bodyguards, to avoid attracting attention; fortunately, there is no danger to them at Mount Hood. The morning is clear and beautiful, the peaks snowy, and the area surrounded by tourists who are just out to have a good time and enjoy the sights. Here is where Reanka and the two Tír Princes have a discussion where she reveals to them just how much trouble the Tír has gotten itself in with the Arabian Caliphate when one of their acting rulers launched a massively public attack on Dubai. They talk about how Saeder-Krupp can use its Middle East influence to get them out of this trouble, and what they have to do to make that happen.

Although the conversation is hardly accessible, moving between Sperethiel and Or'zet, runners who listen closely while they stand watch and speak either language will be able to make out at least who all three speakers are, and that whatever Zincan is being asked to do, he is being asked to take the runners with them while he does it. When her discussion with Zincan—who is reluctant but really has no choice—is over, Reanka turns to the runners and tells them that she's exercising the option built into their contracts. She wants them to pose as part of Zincan's entourage when he visits Hestaby's lair at Mount Shasta. Once they're inside, she wants them to kidnap a technomancer named Randall Dancing-Star; she has a recent picture of him to help them pick him out. They're to get out by whatever means necessary; she will have someone waiting to meet them at the Hotel 43 in Boise, who will be there to take Dancing-Star off their hands.

PLOT POINT FOUR

Diplomatic Immunity

Zincan reluctantly puts the runners up for the night, and even more reluctantly gives them the appropriate paperwork to pose as part of his entourage. It is very clear that he does not like them—because Hestaby is very dear to him, and they mean her ill—but Reanka has him stretched over the coals, and he has very little choice left in the matter. They will have to dress the part, though, and that means leaving the heavy artillery at home, even though their Council passes say “security” on them.

The security features of Hestaby's Mount Shasta lodge are no laughing matter. Since they are part of Zincan's entourage, though, the runners can simply waltz right in, driving with his motorcade and Tír Ghost bodyguards (use Top-Shelf Bodyguards, p. 163) straight up the main access road. If the runners aren't taking the hint on their own, Zincan informs them that they'd better split off from him before he personally





INCOMING FEED.....

goes to meet with Hestaby to break the bad news to her. Zincan is right in thinking that Hestaby will be able to see right through their disguises. At the point that the runners are able to get away from Zincan, the run becomes pure infiltration, and the most important information to handle is the in-depth location information (see **Mount Hood**, below).

Once the runners have subdued Dancing-Star (who can be found in the Lodge's meditation room), they hear a massive explosion from the parking lot. Terrorists (for stats, see **Terrorists**, p. 162) have detonated an IED car bomb in a remotely piloted SUV that was driven recklessly up the mountain drive while being riddled by bullets. While one of the Shasta shamans caused the car to detonate early with a powerbolt (he died in the process, caught in the explosion's blast radius) before it could drive through one of the walls of the lodge itself, the terrorists still act on the planned signal and begin their assault. They begin attacking the lodge with a volley of RPGs and fireballs from the ridgeline above it, while the Shasta shamans and the T'ir Ghosts in the High Prince's motorcade return fire. The drek has hit the fan, and it is time for the runners to get the hell out. If the firefight is not chaos enough, the best way out of the vicinity at that point is on foot—everyone is targeting vehicles first—and the surrounding area is crawling with wild spirits and paracritters.

No matter what, of course, Zincan and Hestaby survive the attack; the latter largely due to the former's protection. Assuming the runners get out alive with the package, the journey to Boise should be suitably uneventful. A towering blonde-haired, blue-eyed troll who gives the name Hans Brackhaus is waiting for the runners in a room at the Hotel 43. If Dancing-Star is alive, the

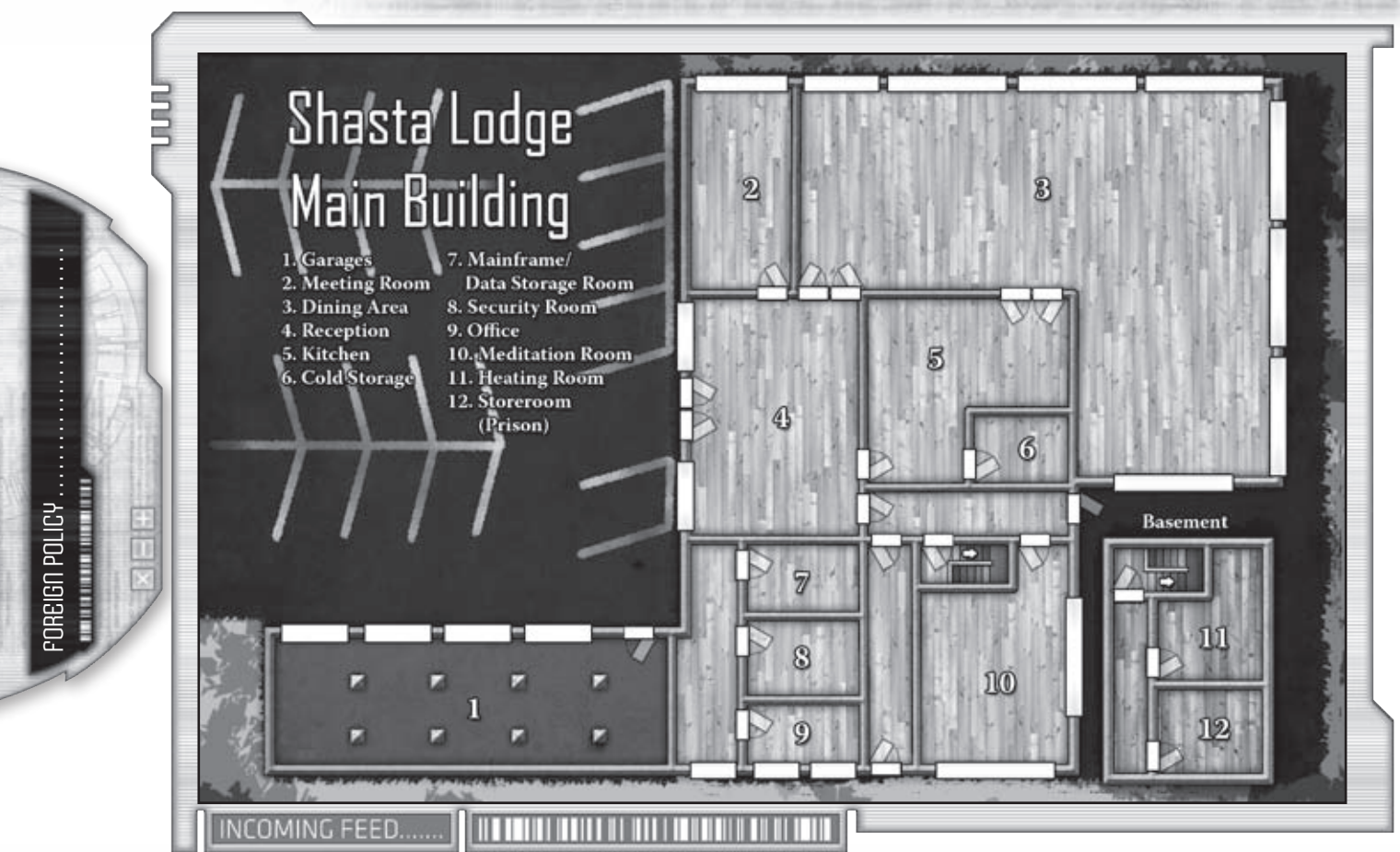
runners get paid the full 200,000 nuyen. If they have proof of Dancing-Star's death, they get only half of that, and Brackhaus is visibly disappointed. If they failed to abduct Dancing-Star while leaving the technomancer alive, they get nothing beyond Reanka's initial payment for getting her into the T'ir.

LOCATIONS

MOUNT HOOD

Called Wy'east by the Multnomah tribe, the stratovolcano Mount Hood is a peak in the Cascade mountain range, one of several that erupted during the Great Ghost Dance. Since then the mountain peak has grown a significant amount beyond the pre-eruption elevation. Mount Hood is a symbol of the T'ir, and its snow-capped peak is clearly visible from Portland. The mountain has been a national heritage site since 2063, and all the land on and around it is a national park. The mountain itself is a magical hotspot, with a high background count that fluctuates slightly. At the moment the runners visit, the background count is Rating 4 with no particular aspect, which means it has the same mechanical effects on everyone as it would if it were a Rating 4 mana ebb.

Mount Hood is a natural beauty, but it is not exactly unspoiled by man. The area is quite popular with tourists, with numerous resorts nearby that offer year-round skiing, hiking, and other activities. The forests that flank the mountain are well known for the remarkable re-growth in areas that were deforested before the Awakening and are now pristine stretches of apparent old-growth forests.



SHASTA LODGE

Mount Shasta dwarfs everything for miles around and is the tallest point in the whole Shasta Enclave. The mountaintop is nearly always capped in snow. The Shasta Lodge is located high up the slopes, with the cavern system that houses Hestaby's primary lair located just behind and above it. The easiest ways up the mountain—taking the main access road or flying up by helicopter or VTOL—are well guarded by the Shasta Shamans. The mountain and the surrounding wilderness are also home to numerous paracritters.

The lodge itself was built on the site of an old ski lodge, and it still has the looks of one, mixed with the appearance of a Native American medicine lodge and a fine helping of modern tech. The lodge doesn't have any fence or barricade around it, just a small parking lot in front with a detached garage large enough to hold about a half-dozen vehicles. There are front and side entrances to the main building covered by floodlights at night (when snowstorms are quite common). The exterior windows of the lodge are numerous, not alarmed, and made of ordinary glass. They are one-way tinted, meaning that characters can see (and cast spells) out, not in. The entire lodge is protected by a Force 8 charged ward (see p. 125, *Street Magic*).

The external doors are locked with maglock cardreaders (Rating 6), although the maglocks are not fitted with anti-tamper systems. The internal doors are sealed with maglock keypads (Rating 4); all of the Shasta shamans and the lodge staff know the codes. There are security cameras placed outside the front entrance, side entrance, in the reception area, in the mainframe room, the security room, two in the garages, and three in the dining room.

Urgent Message

SHASTA LODGE SECURITY NODE

Sculpting: The node appears as a deep and ominous cavern with flame-scorched walls. Programs take the form of stalactites and stalagmites, data files the form of dragon eggs. IC constructs and patrolling technomancers likewise have a decidedly draconic appearance.

Hardware: One MCT Sentinel II (Persona Limit 10, Processor Limit 60) and one NeoNET Office Genie (Persona Limit 5, Processor Limit 20)

Authentication: Alchemical passkey

Privileges: All privileges require a security account; system shutdown requires an admin account.

Attributes: Firewall 5, Response 6, Signal 5, System 6

Spiders: Two members of the Clutch (see p. 82) are on patrol at all times.

IC: Rating 6 Agent (Analyze 6, Armor 6, Attack 6, sculpted to look like a large, bright orange Western dragon) loaded

ARC: Scramble IC

Topology: A single meta-node, to which all security devices are slaved.



The lodge does not have “security guards” per se, but there are 12 + 2d6 Shasta shamans in or around the Lodge at any time (use a combination **Shasta Shamans Spellcaster**, p. 160, and **Shasta Shamans Adept**, p. 160). Two of these are in the meditation room with Randall Dancing-Star. The rest are divided between the dining area, kitchen, reception and lounge area, meeting room, security room, office, parking lot, and garages. There are also 2d6 members of the Clutch other than Randall Dancing-Star present in the lodge, divided in the same way (use **Clutch Technomancer**, p. 155), and another 4d6 non-combatants—visiting guests and dignitaries, staff members, cooks, kitchen staff, wait-staff, and the like—scattered throughout the building.

All of the lodge’s security features—notably the alarms, the fire-sprinklers, the lights, and most importantly the cameras and door locks—are slaved to and controlled from a central security node located in the security room—where there is at least one member of the Clutch and one Shasta shaman at all times. While the exterior walls of the lodge are coated with wireless-negating paint, the security node is accessible (and can be hacked) from anywhere within the lodge.

If the runners are stopped and caught splitting off from Zincan’s delegation in an attempt to abduct Dancing-Star, the Shasta shamans attempt to subdue them with non-lethal force. If they are successful, they bring the runners to the storeroom in the basement that also functions as a holding area for unwelcome guests. That is where the runners regain consciousness when the terrorist attack begins.

PEOPLE

LUDMILLA REANKA

The German elven aristo Ludmilla Reanka is Lofwyr’s golden-girl in North America. Reanka is one of three elven noble houses in the Duchy of Pomorya, AGS, which is located along the Baltic Sea coastline. House Reanka in particular is known for their expertise in bioengineering and design, and was a constant target for shadow ops and other local intrigue as a result. Ludmilla, the present scion of House Reanka, is no exception, her own body flawlessly rebuilt from the ground-up with bleeding-edge experimental bioware.

Reanka doesn’t spend too much time on the old homestead in Pomorya nowadays and has become a *persona non grata* there since throwing her lot in with Lofwyr. Under Lofwyr’s direction she has moved on to bigger and better things, heading up Saeder-Krupp North America from its headquarters in Portland, Tír Tairngire. Under her direction, the division has been thriving. Reanka personally handles S-K operations within Tír Tairngire, including black ops, while simultaneously micromanaging Saeder-Krupp’s North American operations. Although she looks about nineteen years old, she’s not a woman to be underestimated, and she is just as cold-bloodedly competent as her mentor. She flies to Essen on a regular basis for “private briefings” with Lofwyr. Due to her placement and connections in Portland, Reanka is Lofwyr’s chosen tool for leveraging High Prince Larry Zincan.

Female elf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4(6)	6(9)	4(6)	3	5(8)	5	5(8)	5(6)	5	2.16	9(11)	1(3)

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 11/9

Skills: Athletics skill group 3 (7), Biotech skill group 5 (6), Cracking skill group 3 (4), Dodge 4, Electronics skill group 4 (5), Influence skill group 5, Intimidate 5, Perception 5 (8), Pilot Aircraft 2, Pilot Watercraft 2, Pilot Ground Craft 4, Pistols 5, Saeder-Krupp Politics 4, Stealth skill group 4 (5), Unarmed Combat (Judo) 4 (+2)

Knowledge Skills: Biology 4, Chemistry 4 (5), Cybertechnology Background (Bleeding Edge) 5 (+2), Economics 4, History 4, Literature 4, Tír Tairngire Politics 4, UCAS Politics 4

Qualities: Augmentation Addict, Genecraft, Type O System.

Augmentations: Adapsin, attention coprocessor 3 (alphaware), ceramic bone lacing (alphaware), cerebral booster 3, datajack (alphaware), synthetic cyberhand (w/ Rating 4 nanohive), daredrenaline, enhanced articulation, muscle toner 3, O-Cells 4, PuSHeD shock hand, sleep regulator, symbiotes 3, synaptic booster 2, synthacardium 3, tailored pheromones 3, trauma control system 4, universal nanite hunters 4, universal nantidotes 4

Gear: Fairlight Caliban commlink w/ Aetherlink Zeitgeist OS (Response 4, Signal 5, Firewall 5, System 5, w/ sim-module modified for BTL/hot sim, skinlink, subvocal microphone, trodes), contacts [Rating 2 w/ image link, smartlink], FFBA full suit (w/ Rating 6 non-conductivity) Vashon Island steampunk line (overcoat, slacks, blouse)

Programs: Analyze 5, Armor 5, Attack 5, Biofeedback Filter 5, Browse 5, Decrypt 5, ECCM 5, Edit 5, Sniffer 5, Encrypt 5, Scan 5, Spoof 5, Stealth 5.

Weapons:

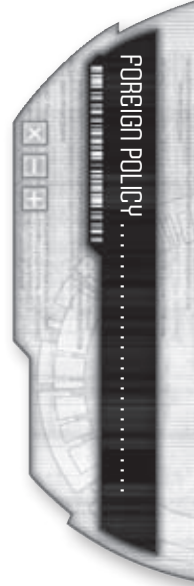
Shock Hand [Unarmed, Reach —, DV 6S(e), AP –half]

Morrissey Alta [Heavy Pistol, DV 7P, AP –1, SA/BF, RC 1, 12(c) w/ concealable holster, electronic firing, firing selection change, ext. smartgun system, sound suppressor, and armor-piercing flechette ammo]

HIGH PRINCE LARRY ZINCAN

An ork with a heart of gold, Larry Zincan is immensely popular with most of the people of Tír Tairngire—apart from the terrorists and radicals. Zincan was one of the first non-elven members of the Council of Princes brought onboard as a publicity stunt in 2035 to show that the Council was open to non-elves. Zincan voiced opposition to Surehand’s isolationist policies, single-handedly saved the city of Salem from burning to the ground by quelling a public panic when SURGE hit, and was as surprised as anyone to find himself in charge of the country when Surehand was exiled and he was chosen as High Prince in the country’s first ever general election.

Since then he has pushed social reform, refurbished, and reopened the Columbia River’s ports, and strengthened the Tír’s economy, all with the backing of fellow Prince Hestaby. Zincan likes Hestaby, but in the end he his forced to choose the welfare of the Tír over her and force her out to prevent further conflict with the Caliphate. In spite of being the most popular ork in elf-land



and all of the baggage associated with his race, Zincan is a true patriot, and he sees Tír Tairngire as his country.

Zincan may be a folk-hero in the Tír, but he's also quite old for an ork. Orks don't live long; Zincan has only a few years left, and he knows it. His greatest fear is that the power he has held onto and the changes he's accomplished with it so far have just been "permitted." The likes of Lugh Surehand and Jonathan Reed are still waiting in the wings, ruling from the shadows, hoping to give him just enough rope with which he can hang himself. Zincan knows that the elven princes that his establishment has replaced are Machiavellian manipulators on a grand scale, and he respects the fact that they're able to scheme rings around him.

Larry Zincan's stats should not be required for this adventure; if he is directly put in danger in the course of the adventure for some reason, assume that his Attributes, Skills, and Edge are all sufficiently high enough for him to escape without serious injury. Escape is his top priority—he does not try to engage in combat.

PRINCE REX

Rex (not his real name) is the first—and after many years, still probably the *only*—sasquatch on the entire planet to serve in an important political office. Initially largely aloof and uninterested in Council business, Rex was nonetheless widely popular, and his fuzzy, loveable image has been merchandised into entire lines of toys and dolls. Since the shakeup in the Tír following the Second Crash, Rex has gotten a lot more political, rallying significant support behind Larry as one of his major backers. It remains to be seen if the novelty of being a sasquatch will be enough to make Rex a real contender for the position of High Prince, once Zincan leaves his seat one way or another.

Rex's stats should not be required for this adventure; if he is directly put in danger on camera for some reason, assume that his Attributes, Skills, and Edge are all sufficiently high enough for him to escape without serious injury.

RANDALL DANCING-STAR

Randall Dancing-Star (a.k.a. Dracobyte) is a technomancer and the eldest member of the Clutch. He has been a member since they were thought of as Hestaby's pet otaku, before anyone knew about technomancers; in that time he was known as Dracobyte, and he took great pleasure in defacing and vandalizing the Matrix assets of anyone who displeased Hestaby on his own initiative. Like many otaku, Randall experienced the Fading as a traumatic event in his life, and like so very few, he regained his abilities as an adult, reawakening as a technomancer.

Dancing-Star is slender, effeminate, and pale, easily mistaken for an Anglo in spite of his Salish blood. He has a close relationship with Hestaby; he views her as a maternal figure and she in turn has treated him almost like an adopted child. He has long been her personal IT assistant, configuring her own personal Matrix accounts since she was posting on Shadowland under the Orange Queen moniker.

Male human

B	A	R	S	C	I	L	W	R	Edg	Ess	Init	IP
3	3	4	2	5	5	5	5	8	3	6	9	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/4

Skills: Athletics skill group 2, Cracking skill group 6, Dodge 2, Electronics skill group 6, Etiquette (Matrix) 3 (+2), Mechanic skill group 2, Perception 4, Pilot Ground Craft 3, Pistols 3, Stealth skill group 4, Tasking skill group 6

Qualities: Technomancer

Submersion Grade: 2.

Echoes: Overclocking, resonance link

Gear: Contacts [Rating 3 w/ image link, low-light vision, smart-link], lined coat, disposable commlink, psyche (one dose)

Complex Forms: Analyze 6, Armor 6, Attack 6, Blackout 6, Browse 4, Edit 4, Exploit 8, Scan 5, Spoof 6, Stealth 8

Weapons:

Beretta 101T [Light pistol, DV 6S(e), AP -half, SA, RC —, 12(c) w/ ext. smartgun system and stick 'n' shock ammo]

TIR TAIRNGIRE PEACE FORCE BORDER PATROL

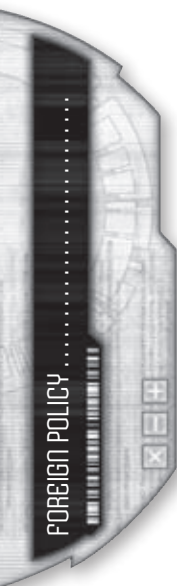
Don't let their deceptively euphemistic name fool you; the Tír Tairngire Peace Force is a full-fledged military. The border patrols are composed of a diverse mixture of soldiers, even though all of them are equipped and outfitted the same. Some of them are elite Tír Paladins supplementing the border patrol efforts. Others are "Mistish Farad" or Hunters, young, high-ranking nobles assisting the Peace Force in border patrols, a practice originally encouraged by Eهران the scribe—these are pampered sons and daughters of Tír nobility who are effectively ranging the wilderness to hunt invaders for sport. Calling themselves paladings of the Great Hunt ("Bele se'farad"), they are brutal, racist, xenophobic elven supremacists almost to a man. Lastly, every Tír citizen of certain classes is required to spend a few years in the military as part of a rite of passage. These Peace Force soldiers are ordinary citizens, some of them even non-elves, which doesn't sit well with the Mistish Farad hardliners, out to "purge their land's borders of foreign contagions". However, even these virtual conscripts are hardened by state-of-the-art training and equipment.

Border patrol units fall into three specific compositions: ground, air, and sea.

Ground units are composed of six infantry (see **Tír Peace Force Infantry**, p. 83), a tech specialist (see **Tír Peace Force Tech Specialist**, p. 83) (Red Samurai Lieutenant, p. 283, *SR4A*, same modifications as above), a trained barghest (p. 299, *SR4A*), or Hell Hound (p. 300, *SR4A*), and a mage/animal handler (see p. 83) in a Ferrari "Appaloosa" scout vehicles (see p. 84). If a ground patrol needs to call for backup, backup will arrive on site within 3d6 minutes in the form of a pair of Northrup Yellowjacket PRC-44Ts with their wireless networks sealed (p. 84).

Sea patrols feature the same compliment of soldiers as above but do not include any paracritters. The vehicle that the Peace Force uses for coastal patrol is a Celebrian Striker (p. 84). A serious threat at sea results in a call for backup to a more heavily armed Celebrian Tempest corvette (p. 84), which can be on site in 4d6 minutes.

Finally, the Peace Force is very serious about its air patrol. An air patrol is comprised of a pair of Saeder-Krupp Blitz remote-operated interceptor drones (p. 84). If they are shot down or lose



target acquisition after spotting thread, a pair of MiG-63 (p. 84) tactical aircraft flown by Tír Paladins (p. 83) will be in the area within 1d6 minutes.

TÍR PEACE FORCE INFANTRY

Professional Rating 5

Elf

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5 (7)	5 (6)	4 (6)	3	3	3	4	3.05	8 (9)	1 (2)

Condition Monitor Boxes: 11

Armor (B/I): 12/10

Skills: Athletics skill group 3, Close Combat skill group 4, Etiquette (Corporate) 3 (+2), Firearms skill group 5, Gunnery 4, Infiltration 3, Perception 3, Pilot Ground Craft 4

Augmentations: Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink], muscle augmentation 2, muscle toner 2, synthcardium 3, wired reflexes 1

Gear: Commlink (Device Rating 4), full body armor and helmet

Weapons:

FN HAR [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 35 (c), w/ gas-vent 2, laser sight]

TÍR PEACE FORCE TECH SPECIALIST

Professional Rating 5

Elf

B	A	R	S	C	I	L	W	Ess	Init	IP
4	6 (9)	5 (6)	4 (7)	4	5	4	5	2.9	10 (11)	1 (2)

Condition Monitor Boxes: 11

Armor (B/I): 12/10

Skills: Athletics skill group 4, Close Combat skill group 4, Cracking skill group 3, Data Search 2, Demolitions 3, Dodge 4, Electronics skill group 3, Etiquette (Corporate) 4 (+2), Firearms skill group 5, Gunnery 4, Infiltration 3, Leadership 3, Perception 3, Pilot Ground Craft 4

Augmentations: Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink], muscle augmentation 3, muscle toner 3, wired reflexes 1

Programs: Analyze 4, Attack 3, Browse 3, Exploit 3, Scan 3, Stealth 4

Gear: Commlink (Device Rating 5), full body armor and helmet

Weapons:

FN HAR [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 35 (c), w/ gas-vent 2, laser sight]

TÍR PEACE FORCE MAGE/ANIMAL HANDLER

Professional Rating 5

Elf

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	6	4 (5)	3	4	4	5 (7)	5	6	5.1	8 (9)	1 (2)

Condition Monitor Boxes: 11

Armor (B/I): 14/12

Skills: Animal Handling 4, Animal Training 4, Assensing 3, Astral Combat 3, Athletics skill group 4, Close Combat skill group 4, Conjuring skill group 4, Counterspelling 6, Firearms skill group 4, Infiltration 4, Perception 3, Pilot Ground Craft 4, Outdoors skill group 4, Spellcasting 6, Throwing Weapons 3

Qualities: Magician

Initiate Grade: 1

Metamagics: Shielding

Spells: Armor, Combat Sense, Detect Life, Heal, Manaball, Physical Barrier, Power Bolt, Silence, Stunball, Stunbolt

Augmentations: Cerebral booster 2, synaptic booster 1

Gear: Espirit "Petite Brume" grenade, light military armor, medkit (Rating 6), military helmet (w/ Rating 5 commlink, flare compensation, image link, thermographic vision, and smartlink), sustaining focus (dog tags, Force 4)

Weapons:

FN P93 Praetor [Submachine Gun, DV 5P, AP 0, SA/BF/FA, RC 1 (2), 50(c) w/ int. smartgun system, int. stock, int. electronic firing, flashlight]

TÍR PEACE FORCE PILOT

Professional Rating 5

Elf

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	5 (9)	3	4	5	5	4	3	10 (14)	1 (3)

Condition Monitor Boxes: 10

Armor (B/I): 14/12

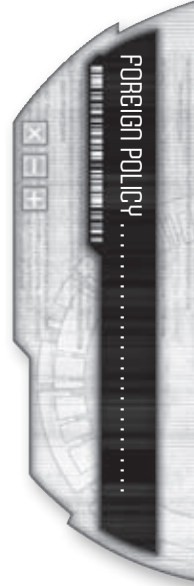
Skills: Athletics skill group 3, Automatics 4, Electronics skill group 4, Electronic Warfare 5, First Aid 3, Gunnery 5, Infiltration 3, Outdoors skill group 3, Perception 4, Pilot Aircraft 6, Unarmed Combat 4.

Augmentations: Control rig, datajack, move-by-wire system (Rating 2).

Gear: Light military armor (w/ Rating 1 mobility upgrade), medkit (Rating 6), military helmet (w/ Rating 5 commlink modified for BTL/hot sim, flare compensation, image link, thermographic vision, and smartlink).

Weapons:

FN P93 Praetor [Submachine Gun, DV 5P, AP —, SA/BF/FA, RC 1 (2), 50(c) w/ int. smartgun system, int. stock, int. electronic firing, flashlight]



TÍR BORDER PATROL APPALOOSA

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+0	20/50	125	2	16	7	5

Standard Upgrades: Amenities (Squatter), Off-Road Tires, Extra Entry/Exit Points, ECM 3, ECCM 3, Weapon Mount (external, turret, armored manned)

Other Modifications: Firewall 5, Response 5, System 5, Signal 5

Weapons:

FN MAG-5 [MMG, DV 6P, AP -2, FA, RC 2 (8), 50 (box) w/ ext. smartgun system, gas-vent 2 system, folding tripod]

TÍR PEACE FORCE YELLOWJACKET PRC-44T

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+0	15/30	130	4	20	10	6

Standard Upgrades: Weapon Mount (internal, fixed, remote control)

Other Modifications: Firewall 6, Response 6, System 5, Signal 5, Rigger Adaptation, 2 additional Weapon Mounts (internal, fixed, remote control)

Weapons:

GE Vindicator Minigun [LMG, DV 6P, AP -1, FA*, RC 5(6), 250 (belt) w/ electronic firing, gas-vent 3 system, auto-adjusting weight; gun is mounted on vehicle nose]

Two Fleché Hail Barrage Rocket Launchers [Vehicular Weapon, DV 14P, AP -2, Special, Blast -2/m, 20 w/ high explosive rockets] on hardpoints.

TÍR PEACE FORCE CELEBRIAN STRIKER

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
-2	10/20	50	4	30	50	5

Standard Upgrades: Improved Sensor Array, 2 large Landing Drone Racks (one on deck and one underwater), 3 Weapon Mounts (two heavy turrets and one depth charge dispenser), LockOn Countermeasures, ECM 5, ECCM 5

Other Modifications: Firewall 5, Response 5, System 5, Signal 5.

Weapons:

Two FN MAG-5 [MMG, DV 6P, AP -2, FA, RC 2 (8), 50 (box) w/ ext. smartgun system, gas-vent 2 system, folding tripod; mounted on heavy turrets]

TÍR PEACE FORCE CELEBRIAN TEMPEST

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
-3	15/25	60	4	36	20	6

Standard Upgrades: Improved Sensor Array, Missile Defense System, 2 Reinforced Weapon Mounts (external, heavy turret, armored manned), Large Landing Drone Rack (on deck), Lock-On Countermeasures

Other Modifications: Firewall 6, Response 6, System 6, Signal 6

Weapons:

Phalanx Rotary Cannon [Vehicular Weapon, DV 12P, AP -4, FA, 250 (belt); mounted in heavy turret]

Fleché Hail Barrage Rocket Launcher [Vehicular Weapon, DV 16P, AP -2/-6, Special, Blast -4/m, 20 w/ anti-vehicular rockets; mounted in heavy turret]

TÍR PEACE FORCE BLITZ DRONE

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+2	40/200	1200	5	4	9	5

Standard Upgrades: 3 Weapon Mounts (interna, fixed, remote), ECM 2, ECCM 4

Other Modifications: Firewall 5, Response 5, System 5, Signal 6

Autosofts: Clearsight 5, Defense 5, Maneuver 5, Targeting (Gunnery) 5

Weapons:

GE Vindicator Minigun [LMG, DV 6P, AP -1, FA*, RC 5(6), 250 (belt) w/ electronic firing, gas-vent 3 system, and auto-adjusting weight; mounted on nose]
* Fires 15 rounds per burst.

Two Saab-Saaker AIM-27 Sparrowhawk Air-to-Air Missiles [Missile, DV 22P, AP -2/-6*, Blast -4/m, Sensor 4; mounted on wing hardpoints]

* The AP is -6 versus vehicles, and -2 versus anything else.

TÍR PEACE FORCE MIG-63

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+5	80/320	1,200	3	18	12	6

Standard Upgrades: Ejection Seats, Lock-On Countermeasures, Rigger Adaptation, 3 Weapon Mounts (concealed, fixed, remote).

Other Modifications: ECM 6, ECCM 6, Firewall 6, Manual Control Override (Drive-by-Wire), Response 6, Rigger Adaptation, System 6, Signal 5, Satellite Communication, Signature Masking (Rating 2), Unstable Structural Agility, 2 additional Weapon Mounts (concealed, fixed, remote)

Weapons:

GM Light Autocannon [Vehicular Weapon, DV 8P, AP -4, FA, 200 (belt); mounted on nose]

2 Krupp Phoenix MK VI Air-to-Air Missiles [Missile, DV 24P, AP -2/-6*, Blast -4/M, Sensor 5; mounted on wing firmoints]

2 Saab-Saaker AIM-27 Sparrowhawk Air-to-Air Missiles [Missile, DV 22P, AP -2/-6*, Blast -4/m, Sensor 6; mounted on wing firmoints]

* The AP is -6 versus vehicles and -2 versus anything else.





Incoming Message

Posted by: Kay St. Irregular

If you read the dossier on Nadja Daviar that FastJack posted after her re-emergence back in August, you know that if you wanted to make a list of everyone who had the means and motive to kill her, you'd need a *lot* of paper.

After a pronounced nine-year absence, Daviar has nigh-miraculously regained control of the Draco Foundation board as its newly re-affirmed chair. On top of that, she owns the holding corporation Reality, Inc., which has a significant stake in, among other things, security corporations Lone Star, Eagle Security, and Knight Errant. If that wasn't enough, the former UCAS vice president also maintains key connections and access to important individuals in DeeCee, is involved in renegotiating the treaty of Denver, and also has a hand in keeping the peace between former Tír Tairngire princes like Lugh Surehand and Jonathon Reed. Considering the short time that's passed since her re-appearance, it's hard to imagine one woman finding a way to be in so many places at once, but there is a reason for that—it's not one woman who's done all of this.

The network of fixers known as the Nadjas was first sighted sometime between the real Daviar's abrupt disappearance and her equally abrupt return.

- Media networks are still in a feeding frenzy over who will be the first to get Daviar to publicly answer the all-important question of where she was all those years. Even though Daviar's re-emergence is now months-old news, the pressure to get that scoop is still on, with most of the major newsnets willing to go pretty far to make sure no one else gets the scoop first.
- Dr. Spin

The Nadjas are not, technically speaking, clones of Daviar, but colloquially that noun is just about perfect to describe them. They have been cosmetically modified to the point that they're nearly identical with her on the exterior, and genetically engineered to resemble her as well. It's an open question how

loyal the Nadjas are to their template, and how much she actually trusts her doppelgangers (she had nothing to do with their creation), but it's almost certain that at least some of them are reporting back to her.

- This is a bit gross, for lack of a better word, but what Kay omits here is that the reason the Nadjas look and act the way they do is because they were originally bunraku puppets. Celebrity lookalikes have always been very popular with bunraku clientele, and the Nadjas just took that one step further. I mean, who wouldn't want to fuck Nadja Daviar?
- Butch
- I'd do it.
- Kat o' Nine Tales
- Well, good luck. Considering that the Nadjas clearly had loftier aspirations than getting plowed and no one knows what happened to their makers, I don't see anyone repeating the experiment any time soon. Generally speaking, you don't want to construct something that's cunning and ruthless enough to vanish you without a trace. That's Science 101.
- Nephrine

In any case, there's no telling how many fingers Daviar currently has at her disposal, but she's stirring an awful lot of pies and meddling in an awful lot of very powerful people's playgrounds. Legal attempts to refute Daviar's existence and enforce the fact that she's legally dead have failed utterly, which leaves only the more traditional way of killing her. The short list of people who would want that to happen would include: the folks she ousted from the DF board, Ghostwalker, Damien Knight, Jonathon Blake, factions within the Tír Tairngire government that don't want to see Surehand and Reed making nice, and various elements within the UCAS government who have their own plans for the future of DeeCee and Denver. And

that's just a list off the top of my head that doesn't get into any of the really weird theories.

- You mean like the Immortal Gnomes of Zurich?
- Snopes
- Laugh all you want, but the truth is you need to figure out just what the entity that came back disguised as "Nadja Daviar" is before you can figure out who's planning to kill it and how.
- Plan 9

One of these people—at least—seems to be making a move. I trust our experts here have independently confirmed that the explosion on the tarmac of Chamberlain Airport in CAS Sector, Denver was neither "a freak engine combustion" (which was the official story released by the airport) or "the act of ultra-national Aztlaner terrorists" (according to a popular news story). Digging a little deeper, we find out that the plane that went up like a fireball belonged to "Diana," a Denver-based fixer with a suspicious resemblance to Nadja Daviar.

- And she was inside it. Er, uh, Diana, not the real Daviar.
- Riser

- You *sure*, big guy?
- Clockwork

It's not my particular area of expertise, but based on the information I've been able to gather, the elimination of Diana seems like a classic "message hit" in several ways. Diana's Gulfstream Luxe V was destroyed by a Great Dragon ATGM, a choice of weapon with obvious symbolic implications. Even more damning, however, is the discovery of DNA traces from one Anton Gage, a Zone Defense Force spook, at the scene. As Diana had recently approached several of his Watchers, Ghostwalker has motive to compound the circumstantial evidence. But I have reason to believe that all of this is misdirection. You see, Diana was not the only Daviar clone to flatline that week.

A few days earlier, Tír Tairngire-born music sensation Deirdre was performing a private concert in Westminster hosted by the Lady Rhiannon Glendower, Duchess of Snowden. Neither of those two is a Daviar clone, of course, but London mover-and-shaker Marija who attended the reception afterwards was. She left the reception in a body bag. The cause of death was initially reported as natural causes, but newsblogs later reported that she was poisoned.

- I've seen the toxicology reports, and based on my own working experience, nova scorpion venom is the most likely candidate.
- Nephrine

- Remind me not to piss you off.
- Kane

And then just yesterday, Helen, a Neo-Tokyo fixer with a suspicious resemblance to Nadja Daviar, was stabbed to death in Chiba by unknown assailants.

- Since, like all of the Nadjas, Helen was either an elf or at least an elf-poser, she required the tacit approval and backing of someone to operate in the deeply racist Neo-Tokyo shadows. My sources say that backing came from the Inagawa-kai; her ties ran deep with the organization, and she might have had an on-and-off personal relationship with its leader, Michizane Oi, going back the better part of a decade.
- Mihoshi Oni

It's plain that someone is gunning for Daviar clones, but what isn't clear is who. This is bigger than any local motive, like the ZDF wanting to stop Diana's overtures to the Watchers, or the Watada-gumi making a play against the associate of an organization they still see as violating sacred Yakuza traditions. The mastermind of these attacks may very well be going after the real Nadja Daviar herself, with Daviar saved—so far—only by the misdirection inherent in having a global network of talented imitators. But there are only so many Nadja Daviars they can kill until they get the right one.

- Notice how each hit uses completely different weapons and tactics? Poison, guided ordnance, and close-quarters network. I'd be willing to bet that's no accident. Someone very good is going to a lot of trouble to disguise these as isolated incidents, probably to buy time and keep the rest of the Nadjas—including the one that matters most—guessing until it's too late. It's what I'd do.
- Riser

- Whoever is gunning for her and/or her doubles, I doubt very much that the real thing will let this insult go unanswered for long. She can't afford to.
- Fastjack

INCOMING FEED.....



OVERVIEW

Soren Johansson, the VP of Ares Europe (p. 55, *Corporate Guide*) is looking to curry favor with Damien Knight for more details about Johansson). In the first act, Johansson hires the runners through the legendary fixer/assassin Yankee (p. 112, *Street Legends*). Yankee gives the team their assignment—an open-ended string of contract killings. Yankee doesn't mention that any of the targets are Nadja Daviar clones, although in truth Johansson is trying to get at Daviar herself. The assassinations pay very handsomely per head, but the runners must vary their M.O. in order to obfuscate the fact that the killings are being performed by the same team. If the runners agree, Yankee puts a private LAV and pilot at their disposal.

In the second act, the runners fly to London to poison a high-level fixer known as Marija at a high-society benefit event where she is networking. The event is the reception following a private concert by Tír music sensation Deirdre (p. 142, *Attitude*) being hosted by Duchess Rhiannon Glendower and attended by various luminaries of both Tírs and the European Grand Tour.

Game Info

THOU SHALT NOT KILL

Shadowrun is a morally ambiguous game where you're not always playing a "good guy" all of the time. While you will occasionally encounter a clear-cut "greater evil," most of the time you are playing professional criminal who is performing acts of espionage, terrorism, extortion, theft, and violence for profit. Many runners, however, consider the willingness to engage in straight-up wetwork the dividing line between shadowrunners and assassins, and they prefer to see themselves on the less overtly murderous side of that line.

This mission, though, is straight-up wetwork. For some characters, players, and game styles, that might be problematic. While a gamemaster could try to sway the reluctant players with the pay rate (by any standard, this run pays extremely well) or with arguments hinging on the innate moral relativism of *Shadowrun* (Nadja Daviar is not a sparkling example of a morally superior elf by any stretch of the imagination, and the same is even more true of the three doubles targeted here; killing them may save more lives in the long run), ultimately if the majority of the team is made uncomfortable by the premise of this adventure, they have the right to say no.

But if one or two players are unwilling to commit murder-for-hire and the rest have no compunctions about acting as bagmen, that may potentially create the most interesting conflict of all: an interpersonal drama that occurs within the team about right and wrong, ends and means, money and morals. In groups where the players are on the fence or split up between both sides of it, this adventure gains a whole new dimension.

NINE LIVES

In the third act, the runners fly to Denver to eliminate a local fixer named Diana who has been making overtures to Dunkelzahn's former watchers now in Ghostwalker's employ, leaving evidence on the scene to link the killing to the Zone Defense Force. They must retrieve the evidence in question from Anton Gage, a ZDF operative. Ghostwalker, still missing since the incident at the Watergate rift, won't have any influence over the runners' actions in Denver.

In the fourth act, the runners travel all the way to Neo-Tokyo to eliminate a fixer named Helen with ties to the local Yakuza, using close-quarters network. This assassination will happen at an abandoned subsection of The Cube, where she is overseeing a BTL deal between the Inagawa-kai (buying) and the Jo-pok (selling), and where she has a team of runners providing overwatch to keep both sides safe and honest.

By that point, the runners should realize the extremely unsettling fact that they've killed the same woman three times. The worst part is that that woman is Nadja Daviar. Unfortunately for Johansson, none of these Nadjas were the real thing. The fifth and final act has the runners meeting with Yankee and Johansson at a posh restaurant in Manhattan to receive information on additional targets. Unfortunately, at this point, Daviar has learned that someone is gunning for her using extremely direct and crude means, and she feels forced to retaliate in kind. Unseen snipers (who may very well be the likes of Thorn, Ryan Mercury, or Azadeh) open fire on the meeting. Yankee and Johansson escape with their lives (Johansson only barely), and the string of wetwork jobs is cut short, although the runners are paid for the hits they've successfully made.

PLOT POINT ONE

Scalp Hunting

This is a globe-hopping adventure that can really start anywhere. While acts two, three, and four happen in London, Denver, and Neo-Tokyo respectively and act five happens in Manhattan, act one can happen anywhere. Because Seattle has been *Shadowrun*'s most iconic and default setting for over twenty years, this adventure text assumes a starting point of Seattle, but the first scenes could be moved to anywhere your campaign may be set with a minimum of fuss.

The fixer contact with the highest Connection rating in the group gets in touch with the runners about "a serious man who needs some dirty work done and is willing to pay handsomely." The individual is looking to meet them within twenty-four hours if possible. The meet will happen at 11 a.m. at the outdoor patio of The Haunted Mug, which is downtown on the corner of Madison Street and Second Avenue. The "serious man" is Yankee, the legendary assassin who founded the Smoker's Club. Unless the runners' reputation is truly drek-hot, Yankee is not thrilled about having to hire them; he has his own network of people he'd rather use, but he has his reasons for not wanting to do so. He's not even happy about having to make an appearance in North America (if that is indeed where this meet is happening). Nonetheless, once everyone has kaf in hand, he will deliver the pitch.

Yankee has contracts he needs filled, an open-ended number. Depending on how the runners do with the first one, they may get

more, but he needs every victim to die a different way. He says he'll choose the methods. The first target, their trial run, is in Europe, and he'll cover their travel expenses as long as they're on the job; in fact, he's rented them a private VTOL and pilot. Each head is worth 60,000 nuyen to the whole team to split up as they see fit, and they'll get the rest of the details if they agree. At this point the runners can choose to haggle with Yankee, entering an Charisma + Negotiation Opposed Test. Yankee's dice pool for this test is 11. Every net hit the runners manage to score increases the price per head by 2,500 nuyen for every assassination covered in the adventure.

Once the runners agree and a price is settled, Yankee gives them a datachip with a short dossier on the first target: a London fixer with a Cambridge law degree who is involved in legal troubleshooting for local firms as diverse as Hawker-Sidley and HKB. Her name is Marija Grant, and her picture looks just like Nadja Daviar. Yankee tells the runners that their best shot at her is at a private reception being held in Westminster in three days time. He gives them his commlink number—he wants to be contacted as soon as it's done and will forward their payment immediately after the job's completion—and the contact information of their pilot, a rather colorless and forgettable man called Dobbs. Yankee tells them to contact him once they land in London, and then he leaves.

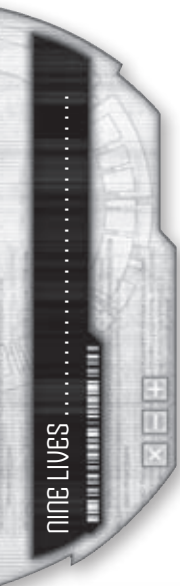
Dobbs and his t-bird, a Dassault Paynal, are waiting at a nearby private airfield for the runners to take them and whatever gear they can bring with them to London when they're ready—although the Paynal doesn't have room to fit any vehicles.

PLOT POINT TWO

Killing Nadja Daviar In London

True to his word, Yankee calls the runners as soon as they touch down in London to tell them that Dobbs has something for them. Dobbs hands them that something—the murder weapon, a disposable syringe (p. 337, *SR4A*) disguised as a ballpoint pen with a -6 modifier on test to spot that the item is not what it appears (p. 63, *Arsenal*). The syringe contains one dose of nova scorpion venom (p. 84, *Arsenal*). If the runners use any other means to neutralize the target, they receive only half the agreed-upon amount.

The runners have only a few days to prepare before they have to get inside the reception following Deirdre's concert. They have a few options doing so, including hacking their way onto the guest list, kidnapping and replacing people on the guest list using disguises or a spell like Physical Mask (plenty of people on the guest list have publicly posted their intention to attend on social media sites like MeFeed, so there is no need to hack the guest list for this option) or using their infiltration skills to bypass security and break in unseen. Of these options, the last one will probably be the most difficult. Lady Rhiannon Glendower's security forces are highly competent, although they are just as concerned with presenting an image of elegant decorum at all times as they are with packing the firepower to stop intruders. Talking their way past the security at the front door is entirely impossible without either the appearance of legitimate guests, or with their names hacked onto the guest list—if they have either, a Etiquette + Charisma (3) or Con + Charisma (3)



Place of Interest

THE HAUNTED MUG

Madison Street & Second Avenue

This kaf-culture place on the corner has built up a reputation for the strange: levitating cups and plates, beverages that go from steaming hot to frozen in a flash, spectral music, and more. The odd events are infrequent, sometimes only one or two a month, but they're still enough to keep patrons coming back to this supposedly haunted cafe in hopes of getting a touch of the supernatural with their triple soy-espresso. Expect long lines and note the sign that says, "ghosts not guaranteed."

- This place was a Japanese restaurant called the Glass Onion about fifteen years ago. Turns out the owner was smuggling nagas into the metroplex, and the place got shut down. No idea what could be causing the hauntings, but the stories say the nagas weren't especially well treated.
- Axis Mundi
- The "hauntings" are just a gimmick. The owner, R. James Conroy, hires first-year thaumaturgy students to occasionally pull some legerdemain to keep the stories going and keep people coming back in hopes of another show.
- Khan-A-Saur
- That doesn't quite match up with what I heard, which is that those grad students were actually investigating the possibility of real paranormal phenomena on-site, but that they were stumped and went away empty-handed.
- Axis Mundi

Test is required to successfully move past the guards (use **Elite Corporate Security**, p. 157, for the guards).

Once inside the reception, the runners have to look for an opening where they can get next to Marija alone. This is difficult, as the event is packed with cultural luminaries. Likely guests include Lugh Surehand, Johnny Spinrad, Jonathon Reed, and whoever else the gamemaster can think of, along with of course Deirdre, Glendower, and their entire respective entourages. Once the players isolate Marija, they can inject her with the poison without her noticing by succeeding on an **Palming + Agility Test** opposed by her **Perception + Intuition**. Of course, the poison is just as effective if Marija notices that they've injected her, but since it takes an hour to take effect, that gives her entirely too much time to sound the alarm or seek an antidote, and the runners will most likely need to subdue her via some other means if they want her to die quietly. Once the runners make it out of the reception, they can contact Yankee for their reward and (if they were successful) their next assignment.

PLOT POINT THREE

Killing Nadja Daviar In Denver

Dobbs takes the runners to Denver, where they land at Sedalia Airport in the P.C.C. sector. Dobbs' digital paperwork checks out, and all of their gear is able to get to Denver without a fuss or any run-ins with airport security. As long as their fake SINS check out, the runners can rent a car to take them across the border to Chamberlain Airport in the CAS sector, which is where their target, a local fixer known only as Diana—no photo available—will be within forty-eight hours of their arrival. There are, however, photographs of Diana's vehicle, a Gulfstream Luxe V executive jet.

Before then, Yankee has a little chore for the runners. He wants them to harvest genetic material (blood, hair, skin, etc.) from Anton Gage, a top ZDF operative who splits his time between the Zone Defense Fortress in The Hub (which is a place the runners shouldn't want to go anywhere near) and his home in Englewood. Yankee is indifferent to whether or not Gage survives this process, but either way no one should know about the runners' activities. Although he's alone and has no idea that an attack is coming, Gage is a professional combat hacker honed to a knife's edge of paranoia through a lifelong career in the espionage sector, and he won't go down without a fight. If he catches wind of the fact that the players are coming for him, he enters his home (he lives by himself), kills all of the lights, and waits for them in total darkness, fully kitted out with his headware ultrasound sensor switched on. He's curious who they are, but not especially concerned with taking them alive. He won't involve outside authorities.

Once they have Gage's bits and pieces in hand (however they manage to get them), Yankee instructs the runners to go to nearby Ketrang Park, where a businessman has a package for them that's already been paid for. That's the package they're to use for the job. The businessman is Dean Costello, a Casquihlo family made guy, and the package is a Great Dragon Anti-Tank Guided Missile launcher (Costello won't comment on how he's come by it). The park has a heavy gang presence—namely the Godz—but no one there is looking for trouble.

The next step is taking out Diana, which might actually be the easiest part of this job. All the runners need to do is penetrate Chamberlain Airport's so-so security perimeter undetected. Diana's Gulfstream Luxe V is the only one parked on the runway, and the ATGM packs enough punch to take it out in one hit while it's parked, creating a spectacularly huge and pretty explosion for the runners to watch. The runners are instructed to make sure that the missile launcher and Gage's genetic material is left on the spot where the shot was fired. After doing so, they need to get back to Dobbs and their t-bird quickly and quietly as possible. Yankee pays them for the kill and briefs them on their next target.



PLOT POINT FOUR

Killing Nadja Daviar In Neo-Tokyo

While the runners are in flight, Yankee briefs them via commlink that their target this time is a Neo-Tokyo fixer named Helen, whom he wants dispatched “close up enough to confirm the kill”. The brief dossier on her indicates her connections to the metahuman-friendly Inagawa-kai Yakuza, and her photograph again is suspiciously similar to Nadja Daviar. At this point, a pattern is definitely developing. If the runners have questions or concerns about killing people who look like one of the most powerful women in the world, the only answer Yankee has for them is more money, but the runners can use what they know to negotiate as they did in Act I, increasing the price even further. Yankee pays them more for the previous two contracts if they manage to talk up the price. Money is practically no object, and Yankee’s operating budget is well into the hundreds of thousands of nuyen.

Dobbs flies the runners into Neo-Tokyo International Aerospaceport without a hitch. Yankee wants them to check into rooms at The Cube, which is probably the largest coffin hotel in the world. One entire wing of The Cube has been sealed off for “maintenance” by a manager in debt to the Inagawa-kai due to his gambling problem. It’s in that sealed-off wing where Helen will oversee a deal for nearly a million nuyen in BTLs that the Jo-pok is selling to the Inagawa-kai. Helen has heard by now what happened to the other Nadjas, and the runners will have to deal not just with The Cube’s meager security systems and representatives of both criminal syndicates, but also the local runners that she has hired for additional protection. The fomori street samurai and Yakuza freelancer Mihoshi Oni is working for the moment with the team that Helen has hired, which sets the runners directly against her. (Oni knows when to run from a losing fight, and she should survive regardless of the runner’s actions, burning Edge if necessary.)

The most efficient action for the runners might be to somehow turn the Inagawa-kai and the Jo-pok mobsters, already wary of each other, against each other, creating crossfire and a major distraction. Yankee wants Helen taken care of up close and personal. The runners will get to look into the eyes of “Nadja Daviar” as they kill her. After the firefight at The Cube, getting out of Neo-Tokyo fast would be highly advisable. Dobbs is waiting at the airport to get them out of there in a hurry.

PLOT POINT FIVE

Reprisals

Dobbs takes the runners to Manhattan, where Yankee is waiting to meet them in person with their payment for the latest hit and information on the latest target. He says he wants to congratulate them for their hard work, but he’s beginning to worry that his commlink communications may have been compromised. Dobbs has arranged for passes that will allow the runners into Manhattan unmolested by the tight corporate security.

The meeting is at noon at Café Le Fou in Washington Heights. The runners have to leave their heavier weapons behind and make sure to activate their commlinks—carrying weapons or

not broadcasting a signal are illegal in Manhattan. Yankee is sitting in the outdoor patio just like he was when he hired the runners. With him is a nervous-looking corporate suit, Soren Johansson, who will of course be referred to by Yankee only as Mr. Johnson. The first thing that Yankee does is pay the runners for the last hit. Drinks are arriving, and Yankee is just beginning to sketch out a plan for a coordinated assault on several more Nadjas when snipers suddenly open fire on the entire party from concealment.

The runners should never learn the exact identity of these snipers—and runners too persistent or creative in their attempts to close the distance may take one too many bullets for their trouble—but remember that Nadja Daviar has the likes of Ryan Mercury and more recently Thorn working for her, and she also has access to some of the very best shadow talent in the business. The snipers are most likely hidden by both ruthenium polymer chameleon coating with Rating 6 thermal damping, perfectly camouflaged in multiple vantage points with excellent views of the café patio and the surrounding area, and protected by the Concealment power of Force 6 spirits. Short of leveling several city blocks, there’s no reliable way to get at the shooters, and concentrated fire from Steyr Minotaur Anti-Materiel rifles should make the runners reluctant even to try. All in all, this isn’t an encounter the runners can “win,” and they should focus on surviving.

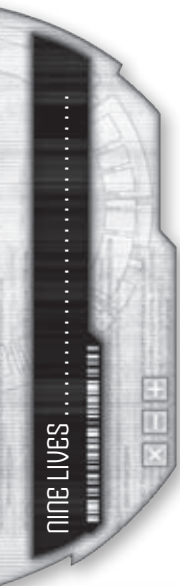
Yankee manages to vanish without serious injury, and Johansson gets lucky in that the first shot he takes doesn’t kill him outright, but instead sends him flying through the café window and out of the line of fire. The runners aren’t the primary targets and should be able to escape with their lives as long as they don’t press the issue. While the runners got paid for the three hits they pulled off, Johansson’s efforts to get at the real Daviar clearly need to be rethought, and Yankee is rethinking his involvement as well. If the runners have developed a rapport with Dobbs, he might be willing to get them out of Manhattan at no charge; he hasn’t received the next portion of his payment from Yankee. If not, getting out of Manhattan to anywhere but jail might be an adventure in itself.

A few days later, once the runner’s have had a chance to recover, they receive a text from an unfamiliar (and disposable) commlink number: “Imitations pale in comparison to the real thing. I hope you’ve learned your lesson. –ND.” What exactly this means is up to the GM; perhaps the runners have pissed Nadja Daviar enough that she’s gunning for them, or perhaps they’ve impressed her enough so that she will consider them for future jobs.

LOCATIONS

THE TUMULUS

This quaintly named estate in Westminster is an infrequently inhabited London home of Rhiannon Glendower. While the Duchess spends most of her time in Wales, this is a fabulously well-appointed and sprawling manor. The Tumulus is closed to the general public, leaving people to speculate, sometimes wildly, on what may be happening in there. Even during the reception following Deirdre’s private concert, security is tight (although not especially visible) to keep out undesirables. The Tumulus has two expansive stories, with terraced gardens and stone sculptures in



the front and an elaborate hedge maze in the rear. The majority of the reception is happening in the great hall (the first room you see upon entering through the front door) and the galleries. The other areas, including the eastern and western wings on the second floor, are off limits, protected by a Force 8 ward, an alarm ward just inside of that, and Rating 6 maglocks with biometric readers and Rating 3 anti-tamper systems. Watcher spirits patrol the restricted area and the exterior grounds, but not the section where the reception is happening.

A temporary security node is running at the Tumulus specifically for the reception, although it does not control access to the restricted areas—those are managed by hidden nodes with significantly higher ratings. The node is accessible from the Matrix, if a hacker is good enough to slice past through the security. It is where the guest list is held and can be changed, but it also controls the hidden cameras in the galleries and the great hall. There are two bodyguards acting as bouncers at the front doors, another four patrolling the grounds outside, and a few dozen more in the other parts of the estate (use **Elite Private Security**, p. 157). One in three of Lady Glendower's guards is actually a bound Force 5 guardian spirit (p. 96, *Street Magic*). Except in astral space, they look identical to and are outfitted the same as the other guards. They have instructions not to take any overtly non-human actions if they can be avoided, and to avoid harming guests at all costs (use **Elite Private Security Spirit**, p. 158).

Game Info

THE TUMULUS RECEPTION NODE

Sculpting: A haunted Welsh castle (possibly Conway Castle) during a perpetual thunderstorm.

Hardware: Sony Spectacle Nexus (Persona Limit 10, Processor Limit 35)

Authentication: Passkey

Privileges: Standard. Administrator level access is needed to add/remove/edit anyone on the guest list, but a user-level account is sufficient to simply view the guest list.

Attributes: Firewall 6, Response 4, Signal 4, System 5

Spiders: None.

IC: Watanabe Electric Kitsune Rating 5 (patrolling), Rumpelstiltskin Rating 5 (loaded)

ARC: Launch IC

Topology: This is a single meta-node, for simplicity's sake. A gamemaster handling a more Matrix-focused team could easily expand this into multiple interconnected nodes with different security features.

CHAMBERLAIN AIRPORT

Built on the site of the former Chamberlain Observatory, this was once the Aztlan sector's sole airport, but since the Aztlan sector's absorption it has served as a regional airport. It was too small for most commercial aircraft, but it excelled as the local hub. It retains international airport status, as it is the only legal airstrip for airplanes flying direct from Aztlan. Aero Montezuma, Aztlan's

official airline, is barred from landing here, or even flying overhead, but Delta Airlines, a favored CAS-based airline, has been granted the right to fly from Aztlan into the CAS sector. It is intended to allow former Aztlan citizens the chance to visit friends and family. Security on those flights are extremely high and tight, with almost every flight having at least one person turned back because of some Aztechnology or Aztlan government connection.

The outer perimeter of the airport is surrounded by a four-meter-high fence topped with concertina wire (p. 260, *SR4A*). The inside of the perimeter is patrolled by a quartet of autonomous MCT-Nissan Roto-drones armed with Enfield AS-7 shotguns loaded with gel rounds, and outfitted with searchlights and Rating 3 ClearSight and Targeting autosofts. If the drones encounter or engage any intruders, they immediately report it to the security office. A four-man airport security team (Corporate Security Unit, p. 281, *SR4A*) including a mage (Corporate Security Lieutenant, p. 282, *SR4A*) arrive in a GMC MPUV within 10 turns if the drones spot trouble.

THE CUBE—SUB-BLOCK A-13

At full capacity, this five-story open-frame coffin motel by the Neo-Tokyo International Aerospaceport has room for up to 15,000 guests. This motel was designed from the ground up to facilitate the movement of guests into and out of the motel as quickly as possible, offering the widest possible array of cheap, completely automated services to suck as much nuyen from you in the process. The Cube is not a small space, and the coffins here are, relatively speaking, roomy. A-13 is a two-story block that contains about 250 coffins. The block is square-shaped, with several staircases connecting the upper and lower floor, and coffins built into the north, west, south, and east walls on both corners. A Rating 3 maglock cardreader separates this block from the rest of The Cube—AROs indicate it has been “closed for maintenance,” although in reality there is a major BTL deal going on here. There are obvious low-light-equipped security cameras at every corner of both floors, controlled by the security node along with the door lock. Lastly, HVAC ducting (completely unsecured) connects the upper and lower floors.

Game Info

SUB-BLOCK A-13

Sculpting: Old school geometric shapes and colors, abstract and representational.

Hardware: Renraku Retailer Hub (Persona Limit 10, Processor Limit 20)

Authentication: Passcode

Privileges: Security-level access only

Attributes: Firewall 5, Response 3, Signal 3, System 4

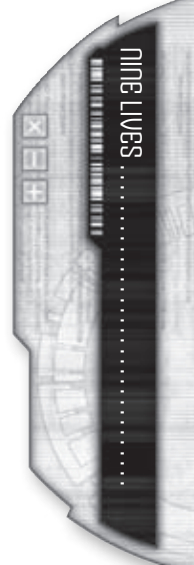
Spiders: None

IC: MCT Neon Samurai with Attack 4 and Armor 4 (loaded)

Resident Programs: Analyze 3

ARC: Launch IC

Topology: Just one node, disconnected from the Matrix



PEOPLE

YANKEE

Yankee is the alias of the legendary assassin who founded the infamous Smokers' Club, an elite but unscrupulous crew of shadowrunners known for their proficiency at wetwork. Yankee left the Smokers' Club toward the end of the 2050s but didn't stay retired for long, coming back into the business as a fixer instead of a field-man. He operates mostly in Europe nowadays, until the high-profile assassination of Nadja Daviar that Soren Johansson arranged brought him back to the states. Whether his motivations in getting involved in this are purely mercenary or represent an ideological choice to somehow "take a side" remains to be seen. (For more information on Yankee, see p. 112, *Street Legends*.)

Male human

B 4(7) **A** 3(6) **R** 4(6) **S** 4(6) **C** 6 **I** 5 **L** 6(8) **W** 5 **M** 4 **Edg** 5 **Ess** 4.0 **Init** 9(11) **IP** 1(3)

Condition Monitor Boxes (P/S): 10 (12)/11

Armor (B/I): 12/6

Skills: Blades 4, Clubs 3, Computer 4, Data Search 3, Firearms skill group 5, First Aid 3, Influence skill group 5, Intimidation (Physical) 4 (+2), Perception 4, Pilot Aircraft 4, Pilot Ground Craft 3, Stealth skill group 3, Unarmed Combat 4

Knowledge Skills: Assassination Techniques 5, Corrections Systems 4, International Politics 4, Law Enforcement Strategies 3, Manhattan Developer Consortium 3, Runner Groups 4, Seattle Streets 2, UCAS Military Techniques

Languages: English N, German 3, Japanese 4, Spanish 3

Qualities: Adept, Enemy, First Impression, Will to Live

Adept Powers: Critical Strike 4, Killing Hands, Kinesics 3, Mystic Armor 2.

Augmentations (all deltaware): Bone density augmentation 3, cerebral booster 2, cybereyes [Rating 1, w/ eye recording unit, image link, smartlink], mnemonic enhancer 2, muscle augmentation 2, muscle toner 3, platelet factories, synaptic booster 2

Gear: Custom commlink (Response 5, Signal 6, Firewall 6, System 4), DocWagon Super-Platinum contract, directional jammer (Rating 8), FFBA full-body suit, 5 x doses laés, maglock passkey (Rating 6), tag eraser, Victory Globetrotter Line heavy armor clothing (w/ fire resistance Rating 6), white noise generator (Rating 5)

Programs: Analyze 4, Armor 3, Browse 4, ECCM 3, Encrypt 4, Sniffer 4, Stealth 4, Track 4

Weapons:

Beretta 200ST [Light Pistol, DV 4P or 6S(e), AP -4 or -half, SA/BF, RC 2(3), 12(c) w/ electronic firing, personalized grip, int. smartgun system, APDS ammo, stick 'n' shock ammo]

DOBBS

A middle-aged, forgettable-looking Anglo human male, Dobbs was a Royal Air Force t-bird pilot for most of the 2040s and 2050s. He must have been disappointed with his pension, because when he left the RAF he took a lot of very expensive and

easy-to-smuggle aircraft components with him, selling them to get his start in his new job as a private, high-security transporter of VIPs. His rep since then is rock solid. Dobbs either has friends/relatives in high places or is living a charmed life, as he currently has permits in good standing to land safely in just about every country in the world. If the time ever came that he needed to make a hard takeoff or landing, though, he has both the tools and the talent required. In terms of personality, Dobbs is quiet and taciturn to the point of seeming cold; he doesn't volunteer information about himself, and he doesn't want to become involved in the affairs of his clients.

Male human

B 3 **A** 3 **R** 5(9) **S** 3 **C** 3 **I** 5 **L** 5(7) **W** 4 **Edg** 6 **Ess** 2.3 **Init** 10(14) **IP** 1(3)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 9/5

Skills: Athletics skill group 2, Dodge 3, Electronics skill group 3, Electronic Warfare 5, Etiquette (Military) 3 (+2), First Aid 3, Gunnery 5, Mechanic skill group 4, Negotiation 3, Outdoors skill group 3, Pilot Aircraft (Vectored Thrust) 5 (+2), Perception 5, Pilot Ground Craft 3, Pistols 4, Stealth skill group 2, Unarmed Combat 3

Knowledge Skills: History 3, Literature 3, Security Procedures (Military) 4 (+2), Smuggler Hangouts 4, Smuggling Routes 6, Sports 3 (Cricket +2), U.K. Politics 4

Languages: English N

Qualities: Blandness, First Impression

Augmentations (all alphaware): Cerebral booster 2, control rig, datajack, pain editor, reaction enhancers 2, sleep regulator, wired reflexes 2

Gear: Aces High jacket, aeronautics mechanic tool kit, contacts [Rating 3, w/ image link, low-light vision, smartlink], commlink [custom, w/ Firewall 5, Response 6, Signal 6, System 5 w/ satellite link, sim-module (modified for BTL/hot sim), skinlink, subvocal microphone, trodes], electronics tool kit, FFBA full suit, assorted linguasofts (all Rating 3), medkit (Rating 6)

Programs: Analyze 5, Armor 5, Biofeedback Filter 5, Browse 3, Command 5, Decrypt 5, ECCM 5, Edit 3, Encrypt 5, Exploit 5, Medic 5, Scan 5, Spoof 5, Stealth 5, Track 5

Weapons:

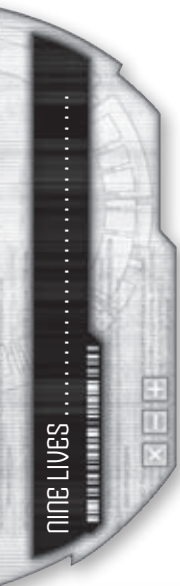
Fichetti Security 600 [Light Pistol, DV 4P, AP -4, SA, RC 1 (2), 30(c) w/ detachable folding stock, personalized grip, int. smartgun system, int. sound suppressor, concealable holster, APDS ammo]

Dobbs' Dassault Paynal

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+1	50/200	1000	3	21	17	6

Standard Upgrades: ECCM (Rating 2), reduced signature (Rating 4), rigger adaptation, rigger cocoon

Other Modifications: Response 6, amenities (high), complete skinlink, ECM (Rating 6), enhanced image screens, enhanced termination system (Neuro-Stun), flotation, improved economy,



interior cameras, personal armor (Rating 6), reflective hull, satellite communication, smart armor (Rating 5), smuggling compartment, vehicle tag eraser, weapon mount (concealed, turret, remote)

Weapons:

GE Vindicator Minigun [LMG, DV 6P, AP -1, FA*, RC —, 250 (belt), in belly turret mount]

Note: The fixed fire rate is 15 rounds per Complex action instead of 10.

MARIJA GRANT/DIANA/HELEN

All three of these powerful and influential women were bunraku-parlor puppets genetically engineered to look and act just like Nadja Daviar. Unfortunately for whoever made them, they wound up a bit *too* close to Nadja Daviar and inherited much of her ruthlessness, cunning, and competence. Their creator is no longer around, but they are, in cities scattered throughout the globe, tied into corporate, political, and criminal enterprise at every level. They maintain contact with each other—and presumably with the newly emerged real Nadja Daviar—through a Nadja clone named Yelena. The women are genetically close enough to Nadja Daviar and therefore to each other to have identical stats; statistical difference would be their Knowledge Skills, but these are unlisted, as all three women have a date with death thanks to the runners.

Female elf

B A R S C I L W Edg Ess Init IP
3 5 4(5) 3 6(9) 5 4(6) 5 5 4.68 9(10) 1(2)

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/2

Active Skills: Athletics skill group 3, Computer 3, Con 5, Dodge 3, Data Search 6, Disguise 2, Etiquette 6, First Aid 2, Infiltration 4, Intimidation 6, Leadership 5, Negotiation 6, Perception 6, Pilot Ground Craft 2, Pistols 3, Unarmed Combat 3

Language: Aztlaner Spanish 5, English N, French 5, German 5, Japanese 5, Sioux 5

Qualities: Analytical Mind, Photographic Memory

Augmentations (all alphaware): Cerebral booster 2, sleep regulator, synaptic booster 1, tailored pheromones 3

Gear: Area jammer (Rating 6), contacts [Rating 3, w/ flare compensation, image link, smartlink], commlink [custom, Response 6, Signal 6, System 6, Firewall 6 w/ biometric reader (fingerprint), satellite link, skinlink, subvocal microphone, trodes], white noise generator (Rating 6), Zoé Executive Suite Line (long jacket, blouse, short skirt)

Programs: Analyze 6, Attack 6, Blackout 6, Encrypt 6, Track 6, Armor 6

Weapons:

Cavalier SafeGuard [Taser, DV 6S(e), AP -half, SA, RC 1, 6(m), w/ concealable holster, personalized grip, int. smartgun system]

ANTON GAGE

A half Anglo, half Sandia Pueblo Indian (a fact for which he was discriminated against during his time serving with Pueblo SecForce), Gage is now a top operative for the ZDF, the citywide paramilitary force that some consider to be little better than Ghostwalker's secret police. Gage still has ties in the PCC and has been making inroads with Juanita Iglala's people. He's also been assigned by Colonel Denny Winters (Counterintelligence and Security Command for the ZDF) to prevent Ghostwalker's Watchers from being flipped or neutralized. As Diana has been one of the people making overtures to Ghostwalker's Watchers (on behalf of Nadja Daviar, as it turns out), this makes Gage an excellent choice as a patsy for a frame-up job. As a veteran combat hacker with excellent tradecraft practices, however, Gage is anything but a soft target.

Male ork

B A R S C I L W Edg Ess Init IP
6(9) 4(7) 4(6) 5(9) 3 5 5(7) 5 3 1.6 9(11) 1(3)

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 12/10

Skills: Athletics skill group 3, Clubs 4, Con 4, Cybercombat 6 (7), Electronics skill group 5 (6), Electronic Warfare 3 (4), Etiquette (Matrix) 3 (+2), Hacking (Exploit) 5 (6) (+2), Leadership 4, Longarms (Shotguns) 5 (+2), Perception 3 (5), Pilot Ground Craft 3, Pistols 3, Stealth skill group 5

Knowledge Skills: Denver Area Knowledge 4, Denver Smuggling Routes 4, Denver Gangs 4, Denver Underworld Politics 4, Zone Defense Force Politics 4

Languages: English N, Hopi 4, Spanish 2

Qualities: Codeslinger (Hacking on the Fly), Guts

Augmentations: Cerebral booster 2, cybereyes [Rating 3, w/ eye recording unit, flare compensation, image link, low-light vision, protective covers, smartlink, thermographic vision, vision enhancement 2, and vision magnification], datajack, dermal plating 2, encephalon 1, cyberarm [right, obvious, customized, Agility 6, Body 6, Strength 6 w/ armor 2, agility enhancement 1, body enhancement 3, strength enhancement 3, heavy pistol cybergun], math SPU, synaptic booster 2, ultrasound sensor

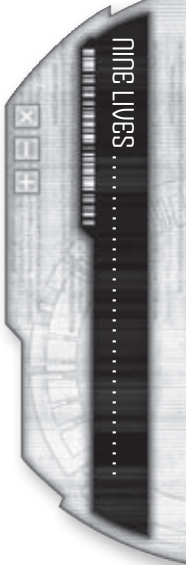
Programs: Analyze 6, Armor 6, Attack 6, Biofeedback Filter 6, Black Hammer 5, Browse 6, Command 6, Decrypt 4, ECCM 4, Edit 6, Encrypt 6, Exploit 6, Medic 4, Reality Filter 6, Scan 6, Sniffer 4, Spoof 5, Stealth 6, Track 5

Gear: Area jammer (Rating 5), armor jacket [w/ chemical protection (Rating 4) and non-conductivity (Rating 4)], Fairlight Caliban commlink w/ Novatech Navi OS [customized, Response 6, Signal 6, Firewall 5, System 6 w/ AR gloves, sim module (modified for BTL/hot sim), simrig, subvocal microphone, trodes], directional jammer (rating 5), DocWagon Gold contract, gas mask, holo projector, plasteel restraints, security tags (10), stealth tags (10), stimulant patch (Rating 5), tranq patch (Rating 10)

Weapons:

Cybergun [Heavy Pistol, DV 5P, AP -5, SA, RC —, 10(c) w/ int. smartgun system, int. sound suppressor, silencer, APDS ammo]

Defiance T-250 [Shotgun, DV 7P, AP -1, SA, RC (1), 5 (m), w/ barrel reduction, shock pad, skinlink, int. smartgun system, slug ammo]



DEAN COSTELLO

The youngest of Don Lucho Casquilho's seven capos, Costello is also the Don's star hacker. Dean has been hacking since he was a teenager and has frequently been in trouble with the law. Dean is a social engineer of high caliber and enjoys manipulating people, whether it's seducing bored and wealthy housewives for paydata, pretending to be a marriage counselor for Horizon, or acting the part of a lawyer at Proteus.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	3	2	4	5	5	4	3	6	8	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/4

Skills: Computer 4, Con (Seduction) 4 (+2), Data Search 3, Etiquette (Mob) 2 (+2), Hacking 6, Perception 3, Pistols (Semi-Automatics) 1 (+2)

Knowledge Skills: Business 3, Law 4, Mob Politics 5, Police Procedures 2

Gear: Armor vest, Transys Avalon commlink running Iris Orb OS [customized, Response 6, Signal 6, Firewall 5, System 5 w/ AR gloves, sim-module (modified for BTL/hot sim), trodes], glasses [Rating 3, w/ image link, low-light vision, smartlink]

Programs: Analyze 5, Attack 5, Browse 5, ECCM 5, Edit 5, Exploit 5, Sniffer 5, Spoof 5, Stealth 5, Track 5

Weapons:

Hammerli 620S [Light Pistol, DV 5P, AP -5, BF, RC 2, 8(c) w/ extended clip, personalized grip, smartgun system, int. sound suppressor, quickdraw holster, APDS ammo]

JO-POK MOBSTERS

Professional Rating 3

Humans

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4(6)	4	5(7)	2	4	2	2	3	8	1

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Athletics skill group 3, Automatics 3, Biotech skill group 2, Con 3, Clubs 4, Dodge 3, Perception 3, Stealth skill group 3

Augmentations: Dermal plating 2, muscle replacement 2

Gear: Armor vest, commlink [Device Rating 3 w/ sim-module modified for BTL/hot-sim]

Weapons:

AK-97 Carbine [SMG, DV 5P, AP —, SA/BF/FA, RC (1), 30(c) w/ detachable folding stock, laser sight]
Nunchaku [Club, Reach 1, DV 6P, AP —]

INAGAWA-KAI SOLDIERS

Professional Rating 3

Orks

B	A	R	S	C	I	L	W	Ess	Init	IP
7(8)	4(6)	3	7(9)	3	4	3	4	4.95	7	1

Condition Monitor Boxes: 11

Armor (B/I): 8/7

Skills: Athletics skill group 3, Blades (Swords) 4 (+2), Dodge 3, Intimidation 4, Perception 3, Pilot Ground Craft (Bike) 3 (+2), Stealth skill group 3

Augmentations: Plastic bone lacing, muscle augmentation 2, muscle toner 2

Gear: Armor jacket, commlink (Device Rating 3)

Weapons:

Katana [Blade, Reach 1, DV 7P (8P), AP -1, w/ personalized grip]

HELEN'S PROTECTION TEAM

Professional Rating 5

Besides Mihoshi Oni and the characters listed below, there is also a technomancer (p. 112, *SR4A*) and a face (p. 103, *SR4A*).

Helen's Team Street Samurai

Male human

B	A	R	S	C	I	L	W	Ess	Init	IP
4(6)	4(6)	4(6)	3(5)	3	4	2	4	1.05	8(10)	1(3)

Condition Monitor Boxes (P/S): 10 (11)/10

Armor (B/I): 11/9

Skills: Athletics skill group 3 (6), Automatics (Assault Rifles) 5 (+2), Dodge 3, Etiquette (Military) 1 (+2), First Aid 3, Heavy Weapons (Grenade Launchers) 2 (+2), Negotiation 3, Perception 3, Pilot Ground Craft (Bike) 2 (+2), Pistols (Semi-Automatics) 4 (+2), Stealth skill group 2, Unarmed Combat 4

Augmentations: Bone density augmentation 2, cybereyes [Rating 3, w/ eye recording unit, flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3], dermal plating 3 (alphaware), muscle augmentation 2, muscle toner 2, platelet factories, synthacardium 3, wired reflexes 2 (alphaware)

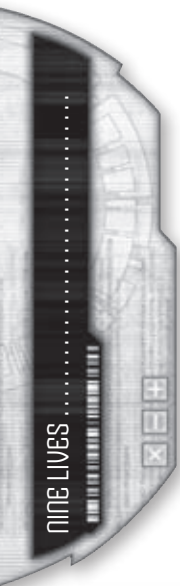
Gear: Armor jacket [w/ non-conductivity (Rating 6)], commlink (Device Rating 4), medkit (Rating 5), respirator (Rating 5)

Weapons:

AK-98 [Assault Rifle, DV 7P, AP -2, SA/BF/FA, RC 4 (5), 30(c) w/ gas-vent 3 system, personalized grip, sling, ext. smartgun system, int. underbarrel grenade launcher, EX-explosive ammo]

Underbarrel Grenade Launcher [Heavy Weapon, DV 10P, AP -2, Blast -2/m, SS, RC —, 6 (m) w/ ext. smartgun system and high explosive grenades]

Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC 1, 15 (c) w/ personalized grip, int. smartgun system, silencer]



Helen's Team Shaman

Female changeling

B	A	R	S	C	I	L	W	M	Ess	Init	IP
4	4	4	2	5	4	2	5	5	6	8	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 10/5

Skills: Assensing 4, Blades 3, Con 3, Conjuring skill group 5, Dodge 4, Perception 4 (5), Pistols 3, Sorcery skill group 5 (7), Stealth skill group 3 (5).

Qualities: Addiction (moderate, psyche), Focused Concentration (Rating 2), Magician, Mentor Spirit (Cat), Class I SURGE (extravagant eyes, low-light vision, keen-eared)

Spells: Bugs, Combat Sense, Detect Enemies, Improved Invisibility, Increase Reflexes, Manabolt, Physical Double Image, Powerbolt, Stench, Stunball

Gear: Commlink (Device Rating 3), form-fitting body armor half suit, lined coat, 4 doses psyche, two stimulant patches (Rating 5), sustaining foci (two platinum bracelets, Force 3)

Weapons:

Forearm Snap Blades [Blade, Reach —, DV 3P, AP —]

Ares Viper Slivergun [Heavy Pistol, DV 8P(f), AP +5, SA/BF, RC —, 30(c), w/ int. sound suppressor]

Helen's Team Adept

Female elf

B	A	R	S	C	I	L	W	M	Ess	Init	IP
4	6	4(6)	2	3	4	2	3	6	6	8(10)	1(3)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 10/5

Skills: Athletics skill group 3, Infiltration (Urban) 4 (+2), Perception 4 (6), Pilot Ground Craft (Bike) 3 (+2), Pistols (Revolvers) 5 (8) (+2), Shadowing 4, Unarmed Combat 3

Qualities: Ambidextrous, Adept

Adept Powers: Enhanced Perception (2), Improved Ability (Pistols) (3), Improved Reflexes (2), Improved Sense (Flare Compensation, Low-Light Vision), Mystic Armor (2)

Gear: Chameleon suit [w/ non-conductivity (Rating 6)], commlink (Device Rating 3), contacts [Rating 3, w/ flare compensation, image link, and smartlink], form-fitting body armor (half-body suit), respirator (Rating 5)

Weapons:

2 Ruger Super Warhawks [Heavy Pistol, DV 7P, AP -2, SA, RC 1, 6(cy), w/ firing selection change (small modification), personalized grip, quickdraw holster, ext. smartgun system, EX-explosive ammo]

2 Cavalier Scouts [Hold-Out, DV 6S(e), AP -half, SA, RC —, 7(c) w/ silencer, int. smartgun system, stick 'n' shock ammo]

MIHOSHI ONI

Mihoshi Oni is a *fomori* street samurai who has worked all over the world, but mostly in the region between Neo-Tokyo and Vladivostok. She is the sixth inheritor of her moniker—if you believe the buzz that you hear on the streets, anyway. She's also, according to rumor, a gifted manipulator, extremely skilled with a sword, and even better with her bare hands. Certainly some of her rep must be true if numerous Neo-Tokyo Yakuza clans, not exactly known for their progressiveness, have been willing to hire her in spite of her gender and metatype. Mihoshi Oni does not, however, belong to any of the Yakuza groups, not even the metahuman-friendly Inagawa-kai. She's strictly a freelancer. She has a good working relationship with Helen, and obviously her rep would take a hit if someone she was protecting was killed, so she will fight hard to fulfill her contract. She is less attached to the team that she's currently working with; they're her partners strictly only on a trial basis. (For more information on Mihoshi Oni, see p. 18, *Street Legends Supplemental*.)

Female fomori

B	A	R	S	C	I	L	W	M	Ess	Init	IP
9	4(7)	5(7)	10(13)	3(6)	4	4	6	6	2.89	9(11)	1(3)

Condition Monitor Boxes (P/S): 13/11

Armor (B/I): 9/7

Skills: Automatics 6, Blades (Swords) 5 (+2), Climbing 4, Etiquette (Yakuza) 4 (+2), First Aid 4, Gymnastics 4, Heavy Weapons 5, Infiltration 4, Intimidation 3, Negotiation 3, Perception (Visual) 4 (+2), Pilot Ground Craft 3, Pistols 6, Running 4, Swimming 4, Unarmed Combat (Martial Arts) 6 (+2), **Knowledge Skills:** Automotive Mechanic 2, Criminal Syndicates 4, Firearm Design 3, High Fashion 3, Safe Houses 4, Zen Meditation 6

Languages: English 4, Japanese N, Russian 3

Qualities: Addiction (moderate, alcohol) Arcane Arrester, Guts, High Pain Tolerance 2, Magic Resistance 2, Martial Arts, Metagenetic Improvement (Body), Toughness

Augmentations: Cybereyes [Rating 3, w/ eye recording unit, flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3], muscle augmentation 3, muscle toner 3, sleep regulator, synaptic booster 2, tailored pheromones 3

Gear: Armor jacket, armorer tool kit, autopicker (Rating 6), Hermes Ikon commlink w/ Iris Orb OS (Response 4, Signal 3, Firewall 3, System 3), Evo Pegasus racing bike, medkit (Rating 5), white noise generator (Rating 5).

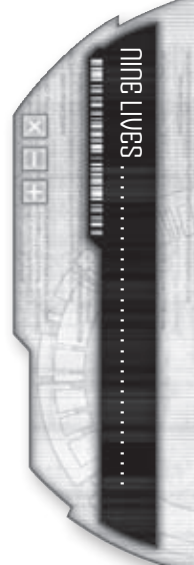
Maneuvers: +1 DV on Attacks of Will, +1 on Intimidation Tests, Disarm, Iajutsu, Riposte, Set-Up.

Weapons:

Colt Manhunter [Heavy Pistol, DV 6P, AP -2, SA, RC 0, 16(c) w/ advanced safety system, ext. smartgun system and EX-explosive ammo]

Cougar Fineblade (long blade) [Blade, Reach —, DV 7P (9P), AP -1]

Katana [Blade, Reach 1, DV 8P (10P), AP -1]





Mihoshi Oni





Incoming Message

Posted by: Sunshine

This upload from KSAF's politics newsfeed should be of use to those of you from Seattle, or those of you who just visit from time to time, which is just about all of us. The 2074 gubernatorial election is just swinging into full gear, although some Horizon news media outfits have been polling since October. Kenneth Brackhaven, Seattle's always-controversial governor and the President of Seattle-based A-rated corp Brackhaven Investments, will be running for reelection. None of the additional mud that Brackhaven has collected over the past four years—the management of the tempo crisis, the arson in the Ork Underground, questions of conflict of interest between his business and political responsibilities—has slowed him down a bit. At least with his core base of supporters, social conservatives in Renton and business-friendly corporate types Downtown.

But other candidates are beginning to emerge in the wings, supported by Seattle's other political parties. Some of them are the usual suspects in the Seattle political scene, names you'll recognize. This one is a bit different.

NEW CENTURY PARTY BACKS ELIZA BLOOM IN 2074 GOVERNOR RACE

By: Athena Tatopoulos

- Wait a second, who's Athena Tatalotowaffleopolis?
- Kane
- God, don't you even watch the news? She's the current editor in chief for KSAF.
- Dr. Spin
- She's a bit of a muckraking do-gooder type, always on the hunt for evidence of corruption. Not afraid of listening to the gossip from the shadows, either. I understand that her news ops regularly troll ShadowSEA for fresh data.
- Cosmo

- I've chatted with her before, actually, but only through AR or VR. It's why I think of her as a cartoon microphone with eyebrows. That's her icon.
- Sounder

Although the official party primaries are still a couple of months off, a shoe-in candidate for the New Century Party has emerged in our ongoing coverage of the 2074 gubernatorial race. An offshoot of the Technocrat party, the New Century Party, which aims to guide metahumanity toward a better future through the fusion of magic and technology, last made a big splash politically in 2057 when it backed Roslyn Hernandez for UCAS President. The New Century Party's political platform is progressive and intellectual, supporting equal rights for virtually everyone, unlimited funds for research, and better education, especially to improve the average citizen's understanding of magic. Eliza Bloom has all but officially thrown her hat into the ring, to the ringing endorsements of numerous supporters inside and outside of the party establishment.

- Let's not forget that according to Snopes—who is the skeptical one—the New Century Party is controlled by the Illuminates of the New Dawn, and the IOND are just as bad as the Black Lodge. They just have better PR. They have no hesitation whatsoever about using sapient beings in their magical and biotech research, and they like to laugh at us mundanes, or in their chilling words, the "incomplete." Between an IOND patsy like Bloom and a racist plutocrat like Brackhaven, there are no good guys. Just different shades of bad.
- Plan 9

At least a triple minority, Bloom, a female dwarf, is also a native Nootka Indian (in spite of her entirely Anglo name) and

a registered shaman. She was the 998th citizen legitimized on the 12th of October 2058, benefiting from one of the one thousand valid SINS bequeathed by UCAS President Dunkelzahn in his will. After that, Bloom began her career in the public sector, rising through the ranks of the Astral Space Preservation Society also established by Dunkelzahn's will.

- So wait a second, she just poofed into existence on October 12th, 2058? Where was she before then, exactly? The astral plane?
- TurboBunny
- Where was she? Seattle. Specifically, underneath Seattle. While it's not exactly public information, Bloom's mother is Becca "Badpenny" Bloom, a fixer with strong ties to the Ork Underground. Bloom was born and raised in the Underground and is the only one in her family to have a (real and legal) SIN. On an unusually non-cynical note, I have a feeling that she genuinely has the needs and concerns of Seattle's SINless population in mind. Of course, that doesn't mean we should think she's one of us.
- Haze
- So who was her dad, then?
- Sounder
- Badpenny entertained quite a few suitors back in the day, but never really settled down. In spite of its name, a lot of the physical infrastructure of the Ork Underground was actually designed and engineered by dwarves. Bloom's dad might be one of those original architects. Of course, I've also heard that shortly before Eliza was born, Badpenny was involved with a Truth Dancer from the NAN.
- Bull
- So her mom was a fixer and her dad was possibly a spook. Politics should suit her.
- DangerSensei

After being legalized, Bloom worked as an eco-conservation and magical conservationist between 2058 and 2065, and she also spent a lot of time on the front lines for social reform organizations like Mothers of Metahumans, the Ork

Rights Committee, and the NAAA. She also volunteered as a media watchdog for the Metahuman Anti-Defamation League (MADL).

Bloom is young, and she has never spent time as a district mayor, which is something gubernatorial candidates traditionally have done. She made an attempt—in the second half of the 2060s, she ran against Karl Feddersen for the office of district mayor of Snohomish, but she lost. A better mark on her résumé is the fact that she followed Samantha Tillan as Seattle's ambassador to Tír Tairngire during the Strouthers administration before ceding the position to Francesa Norris. The former governor has voiced his endorsement of Bloom.

- Strouthers endorsed her even though he's a Democrat and she's New Century? Weird. dwarves sticking together, I guess? 's all I can think of.
- Pistons
- During her time visiting the Tír, Bloom made a connection with another not-so-innocent future patron. Lugh Surehand.
- Thorn
- But Surehand wouldn't be anywhere near the Tír after the revolution, with half the country screaming for his blood.
- Pistons
- Do you believe everything you read?
- Thorn

While the governorship of Seattle would be quite a dive into the political deep end for Bloom, it would be a mistake to discount her. The groundswell of support and endorsements she's received from places as disparate as the Dunkelzahn Institute for Magical Research, the Illuminates of the New Dawn, and the Ork Underground speak to her growing charisma and popularity.

For the many people of Seattle looking for something different from the current Brackhaven administration, it's hard to imagine an alternative more different than Eliza Bloom.

OVERVIEW

This adventure is set in Seattle; while it doesn't include any jet-setting around the globe, it involves getting mixed up in the affairs of the wealthy and powerful of both that city and nearby Tír Tairngire. The first plot point has the runners hired at The Big Rhino by Mr. Johnson, really one Alexander Tintagel, Lugh Surehand's Paladin. Their assignment is to act as an interim protection detail for Ms. Bloom before more permanent security appointments can be arranged, following an anonymous threat on her life after the announcement of her candidacy.

In plot point two, the runners quickly discover that her personal safety is not the first thing on Eliza Bloom's mind. Bloom's sources have informed her of a plot by the incumbent, Kenneth Brackhaven, to seize her mother, Becca "Badpenny" Bloom, a tough-as-nails fixer with entirely extralegal ties to the Ork Underground. Brackhaven intends to keep her mother on ice, only to drag their relationship through the media mud later in the election if circumstances warrant it. Disregarding her own protection, Bloom asks the runners to go into the Ork Underground and get her mother to safety, thereby removing the evidence of her own sordid past from her enemy's clutches. Bloom hasn't made regular trips into the Underground for years,

but if the runners don't have prior experience with the Ork Underground or contacts there, she recommends they start at the Goblin Market.

In the third plot point, the runners arrive in the underground at the Goblin Market and discover that Badpenny has already been abducted. A handful of Brackhaven's deniable assets running a cleanup operation on the scene can lead them to the abandoned armory in Ft. Lewis where the dwarf fixer is being held.

The fourth plot point requires the runners to head to Ft. Lewis to rescue the client's mother. Brackhaven's operatives have taken pains to secure the deserted military building, but they are under orders not to harm Badpenny. The runners must penetrate the building's security and neutralize Brackhaven's assets in a tense rescue operation. If the runners are successful in rescuing Bloom's mother, both women are grateful.

Success at the armory nets the runners an opportunity for a face-to-face encounter with Lugh Surehand; Surehand isn't particularly in awe of them, but Tintagel recognizes their competence and is cultivating them as future assets to protect Surehand's investment in Seattle's political future—which he believes to be Eliza Bloom. Surehand is Bloom's benefactor and the power-behind-the-scenes to which she's just become ingratiated (all according to Surehand's plan, perhaps). After all, if not for the runners that Tintagel hired, Bloom and her mother would have been in a world of trouble. However, when the runners meet Surehand at The Daisy Chain in Puyallup it isn't as simple as "get paid, go home" for them. Assassins working for Surehand's nemesis, Jonathon Reed, storm the meeting site. By helping Surehand get out alive, the runners can impress him and get a chance to gain future jobs from him.

PLOT POINT ONE

If the runners are based in Seattle, their regular fixer informs them that he or she has found them a milk run. It's an interim protection detail for a minor politico—a candidate for governor in 2074's election. He asks them to go for dinner at the Big Rhino restaurant downtown; they have a 6:00 p.m. reservation. Their Johnson, an elf with discreetly concealed military bearing, is waiting to meet them in a corner booth, where an order of food and drinks has just arrived. The food is unreasonably spicy bacon-wrapped habanero poppers, and the drinks are specimens of the house specialty cocktail, the Uruk-Hai, a concoction of Hurlq, orange soda, and Drambuie. The elven Johnson—really Alexander Tintagel (see p. 105)—introduces himself by his pseudonym and invites the runners to sit and eat.

When everyone is comfortable, he sketches out the job. He's a behind-the-scenes security advisor for a candidate in the upcoming 2074 election. Recently, several anonymous threats on the candidate's life have been received that he says are "too vague to be actionable, except to put us on our toes." He's looking for some interim padding to her protection detail until he can make more permanent arrangements. It's worth a 5,000 nuyen down payment and a 500 nuyen per diem for each runner, plus additional compensation—open ended—for any "special considerations" that may arise. If the runners agree, he gives them Bloom's name and her Bellevue address, and tell them that she's

expecting them. He also gives them his commlink number in case anything unexpected arises.

If the runners aren't from Seattle, then introducing this adventure will take some extra work on the part of the gamemaster. One option would be to have Bloom passing through their home city when the threats on her life happen. While Bloom of course has no need to campaign for governor anywhere outside of Seattle, her other work with various progressive organizations and with the DIMR policlubs frequently take her to other sprawls. Tintagel can hire them locally to guard her on her way back to Seattle, where the rest of the adventure takes place. Tintagel will pay for the runner's travel arrangements, and the per diem may have to be increased.

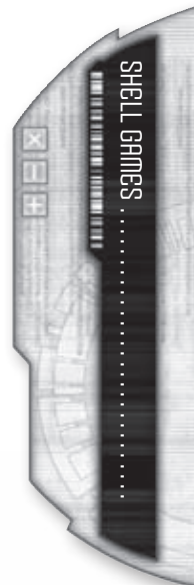
Urgent Message

THE BIG RHINO

Seneca Street & First Avenue

Looking for something different for your next night out in Seattle? Then plan a visit to the Ork Underground, starting with dinner at the metroplex's first and best restaurant serving authentic ork cuisine, located right at the entrance to the Underground. The Big Rhino is a Seattle landmark, known for its food, entertainment (particularly "Goblin Rock" bands that play here on the weekends), and its sense of fun. Be sure to bring your appetite, since the portions are ork-sized and served "family style" (or, perhaps more accurately, "tribe style"). Bring along some antacids just to be on the safe side, since the cuisine is often scorchingly spicy. Plan on getting to know your neighbors, since the seating is old-style trestle tables and benches, and you might want to pick up a word or two of or'zet before you visit (for example, "thank you" is "todo").

- And "fuck you" is "hodo." Don't get them confused, kids.
- Butch
- The "authentic ork cuisine" served at the Big Rhino is an eclectic fusion of soul food, barbeque (particularly the odd pig roast), Creole, and Germano-Slavic styles of cooking. I'm especially fond of the paprikash fried chicken with collard greens (sautéed in bacon fat), the hot-pepper biscuits with gravy and sour cream, and spiced pulled pork with seven-beans. The beer list is impressive, but if you get anything other than a Big Rhino Cider the first time, I'm afraid we can no longer be friends. Be warned, however, they also come "ork-sized" and pack quite a kick.
- Sounder
- Although the Rhino has become a thriving tourist trap with the interest in "ork culture," it is still also a good connection with the Underground and a place for anyone looking to hire some ork or troll talent, provided they're respectful and in good with the regulars.
- Hard Exit



PLOT POINT TWO

The address that the runners are given for Bloom is the Bellevue Hilton. Runners not properly attired and outfitted for the high-class, high-security neighborhood of Bellevue (read: the joker carrying the assault cannon) may draw dirty looks or worse from the hotel's lobby staff, but Bloom buzzes them up to her third-floor room without hesitation. Outside her door are her current security personnel, two strictly minor-league rent-a-cops in cheap armored suits, who have already been called by Tintagel and will let the runners through (use **Corporate Security Unit**, p. 281, *SR4A*).

Inside, Bloom is distraught, but not upset to the point of incoherency. She has just heard from her sources—actually from criminally connected former mayor Julius Strouthers, although she does not want to name him—that her mother might be in trouble. She explains that her mother is a fixer known as Badpenny with community ties to the Ork Underground, and although she won't say as much, those "community ties" often involve arranging jobs for local muscle and gunrunning. Strouthers has warned Bloom that Mayor Kenneth Brackhaven has sent operatives after her mother and her mother's criminal activities. If Brackhaven can get Bloom's mother along with evidence of her illegal undertakings, he could easily shut down Bloom's hopes of election. Bloom, however, is more concerned about her mother's safety than her own political futures. For his part, while Brackhaven could have used the Metroplex Guard or Knight Errant to go after Badpenny, he used shadow assets instead, both to ensure he had complete spin control when he played his card and to further frighten Bloom.

Staving off panic, Bloom asks the runners to go to the Ork Underground, make sure that her mother is okay, and get her to safety. She'd go herself, except for the threats on her life and the fact that she's not exactly equipped to deal with the shadow team that Brackhaven's hired. If the runners protest that they've been hired to keep *her* safe and are reticent to leave her side, she puts a call through to Tintagel, their Johnson, who authorizes them to deal with this. If they want more money, Tintagel offers a one-time payment, non-negotiable, of 20,000 nuyen each for the matter.

If the runners are from Seattle, they've probably had reason to go into the Ork Underground before, or have contacts that know the ins and outs of that place. If they're out-of-towners or newbies, Bloom herself can point them in the right direction; her mother's been known to work out of the Goblin Market. She gives them her commlink number so they can keep her up to date.

PLOT POINT THREE

The runners may do their own legwork through their OU contacts or they may just take Bloom's advice, but either way they should wind up in the **Goblin Market** (see p. 102). Badpenny doesn't exactly have a stall there with a sign that says "Fixer" on it, so it might not be immediately obvious that she's gone, but she is. Brackhaven's people have already grabbed her. A Perception + Intuition (2) Test reveals the locals are spooked, while a Etiquette (Street) + Charisma (2) Test (taking into account appropriate modifiers for racial prejudice and other situational factors)

persuades some of those locals to give up the fact that they just saw Badpenny get grabbed—she was tasered and black-bagged by some tough-looking Anglo breeders in lined coats. Hacking one of the rag-tag, patchwork network of security cameras in the market (Device Rating 3) yields the same information. The team that snatched Badpenny is long gone, and neither the locals nor the cameras that saw the extraction can provide information on where she was taken.

A pair of Brackhaven's operatives (p. 109), however, is in the market performing cleanup work—erasing camera footage and trying to silence various witnesses through intimidation or bribery. While they didn't grab Badpenny themselves, they know where she's being held. If the runners have endeared themselves to the locals—easier if most of them happen to be orks or trolls, tougher if they're mostly humans or elves—then the locals point out the operatives who are still in the market. Of course, the operatives look a bit out of place and aren't hard to spot; a Perception + Intuition (2) Test picks them out. Although the market has only partial light, that should be no problem for most runners.

If the operatives have a chance to realize that the runners are onto them, they try to slip out quietly; they only try to fight their way out if they have no other choice. Whether the locals get involved and on which side depends how the runners have treated them so far, but they certainly have no reason to like Brackhaven's operatives. Once the operatives have been subdued, the runners need to get the information out of them. This most likely takes the form of Intimidation or Interrogation tests—don't hesitate to encourage the runners to get creative with their "persuasion" tactics and provide dice pool bonuses if they come up with good ideas—but outright bribery and spells like Mind Probe are also good options. The address they have belongs to a semi-abandoned military armory in the southern woods of Ft. Lewis. What the runners do with the operatives after getting the intel is purely up to them, but keep in mind that these guys are professional runners, not Brackhaven's humanis cronies. Of course, if cut loose while still breathing, they immediately try to rejoin their comrades at the warehouse, sharing with them everything they learned about the players during their captivity.

If the runners manage not to grab the operatives—or worse, if they kill them—they aren't quite up a creek without a paddle yet. One option is to get a picture of Badpenny and have a spirit use the Search power to locate her. While this takes time, Brackhaven's operatives won't have their Ward up until the spirit succeeds in locating Badpenny. Runner teams who failed to nab the operatives in the Goblin Market and who don't have a mage may have to get even more creative.

PLOT POINT FOUR

The woods in the southern part of Ft. Lewis are a badlands of abandoned military facilities and magical experiments gone wrong, making it a perfect place for the players to encounter Awakened critters, experimental biodrone weapon systems, rampaging gangs of violent squatters, or anything else that the gamemaster can think to throw at them. Of course to even get that far they must avoid the notice of the UCAS military police, since Fort Lewis is a UCAS military post. Without a vehicle with



INCOMING FEED.....



SHELL GAMES

good off-road handling and a fairly narrow chassis, they have to penetrate the woods on foot. Most likely, the lighting condition in the woods is one of full darkness.

The map coordinates the runners were given belong to an armory that has long been abandoned by the military, along with other bunkers and small training grounds. The place has been a hideout to squatters over the years, but Brackhaven's operatives cleared all of them out of the premises. Depending on how thorough the runners' reconnaissance is, they might be able to encounter one of these displaced squatters and buy info on the layout of the armory from him cheaply, as the squatters having good reasons to be pissed at being rousted.

Gregory Zane (p. 106), the leader of Brackhaven's team, has turned the armory into a command post. He has six operatives with him, plus the two from the Goblin Market, who are patched up and ready to fight again if the runners have let them go and given them enough time to get here. He additionally has a pair of autonomous drones running perimeter security. The details of the infiltration/combat that happens here largely depend on how the runners plan to defeat the security measures and defenses that he's set up at the armory, which is described below.

The runners don't have unlimited time, unfortunately. Ten or fifteen minutes after they arrive at the armory (or at some point that would be dramatically appropriate), a secondary team arrives in a Hughes Aerospace Airstar 2050 helicopter to collect Badpenny (who is unconscious) for safe storage elsewhere. Because the forest is too dense around the armory for the copter to land, it lowers a harness connected to a winch cable for hauling her up. The entire process of lowering the harness, connecting Badpenny

to it, and lifting her up into the chopper takes one minute and requires one operative on the roof to complete. If at any point during this process the runners deal any boxes of damage to the chopper, it bugs out. The pilot is a professional, but he isn't getting paid enough to risk his bird, let alone his life. Of course, his flying off could have disastrous consequences on Badpenny depending on what point in the winching process it happens at. The runners would do better to drive off the helicopter before that point, if they can manage it.

If Badpenny gets hauled up onto the chopper, the runners have effectively lost the day, and the run is over. The chopper is fast enough and equipped with sufficient anti-tracking equipment that they have no reasonable recourse for tracking down their client's mother. Tintagel thanks them for their time and efforts and lets them go; he plans on using other assets to secure Bloom's mother, thereby placing her even further into his (and more importantly Lugh Surehand's) debt.

PLOT POINT FIVE

The runners should obviously call Bloom as soon as they've managed to secure Badpenny. She asks them to bring her to the Bellevue Hilton, where the two then have a modestly tearful reunion. Bloom offers her mom protection, but Badpenny prefers to trust her own network of contacts to get her to safety underground. Tintagel (Mr. Johnson) is there as well, and he opines that while it can't hurt to be cautious, he doesn't think Brackhaven will try anything again. This is especially true if the

runners managed to bring any of Brackhaven's operatives back alive—since Tintagel hasn't asked for this, the runners would have had to do it on their own initiative, and it's worth a bonus of 5,000 nuyen for each runner. Being able to prove and spin the fact that Brackhaven hired shadowrunners is an ace in the hole that Surehand can use later if he needs to. In any case, Tintagel thanks the runners and pays them the agreed-upon amount for the rescue.

A week elapses, time enough for the runners to heal their wounds, if any, from the previous tussles. The runners can shadow Bloom's every move, but no attempt on her life is forthcoming. In the meantime, the runners get to collect the per diem originally agreed upon. The gamemasters can draw out or compress this period as desired. At the end of the period, the permanent security forces arrive, and Bloom thanks the runners again for all of their help—she's genuinely grateful, and they may even have made a valuable contact.

Tintagel takes the runners aside after paying them the last of their per diems and introduces himself as Alec Tintagel. He tells the runners that the man he works for would like to meet them. They are to be at the Daisy Chain club in Tarislar (in the Puyallup Barrens) tonight at 10:00 p.m. It's not a request, and he's not offering payment; the tone of his voice clearly brooks no argument.

When they arrive, Tintagel greets them and leads them to a table in the rear corner, where astute runners (Perception + Intuition (4) Test, plus an appropriate Knowledge Skill Test) recognize a much-changed Lugh Surehand. While much of his presence and dignity is intact, he is now a fugitive, and he has dropped from the halls of power down to a world that much more resembles the one the runners inhabit, a world of armored clothing and concealed weapons, of surveillance and constant vigilance and the eternal possibility of betrayal from all sides. Drinks arrive, and the runners have the opportunity for a few minutes to sweat out awkward small talk with one of the most powerful and dangerous men in the world. While none of it should be spelled out for them—certainly not by Surehand—the runners may realize that putting Bloom in his debt is simply a first step for Surehand in creating a power base for himself in Seattle, which could serve as a window to his native Tír Tairngire. This could rightly make paranoid runners wonder what the source of the mysterious death threats was in the first place, or how exactly Brackhaven—who is not exactly plugged in to the affairs of the Ork Underground—managed to find Badpenny.

Surehand is just beginning to mention the possibility of placing the runners on retainer for later work when the assassins strike.

The assassins work for Jessa (p. 108), the paladin of former Tír prince and Information Secretariat director Jonathon Reed, Surehand's nemesis. Jessa herself is personally leading the assassination attempt. While efforts at getting the two to come to some accord have been made by third parties like Nadja Daviar, in the end while neither Surehand or Reed necessarily is hellbent on seeing the other dead, neither elf can believe that the other would be willing to let them live. Reed has had Jessa following Surehand for weeks, looking for an opportunity like this one. In Reed's mindset, which is colored by a career's worth of paranoia, this assassination attempt is an act of self-defense.

A trio of elves at a nearby table who snuck ceramic and plasteel hold-out pistols through the club's MAD detectors

suddenly get up, throwing over the table they were sitting at, and firing at Surehand. The assassins are no pushovers, but the runners and Surehand and Tintagel should have no problem dealing with them quickly. More assassins are waiting outside, covering both exits. Tintagel tells the runners that although he's short on funds at the moment, he'd be personally grateful if they could help screen Surehand's escape.

If the runners want to refuse, let them—Tintagel manages to get Surehand out alive anyway. Unfortunately, if even one of the runners is obviously armed, armored, or an elf, the assassins take potshots at them on their way out. While gaining someone of Lugh Surehand's stature as a contact is out of the question, if the runners help him they may receive any number of lucrative contracts from him or Tintagel in the future. That alone should be incentive enough for most runners to get involved.

LOCATIONS

Urgent Message

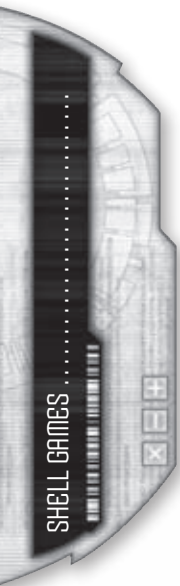
THE GOBLIN MARKET

Virginia Street and 7th Avenue, Ork Underground

The Goblin Market, the Ork Underground's true black market, has changed locations frequently over the years, always staying just ahead of corp security looking to reclaim stolen goods and organized crime hoping to get firmer control over its cash flow. The Goblin Market has two major purposes. First, it provides a relatively secure location for various groups, notably the Cascade Orks, to move smuggled goods. Secondly, it is the only place in the Underground that tolerates organized crime. The Yakuza, the Vory, and the Triads work through intermediaries here, selling vices that cannot be found elsewhere in the Underground. The various crime organizations make good money through the market, but they know they'd make more if they had they could control it directly.

The residents living near the Goblin Market act as spotters, alerting merchants to the approach of any unwelcome visitors. If you are looking for guns, drugs, chips, or anything else illegal, the Goblin Market likely has it. Merchants in the Goblin Market also do a brisk but quiet business selling genehacked fruits and vegetables. Farmers covertly sell their modded produce without having to worry about some corp suit looking into their licenses.

- Getting to the Goblin Market requires traveling through dense residential tunnels. These tunnels are heavily patrolled by Skraacha and local residents. Best keep to the "guests only" tunnels unless you're looking for a run-in with the Skraacha.
- Traveler Jones
- Recently the Bot'Kham, on behalf of the Creepers, have been shaking down merchants in the Goblin Market. Why the Skraacha are allowing this is unclear, though it's likely the local chapter is getting a cut of the Bot'Kham's action.
- Bull



THE GOBLIN MARKET

The Market moves around the OU on a regular basis, but it's currently located just a few blocks north of the Tourist Highway, underneath Virginia Street. The Market is located in a series of rough, dug-out tunnels and caves underneath the sewers. Most of the shops are little more than fold-up tables or portable stalls set up in the tunnels, though a few of the more prominent merchants have taken over large sections of the caves as their own private stores. The goods for sale are a really strange mix. Tables selling black market guns stand next to fruit vendors. One of the booths doing brisk business seems to be dealing in common lithium batteries, simple signal boosters, and other things you might find at the local Radioactive Hut, all selling for at least twice their retail value. Common, everyday goods are sometimes very hard to come by down in the Ork Underground, and considering that much of the Underground population is SINless, walking into a Stuffer Shack to stock up simply isn't an option. The Goblin Market and others like it throughout the Underground are as close to a Stuffer Shack or Kong Wal-Mart as the residents are likely to get.

Runners looking to do a little black market shopping can find almost any weapon or piece of armor with an Availability of 8 or less, though in limited quantities (gamemasters should use their own discretion, but generally no more than a couple of any single weapon; the lower the availability and price, the more the runners can find). Weapons and armor are available at base cost. Regular ammunition is plentiful and available at base cost as well, but specialty ammunition is more limited and costs twice the book rate.

Since the shakedowns by the Bor'Kham have become more and more common, the Skraacha have installed a very patchwork network of security cameras. The cameras are Device Rating 3 and have no special features or vision modes. The coverage is very spotty, but usually there is a Skraacha hacker nearby monitoring the feeds for the handful of stalls that are covered on his commlink.

ABANDONED MILITARY POLICE ARMORY

The natural beauty and undeveloped wilderness of Fort Lewis largely belongs to the UCAS military, specifically the Fort Lewis army base and the McChord Air Force base. Factors like the moving of district borders over time and the ever-changing relationship between Seattle and the Salish-Shidhe Council have caused the annexes of both facilities to move around several times over the past years, with newer adjunct facilities being built in some directions while buildings and airfields in other directions are being abandoned. The armory—specifically an old Military Police command post and armory—is just one such abandoned structure, stripped of everything of value left behind by the MPs years and years ago by the squatters who began to take up residence there.

The armory is a two-story brick building made of reinforced concrete. There is a two-meter-tall fence, topped with concertina wire (p. 260, *SR4A*) around the perimeter at a distance of four meters. The fence, however, has several holes in it from disuse. The holes can be spotted with a successful Perception + Intuition (3) Test, including appropriate dice pool modifiers for visibility. High-wattage white light halogen-quartz floodlights have been installed on all four corners (northwest, northeast, southeast, and southwest) of the fencing, facing outwards. The area inside the fence is therefore much less well lit.

Urgent Message

ARMORY SECURITY NODE

Sculpting: Off-the-shelf Renraku imagery.

Authentication: Passcode.

Privileges: All privileges moved to Security.

Attributes: Firewall 5, Response 5, Signal 4, System 5

Spiders: None

Resident Programs: Analyze 5

IC: Renraku Oniwaban (p. 71, Unwired) 5 (loaded)

ARC: Launch IC

Topology: Single-node

Urgent Message

THE DAISY CHAIN

SE 400th Street & 196th Avenue SE

A club appealing to melancholic young elves and those who wish they were, the Daisy Chain features elven-gothic design (much of it AR enhanced) and celto-goth fusion music, with a lot of slow, mournful pipes and strings, although you'll find more upbeat tribal and house mixes on the weekends. The club is at the center of the drug scene in this part of Puyallup and is the place where you can score various recreational pharmaceuticals—no chips or other digital highs for this crowd. They like their hits “all natural.” Tempo's popularity has faded somewhat, but the drug can still be found at the club, along with deepweed, laés, fairy dust, and other concoctions out of the Awakened lands.

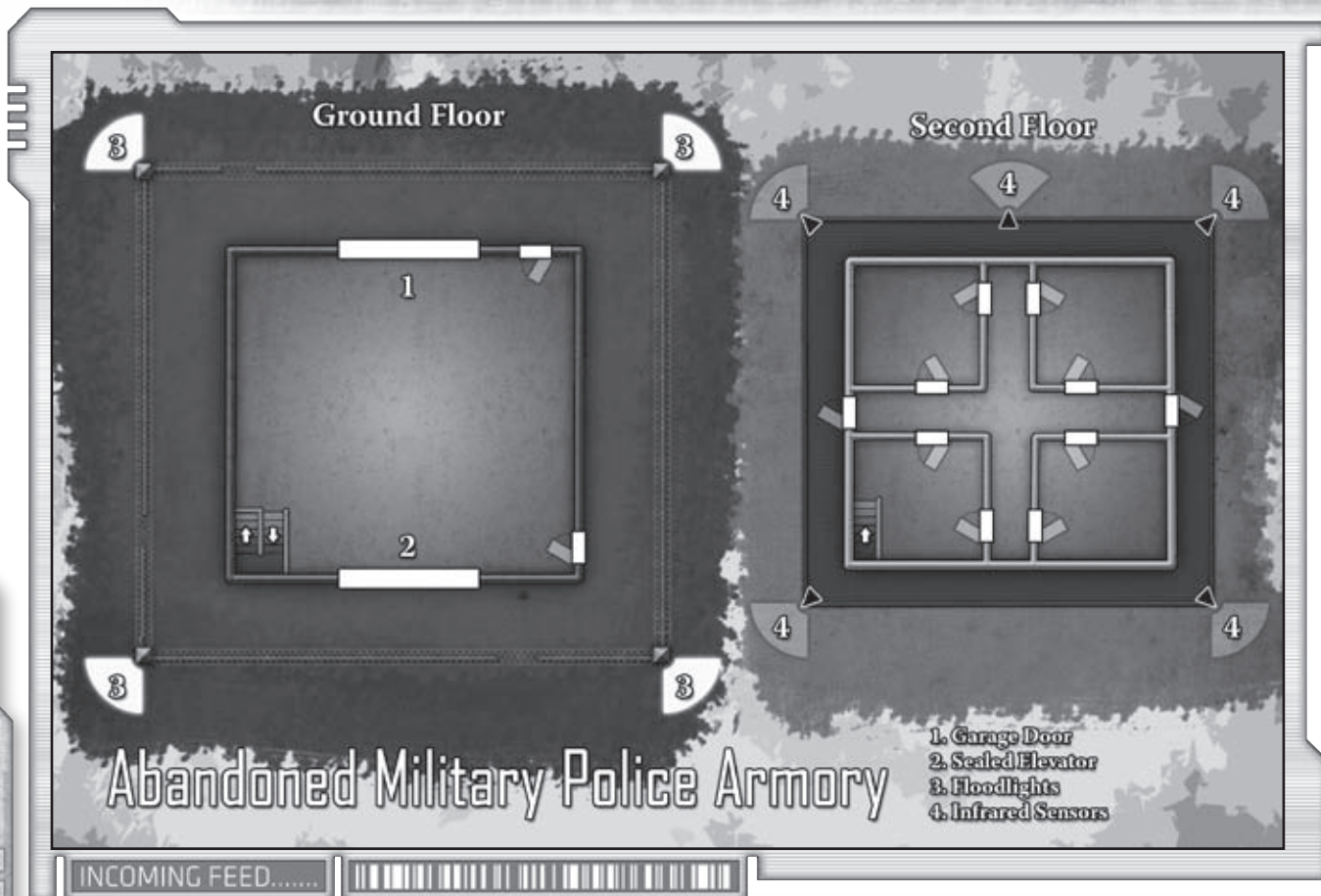
- The Laésa and other elven gangs claim this area and practically dare the bigger syndicates to try and take it away from them. Thus far, the Mafia and Yakuza are too busy fighting it out in Fort Lewis and Puyallup City to bother, especially considering the kind of magical firepower the elves can bring to a fight. You're more likely to see the elven gangs fighting it out amongst themselves, or dealing with an upstart Seoulpa Ring.
- Tarlan

After a few incidents of Tempo-related violence occurred here, magnetic anomaly detectors (Rating 4) have been stationed at the club's front door—see p. 262, *SR4A*. For this reason it is difficult for the runners to bring weapons here. Runners found with weapons at the door are politely disarmed by the bouncers—both trolls—and have their weapons placed in a locked box by the door. They are given RFID tags so they can reclaim their weapons later.

When the assassination attempt happens, the runners either have to retrieve their weapons from this box or arm themselves with their attackers' weapons in order to defend themselves. Tintagel also surrenders his weapons when passing through the checkpoint.

SHELL GAMES





The ground floor is one large storage space, containing only empty, rusting metal shelves, abandoned crates, and the detritus left behind by various squatters—spent BTL chip casings, used syringes, and makeshift bedding. There are three doors into the ground floor, a garage door in the middle of the north-facing wall, a man-sized door directly next to that one, and a service door in the south corner of the east wall. The garage door is functional and is sealed with a Rating 4 maglock keypad with a Rating 2 anti-tamper system. Every member of Brackhaven's team knows the code. The door next to it is secured with an old-fashioned mechanical key lock; the lock can be picked with a Locksmith + Agility (6, 1 minute) Extended Test. The service door is rusted shut and can be forced open with a successful Strength + Agility (4) Test; this won't be an option for quiet entry (unless a spell such as Silence is used), as forcing a metal door off its hinges is quite loud.

There is a sealed elevator shaft set in the south wall inside the ground floor. The shaft leads to abandoned military tunnels that run underneath the ground throughout Ft. Lewis, even connecting to some still-in-use military facilities, as well as several other abandoned sites like this one. For this reason the shaft has been strung with monowire (p. 260, *SR4A*) to prevent unauthorized access. The runners needn't deal with the elevator shaft unless they've found the tunnels (via ultrasound or some other method) and are infiltrating from below. A rusted metal staircase in the southwest corner leads up to the second floor, which is divided into four abandoned offices. A cruciform corridor connects

them. A metal catwalk surrounds the outside of the second floor, accessible by doors on the west and east sides of the second floor hallway; both of these doors are unlocked. A service ladder leads from the catwalk to the roof.

A patchwork security system (five thermographic equipped security cameras) has been installed by Brackhaven's people, who have placed one camera directly above the garage door on the north wall, and one camera on each corner of the building's roof. The roof cameras can see the northwest, northeast, southeast, and southwest corners of the catwalk that surrounds the outside of the second floor, as well as all four corners of the space between the perimeter fencing and the building. The security network, which is located in a hidden node in one of the offices on the second floor, controls the two drones, all five cameras, and the maglock on the garage door. All of these devices are slaved to it.

There are two operatives stationed on the catwalk (which commands a decent view of the surrounding area), two on the lower floor keeping tabs on Badpenny, one on the second floor, and one standing just outside the garage door, in full view of the camera. Zane himself is on the second floor in the offices. While the entire team is mundane, Zane has "rented" a Force 6 Guardian Spirit (5 loaned services) from a *nabualli* (Aztec magician) contact for this operation. The spirit is also on the second floor, although it will not materialize until Zane orders it to. As a mundane himself, Zane is not especially imaginative in how he orders the spirit to use its not-inconsiderable powers.

PEOPLE

ALEXANDER TINTAGEL

Alexander Tintagel is a former Tír Ghost captain who led twenty of his fellow Ghosts mages and adepts into exile as part of their Oath to Lugh Surehand. They were betrayed, however, and Alec is the only survivor. He left behind a family in Portland who survive on their own wiles while he serves Surehand as an oathbound paladin. Tintagel was a true believer of the Tír way and rather arrogant in his confidence in elven and magical superiority until Surehand was exiled.

Over the last decade he has maintained much of that confidence, acting as if Surehand's circumstances were nothing more than a temporary setback that will pass. It's possible that Tintagel's loyalty to Surehand is so absolute because it is the only thing that he has left. Tintagel has been loaned to Bloom as a "favor" by Surehand, and has been acting as a point man for Surehand's North American operations—along with other responsibilities—for quite some time.

Male elf

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	6(10)	5	3	5	5	5	6	11	4	6	10(13)	1(4)

Condition Monitor Boxes (P/S): 10(12)/11

Armor (B/I): 8 (12)/ 6 (10)

Active Skills: Arcana 3, Assensing 6, Athletics skill group 3, Close Combat skill group 4, Conjuring skill group 4, Cracking skill group 2, Etiquette (Elven) 3 (+2), Firearms skill group 4, First Aid (Combat Wounds) (+2), Heavy Weapons 2, Intimidation (Interrogation) 3 (+2), Pilot Ground Craft 2, Sorcery skill group 6, Stealth skill group 4, Throwing Weapons 3

Knowledge Skills: Arcanoarchaeology 3, Elven Culture (Tír Tairngire) 4 (+2), Magical Background 5, Military Procedures (Peace Force) 3 (+2), Mystic Secrets 4, Tactics 5, Tír Tairngire Politics 4, Seattle Area Knowledge (Tarislar) 3 (+2)

Languages: English 5, Sperethiel N

Qualities: Focused Concentration (Rating 2), Magician, Prejudiced (non-elves, biased)

Initiate Grade: 5

Metamagics: Centering, extended masking, masking, quickening, shielding

Spells: Alter Memory, Analyze Truth, Armor, Combat Sense, Control Actions, Detect Enemies, Detect Life, Enhance Aim, Eyes of the Pack, Heal, Improved Invisibility, Increase Agility, Increase Reflexes, Mindnet (Extended), Mind Probe, Offensive Mana Barrier, Physical Barrier, Resist Pain, Stealth, Stunball, Stunbolt

Gear: Armor jacket (w/ ruthenium polymer coating), commlink (Device Rating 6), power focus (Force 3, Sperethiel-inscribed gauntlet)

Weapons:

Broadsword [Blade, Reach 1, DV 4P, AP -1, Force 4 centering focus, Force 4 weapon focus]

Savalette Guardian [Heavy Pistol, DV 5P, AP -1, SA/BF*, RC 2, 12 (c) w/ advanced safety, personalized grip, smartgun, sound suppressor]

*Burst Fire requires a Complex Action.

Notes: Tintagel has Armor, Increase Agility, Increase Reflexes, and Combat Sense quickened on himself at Force 4 with four hits.

ELIZA BLOOM

A dwarf, a Nootka Indian, and an Awakened shaman, Bloom is a rare species in the political world. She possesses both genuine idealism and a real, intimate knowledge of the mean streets that make it so hard for idealism to survive. Bloom was born and raised in the Ork Underground and is a liberal who has seen firsthand exactly the conditions that people like Kenneth Brackhaven have created for Seattle's poor and SINless population. Bloom has also heard the call of power and Awakened as a shaman. While she believes in the underlying political ideology of the New Century Party—that magic and technology can combine to make the world a much better place—she is not dogmatically loyal to Roslyn Hernandez, to the Illuminates of the New Dawn (her shamanic paradigm somewhat conflicts with their approach to magic), or to anything or anyone else save her own ideals.

Female dwarf

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	4	3	3	6(9)	4	4	6	6	3	6	7	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/5

Active Skills: Animal Husbandry skill group 3, Arcana 4, Artisan 3, Assensing 4 Athletics skill group 1, Con 2, Conjuring skill group 5 (7), Dodge 2, Electronics skill group 2, Enchanting 4, Etiquette 4, Leadership 6, Negotiation (Diplomacy) 4 (+2), Perception 4, Pistols 2, Sorcery skill group 4 (6), Survival 2

Knowledge Skills: Anthropology 3, Astral Research 5, Botany 4, Draco Foundation Politics 4, Beer (Dwarven Microbrews) 2 (+2), Law 4, Linguistics 2, Magic Theory 4, NAN Politics 4, Parazoology 4, Political Activism (Empowerment Coalition) 5 (+2), Seattle Area Knowledge (Ork Underground) 3 (+2), Seattle Metroplex Politics 4, Smuggling Routes 2, Sociology 4, Tribal Customs 3, UCAS Politics (New Century Party) 3 (+2)

Languages: English N, Or'zet 2, Pueblo 3, Salish 3, Spanish 3, Sperethiel 3, Ute 3, Wakashan 4

Qualities: Gremlins (Rating 2), Magician, Mentor Spirit (Dog), Pacifist (5 BP)

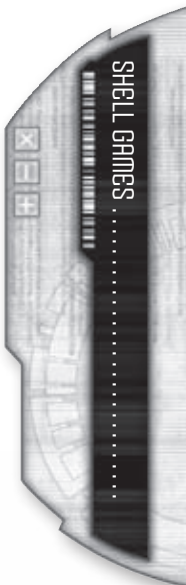
Spells: Analyze Truth, Antidote, Control Emotions, Cure Disease, Detect Magic, Diagnose, Dog Form, Dog Sense, Detox, Heal, Increase Charisma, Improved Invisibility, Mana Barrier, Mindlink, Mob Mood, Petrify, Stunbolt

Gear: Commlink (Device Rating 5), custom-tailored Mortimer of London greatcoat (w/ chemical protection Rating 2 and insulation Rating 2), sustaining focus (Force 3, feathered bead necklace)

Weapons:

Fichetti Security 600 [Light Pistol, DV 6S(e), AP -half, SA, RC (1), 30(c) w/ concealable holster, detachable folding stock, laser sight, stick 'n' shock ammo]

Notes: Bloom is sustaining Increase Charisma (3 hits) on herself with her Sustaining Focus.



BECCA “BADPENNY” BLOOM

Becca “Badpenny” Bloom is an Ork Underground resident how has been part of that area all the way back to its founding. In fact, she’s part of the vocal group of dwarfs who think that “Ork Underground” is a hilarious misnomer for the community that they—in a very literal and physical sense—built. Her relationships with the Underground’s actual orks, including politically active groups like the O.R.C., however, are better than cordial. Badpenny is also a tough-as-nails fixer with decades of experience and no desire to leave the game. She didn’t start out as a fixer, of course, and she had to work her way up to it by pushing drugs, selling guns, and yes, shooting people in the face for money. Unlike her daughter, she is against any attempt to legalize, regulate, or legitimize the Ork Underground. The extralegal business she has done there over the years without governmental oversight has been far too lucrative. She is still connected to Seattle’s shadows and could be a helpful contact for the runners to gain from this run—assuming she survives.

Female dwarf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	4(6)	3(4)	5(7)	4(6)	5	4	5	4	3.85	8(9)	1(2)

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 8/6

Active Skills: Athletics skill group 2, Clubs (Batons) 4 (+2), Con (Fast Talk) 5 (+2), Dodge 4, Electronics skill group 3, Etiquette (Ork Underground) 4 (+2), Firearms skill group 4, Leadership 3, Mechanic skill group 1, Negotiation 6, Perception 5, Pilot Ground Craft 2, Spellcasting 3, Stealth skill group 4

Knowledge Skills: Combat Biking 3, Data Havens 3, Fixers 5, Junkyards 3, Matrix Chat Rooms 3, Ork Underground Politics 4, Orxploitation 3, Safe Houses (Ork Underground) 5 (+2), Seattle Area Knowledge (Ork Underground) 5 (+2), Security Companies 3, Shadowrunner Groups 4, Sim Flicks 3, Street Drugs 4, Street Gangs 4

Qualities: Guts, First Impression, Toughness

Augmentations: Datajack, muscle replacement 2 (alphaware), synaptic booster 1, tailored pheromones 2

Gear: Armor jacket, commlink (Device Rating 4)

Weapons:

Jupiter Taser Club [Club, Reach 1, DV 6S(e), AP –half]

Jupiter Taser Club [Taser, DV 6S(e), AP –half, SS, RC 0, 1 (m)]

Remington Roomsweeper [DV 7P(f), AP +5, SA, RC 1, 8 (m) w/ personalized grip, flechette ammo]

GREGORY ZANE

A mundane human in his early forties, Gregory Zane (not his real name) is a professional shadowrunner—not a hacker, not a rigger, nor a dedicated street samurai or infiltration expert, but a true generalist—at the height of his game. He has the opposite of distinctive style, and his appearance is rather forgettable: short-cropped sandy hair, silver-grey cybereyes, straw-colored lined coat. He has handled Kenneth Brackhaven’s personal black ops for years now, and he has also worked for other members of the Brackhaven family as well over the years, notably Karl Brackhaven, of Humanis

Policlub infamy. He manages all of Brackhaven’s shadow assets and is a trusted advisor to the governor himself, although he holds no official rank or title. In spite of his managerial responsibilities, he enjoys keeping his edge sharp with his hands-on approach.

In spite of these dubious connections to the archconservative Brackhaven clan, Zane is not a violent racist or anything of the sort. He is simply an utterly cold professional, devoid of scruples or morals, and an excellent example of what most runners have good reason to fear that they may someday become. In the end, while his rep is important, Zane cares more about his own survival and career than Brackhaven’s agenda or the fate of his team. He makes escaping the armory alive his priority if things go against him there.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5(6)	4(7)	5(9)	4	3(5)	5	4	5	5	1.36	10(14)	1(3)

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 14/8

Active Skills: Armorer 2, Athletics skill group 4 (7), Clubs (Batons) 5 (6) (+2), Demolitions 2, Dodge 4 (6), Electronics skill group 3, Firearms skill group 6 (7), Gunnery 3, Hacking 3, Heavy Weapons 3, Infiltration (Urban) 4 (5) (+2), Influence skill group 5, Outdoors skill group 2, Palming 3 (4), Perception 4 (7), Pilot Ground Craft (Wheeled) 3 (+2), Shadowing (Tail Evasion) 4 (+2), Throwing Weapons 3, Unarmed Combat 4

Knowledge Skills: Aztechnology 3, Brackhaven Secrets 6, Business 3, Firearms 4, Fixers 3, Gang Territory 4, Law 3, Magic Theory 2, Matrix Theory 2, Safe Houses 4, Seattle Area Knowledge 5, Security Companies (Seattle) 4 (+2), Security Design 5, Security Procedures 5, Shadowrunner Groups 4

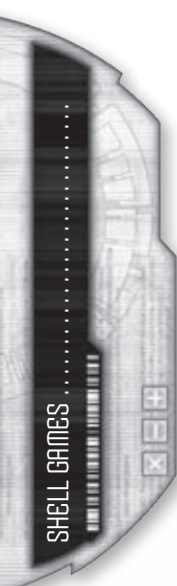
Languages: English N

Augmentations: Cybereyes (alphaware) [Rating 4, w/ eye recording unit, image link, flare compensation, low-light vision, retinal duplication 4, smartlink, thermographic vision, vision enhancement 3, vision magnification], datajack, enhanced articulation, kevlar bone lacing (deltaware), move-by-wire system 2 (alphaware), muscle toner 3, reflex recorder (Clubs), reflex recorder (Firearms), synthacardium 2, tailored pheromones 2, ultrasound sensor (alphaware)

Gear: Activesofts (Armorer, Blades, Demolitions, Intimidation, Pilot Aircraft, Pilot Water Craft, all Rating 4), area jammer (Rating 5), autopicker (Rating 6), certified credstick (30,000¥ balance), custom commlink (Device Rating 5 w/ biometric reader (thumbprint), sim-module, skinlink, subvocal microphone, and trodes), earbuds [Rating 3, w/ audio enhancement 3], Doc Wagon platinum contract (three years), electronics tool kit, fake concealed-carry license (Rating 6), fake driver’s license (Rating 6), fake SIN (Rating 6), form-fitting body armor full suit, gas mask, grapple gun (w/ 100m microwire), lined coat (w/ carbon-boron coating, Rating 6 non-conductivity and ruthenium-polymer coating), maglock passkey (Rating 5), medkit (Rating 6), miniwelder, rappelling gloves, respirator (Rating 6)

Weapons:

AZ-150 Stun Baton [Club, Reach 1, DV 7S(e), AP –half w/ personalized grip]



Ares Alpha [Assault Rifle, DV 6P, AP -5, SA/BF/FA, RC 6, 42(c) w/ foregrip, personalized grip, shock pad, sling, int. smartgun, sound suppressor, underbarrel grenade launcher, APDS ammo]

Underbarrel Launcher [Grenade Launcher, DV 12P(f), AP +5, SS, 6 (c), w/ airburst link, fragmentation minigrenades]

Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC 1, 15(c), w/ personalized grip, quick-draw holster, silencer, skinlink, int. smartgun, APDS ammo]

Notes: Zane's borrowed Force 6 guardian spirit has been ordered to provide him with Counterspelling.

Zane's Guardian Spirit

B	A	R	S	C	I	L	W	M	Ess	Init	IP
7	8	9	8	6	6	6	6	6	6	13	2

Condition Monitor Boxes: 12/11

Armor (B/I): 12/12 (Hardened)

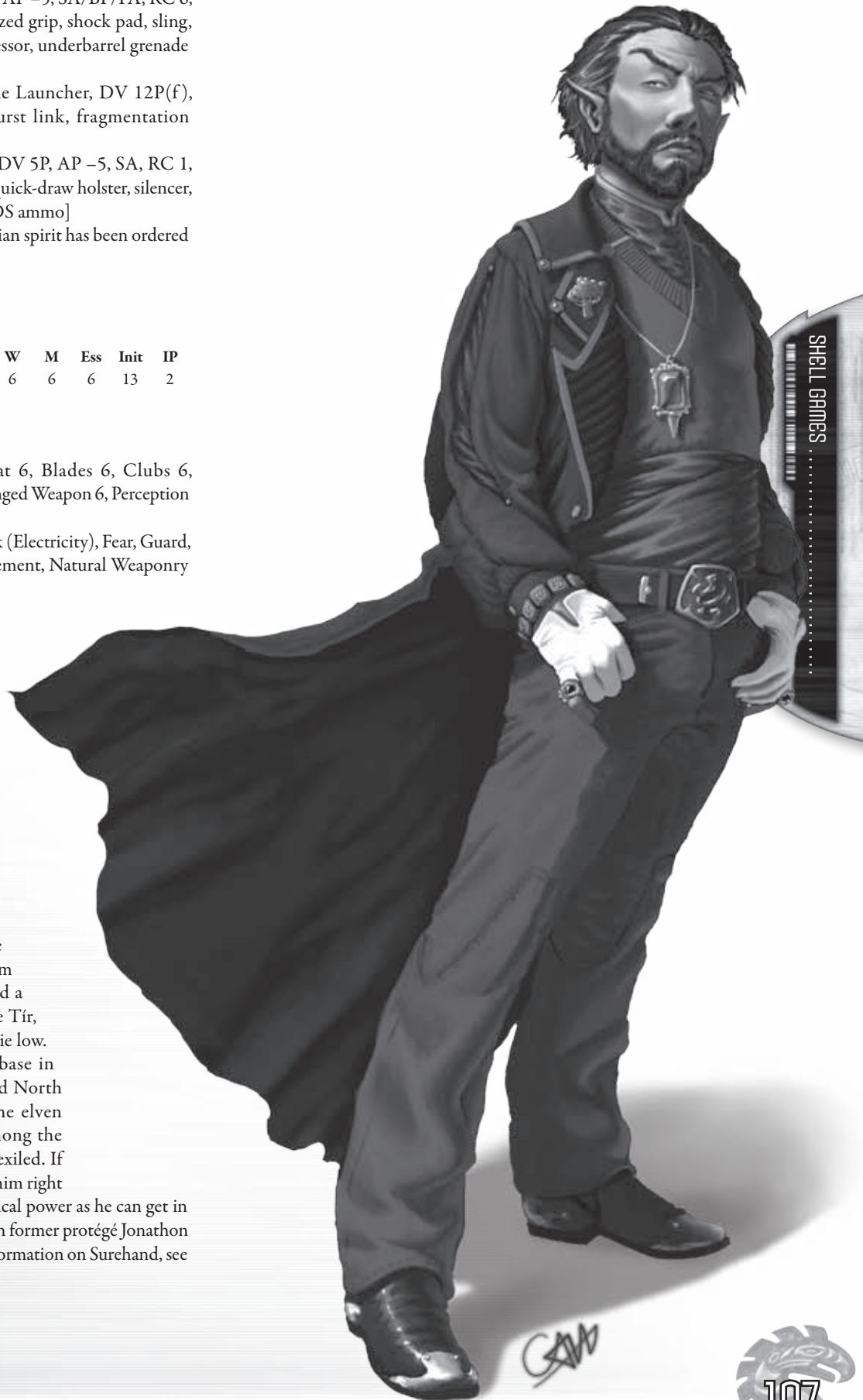
Skills: Assensing 6, Astral Combat 6, Blades 6, Clubs 6, Counterspelling 6, Dodge 6, Exotic Ranged Weapon 6, Perception 6, Unarmed Combat 6

Powers: Astral Form, Elemental Attack (Electricity), Fear, Guard, Magical Guard, Materialization, Movement, Natural Weaponry (DV 6P), Sapience

Notes: For Banishing purposes, the magician who summoned this spirit has Magic 6.

LUGH SUREHAND

The deposed High Prince of Tír Tairngire, Surehand was forced to leave the country in shame and exile around the time of the second Matrix crash, when the political situation there exploded due to agitators such as the Rinelle ke'Tesrae. Surehand has been ousted from the country he helped build, and he's far from happy about it. While still considered a fugitive by certain factions within the Tír, Surehand hasn't been content just to lie low. He's been consolidating his power base in Europe and Asia but hasn't neglected North America, spending much time in the elven ghetto of Tarislar, living secretly among the elven exiles there, many of whom *he* exiled. If Surehand can't see Cara'sir restored to him right away, he will gladly take as much political power as he can get in Seattle elsewhere, at least if his feud with former protégé Jonathon Reed doesn't kill him first. For more information on Surehand, see p. 136, *Street Legends*.



Male elf

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	7(10)	6	5	8(12)	6	7	6(9)	16(20)	6	6	12(15)	1(4)

Condition Monitor Boxes (P/S): 11/11 (13)

Armor (B/I): 22/17

Active Skills: Arcana 6, Archery (Bows) 5 (+2), Armorer 4, Artisan 6, Assensing 6, Astral Combat 6, Athletics skill group 4, Blades (Swords) 5 (+2), Conjuring skill group 6, Dodge 6, Electronics skill group 3, Enchanting 6, Escape Artist 5, Firearms skill group 2, First Aid 4, Instruction 4, Influence skill group 6, Intimidation (Mental) 6 (+2), Locksmith 5, Medicine 4, Outdoors skill group 4, Perception 6, Pilot Aircraft 1, Pilot Ground Craft 3, Pilot Watercraft 3, Sorcery skill group 6, Stealth skill group 4, Throwing Weapons 5, Unarmed Combat (Carromeleg) 5 (+2)

Knowledge Skills: Anthropology 5, Archaeology 5, Business 5, Classical Art 5, Classical Literature 5, Classical Music 5, Chemistry 4, Chess 5, Fine Cuisine 4, Gardening 4, Law 5, Literature 5, Linguistics 5, Magic Theory 6, Magical Threats 5, Philosophy 5, Parazoology 5, Portland Area 6, Seattle Area 3, Tír na nÓg Politics 4, Tír Tairngire Corporations 5, Tír Tairngire High Society 6, Tír Tairngire Politics 6, Wines 4

Languages: English 6, French 5, German 5, Italian 5, Japanese 5, Sperethiel N

Qualities: Exceptional Attribute (Logic), Focused Concentration (Rating 2), Magician, Martial Arts (Carromeleg)

Initiate Grade: 10

Metamagics: Ally conjuration, anchoring, centering, cleansing, extended masking, great ritual, invoking, masking, quickening, shielding

Spells: Alter Memory, Analyze Truth, Antidote, Area Thought Recognition, Armor, Astral Armor, Astral Window, Awaken, Bind, Blizzard, Clairaudience, Clairvoyance, Combat Sense, Control Actions, Control Thoughts, Cure Disease, Death Touch, Deflection, Detect Dragons, Detect Enemies (Extended), Detect Individual, Detect Magic (Extended), Dream, Frost, Hawkeye, Heal, Hose, Hot Potato, Ice Wall, Improved Invisibility, Increase Agility, Increase Charisma, Increase Logic, Increase Reflexes, Increase Strength, Increase Willpower, Influence, Laser, Levitate, Light, Lightning Bolt, Lock, Manaball, Mana Barrier, Manabolt, Mana Window, Mass Sight Removal, Mindlink, Mindnet, Mind Probe, Mob Mood, Nova, Nutrition, Offensive Mana Barrier, Petrify, Preserve, Phantasm, Physical Barrier, Physical Mask, Powerbolt, Resist Pain, Shapechange, Sight Removal, Silence, Slay Dragon, Slay Elf, Slay Human, Shattershield, Spatial Sense, Stabilize, Stealth, Stunball, Stunbolt, Translate, Tsunami

Bound Spirits: Spirit of air (Force 12, 5 services), spirit of earth (Force 12, 5 services), spirit of fire (Force 12, 5 services), spirit of water (Force 12, 5 services)

Gear: Cold iron bracer (Force 10 Combat Counterspelling Focus), contacts [Rating 3, w/ flare compensation, image link, smartlink], Fairlight Caliban commlink [Response 5, Signal 5, Firewall 5, System 6 w/ Rating 6 IC (Analyze 6, Attack 6, Black Hammer 6, Encrypt 6, Track 6, Armor 6), and skinlink], three fake SINS [Rating 6, each with Rating 6 fake concealed carry and spellcasting licenses, in different names], form-fitting body armor full suit, magical lodge

(Force 16), manipulation counterspelling focus (Force 10, pewter brooch in the shape of an oak tree), Mortimer of London greatcoat (w/ nonconductivity Rating 6), power focus (Force 4, sapphire amulet), spirit binding materials (Force 16), two sustaining foci (Force 10, matching orichalcum and onyx pinky rings)

Maneuvers: Evasion, Ground Fighting, Kick Attack, Watchful Guard

Weapons:

Morissey Elite [Heavy pistol, DV 7P(f), AP 0, SA, RC 1, 7(c), w/ extended clip, personalized grip, smartgun, and armor-piercing flechette ammo]

Notes: Surehand has the following spells quickened on himself at all times at Force 10 with maximum hits: Armor, Combat Sense, Increase Reflexes, Increase Agility, Increase Willpower, and Increase Charisma. Surehand has the following spells anchored: Deflection (Force 16 with 10 hits, triggered by any ranged attack on self), Heal (Force 16 with 10 hits, triggered by extensive physical damage on self), Oxygenate (Force 16 with 12 hits, triggered by the absence of breathable air). Finally, Lugh Surehand has at least 100 unspent karma free to use for anything he may need.

JESSA

Trained as an Information Secretariat operative, Jessa proved her loyalty to Prince Reed many years ago with such devotion that he made her one of only three Paladins after a harrowing mission in San Francisco. She specializes in social infiltration and disruption similar to the work of the Dawkins Group, and she is expertly skilled in reading and manipulating people.

Jessa is shorter than average for an elf, with light brown hair and light green/teal eyes. She is paramilitary-trained but carries herself confidently without any signs of a martial background. Given her specialty, she tends to blend in and not draw attention to herself unless that is her intention.

Female elf

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	3(7)	4	2	6	3	3	4	6(9)	5	6	7(10)	1(4)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 10/8

Active Skills: Arcana 3, Assensing 4, Astral Combat 3, Blades (Swords) 5 (+2), Conjuring skill group 3, Counterspelling (Combat Spells) 5 (+2), Etiquette (Elven) 3 (+2), Firearms skill group 3, Intimidation (Interrogation) 3 (+2), Leadership 3, Perception 1 (3), Pilot Ground Craft 2, Ritual Sorcery 3, Spellcasting (Detection Spells) 5 (+2), Stealth skill group 3, Unarmed Combat (Carromeleg) 4 (+2)

Knowledge Skills: Elven Society 4, Magic Theory 4, Tír Tairngire Politics 3,

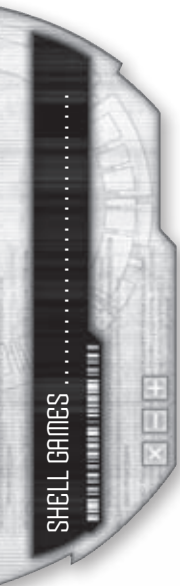
Language: English 5, Finnish 3, Salish 3, Sperethiel N

Qualities: Focused Concentration (1), Magician, Martial Arts (Carromeleg)

Initiate Grade: 3

Metamagics: Centering, masking, quickening

Spells: Analyze Truth, Armor, Chaotic World, Clairaudience, Clairvoyance, Combat Sense, Control Actions, Control Thoughts, Fireball, Heal, Improved Invisibility, Increase Reflexes, Magic



Fingers, Manabolt, Mind Probe, Resist Pain, Stunball
Gear: Chameleon suit, goggles [Rating 4, w/ flare compensation, smartlink, thermographic vision, vision enhancement (Rating 2)], power focus (Force 3, orichalcum and silver bracer)
Maneuvers: Finishing Move, Iajutsu, Riposte, Set-Up

Weapons:

- Broadsword [Blade, Reach 1, DV 3P, AP -1, Force 3 weapon focus]
- Sig Sauer 574 [Battle Rifle, AP -5, SA/BF, RC 3 (5), 20 (c), w/ int. bipod, electronic firing, heavy barrel, int. imaging scope, int. smartgun, sound suppressor, APDS ammo]

Notes: Jessa has the spells Armor, Combat Sense, Increase Agility, and Increase Reflexes quickened at Force 4 with four hits.

BRACKHAVEN OPERATIVE

Professional Rating 4

B	A	R	S	C	I	L	W	Ess	Init	IP
5 (6)	4 (6)	5 (6)	3	3	4	4	3	2.7	9 (10)	1 (2)

Condition Monitor Boxes: 10

Armor (B/I): 13/6

Skills: Athletics skill group 4 (6), Automatics (Submachine Guns) 4 (+2), Clubs (Batons) 4 (+2), Dodge 4, Firearms skill group 4, Perception 4, Pilot Aircraft (Rotary Wing) 2 (+2), Pilot Ground Craft (Wheeled) 4 (+2), Stealth skill group 4 (5), Throwing Weapons 3

Augmentations: Cybereyes [Rating 2, w/ eye recording unit, image link, flare compensation, low-light vision, smartlink, thermographic vision], kevlar bone lacing, enhanced articulation, muscle toner 2, synthacardium 1, wired reflexes 1 (alphaware)

Gear: Commlink (Rating 4), FFBA full suit, lined coat (w/ Rating 4 non-conductivity), plasteel restraints.

Weapons:

- AZ-150 Stun Baton [Club, Reach 1, DV 7S(c), AP -half]
- Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC 0, 15(c) w/ silencer and int. smartgun]
- HK MP-5 TX [SMG, DV 5P, AP —, SA/BF/FA, RC 2(3), 20 (c), w/ detachable folding stock, int. gas-vent 2 system, ext. smartgun, sound suppressor]
- Two flash-bangs [Grenade, DV 6S, AP -3, Blast 10m]

Hughes Aerospace Airstar 2050

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+1	10/30	200	2	15	15	5

Standard Upgrades: Amenities (High), ECM 3, Improved Takeoff and Landing 2

Other Modifications: Armor (Rating 15), Weapon Mount (internal, flexible, remote/manned)

Weapons:

- Ares MP-LMG [LMG, DV 7P, AP -2, BF/FA, RC 2(3), 50 (c), w/ int. gas-vent 2 system, hip pad, laser sight, ext. smartgun system, EX-explosive ammo]

Cyberspace Designs Owl (Autonomous)

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
0	5/20	80	5	3	9	4

Standard Upgrades: Improved Takeoff and Landing 2, Mechanical Arm, Special Machinery (2 handcuffs), Weapon Mount (external, fixed, remote)

Other Modifications: Firewall 5, Response 5, Signal 5. Armor (Rating 9).

Autosoftware: Clearsight 4, Defense 4, Maneuver 4, Targeting (Automatics) 4

Weapons:

- Ares HVAR [Assault rifle, DV 6P, AP -1, SA/BF/FA, RC 3 (4), 50 (c), w/ shock pad, int. smartgun, EX-explosive ammo]

FMC-Stonebrooke Warrior (Autonomous)

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+1	15/30	100	5	4	12	4

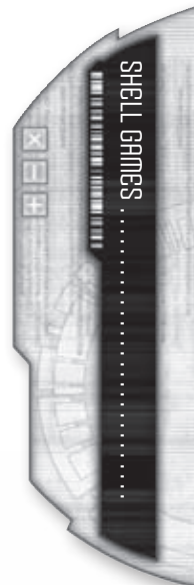
Standard Upgrades: Weapon Mount (external, turret, remote)

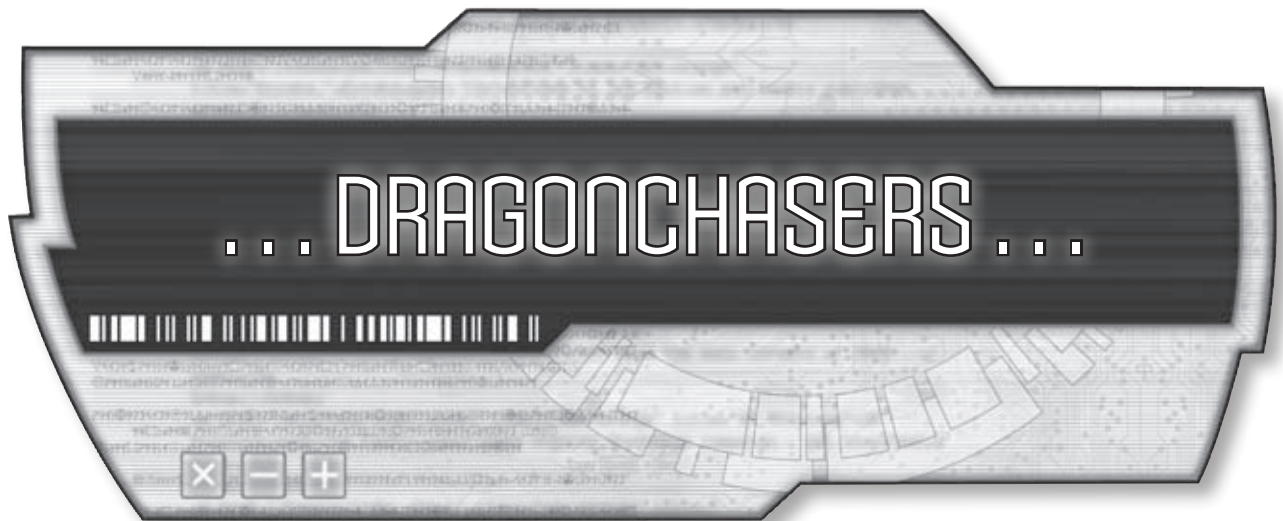
Other Modifications: Firewall 5, Response 5, Signal 5. Smart Armor (Rating 2)

Autosoftware: Clearsight 4, Defense 4, Maneuver 4, Targeting (Longarms) 4, Targeting (Heavy Weapons) 4

Weapons:

- Auto-Assault 16 [Shotgun, DV 7P, AP -1, SA/BF/FA, RC 2, 32(d) w/ int. gas-vent 2 system, heavy barrel, underbarrel ArmTech MGL-12, slug ammo]
- Underbarrel ArmTech MGL-12 [Grenade launcher, DV 10P, AP -2, Blast -2/m, SA, RC —, 6 (c), w/ airburst link, high-explosive minigrenades]





Incoming Message

Posted By: Mihoshi Oni

I'll be the first one to admit that Yakuza politics, especially in Neo-Tokyo, are so complicated that they make the internal power struggles in the megacorp of your choice look like a particularly dumbed-down episode of *Neil the Ork Barbarian*. And it probably doesn't help that all of the names of the major factions and power players are hyphenated compounds of names you Westerners have trouble with. So to keep it simple, the big deal about the Kodachi-gumi raid on the Mita-gumi compound last weekend is that they were killing their own chummers. Specifically, the free spirit Jurojin, who's a trusted advisor to the Wanibuchi-rengo (which, and this is where it's gonna start getting complicated, includes the Kodachi-gumi), was in the building, and the Kodachi-gumi could not be bothered to give a shit. They did their best to add Jurojin to the body count.

- Leaving out the question of why they were shooting at their own team, they went after a known, powerful free spirit with conventional weapons? That's batshit crazy.
- Stone
- Yes, but calling what they had "conventional weapons" is rather an understatement. My understanding is that they brought an attack helicopter to the party.
- Baka Dabora
- I know that the Yakuza has some serious tech, but where the hell would they get one of those?
- Pistons
- My guess is that they probably straight up jacked it from a military or police depot. It probably wasn't a finesse run either, they likely used some of the gangs loyal to them as cannon fodder and charged the place. I wouldn't be surprised if the paramilitary force in question was so embarrassed that it worked that they covered the whole thing up. The Kodachi-gumi is fucking crazy.

So far it's been an effective strategy for them, as everyone in Neo-Tokyo, even most of the other Yakuza clans, are scared shitless of them.

- Mihoshi Oni

If you're not up on Neo-Tokyo politics, see if you can follow me here. The Neo-Tokyo Yakuza is divided into two factions right now. The Old School are as traditional as they've always been, and by "traditional" I mean misogynistic, ethnocentric, meta-racist, homophobic, and just all around totally pleasant to spend time with. Of course, they are also very respected and they conduct themselves as businessmen. They have close ties to both the Neo-Tokyo-based Japancorps—four Mita-gumi kobun own considerable stock in MCT—and the local law enforcement. By some standards, they're barely criminals at all, just another part of the establishment. They actually prevent crime and punish criminals whose activities don't profit them.

- Yeah, the Yakuza are a regular neighborhood watch. Rightttt.
- Mika

The New Way are, in bits and pieces, a lot more progressive. By bits and pieces, I mean that one gumi might be okay with metahumans, another with letting in women and homosexuals, and another with allowing half-Japanese members. I don't want you to get the impression that the New Way Yakuza are letting in everyone who is qualified, regardless of race, color, and creed, although there are syndicates that are doing that—the Triads and the Bratva both come to mind as being not particularly picky. Anyway, the New Way is also a lot less staid and respectable than the Old School, and they have nowhere near as much *giri*; they're a bunch of young punks with a lot to prove, looking to grab a piece of the action for themselves.

The Old School Yakuza belong to the Watada-rengo, which includes (among others) the Watada-gumi and the Mita-gumi. The New Way Yakuza belong to the Wanibuchi-rengo, which



includes (again, among others) the Wanibuchi-gumi and the Kodachi-gumi. Jurojin, who used to be Ryumyo's ally spirit—until he quit, or was fired, who knows with great dragons and free spirits—has ties with both organizations. He has been a high-level advisor to the entire Wanibuchi-rengo, but he's also the guardian of Hiroshi Mita.

- Hiroshi Mita is a fifteen-year-old Yakuza brat who stands to inherit control of the Mita-gumi when he is judged to have come of age. Hiro Yamajima is the acting boss right now.
- Rigger X
- Judged to have come of age by who? Yamajima? Jurojin?
- Pistons
- By his guardians. Jurojin, yes, but it gets better. The boy's other guardian is none other than Ryumyo himself.
- Pistons

This means that Jurojin can move freely between both sides, the New Way and the Old School, even though the Watada-rengo and the Wanibuchi-rengo are pretty much in a state of (not so) cold war. The Kodachi-gumi was already pushing their luck by going after the Mita-gumi heir.

- I'd think so! Isn't that a bit too much like trying to geek Ryumyo's kid?
- Netcat

But the unfortunate coincidence that Jurojin was in the vicinity at the time has moved things from bad to worse for them. The Kodachi-gumi is trying to run damage control and play it off as an accident, but the truth is that they're in a bad place. Their own rengo is pissed at them for bucking Jurojin and the Mita-gumi—or what's left of it, as the Kodachi assassination squad did a lot of damage—is fully on the warpath, out for blood. Fortunately for everyone involved, both Jurojin and the kid got out alive, or things would be a lot worse for both the Mita-gumi and the Kodachi-gumi, and they'd be practically obligated to wage total war against each other until one or both organizations were wiped out. As it is, things are heating up in Neo-Tokyo.

As is always a popular choice in Japan, the Kodachi-gumi are also trying to play the gaijin card, accusing the Mita-gumi of conspiring with a foreign syndicate.

- Which is plausible. The Mita-gumi had dealings with the Olaya cartel back in '71 when tempo was making its appearance.
- Nephrine

Supposedly there were several out-of-town gaijin runners in the Mita-gumi compound when the Kodachi soldiers arrived, bringing hell with them. There was also allegedly an unidentified Awakened woman of Chinese descent (or, depending on who you hear the story from, an unidentified Eastern dragon) caught up in the mix. As I wasn't there myself pulling bodies from the wreckage, I can't comment on whether these are important clues to a piece of the puzzle we're missing, or wild tales the Kodachi-gumi is spreading for the sake of muddying the waters.

OVERVIEW

In the shadows, a global conflict is underway between the world's great dragons. Lofwyr and Hestaby, the prime antagonists in this conflict, are attempting to cement their alliances and win supporters to their causes. Lofwyr is playing many games of chess at once—in one of them, he is attempting to keep his friends close by cementing his alliance with the Chinese great dragon Lung. Runners interact with these events at several removes: Lofwyr instructs his subordinates to authorize *their* subordinates to hire shadowrunners to take action against Lung's most important enemy, his former protégé Ryumyo. Lofwyr knows that Lung will be able to follow this favor—designed to ingratiate Lung to Lofwyr—back to him, even if no one else can trace the thread. The runners would have to be very intuitive indeed to connect the spates of mob violence they become involved in with the machinations of great dragons.

In the first plot point, the runners meet in their home city with Mr. Johnson, who is actually Alan Leong, the personal errand boy of Marlene Carstairs (p. 157, *Corporate Guide*), Lofwyr's head of Saeder-Krupp Asia. From him they receive an assignment to escort a woman named Choi Mu from the Sioux Sector of Denver

to meet with an august personage—whose name they will be give later—in Neo-Tokyo. The runners are given a sealed missive to deliver to Ms. Mu. Mu is actually an Eastern dragon who up until 2065 controlled the Denver Red Dragons until she was absorbed into the Golden Triangle along with the rest of the organization. Mu works for the great dragon Lung and will act as his messenger.

In the second plot point, the runners fly to Denver and meet with Mu at the Happy Canyon Mall, with local Golden Triangle rep An Peng acting as an intermediary for the meet. She appears in metahuman form and travels by jet rather than just by flying unassisted. She will not go so far as to conceal her astral signature, and Awakened runners may very well know early on what kind of being they're dealing with. In the course of the meet, the Happy Canyon Mall comes under attack from a local Vory group, and the runners have to defend Choi Mu before getting out of Denver.

In the third plot point the runners fly to Neo-Tokyo. There they must investigate some Yakuza-controlled establishments in order to arrange a face-to-face meeting with the esteemed Jurojin, advisor to the Wanibuchi-rengo.

The meeting is the fourth and final plot point—when the runners catch up with Jurojin, he wishes to visit his nephew at the Mita compound in Kanta, and he invites the runners and Choi Mu along. Jurojin is showing off how easily he can move among



both the Old School and New Way gumi. Behind closed doors at the meeting, Choi Mu persuades Jurojin to go through the motions of healing the rift with Ryumyo while in reality pledging himself (and secretly reporting) to Lung.

While the runners won't be privy to this, they become involved in the Kodachi-gumi raid which targets the Mita-gumi compound at the exact wrong moment, resulting in a climactic battle with the runners struggling to get their principle out alive.

PLOT POINT ONE

It's Not Just a Job, It's an Adventure

Unless the runners are based in Denver, their fixer contacts them asking if they're interested in some lucrative out-of-town work. The only catch is that they need to be ready to leave on short notice. (If the runners happen to be based in Denver, then their fixer still describes it as a high roller coming from out of town looking for some locals on a globetrotting op that will go as far as Neo-Tokyo.) No matter where the runners are based, the meet location could scarcely be less glamorous; Mr. Johnson meets them at the local Nukit Burger, where they'll find him in the corner booth with a soft drink and some fries, eating while being careful to keep the extensive grease of his food off his expensive suit.

Mr. Johnson—really Alan Leong, Marlene Carstairs' errand boy—is an overdressed half-Asian, half-Caucasian in his mid-forties with a long face and a thinning gray tonsure. His accent is halfway between Hong Kong British and Dutch by way of Afrikaans. The broad strokes of the mission is that he will pay the runners 2,000 nuyen each per day, plus a completion bonus of 20,000 nuyen apiece at the end of the trip, to serve as a woman's escort on her business trip from the Sioux Sector of Denver to a meeting in Neo-Tokyo. If the runners ask why they're being recruited from the opposite end of the world to go to Denver and Neo-Tokyo, Leong only shrugs. He doesn't have to explain himself to them. There is no offer of an upfront payment this time, but Mr. Johnson's credit checks out and he can pay for the runners' transportation in full; they receive their first daily stipend upon agreeing.

If the runners agree, Mr. Johnson tells them that the woman's name is Choi Mu, and he transmits her picture to their commlinks. He also gives them a sealed scroll—made of what looks like papyrus—that the runners are to deliver to Mu upon meeting her. The runners can make their way to Denver by whatever means they see fit and Leong will foot the bill, within reason, but unless the runners have a contact with a high Loyalty rating who is a t-bird smuggler, this most likely means that they will need to charter a commercial flight and deal with airport security, leaving their heavier and deadlier toys at home for this one.

PLOT POINT TWO

Rocky Mountain Rumble

Once the runners arrive in Denver, they should begin their legwork with the local criminal elements (for the latest description of Denver's uniquely fractured culture and criminal underworld, see *Spy Games*). Depending on how discreet the runners are

and their adherence to underworld etiquette, this might attract unwanted attention. With or without complications, however, their inquiries lead to An Peng, the Awakened troll who serves as the Hung Kwan of the Golden Triangle triad. An Peng speaks to the runners briefly to feel out their intentions towards Ms. Mu before arranging for a meeting at the Temple of Inner Light at the Happy Canyon Mall at midnight; the mall is closed, but Peng has the access codes to get them in.

Choi Mu attends the meeting, and while she is in human form, she does not mask her astral form; Awakened runners with astral perception can observe that she is a dragon, which should put them on their best behavior. She is eager to know who the runners are, specifically who sent them; the scroll they have will answer all of her questions.

If the runners have broken the seal and read the missive before this point, Mr. Johnson immediately knows (regardless of any precautions they took), and is disappointed with them. They means they forfeit their completion bonus, although he does not inform them of this until the job is done. The message written on the scroll is in an almost indescribable language that none of the runners has seen before; Matrix research does not turn up anything like it, although the writing bears some superficial aesthetic resemblance to the Phoenician alphabet. The message was very likely written by Lofwyr himself or one of his close confederates, but only Choi Mu knows its exact contents.

After reading the message, Mu agrees to travel with the runners to Neo-Tokyo. Moments later, a Vory hit squad descends on the Happy Canyon Mall. The presence in one place of two fairly high-ranking Triad leaders like Mu and Peng is an opportunity that the Vory don't want to miss; such an opportunity wouldn't have happened if the runners hadn't come to town looking for Mu. The Vory come in hard with Molotov cocktails and AK-97s, led by a female ork named Taijha, an awakened Houngan who married into the Vory. Mu is an eastern dragon and Peng is a troll mage, so they can handle themselves, but there are a lot of Vory, and they are shooting pretty much indiscriminately. The runners have no choice but to get involved in this fight.

PLOT POINT THREE

Neo-Tokyo Shuffle

The day after the Vory attack on the Happy Canyon Mall, Mu charts a private Qantas Executive Jet flight to Neo-Tokyo for herself and the runners. Any gear the runners managed to bring with them from home or bought in Denver can go on the flight, within reason. But Japanese citizens, let alone foreigners with forged UCAS SINS, are not permitted to carry firearms, and Mu mentions this to the runners. Blades are far more common, and even wageslaves carrying around katanas don't raise many eyebrows in Neo-Tokyo.

After the runners fly into Haneda Aerospaceport and get settled into their rooms at the hotel at Mitsuhama Robot Park in nearby Odaiba, Mu begins leading the runners on what amounts to a whirlwind tour of Neo-Tokyo's Yakuza hotspots. If simply asked whom she is there to meet, she answers "a very old and very wise man known, among other things, as Jurojin." All of this is true, except that Jurojin is not a man—the runners can learn more





INCOMING FEED.....



DRAGONCHASERS.....

Incoming Message.....

OLD SCHOOL VS. NEW WAY

The Yakuza, particularly in Japan, are traditionalists almost to a fault. The Old School Yakuza are admired for their principles, their dedication to the destruction of their enemies, their adherence to social protocols, and their skill with violence. Unfortunately, they're also incredibly racist and misogynist ethnic purists, distrustful of the Awakened (don't even get them started on technomancers) and hidebound. Unsurprisingly, the upper ranks of the Old School Yakuza range from late middle age to geriatric; younger Yakuza are often frustrated at their inability to rise until Uncle Hinjo finally kicks the bucket—which, with modern medicine, might take more than fifty years from now!

The Watada-rengo defines Old School and owes its loyalty to the great dragon Ryumyo, who has expansive influence within the organization. The Watada-rengo is traditionally led by the head of the Watada-gumi. While their New Way opponents, the Wanibuchi-rengo, are only a force to be reckoned with in Neo-tokyo, the Watada-rengo are active worldwide. The organization comprises the Mita-gumi (the largest and oldest organized crime syndicate in Neo-Tokyo), the Kihara-rengo (based in Nagasaki), and the Yamaguchi-gumi (based

in Kobe). The Mita clan's nominal leader, the teenage Hiroshi Mita, is being mentored by his guardians, the great dragon Ryumyo and the free spirit Jurojin, until such time as they deem him ready to take control of the Mita-gumi.

The New Way began among the younger Yakuza, who formed their own clans and associations that accept homosexuals, metahumans, magicians, technomancers, women—and even some half-Japanese—as members. While more diverse and accepting, the New Way Yakuza are not as tight knit as their Old School counterparts, and the degree of acceptance a metahuman or female member gains depends on the gumi—just because the boss says you're in doesn't mean the third generation kumi-in (soldiers) have to like you.

The Wanibuchi-rengo follows the New Way and is led by the Wanibuchi-gumi. It also includes other progressive Neo-Tokyo Yakuza clans: the ultra-violent Kodachi-gumi and the largely metahuman Inagawa-kai. After his rift with the great dragon Ryumyo, the free spirit Jurojin has acted as an adviser to the progressive Wanibuchi-rengo. This means that Jurojin is perhaps the only individual with close ties to both of the warring Yakuza factions.



through their own research. As an outsider and an ethnic Chinese, Mu is making the proper social genuflections to the local Yakuza authorities in seeking a meeting with Jurojin. The fact that Mu does not conceal her identity as an Eastern dragon prevents all but the most ignorant Tokyo gangbangers from messing with her or the runners during this process.

She makes brief visits (in this order) to the Golden Palace in Shinjuku, the Brazilian Market in Yokohama, and finally Pachinko Street in Bunkyo. If any of the runners speak Japanese or think to purchase a linguasoft (which might be tremendously useful during their time in Neo-Tokyo) they can hear that Choi Mu is identifying herself as neutral to the various criminal conflicts going on in Neo-Tokyo and requesting a non-partisan meeting with Jurojin on private business, while making the appropriate formal observances. As a Chinese female, Mu's manner when dealing with the Japanese male Yakuza (who are well known for their traditional sexism, meta-racism, and xenophobia) is never anything but obsequious in the extreme. She lets the fact that she is a dragon do her intimidating for her. After the runners have accompanied her on her legwork, she is granted a twilight audience with Jurojin at Gotoku-ji Temple in Setagaya.

PLOT POINT FOUR

Bōryokudan and Business

Jurojin—a powerful free spirit—conceals his aura (unlike Choi Mu) and appears as a mundane, elderly Japanese man. He is a trusted adviser of the Wanibuchi-rengo, but he dismisses his Wanibuchi-gumi guards early into the meeting and invites Choi Mu to come with him on a visit to the Mita-gumi compound to visit his “nephew,” Hiroshi Mita, heir-apparent to the Mita-gumi. This is a bit showy on the part of Jurojin; he is demonstrating his pull with both the New Way and Old School Yakuza families.

On the way there—Jurojin travels by limousine, inviting Mu and the runners to join him—Mu and Jurojin converse, finally having the conversation that the runners have escorted Mu all this way to have. They don't go to extraordinary or supernatural lengths to conceal their conversation from the runners, but the dialogue alternates between Mandarin, Cantonese, Japanese, and the ancient and obscure Ainu language. Unless the runners speak (or have slotted linguasofts for) all four languages, they won't be able to get anything more than the basic gist of the conversation. Mu is asking Jurojin to heal the rift with the great dragon Ryumyo, whose ally spirit he formerly was. The subtext, however, is that Jurojin would report back on Ryumyo's dealings to Lung; as Lofwyr has arranged this, Lung would then owe Lofwyr a great deal. The most obfuscated part of the conversation is what Jurojin is being offered in return, although the choice to harm Ryumyo may be compensation enough for him.

The trip to the Mita-gumi does not take long; once there Jurojin is received with the utmost respect, and the runners and Choi-mu are regarded much more suspiciously. While the free spirit vouches for the Eastern Dragon, the runners are thoroughly searched and disarmed before being allowed inside. “Uncle” Hiro Yamajima, the Mita-gumi's acting leader, is away on business, but Hiroshi Mita is there to receive his guardian Jurojin politely; it is

obvious that the ancient spirit and the teenage boy have a close relationship.

Not long after the runners have arrived, the ultra-violent Kodachi-gumi mounts a massive raid on the Mita-gumi compound, in force, perhaps causing runners to question their “bad luck.” The Kodachi kumi-in leading the attack have no idea that Jurojin is inside and would never knowingly attack him, but all are amped up on combat drugs and are not too keen on pausing to ask questions. Choi Mu and Jurojin are both capable of handling themselves—which is more than can be said for the majority of the Mita-gumi soldiers on hand, who are largely caught unprepared by the raid—and both agree that the most important thing is the safety of the child. Jurojin hurriedly asks the runners to escort Hiroshi to safety. He doesn't have time to dicker about compensation, but smart runners should jump at the chance to have such a power player owe them a favor. If the runners succeed in getting out alive with the unharmed Mita-gumi heir, they will have won quite a bit of influence with the Watada-rengo.

After the chaos of the raid has died down, Mu finds the runners and thanks them for their service, offering to help get home via chartered jet. She tells them that they can report to their employer that her conversation with Jurojin has had the desired result. The free spirit goes through the motions of healing the rift with Ryumyo and then reports back to Lung. Lung has a new spy, and Lofwyr has Lung in his debt.

LOCATIONS

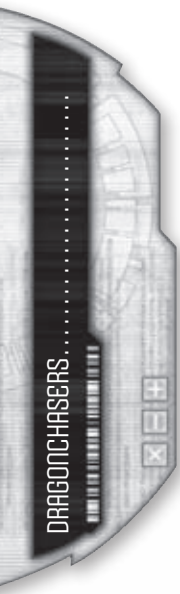
HAPPY CANYON MALL

A little slice of Hong Kong, right in the CAS sector nestled in Denver's Chinatown, the Happy Canyon Mall features all of the brands and chains you'd expect from any mall in North America, from high fashion to food court: Body + Art, Life by Evo, Nacho Mama, Stuffer Shack, WeaponsWorld, Lears and Mervins, you name it. It also plays host to some more unique non-franchise outfits. There are plenty of Asian specialty goods and grocery stores, selling “authentic” Chinese herbs and trinkets, and a number of Asian-themed massage parlors and spas. Some of the former conceal basement opium dens; some of the latter hide backdoor brothels, all of which are Triad controlled.

The Happy Canyon serves as neutral ground for the Golden Triangle and White Lotus Triads, who have in general been staying out of each other's business. A fight at the Canyon would be unthinkable, since the spot is hallowed ground due to the Temple of Inner Light, where members of both Triads meet for religious observances. As a result of this, the area has a Rating 1 Background Count aspected towards the Wujen tradition; this will benefit An Peng and Choi Mu, and works slightly to the detriment of the Vory hit squad that crashes the party. In the event that the battle moves onto the Matrix, use the stats for the Brent Cross Shopping Centre (see p. 77, *Unwired*) to represent the wireless landscape of the Happy Canyon.

MITA-GUMI COMPOUND

As criminal organizations go, the Mita-gumi is old and respected enough that staying secret from the public is no longer a large priority for it; people get rich selling “Mita brand” merchandise,



after all. The Mita-gumi compound is a sprawling neo-Feudal Japanese manor located in the heart of downtown Shinjuku. The interior is an elaborate maze of traditional tatami floors, shōji, and ricepaper walls connected by interlocking outdoor areas of terraced courtyards, bonsai gardens, and elaborate fountains.

The entire compound, which takes up at least a full city block, is surrounded by a curtain wall, just like a medieval keep. The entire length of the wall's top is lined with motion sensors, and the front gate and the rear service gate are both guarded day and night, and watched by cameras. There are never less than three dozen Mita-gumi soldiers on the premises (use **Yakuza Soldier**, page 163), and there can be as many as a hundred or more Yakuza there for special occasions. The place is not an impregnable fortress, however; the Mita-gumi has lost a lot of ground in the last five years and has not kept up with the cutting edge of technology.

The compound's various nodes are Device Rating 6, with Rating 6 IC agents running in each of them. Most of the building is eminently flammable, and the Barrier Rating of most of the interior walls and doors is effectively zero; rice paper won't do much to stop bullets during a gunfight. Although the runners are disarmed on the way in, numerous daishō stands and racks of ceremonial samurai armor are on display throughout the facility, and all of the Mita-gumi guards and the Kodachi-gumi attackers are armed with weapons that the runners can grab once they start dropping like flies.

PEOPLE

ALAN LEONG

Marlene Carstairs is the woman in charge of the high-stakes business titan that is Saeder-Krupp Asia, and Alan Leong is her right-hand man, errand boy, and problem solver. Leong comes from a long line of aristocrats left behind when the British abandoned Hong Kong; his upper class airs include a lot of disdain for the "street trash" that he's hiring, but Leong is too professional to let this show much beyond the slightest sneer of his stiff upper lip. In spite of this, he's worked in the shadows before and has been comfortable enough doing so; he likes mercenaries because they are simple and predictable. Leong wants to use runners with no connection to the corporate-political situation in Asia so that this operation can't be traced back to him. That might disrupt the delicate balance of the many pies he's got his fingers in over in that region of the world, most saliently the management of a mole corporation within the Pacific Prosperity Group.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	3	3	2	4(5)	5	5	4	4	5.1	8	1

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 6/4

Skills: Biotech skill group 2, Con 4, Cracking skill group 2, Dodge 3, Electronics skill group 4, Etiquette (High Society) 5 (+2), Intimidation 4, Leadership 4, Negotiation (Diplomacy) 5 (+2), Perception 4, Pilot Ground Craft 3, Pistols 3, Stealth skill group 2

Knowledge Skills: Economics 4, History (Asian) 5, Hong Kong

Triads 5, Literature 4, Pacific Prosperity Group 5, Saeder-Krupp Politics 5, Wines 3

Languages: Cantonese 6, English N, French 3, German 3, Japanese 4, Mandarin 4

Augmentations: Datajack, mnemonic enhancer 3, pathogenic defense 2, sleep regulator, tailored pheromones 1

Gear: Commlink (Device Rating 6), contacts [Rating 3 w/ image link, low-light vision, smartlink], Executive Suite line (long jacket w/ carbon-boron coating, shirt, trousers), white noise generator (Rating 5)

Weapons:

Walther Secura Kompakt [Heavy Pistol, DV 5P, AP -1, SA, RC —, 9(c), w/ concealable holster and int. smartgun system]

AN PENG

Enforcing the magical aspects and traditions of the Golden Triangle Triad is An Peng, a troll who is hard to miss. An Peng stands 2.5 meters tall, weighs in at about 305 kilograms, practices wuxing, and usually dresses in a lined coat, heavily embroidered in magic symbols. He's also recognizable by the single polished horn on the right side of his head. As the Hung Kwan (Red Pole or 426) of the Golden Triangle, Peng is the organization's military commander and general enforcer. That means that in the event of war, he coordinates the Triad's forces and its allied gangs. It has also made him an obvious target in recent years.

An Peng has had his difficulties in the last few years with runners taking a crack at him and losing his favorite table at Klub Karma. He has become wary to the point of paranoia, and goes everywhere with multiple newly recruited Triad bodyguards. An is a Denver native and speaks with no discernible accent. He's extremely direct, and does his best to intimidate with his physical presence. For a master of Eastern mysticism, he is rather impatient and has a surprisingly short fuse.

Male troll

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
7	3	3	7	3	4	4	5	7	3	6	7(9)	1(3)

Condition Monitor Boxes (P/S): 12/11

Armor (B/I): 9/7

Skills: Banishing 5, Dodge 2, Etiquette (Triad) 3 (+2), Intimidation 4, Negotiation 3, Sorcery 5, Summoning 5, Unarmed Combat 3

Knowledge Skills: Denver Area Knowledge 4, Narcotics 3, Triad History 3, ZDF Procedures 3

Qualities: Magician (Wuxing).

Initiate Grade: 4

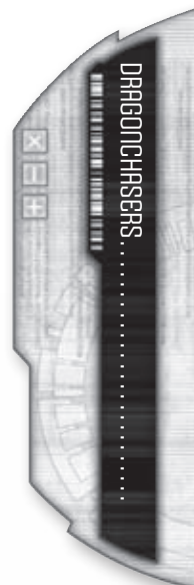
Metamagics: Centering, divination, quickening, shielding
Spells: Armor, Detect Enemies, Flamethrower, Increase Reflexes, Knockout, Manabolt, Phantasm, Physical Barrier, Stunball

Gear: Commlink [Device Rating 4, w/ skinlink], lined coat w/ non-conductivity (Rating 6), medkit (Rating 4), respirator (Rating 5)

Weapons:

Hardliner Gloves [Unarmed, Reach 1, DV 5P, AP —]

Notes: An Peng has Increase Reflexes Quickened at Force 3.



CHOI MU

An actual, literal red dragon (specifically, a ruby-scaled adult Eastern dragon) Choi Mu was also in charge of the Denver Red Dragon Triad for decades. All of that changed in 2065 when the Red Dragon ceased to exist after sustaining significant collateral damage from Ghostwalker's rampage and then sealing their fate with a botched assassination attempt on Yakuza Oyabun Kasigi Toda that resulted in brutal retribution. The White Lotus, with a centuries-old beef against the Red Dragon, didn't lift a finger to help as the Triad was slaughtered, and the three Denver area Triads became two. Like the rest of those who survived the massacre, Mu sought shelter with the Golden Triangle, and who were they to refuse an adult Eastern Dragon?

Mu's rank is only that of a Sheung Fa in the Golden Triangle, a significant reduction from the power she held in the Red Dragon Triad before it was stamped out. She seems content with that, however, and in addition to her largely bureaucratic work within the Golden Triangle, she has been spending much of the past decade acting as a kind of liaison between Lung and Ghostwalker.

Mu is extremely reticent to publicly assume her true form, and unless confronted by another dragon or in immediate mortal danger, she won't—to do so would be indecorous in the extreme. Her metahuman form is that of a short, slight, dark-eyed Asian woman. She prefers to dress in Chinese silk dresses, with her dark hair cut short and pinned back with chopsticks.

Female Eastern dragon

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
14(6)	8(6)	8(6)	35(6)	9	8	10	8	10	6	10	16(14)	2

Condition Monitor Boxes (P/S): 15/12

Armor (B/I): 10/10 (8/8 Hardened)

Skills: Assensing 8, Conjuring skill group 6, Electronics skill group 2, Exotic Ranged Weapon (Breath) 6, Flight 6, Influence skill group 5, Perception 6, Pistols 4, Sorcery Skill group 8, Stealth skill group 4, Unarmed Combat 6

Knowledge Skills: Club Music 3, Denver Area Knowledge 4, Eastern Great Dragons 4, Magic Theory 5, Triad Politics 4, Wuxing Personnel 3

Qualities: Focused Concentration (Rating 2), Magician

Initiate Grade: 5

Metamagics: Centering, cleansing, geomancy, quickening, shielding

Powers: Dragonspeech, Dual Natured, Elemental Attack (Fire), Enhanced Senses (Enhanced Smell, Low-Light Vision, Thermographic Vision, Wide-Band Hearing), Fear, Hardened Armor (Rating 8), Influence, Mystic Armor (Rating 8), Natural Weapon (Bite/Claws, Reach 2, DV 10P), Sapience

Spells: Analyze Truth, Antidote, Armor, Ball Lightning, Cure Disease, Detect Enemies, Detect Magic, Heal, Human Form, Improved Invisibility, Levitate, Magic Fingers, Mana Barrier, Manabolt, Physical Barrier, Stunbolt, Toxic Wave, Trid Phantasm

Gear: Commlink (Device Rating 6), Zoé Heritage Line (Traditional Chinese dress) w/ non-conductivity (Rating 6)

Weapons:

Browning Ultra-Power [Heavy Pistol, DV 5P, AP -1, SA, RC 0, 13(c) w/ concealable holster, extended clip and laser sight]

Notes: Choi Mu prefers to be in human form whenever possible; human form Attributes are enclosed in parentheses. While in human form, Mu effectively loses the powers of Elemental Attack and Natural Weapon. Human Form is a custom spell that Choi Mu has Quickened at Force 10.

TAIJHA

An ork of Carribean descent who married into the Kirillov Vory through Mikhail Petrov's cousin, Taijha is a houngan and follower of Ghede who has lent her magical talents to the Vory, providing a steady flow of souls to pass through the crossroads. Taijha has even been known to reanimate dead Vor soldiers as zombies without too much of an outcry from the rest of the organization; the Vory are anything but squeamish. Compared to the meditative Tsar Vladimir Kirillov and the calculating Sovetnik Mikhail Petrov (who are her direct superiors), Taijha employs violent, direct action, using her magic as a flashy means of intimidation. She is smart enough to know that discretion is the better part of valor, however, and she runs if the battle at the Happy Canyon Mall turns against her forces.

Female ork

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5(6)	3(4)	3(1)	4(8)	6	4	3	5	6	3	6	7(5)	1

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 8/6

Skills: Athletics skill group 2, Automatics 4, Blades 4, Con 3, Conjuring skill group 6, Counterspelling 4, Dodge 3, Leadership 3, Perception 3, Pilot Ground Craft 2, Ritual Spellcasting (Manipulation) 3 (+2), Spellcasting (Manipulation) 4 (+2), Stealth skill group 2, Throwing Weapons 4

Knowledge Skills: Denver Area Knowledge 4, Magic Theory (Voodoo) 3 (+2), Street Drugs 4, Vory Politics 4

Qualities: Exceptional Attribute (Charisma), Magician (Voodoo)

Initiate Grade: 2

Metamagics: Centering, shielding

Spells: Boa Constrictor Form, Combat Sense, Control Actions, Death Touch, Decrease Body, Detect Guns, Heal, Ignite, Increase Reflexes, Influence, Mass Confusion, Mind Probe, Physical Mask

Gear: Armor jacket w/ non-conductivity (Rating 4), commlink (Device Rating 4), shielding focus (Force 2), spellcasting focus (Manipulation, Force 2), stimulant patch (Rating 6), sustaining focus (Force 3)

Weapons:

Machete [Blade, Reach 1, DV 4P, AP -1]

Ceska Black Scorpion [Machine Pistol, DV 5P, AP -1, SA/BF, RC (1), 35(c) w/ int. folding stock and EX-explosive ammo]

Molotov Cocktail [Throwing weapon, DV 4P (fire), AP -half, Blast -2/m]

Notes: The physical stats in parentheses are the base stats of Taijha's boa constrictor form, before any attribute increases from spellcasting hits.



JUROJIN

Jurojin is a powerful free spirit that until recently the ally spirit of the great dragon Ryumyo. A few years ago, they had a falling out and split up. No one was privy to this fight, or can say for certain what it was about, but since then Jurojin and Ryumyo have not made any direct moves against each other. They also share guardianship of Hiroshi Mita, the teenage heir to the Mita-gumi.

Before the break with his former master, Jurojin served as the great dragon's agent to the Yakuza and developed excellent personal relationships with many oyabun as an advisor and friend. Having spent decades as the ally of a great dragon, Jurojin is a master schemer and manipulator. Two years ago, Jurojin used the Mita-gumi to distribute Olaya cartel tempo to the foreign syndicates (like the Bratva, Snake Head, and Red Dragon Triads) only to turn around and create a media panic making those gaijin mobs into targets as the purveyors of new and dangerous foreign drugs. What resulted was the Japanese authorities purging Neo-Tokyo of much of the foreign syndicates competing with the Yakuza, while the drugs were never traced back to the Mita-gumi, who nonetheless kept the profits.

Jurojin can move freely between the warring New Way and Old School Yakuza families, and he knows it. He serves as an adviser to the New Way Wanibuchi-rengo while maintaining his position as the guardian of the heir to the Mita-gumi, which is loyal to the Watada-rengo in the opposing camp. All but the most stupid and impetuous Yakuza regard him with a healthy mixture of fear and respect, if only because that is an engrained behavior after Jurojin's years of service as the voice and hand of Ryumyo in Yakuza politics.

If for some reason stats are needed for Jurojin, treat him as a Guidance Spirit (see p. 97, *Street Magic*) with a Force equal to triple the highest Magic attribute among the runners (at a minimum of Force 12).

HIROSHI MITA

A fifteen-year-old boy who is heir to one of the oldest and most respected criminal organizations on the planet, Hiroshi Mita was brought up in a life of extreme privilege and even greater responsibility. He was raised in a world of manners and etiquette with the complete absence of any moral compass. Hiroshi is a soft-spoken sociopath on the verge of adulthood. Thoughtful, mature, and polite in the extreme, Hiroshi secretly believes that he is already prepared to take control of the Mita-gumi, and he is itching to remove it from what he sees as mismanagement at the hands of his uncle, acting boss Hiro Yamajiima. For the time being, though, he is willing to defer to the judgment of his guardians, Ryumyo and Jurojin, who like separated parents both mentor him, but never in the same place at the same time. It is obvious that the great dragon and the free spirit are grooming Hiroshi for great things, and that he is the central piece in some greater plan yet to be revealed.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	4	4	3	4	4	4	5	4	5.93	8	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 0/0



Skills: Archery 3, Athletics skill group 2, Close Combat skill group 3, Dodge 3, Electronics skill group 2, Etiquette 3, Leadership 2, Perception 4

Knowledge Skills: Neo-Tokyo Area Knowledge 3, Yakuza Politics 4

Qualities: Guts

Augmentations: Datajack (betaware).

Gear: Kimono

MASUKE ONO

The wakagashira (or underboss) of the brutal Kodachigumi, Masuke Ono just got out of a five-year bid in the Canton Confederation prison system and is not wasting any time in consolidating his power base. Ono is hungry for all of the things he missed during the time he lost behind bars—drugs and sex, sure, but most of all the action of his former life. The attack on the Mita-gumi compound is his plan, which Oyabun Sato has agreed to only out of a sense of guilt and social obligation resulting from the time that Ono has done for the family.

While he might be a bit reckless at present, Ono is no fool. The raid, while strategically shortsighted, is tactically brilliant, and Ono has brought plenty of heavy artillery along to ensure his success. Ono is a lifelong street warrior, and jail has only made him tougher and more ruthless. He is a killer, as evidenced by his heavily cyber-modified body and the tattoos and battle-scars that cover it, and there is nowhere he feels more at home than in the middle of a fight.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5(6)	4(9)	5(8)	5(9)	4	4	3	6	5	1.01	9(11)	1(3)

Condition Monitor Boxes (P/S): 13/11

Armor (B/I): 12/11

Skills: Athletics skill group 3, Blades 6, Dodge 4, Firearms skill group 4, Infiltration 5, Influence skill group 3, Interrogation (Torture) 4 (+2), Intimidation 5, Perception 4, Pilot Ground Craft (Bike) 4 (+2), Throwing Weapons (Knives) 6 (+2), Unarmed Combat 6

Knowledge Skills: Neo-Tokyo Area Knowledge 4, Neo-Tokyo Street Gangs 4, Street Drugs 4, Yakuza Politics 6

Qualities: Ambidextrous, Biocompatibility (Cyberware), Magic Resistance (Rating 3), Martial Arts (Kenjutsu), Poor Self Control (Combat Monster, Vindictive)

Augmentations: Cyberarm [obvious, left, customized (Body 6, Agility 6, Strength 6) w/ agility enhancement 3, armor 2, strength enhancement 3, hand-razors] (alphaware), cyberarm [obvious, right, customized (Body 6, Agility 6, Strength 6)] w/ agility enhancement 3, armor 2, strength enhancement 3, projectile spur] (alphaware), damage compensators 6, dermal sheath 2 (alphaware), pain editor, reaction enhancers 1, wired reflexes 2 (alphaware).

Gear: Biomonitor, commlink [Device Rating 5, w/ sim-module (modified for hot-sim) and skinlink], contacts [Rating 3, w/ flare compensation, smartlink, thermographic vision], lined coat w/ chemical protection (Rating 6), insulation (Rating 6), and non-conductivity (Rating 6).

Maneuvers: +1 DV with Blades, Iajutsu, Two-Weapon Style.

Weapons:

Hand Razors [Blade, Reach —, DV 7P, AP —]

Spur [Blade, Reach —, DV 9P, AP —]

Projectile Spur [Throwing Weapon, DV 8P, AP -2]

Two Vibro-Blade Knives [Blade, DV 8P, AP -2 w/ personalized grip]

Katana [Reach 1, DV 9P, AP -1 w/ personalized grip]

Nitama Optimum II [Assault rifle, DV 6P, AP -1, SA/BF/FA, RC 1, 30(c) w/ int. shock pad and int. smartgun system]

Underbarrel shotgun [Shotgun, DV 9P(f), AP-1, SA, RC 1, 5(m) w/ int. shock pad and int. smartgun system]



... OUT OF EGYPT ...

Incoming Message

SEEMS LIKE OLD TIMES: TOMB ROBBERS STRIKE EGYPT

Posted By: Am-Mut

So, that Cairo museum job, anyone here in on that?

Don't all confess your involvement at once, chummers.

Someone has actually succeeded in robbing the Museum of Egyptian Antiquities, which you might know as the Egyptian Museum, in my native sprawl of Cairo. They did not exactly get away without a trace, but I am not sure I can blame them for that—how else could one believe they had pulled it off? The Egyptian Museum's native security measures were never anything to scoff at, but have only increased since the Apep Consortium became a major financial backer of the museum in 2066.

- I've cased the place before; I evaluated it as on the tougher end of doable, which didn't match up with the compensation we were looking at, so we didn't bite.
- Mika
- You actually running with a team again, Mika?
- Ma'Fan
- Wouldn't you like to know?
- Mika
- What kind of traces are we talking about?
- DangerSensei
- I'm not sure, I'm not exactly willing to go within a hundred meters of the museum right now with my rep, not even to bring you the latest and greatest news. No desire to spend any time in an interrogation cell for a crime I didn't even commit. The museum's official statement said only that "reprobate thieves are believed to have trespassed on the museum grounds between 2200 and 0400 hours, tripping the security system and

injuring several of the guard personnel on duty before stealing the Cenotaph of Mentuhotep V."

- Am-Mut
- That's conspicuously vague. Probably the museum not wanting to give any hint as to what the weak points in its security system were.
- Ma'Fan

The perpetrators—who the police speculate were an out-of-town shadow team—bypassed the museum's physical, magical, and Matrix security to steal an obscure artifact of seemingly no value. The only thing that local authorities are admitting was stolen was the Cenotaph of Mentuhotep V, not actually an empty tomb but a pale green blown-glass cylinder, approximately half a meter in height and twenty centimeters in diameter, bound with brass rings. This is an odd choice, considering the various priceless artifacts the museum displayed, including the iconic burial mask of Tutankhamen.

- The only thing that local authorities are admitting was stolen. So you think they might be covering up a bigger theft?
- Mika
- I don't believe so. I'm pretty plugged in to the local fixer community, so if anyone was moving anything more recognizable past the boarder or fencing it locally, I think I'd know. The cenotaph is fairly obscure, though—that might have slipped my network for the moment.
- Am-Mut
- What is the cenotaph, exactly? Doesn't cenotaph mean tomb? Doesn't quite match the description given. And who is Mentuhotep V besides, like, a mummy?
- /dev/grrl



- While “cenotaph” has come to be somewhat synonymous with “tomb,” it technically means “monument to the dead,” which can include a wider range of objects than just a rock in the ground. Mentuhotep V was a pharaoh of Egypt in the 13th dynasty, around 1800 to 1650 BC. Beyond that, his part in history is nonexistent or unknown. Modern Egyptologists don’t even have a good idea of when during the 13th dynasty he ruled. Guy didn’t make much of an impact, apparently.
- Goat Foot
- Or the details of his life are being suppressed for some reason.
- Plan 9
- Actually, if you know where to look, the cenotaph has been on the arcanoarchaeology watch-list of the DF and the Atlantean Foundation since shortly after Dunkelzahn’s death. If they know what it’s supposed to do, though, they’re not sharing.
- Goat Foot
- Shadowrunners dunnit. They were working for Mr. Johnson. The end.
- Riser
- I’m afraid you’re spoiled for choice, Am-Mut. Winterhawk already mentioned the Draco Foundation—specifically the DIMR, I’d guess—and the Atlanteans being after the Cenotaph. On top of that you’ve got the usual suspects: Aztechnology, Wuxing, Telestrian—the list goes on and on ...
- Axis Mundi
- Samantha Villiers seems to have taken an elevated interest in magical artifacts recently, working with her cronies in T99. I’ve heard that Nadja Daviar has a passing interest in arcanoarchaeology as well.
- Frosty
- All of these may well be red herrings. I saw the cenotaph during a visit to the museum in 2069. There are tiny runes or cartouches—not in any language I recognize—along the brass rim at the top and bottom of the cylinder. They’re faded, but they’re there, and there’s a one-for-one correspondence between the symbols on the top and those on the bottom, which appear to be in different languages. It reminds me of the Rosetta stone.
- Arete
- All of which points to Celedyr, who has had a vested interest in communications and dead languages for decades now. And it’s not exactly like he could just have gone there and bought it, either. There’s that old saw about dragons not being able to enter Egypt, and apparently it holds some truth.
- Elijah
- So this is like a whodunnit? How cool is that! I say it was the butler! It’s always the butler.
- Slamm-0!
- We are all asking the wrong question, I fear. It is not who has taken the Cenotaph that should concern us so much as the intentions of the powers for whom Am-Mut intends to reclaim it.
- Man-Of-Many-Names

I agree with the assessment of the local authorities that the culprits were from out of town, largely because there are only so many local teams that could have managed this heist, and I know that all of them were otherwise occupied. I also have to assume that the cenotaph is magically active, considering the multitude of significantly more valuable but mundane items that weren’t stolen by our enterprising thieves. From that I conclude that someone from out of Cairo specifically targeted the cenotaph, but I need help getting to who and why. That’s where you come in, JackPoint. Obviously I’m working other angles, but it can’t hurt to ask the audience. Anyone want this renowned fixer in the Middle East to owe them some favors?

OVERVIEW

The runner’s fixer in their home city (which this adventure assumes is *not* Cairo, Egypt) puts them in touch with a dwarf who’s using the name Hans Brackhaus. The first plot point has the runners meeting with Brackhaus, who pays them quite handsomely to travel to Cairo and steal the Cenotaph of Mentuhotep V from the Museum of Egyptian Antiquities. The cenotaph is on display, not buried in the heavily warded vaults, and it is not even in the most secure wing, but stealing it still is no easy feat.

The second plot point takes the PCs and their gear from their home to Cairo, and deals with the *shadourun qua non* that is the heist itself. This will be the bulk of the adventure, and it is fairly straightforward. The runners need to plan and execute a classic heist, pitting their legwork, wits, magic, tech, and skills against

the museum’s security. There are no unexpected twists or turns at this point, but that doesn’t mean that the heist will be a walk in the park—far from it.

In the third plot point, shortly after stealing the cenotaph but before they can make arrangements to depart from Cairo, the runners are politely approached and invited to dinner at one of Cairo’s finest restaurants by Grand Tour socialite Johnny Spinrad. Spinrad believes that Lofwyr wants the cenotaph for himself; though he doesn’t know why or what its significance is, he has learned from his own intelligence that the team is in possession of it. He will meet with the PCs and offer to match Brackhaus’s offer if the PCs will sell it to him instead. In part, this is a stalling tactic, as Spinrad isn’t really expecting the PCs to cooperate, but is still waiting for his own shadow team to get into position.

Either way, the fourth plot point will have the PCs dealing with a team sent by the Atlantean Foundation to secure the cenotaph for their own events. If the runners refused Spinrad's offer, the AF team strike them in their Cairo hotel. If the runners have agreed to sell the cenotaph to Spinrad, the AF team strikes just as they are returning to their hotel room to get the package. In either case, the Atlantean Foundation runners use all of the tactics and weapons the runners themselves would in their bid for the artifact, not least of all the element of surprise. The Atlantean Foundation has been waiting a long time for an opportunity to procure the cenotaph from somewhere less secure than the Egyptian Museum, and they won't hesitate now that the runners have done the hard work for them.

The fifth and final event requires the runners to deal with whoever they made enemies of in the third event: Spinrad's team attempting to steal the cenotaph if they wouldn't sell it to him, or the reprisal of Brackhaus if they sold the package to Spinrad. Spinrad will have a shadow team try to intercept the Cenotaph when the runners are back on their home soil trying to make the delivery to Brackhaus, whereas Brackhaus will personally try to make an example of the runners, terminating them with extreme prejudice and living up to the reputation of his name. The gamemaster should let creative runners try to find a third path that avoids dealing with the wrath of one side or the other, but unless they have the skills to forge a magical artifact, ultimately they can only deliver the cenotaph to one side or another, and they have to come to terms with the consequences of that.

PLOT POINT ONE

Your Mission, Should You Choose to Accept It

This text assumes that the runners are hired from Seattle, although they can be hired from anywhere with slight changes. The runners are contacted by the most connected fixer among the group's contacts, with news of a big job opportunity out of town. The meet happens during daytime hours at a highly public place, ideally a museum—in Seattle, the location for the meet is Blackstone's Museum and Zoo of the Paranatural in Snohomish. The well-dressed dwarf waiting in the zoo portion, in the path between the unicorn and pegasus exhibits (cages), introduces himself as Hans Brackhaus, a name that should put the runners on their guard. While corporate Johnsons for Saeder-Krupp frequently use the name Brackhaus, it's also rumored that the great dragon Lofwyr himself sometimes does business under that name. There's also the fact that other corporations sometimes use the Brackhaus name for false flag operations. In any case, this dwarf has no obvious security detail with him, and he presents a completely mundane (and lightly cybered) aura when assensed.

Brackhaus explains that he needs a team of professionals to liberate an artifact from a museum "somewhere in the Middle East." For once, the Johnson admits up front that it won't be easy, but Brackhaus assures them they'll be very well compensated. The run is worth 100,000 nuyen for the team to split however they see fit, with ten percent paid upfront. The runners can negotiate, with each net hit they score on an opposed Charisma + Negotiation test increasing the payment by 10,000 nuyen. Brackhaus won't tell them what or where the target is until they've agreed. Along with



GETTING THERE

The first thing the runners have to do is get themselves and as much of their gear as they can from wherever they are to Cairo in Egypt. Assuming they all have fake SINS, they could hire a commercial flight—suborbital or not—into Cairo International Aerospaceport. Brackhaus happily reimburses all of their travel expenses at the end of the run. If they decide to fly commercially, however, they need to leave all of their illegal gear behind, which is obviously problematic considering the opposition they're likely to face. Another option is to try to smuggle themselves and their gear there illegally, but that requires creativity and resources—for a rough idea of the complications and difficulties involved in pulling your own border crossing, see **Foreign Policy**, p. 75. Even if the runners are fortuitous enough to have smuggler contacts, smugglers tend to specialize in various routes, and it would be unlikely for them to have any smuggler or coyote contacts who specialize in trips to Cairo.

One option for runners with appropriate contacts is to hire a professional smuggler to bring their gear in separately and drop it off for them in Cairo, while they fly in “legitimately” using their fake SINS. Even if their contacts don't personally handle that kind of thing, smuggler-type contacts with a Connection rating of 3 or higher most likely know 2XL, a JackPoint regular and legendary smuggler who can get anything or anyone anywhere. 2XL can help transport the team's gear to and from Cairo, but it won't be cheap. If the team has a drone rigger, he rents them a customized Ares Air-Supply drone (p. 58, *Runner's Black Book*) with Signature Masking Rating 5 and suncells, to

carry their gear, for 10,000 nuyen for a round trip (paid upfront). If they'd prefer, he sells them the drone for 25,000 nuyen—a slight markup from book price for drone plus upgrades, but they won't have to worry about availability or making the modifications, so it may be worth it to them. Lastly, if the team just doesn't have the skills, 2XL can remote pilot the drone himself, although that costs half again the cost of a rental.

The drone in question can fit a couple of bikes, a few medium drones, or a single car, as well as a large amount of weapons, armor, and miscellaneous gear; however, military vehicles, manned aircraft, and legions of drones are all out of the question. (One or two smaller metahumans could fit in the drone, but not anything close to comfortably, and they would take up the room needed for the gear.) The drone will drop its cargo right near the Cairo International Aerospaceport, where the Xenel-Oman arcology is under construction, with similar drones bringing in supplies every day. Although the runners arrive “naked,” they should be able to retrieve their gear without too much trouble, although considering Cairo's growing technomancer population, the complication of their supply drone being “jacked” by a burgeoning young technomancer might be possible.

In any case, certain runner teams might have more to worry about acclimating to Egypt than smuggling in their shiny toys. The practice of magic in Egypt is entirely banned, and while people are not black-bagged at the airport just for being Awakened, sustained spells and active foci are just as illegal as throwing fireballs in the street or carrying around an Ares Alpha.

the advance, Brackhaus shows them an image of the cenotaph and tells them that it's currently on display in the Museum of Egyptian Antiquities in Cairo.

When the runners have it and have returned to the states, they're to contact him via commlink. They're not to call him before then, barring an emergency. Within twenty-four hours of hearing from them, he arranges a meeting in the Violet Room at Infinity, which is downtown, to collect the cenotaph from them.

PLOT POINT TWO

The Egyptian Job

Brackhaus recommends a hotel to the runners—the Hotel Osiris in the Khan el-Khalili bazaar—in all innocence, although especially paranoid runners might assume that he wanted them there so he could monitor their activities, leading them to seek other lodging. The Hotel Osiris is ideal, though, as it's within easy walking distance of their target, just a few blocks west and directly south of October Bridge. The hotel has plenty of vacancies, and rooms cost 600LE (Egyptian pounds, which is equivalent to 100 nuyen) per night.

The museum is open daily from 9:00 a.m. to 4:30 p.m. Security is tighter at night, but during the day it's as packed with witnesses and bystanders as it is with antiquities. If the runners wish to enter by day to case the joint, getting in legitimately

requires paying the entry fee (300 LE or 50 nuyen), submitting to a full body search, and passing through Rating 6 MAD scanners built into the entryway. Characters with cybereyes (which by default contain cameras) or any other devices incorporating cameras must pay an additional photography fee of 120 LE (20 nuyen). If the runners stand out in any way, the security staff there—employees of Ifrit Services—make a note of them for later reference. The museum is not currently looking to hire any curators or additional security guards, nor is it actively accepting shipments of any new relics.

Ultimately, the way that this plot point plays out depends on the team's skill set and available tools, and the plan that they come up with. For more information on the Egyptian Museum and its security systems and procedures, see Locations, below.

PLOT POINT THREE

This Jet Set Life Is Gonna Kill You

When the runners get back from the heist with the cenotaph in their hot little hands, they find a piece of electronic paper stuck to the door of their hotel room. It is a note that reads simply: “Congratulations on your recent acquisition. You're cordially invited to join me for dinner—I've made reservations for 8:30 under Bach at La Bodega. I hope to see you there. -JS”. Characters with appropriate knowledge skills (such as High Society) should

THE CENOTAPH OF MENTUHOTEP V

The Cenotaph of Mentuhotep V is a cylinder of pale green glass that is one meter tall and 0.3 meters in circumference and is bound with rings of brass at both ends. The top and bottom brass rings are imprinted with occult symbols that don't correspond to any known language; they superficially resemble Egyptian pictograms. The cenotaph is a unique, dual-natured magical artifact. It has the unique effect of temporarily reducing the Essence (and therefore Magic) of anyone within five meters of it who has an Essence higher than 1. The reduction is a single point. This effect abates immediately as soon as the character attains a distance of more than five meters from the cenotaph, and it does not affect anyone with an Essence of 1 or less.

The cenotaph also functions simultaneously as a summoning focus and a binding focus (p. 199, *SR4A*) for spirits of man. For this purpose, it has a Force of 5. Unlike an ordinary foci, it is automatically bonded to the character holding it, at no Karma cost, making the cenotaph at the very least 30 Karma worth of bound foci. Unfortunately for intrepid awakened PCs, the events of the adventure make it basically impossible to hold on to the cenotaph for long.

The cenotaph mysteriously seems to hold a trace of the astral signature of everyone who has ever held it or passed within five meters of it. The layers of astral signatures are so dense as to be almost unreadable. Characters who succeed on an Intuition + Assensing (4) Test, or anyone with the psychometry metamagic (p. 57, *Street Magic*) get the vague impression that the cenotaph was originally consecrated and once used as a special kind of fetish or a talisman by a being of almost unfathomable power. Assensing the cenotaph for any significant length of time is extremely uncomfortable for the perceiving character.

The cenotaph is not indestructible, but it is much harder to destroy than it should be in terms of Barrier rating. It has a Structure rating of only 2, but an Armor rating of 24. If it is somehow destroyed, it “explodes” with magical energy equivalent to a Force 20 Stunball spell centered on the object.

have a chance to guess who JS likely is. If they're reluctant to attend the meeting, then the note can accompany an anonymous transfer of 3,000 nuyen into their accounts, with the implication of there being more where that come from. If the runners still don't want dinner with Johnny Spinrad, then they can skip this step and automatically reject his offer. If the runners intend to go to the dinner, it might be worth reminding them that bringing the cenotaph with them directly is not the smartest move—the runners leaving the cenotaph in the hotel room is helpful to set up the next plot point. If they insist on bringing it with them, the gamemaster can have would-be thieves harass them as they travel. Additionally, the maitre d' can request that they check the item

rather than bring a large object into the rather crowded room. The runners at that point should understand that their room is more secure than the restaurant's cloakroom.

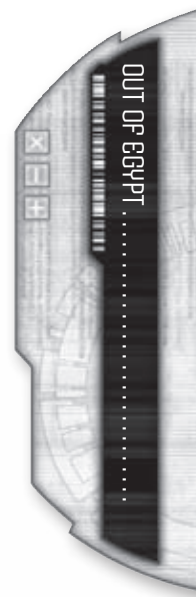
If the runners were badly wounded during the museum heist, they should be given sufficient time to fully recover before the dinner with Spinrad. If the authorities are actively pursuing them, then the events of this scene should be adjusted accordingly.

Should the runners choose to go, hopefully they wear their Sunday best. La Bodega is a black-tie kind of place, and the reception staff in the lobby doesn't hesitate to be incredibly, belligerently rude to anyone they don't think is dressed appropriately. A venerable mainstay of the Cairo dining and nightlife scene located in the old Balmoral Hotel, La Bodega is a bistro with a restrained atmosphere, efficient and sophisticated, with dark-wood furniture, subdued lighting, and classical paintings adorning the walls. The food is Mediterranean with a French bias, and the place is renowned for its steaks—none of it is cheap, nor are the drinks served from the huge, copper-plated bar. The clientele is a mix of wealthy Egyptians and professional expats.

If the runners tell them that they're with the Bach party, they're taken to a corner table in the back, at which sits none other than Johnny Spinrad (see p. 160). One of the wealthiest, most powerful, and most famous men in the world, the runners should be sufficiently daunted by his presence. Spinrad is a regular of the European jet set and a high society playboy, romantically linked to Queen Caroline and Claudia Romanov, and the entrepreneur behind the cutting edge biomodification business of Spinrad Industries. He is also thrill-seeking enough to want to play the Mr. Johnson role himself instead of delegating it to a subordinate. The two cybered-to-the-gills plainclothes bodyguards (use **Top-Shelf Bodyguards**, p. 163) sitting within arm's reach of him shouldn't be necessary to convey to the runners that they shouldn't fuck with this guy. If the runners are foolish enough to attempt to threaten or harm Spinrad, he certainly has enough protection on hand besides the two visible bodyguards to make any such attempt fail miserably.

Spinrad has been meddling in Lofwyr's affairs for years now. Meddling in Lofwyr's affairs is far from a safe move, but Spinrad has had the best of everything for his entire life and has become an adrenaline junkie. More than that, Wilhelmina Graff-Beloit was a close and personal friend of his, and he has taken it upon himself to continue her crusade against Lofwyr. He knows that Lofwyr is dangerous, but he also believes that his various connections and business relationships are valuable enough to Lofwyr to prevent any direct reprisals. Having learned about the museum heist through his operatives, Spinrad mistakenly believes that Lofwyr wants the cenotaph for himself; that is his sole reason for wanting it. He doesn't have any real understanding of what it does.

After food and drinks arrive, Spinrad offers to match the offer the runners were given, whatever it was; the small up-front payment is theirs to keep no matter what (they can consider it a gift). If the runners have the lack of sense and/or balls to outright lie to him about what Brackhaus is paying them, he will humor them up to 200,000 nuyen, doubling Brackhaus' offer while subtly hinting that he knows the runners are scamming him. Spinrad could afford to pay even more, of course, but he isn't about to let himself get completely raked over the coals by some punk shadowrunners. If the runners seem at all susceptible to concerns



other than the purely mercenary, Spinrad is willing to take a crack at explaining to them why Lofwyr—and the idea of giving Lofwyr any more power—is a Very Bad Idea. He will do what he can to not let on that he has no real idea what the cenotaph does.

At no point during the dinner will Spinrad mention or even hint at the possibility of taking the cenotaph by force. If the runners refuse to sell it to him, he remarks that he respects their loyalty, pays the check, and leaves. If the runners agree to sell it to him, he asks them to retrieve it from wherever they have it hidden and meet him back at the restaurant.

PLOT POINT FOUR

Kill The Carrier

When the runners return to the hotel after meeting with Spinrad—either to get the Cenotaph to sell him, or to get the Cenotaph and get out of the country—an Atlantean Foundation team attacks the Hotel Cairo. The team is led by Belle Fadden, a Mystic Crusader and a close protégé of Sheila Blavatsky, and is composed mostly of mercenaries from 10,000 Daggers, all of them combat adepts trained by the Brotherhood of the Iron Crescent, which is the Awakened arm of 10,000 Daggers. The meeting with Johnny Spinrad has given Fadden, who has been keeping an eye on the cenotaph, just enough time to maneuver her team into position in an attempt to seize it before the runners leave Egyptian soil.

The mercs (they are one person larger than the runners' team) storm up the stairs from the lobby to the runners' room, while Fadden's bound fire elementals will wait outside with orders to subdue any runners fleeing from the hotel. The elementals and the mercenaries both have orders not to risk harming the cenotaph, no matter what. Fadden and Zohar (a Cabbalist, a powerful conjurer, and a would-be Mystic Crusader) remain in the command vehicle (an Ares Citymaster) initially, along with Zohar's "golem," a Force 6 guardian spirit possessing a stone homunculus. They enter the fray if it becomes clear that the mercs are losing, that the runners are on the verge of escaping with the cenotaph, or if the circumstances indicate that subtlety is no longer a priority.

If the fight over the cenotaph lasts long enough to become a protracted battle, a CSF (Central Security Forces) SWAT team arrives within a few minutes to pacify both sides with extreme prejudice. If that happens, Fadden's first priority becomes getting what's left of her team out of there without getting killed or arrested.

PLOT POINT FIVE

Nothing's Free

The events of the final plot point largely depend on whether the runners sold the cenotaph to Spinrad or kept their original deal with Brackhaus. If they didn't sell the cenotaph to Spinrad, then by the time they're on the ground in their home city and have contacted Brackhaus, Spinrad has dispatched a team after them. Spinrad's team tries to intercept them before they can get to Infinity (or wherever the secure drop location is) to make the drop-off. Spinrad's team is composed of an Amerindian human combat mage, Horse, and a troll heavy weapons expert called Squirt, backed by a squadron of drones controlled by an elf rigger, Banshee, and a human technomancer, Raimee. Spinrad's team

would prefer to disable the runners' transport in traffic, going for the "shock and awe" effect. They will kill to defend themselves, but they open with nonlethal force out of courtesy to their fellow runners. If they manage to incapacitate the players and steal the cenotaph, then the players have failed Brackhaus, which is not a good thing. If he is fought to a standstill or if he believes he's in a superior position, Horse attempt to negotiate with the players. If the runners can escape from Spinrad's team while keeping possession of the cenotaph, all they have to do is give it to Brackhaus and get paid. After receiving the package from the runners, Brackhaus hands the cenotaph over to a waiting team of subordinates with orders to "get this safely to Caerleon."

If the runners sold the cenotaph to Spinrad, then while they've gotten paid, the run isn't over yet. Or rather, someone else's run has started, targeting them. No lies they tell Brackhaus makes things any easier for them. When they report, he disconnects the call shortly into the conversation, and after that point the runners cannot reach him. Unless the runners go deep, deep underground, in the next few days Eisregen will be sent after them with the express orders to wipe them out, making an example (and a smear) out of them. Eisregen is a six-man, all-troll runner team from Essen, legendary in their local sprawl, though fairly unknown globally. They are recognized for their finesse and mercy (well, not the second one). If the runners can survive when Eisregen comes for them, there will be no further reprisals from Brackhaus. Unless the gamemaster is feeling particularly mean.

LOCATIONS

HOTEL OSIRIS

The Hotel Osiris is neither large nor modern, consisting of a few dozen floors on top of a rather grimy office building. In spite of the limited rooms, the hotel has plenty of vacancies, as it is not too popular with the international jet set. This is actually a good thing, since it means that the hotel operates under the radar. The hotel's decor and color scheme is very retro, trading on middle-20th century images of Egyptian exoticism, with walls, ceilings, and floor the color of sand and sunset, and hallways decorated with palm fronds, pyramid motifs, and other Egyptian kitsch. The entire place feels classic and antiquated, like something from a 20th century film noir flatvid. There is no elevator, and a single staircase accesses the rooms from the lower level. The individual rooms have central-air-equipped climate-control systems, but the hallways and stairwell are cooled by vintage overhead fans spinning the dry desert air. Pulling back the old-fashioned blinds on the upstairs windows reveals a clear view of Cairo's busy, crowded streets.

The hotel's security features are close to non-existent. The inner doors of the antechamber/reception area are locked with a Rating 3 maglock cardreader (opened by a room keycard to any room in the hotel), but they're also unfortunately made of unreinforced glass. There is a panic button in the manager's office, which is connected to the antechamber by a glass window. There is no security node, largely because there aren't enough devices to warrant one. Each room is locked with a Rating 2 maglock cardreader.

THE MUSEUM OF EGYPTIAN ANTIQUITIES

The Museum of Egyptian Antiquities, also known as the Egyptian Museum, is the largest museum in Egypt and houses the largest collection of ancient Egyptian antiquities in the world with over 100,000 items on display. The museum has two main floors—the ground floor and the first floor. The ground floor contains huge statues as well as an extensive collection of papyrus and coins used in the ancient world. On the first floor, there are smaller statues, jewels, and other artifacts from the final two dynasties of Ancient Egypt, coming from the Valley of the Kings and the tombs of the Pharaohs, including the intact tomb of Tutankhamen and all of the artifacts held within.

The museum also has an extensive library and a photography section with old photographs on display. The museum has 107 halls, divided chronologically into sections, as follows:

First section: Tutankhamen's treasures

Second section: Pre-dynasty and Old Kingdom monuments.

Third section: First intermediate period and Middle Kingdom monuments.

Fourth section: Monuments of the Modern Kingdom.

Fifth section: Monuments of the later period and Greek and Roman periods.

Sixth section: Coins and papyrus.

Seventh section: Sarcophagi and scarabs, including the cenotaph.

There is also a "hall of royal mummies" on the first floor.

Physical Security Features

There is one Ifrit Security guard (p. use **Elite Private Security**, p. 157) in every gallery during the day, when the museum is packed with tourists and visitors—it remains very popular. By night, one four-man Ifrit Security team patrols the ground floor, with a second patrolling the upper floor. The rearmost middle chamber of the ground floor has been converted into a security office and also contains the entrance to the basement vaults. The Ifrit Security shift commander (p. 157), the museum security spider (p. 126), and an additional six guards are there day and night. In the event of a major disturbance, the shift commander and half of the guards in the security office go with him to investigate, while half remain to defend the spider.

If the Ifrit Security forces judge that they are overmatched—if, for example, things degenerate into a pitched battle—and their communications are functional and unjammed, they call out to the Egyptian CSF (Central Security Forces), which responds with a SWAT team (p. 156) within two minutes.

Technical Security Features

Every gallery is monitored day and night by a security camera (Device Rating 3) with low-light and thermographic scan modes (the museum lights are turned off at night). The cameras are the only technical security feature active during the day, except for the alarm systems on individual cases. The security cameras are slaved to the central security node, the nexus for which is physically located in the security office. The connections between the cameras, alarms, locks, and other security features are hardwired to the nexus, and the wireless range of the central security node they're slaved to does not reach beyond the security office. In order to hack or spoof the cameras, the runners need to install an optical

tap (p.199, *Unwired*) or use a micro-tapper bug (p. 198, *Unwired*). Alternately, they could storm the security office and wirelessly hack the central security control node from there.

The outer doors of the museum (including those that open into the library) are open during daytime hours when the museum is open to the public, but by night they are locked with Rating 6 maglock keypads. The keycode to the outer doors changes weekly and is known by all of the security personnel. The glass cases are locked with Rating 6 maglock biometric (thumbprint) readers, with Rating 3 anti-tamper systems. They are keyed to the thumbprint of the museum curator (use Mr. Johnson, p. 291, *SR4A*), who is only present during the day and who is careful to never be out of sight of a guard while in the museum. Of course, kidnapping the curator or scanning his thumbprint while he is away from the museum might be an excellent choice. The glass of the cases has alarm circuits wired into the glass—if the glass is broken or cut, the alarm goes off. It's possible to bypass the circuit with a Hardware + Logic (10, 1 minute) Extended Test (p. 261, *SR4A*). The glass of the exterior windows is alarmed in the same manner.

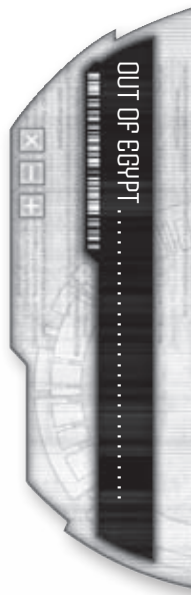
At night, when the museum is closed, the following additional security features are active in the galleries on both floors. Out of necessity, while doing routine sweeps, the patrol teams deactivate the security one gallery at a time to avoid triggering their own alarms. Every gallery on both floors is secured by a full network of infrared trip beams. The beams require a Perception + Intuition (3) Test to notice, and an Agility + Reaction (3) Test in each gallery to bypass without triggering. If the beams are tripped, they trigger an alarm. Additionally, pressure pads are located on the floor in select galleries. Noticing the pads requires a Perception + Intuition (3) Test in each gallery where the pads are present. Once they are noticed, the runners can try to evade them. This is not difficult—have them make an Agility + Reaction Test, and they only trigger a pad if they critically glitch.

The particularly high security galleries—like the tomb of Tutankhamen and the mummy room—have additional security features, including motion sensors, sound detectors, and proximity wire at the entryways (p. 261, *SR4A*). Fortunately, the cenotaph is not located in one such ultra-secure wing, so the runners can avoid these rooms. The door to the vaults located in the security office also features extremely high security—in addition to Barrier ratings comparable to a bank vault (Armor rating 12, Structure rating 11), it is secured with a Rating 6 maglock that includes Rating 4 anti-tamper system. The door requires a keycard, a code (changed daily), and biometric thumbprint, voice, and retina scans in order to open.

Magical Security

During the day, the upper floor and the ground floor are patrolled by one watcher spirit per level. At night, the tomb of Tutankhamen and the mummy room are both warded with an ordinary Force 9 ward, which is placed just outside a Force 9 alarm ward. Just inside of the very secure door leading to the security office is a Force 12 ward and a Force 12 alarm ward. The rest of the museum is unwarded. The Ifrit Security shift commander is Awakened, and has a bound Force 5 spirit of fire on call.

Aiding the mages is the fact that the mummy room and the gallery that the cenotaph is held in are both Rating 2 domains aspected towards the Egyptian (heka) tradition (p. 3, *Digital Grimoire*).



Urgent Message

EGYPTIAN MUSEUM SECURITY NODE

Sculpting: A haunted pyramid, complete with Indiana Jones-style traps, ancient mummies, and curses.

Hardware: Custom system (Persona Limit 20, Processor Limit 65).

Authentication: Passcode

Privileges: All privileges moved to Security level access.

Attributes: Firewall 6, Response 6, Signal 0, System 5

Spiders: One Risk Management Engineer (p. 155) on duty at all times.

IC: MCT Bloodhound 5 (resculpted to appear as a jackal) loaded, 2 Saeder-Krupp Rumpelstiltskin 5 (resculpted to appear as mummies) loaded.

ARC: Launch IC

Topology: A single node to which all security devices in the museum are hardwired and slaved.

PEOPLE

HANS BRACKHAUS

This dwarf might be in the employ of Saeder-Krupp, but then again he might just want you to think that. He might even be Lofwyr himself, but then again he might just want you to think *that*. The great dragon has been known to do business as Hans Brackhaus, but corporate Johnsons working for Saeder-Krupp and every other AAA are fully aware of that fact and are willing to capitalize on it. In this adventure, Hans Brackhaus functions as Schrodinger's Lofwyr. If the runners somehow manage to kill him, then he obviously wasn't the real Lofwyr. If he escapes the adventure unscathed, then he very well might have been. Either way, his presence should be suitably imposing to make the runners very uncomfortable. (For more information on the idea of Hans Brackhaus, see p. 94, *Street Legends*.)

Male dwarf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	3	3(4)	4	5	5	5(6)	6	5.36	6	8(9)	1(2)

Condition Monitor Boxes (P/S): 12/11

Armor (B/I): 8/7

Skills: Con 4, Dodge (Ranged) 3 (+2), Electronics skill group 3, Etiquette (Corporate) 6 (+2), Forgery 3, Intimidation (Mental) 5 (+2), Leadership 5, Negotiation (Bargaining) 6 (+2), Palming 3, Perception 5, Pilot Ground Craft 2, Pistols 4, Saeder-Krupp 6, Unarmed Combat (Block) 2 (+2)

Knowledge Skills: Corporate Politics 6, Psychology 5, Runner Hideouts 6, SOTA Technology 6

Languages: English 5, German N

Qualities: Blandness, Murky Link, Photographic Memory

Augmentations (all alphaware): Cerebral booster 1, datajack, fingertip compartment, synaptic booster 1

Gear: Doc Wagon contract (Platinum, five years), earbuds [Rating

2, w/ audio enhancement 3, recording unit], fake SIN (Rating 6 w/ concealed carry license (Rating 6)), linguasofts (Afrikaans, Cantonese, French, Italian, Japanese, Or'zet, Mandarin, Russian, Spanish, Sperethiel, all Rating 5), Hermes Ikon commlink [Response 5, Signal 5, Firewall 5, System 5 w/ biometric reader, skinlink, subvocal microphone, and trodes], monocle [Rating 4, w/ low light, flare compensation, image link, smartlink], Mortimer of London Greatcoat [w/ chemical protection (Rating 2), insulation (Rating 2), nonconductivity (Rating 6)], white noise generator (Rating 6)

Programs: Analyze 4, Browse 4, Command 2, Edit 4, IC Agent [Rating 5 w/ Armor 5, Attack 5, Black Hammer 5, Stealth 5, Track 5]

Weapons:

Walter Secura Kompakt [Heavy Pistol, DV 5P, AP -5, SA, RC 1, 9(c) w/ concealable holster, personalized grip, silencer, smartgun system, APDS ammo]

BELLE FADDEN

Belle—an strikingly attractive redhead with a lilting southern accent—is a member of the Mystic Crusaders, a highly secretive order of Knights loyal to the Atlantean Foundation, its founder, Sheila Blavatsky, and the Codex they follow. Belle shares absolutely none of this with the runners, under any circumstances. She is in charge of the team of 10,000 Daggers mercenaries, and she is quite focused on her objective of retrieving the vault of souls. She is quite confident in her abilities; for the most part her confidence is justifiable, but occasionally her arrogance outstrips her abilities. She reacts with indignation, disbelief, and extreme rage if she encounters anything or anyone capable of seriously frustrating her plans. If Fadden seriously believes that she is going to lose, she resorts to bargaining for the cenotaph—although she can't quite match Brackhaus' offer. If she becomes truly desperate, she might even threaten to destroy it.

Female elf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3(4)	4(7)	4(7)	3(4)	6(8)	4	4	5	6 (4/2)	5	3.13	8(11) 1(3)

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 11/9

Active Skills: Assensing 3, Athletics skill group 2 (4), Automatics (Submachine Guns) 3 (+2), Conjuring skill group 4, Cracking skill group 2, Electronics skill group 3, Exotic Ranged Weapon (Laser Weapons) 5, Influence skill group 3, Perception 4, Sorcery skill group 5, Stealth skill group 4, Throwing Weapons 4

Qualities: Mystic Adept

Initiate Grade: 3

Metamagics: Centering, masking, shielding

Adept Powers: Astral Perception, Mystic Armor (2)

Spells: Acid Stream, Clairvoyance, Combat Sense, Control Thoughts, Improved Invisibility, Increase Logic, Manaball, Mind Probe, Petrify, Physical Barrier, Physical Mask

Bound Spirits: 2 spirits of fire (Force 4, 3 services)

Augmentations: Ceramic bone lacing (betaware), lower cyberarm [obvious, customized (Body 3, Agility 5, Strength 3) w/ Strength enhancement 1, Agility enhancement 2, Body enhancement 1,

projectile spur, betaware), muscle toner 2 (betaware), suprathyroid gland (betaware), synaptic booster 2, synthacardium 2, tailored pheromones 2 (betaware)

Gear: Aces High jacket, form-fitting body armor full suit [w/ nonconductivity (Rating 5)], commlink (Device Rating 5), contacts (Rating 3 w/ image link, low-light vision, and smartlink), power focus (Force 2, pearl ring), summoning [fire] focus (Force 2, gold filigreed zippo lighter), 2 sustaining foci (Force 5, pearl earrings), 3 doses psyche

Weapons:

Ares Redline [Laser Pistol, DV 5P, AP -half, SA, 10(c) w/ advanced safety (pain inducer), concealable holster, smartgun system]

H&K Urban Combat [SMG, DV 5P, AP -4, SA/BF/FA, RC 2, 36(c) w/ int. smartgun system, int. sound suppressor, APDS ammo]

Belle's Bound Force 4 Fire Elementals

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	6	7	2	4	4	4	4	4	4	11	2

Condition Monitor Boxes: 11

Armor (B/I): 8/8 (hardened)

Skills: Assensing 5, Astral Combat 5, Dodge 5, Exotic Ranged Weapon 5, Flight 5, Perception 5, Unarmed Combat 5

Powers: Accident, Astral Form, Confusion, Elemental Attack, Energy Aura, Engulf, Materialization, Sapience, Search, Spirit Traits

ZOHAR

Zohar is a conjuror, a Qabbalist, and a member of the Atlantean Foundation. Zohar is a secular practitioner of Qabbala, and his understanding of magic does not differ much from the traditional hermetic—he ascribes no particular importance to his Jewish faith and sees it as just a path to power. Of course, being a Jew in the middle of a predominantly Muslim country like Egypt doesn't make him especially comfortable. Zohar is not a member of the elite Mystic Crusaders, but he wishes to become one. He hopes this mission will give him a chance to prove himself.

Zohar is dark-skinned, and his hair is braided in thick and chaotic dreadlocks. Tall and fairly massive, he wears rose-tinted goggles and an olive-drab armor jacket. One of his first actions in any combat is to channel his bound spirit of earth to provide protection and to increase his physical abilities. After that, he orders his bound spirit of air to possess the stone homunculus he has created. He is not particularly adept at casting spells and only does so when desperate or out of other options.

Male human

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4(9)	3(8)	3(8)	2(7)	3(5)	4(5)	5	6(5)	7	3	6	7(13)	1(2)

Condition Monitor Boxes (P/S): 10 (13)/11

Armor (B/I): 8/6

Active Skills: Assensing 3, Blades 2, Conjuring skill group 6, Dodge 3, Influence skill group 2, Perception 3, Pistols 3, Sorcery skill group 4 (0), Stealth skill group 2

Qualities: Aspected Magician (Conjuror), Magician

Initiate Grade: 1

Metamagic: Channeling

Spells: Animate, Bind, Lock, Mass Animate, Offensive Mana Barrier, Wreck Gun.

Bound Spirits: Force 5 Spirit of Earth (5 Services), Force 6 Spirit of Air (3 Services).

Gear: Armor jacket, commlink (Device Rating 4), goggles (Rating 4 w/ flare compensation, image link, thermographic vision and vision enhancement [Rating 2]).

Weapons:

Survival Knife [Reach —, DV 3P (5P), AP -1]

Ruger Super Warhawk [Heavy Pistol, DV 7P, AP -3, SS, RC —, 6(cy) w/ EX-explosive ammo]

Notes: Parenthetical stats are used when Zohar is channeling his Force 5 spirit of earth

Zohar's "Golem"

(Force 6 spirit of air possessing a stone homunculus)

B	A	R	S	C	I	L	W	M	Ess	Init	IP
12	5	6	12	6	6	6	6	6	6	11	2

Condition Monitor Boxes: 14

Armor: 17/18 (12/12 hardened)

Skills: Assensing 6, Astral Combat 6, Dodge 6, Exotic Ranged Weapon 6, Flight 6*, Perception 6, Unarmed Combat 6

Powers: Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Natural Weapon (Fists: DV 11P, AP —), Sapience, Search, Spirit Traits

* Note that the spirit cannot use the Flight skill while possessing the homunculus.

ATLANTEAN FOUNDATION TEAM COMMAND VEHICLE (ARES CITYMASTER)

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
-1	5/30	120	3	16	20	5

Standard Upgrades: Chemical seal, life support (20 man-hours), weapon mount (external, turret, manned)

Other Modifications: None.

BRACKHAUS' TEAM

Eisregen Street Samurai (4)

Professional Rating 5

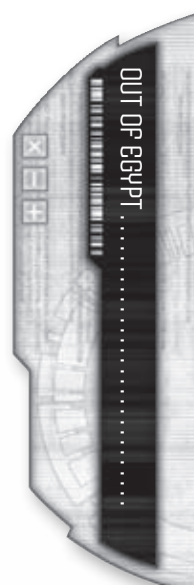
Male trolls

B	A	R	S	C	I	L	W	Ess	Init	IP
9(12)	4(6)	4(6)	9(11)	2	4	2	4	0.96	8(10)	1(3)

Condition Monitor Boxes: 13

Armor (B/I): 13/16

Skills: Athletics skill group 4, Blades (Cyber-Implant) 4 (+2), Heavy Weapons 6, Intimidation (Physical) 4 (+2), Longarms (Shotguns) 4 (+2), Negotiation (Bargaining) 4 (+2), Perception



(Olfactory) 3 (+2), Pilot Ground Craft (Bike) 4 (+2), Unarmed Combat 5.

Qualities: Addiction (kamikaze, moderate), Allergy (common, mild, sunlight), Distinctive Style (5 Pts.), Poor Self Control (Combat Monster)

Augmentations: Auto-injector (reusable with 1 dose kamikaze), muscle augmentation 2, muscle toner 2, pain editor, reaction enhancers 1, smartlink retinal modification, spur (retractable, alphaware), titanium bone lacing, wired reflexes 2 (alphaware).

Gear: Bike racing armor, bike racing helmet (w/ image link, flare compensation), disposable commlink, form-fitting body armor half suit, gas mask, SecureTech PPP System (forearm guards, leg and arm casings, shin guards, vitals protector)

Weapons:

- Spurs [Cyber-Implant Blade, Reach 0(1), DV 9P, AP —]
- Ares Vigorous Assault Cannon [Assault Cannon, DV 10P, AP -5, SA, RC 6, 12(c) w/ firing selection change (small modification), gyro stabilization mount, ext. smartgun system]
- Ruhrmetall SF20 [HMG, DV 7P, AP -3, FA, RC 9 (10), 40(c) w/ gas-vent 3 system, gyro stabilization mount, hip pad, ext. smartgun system]
- Auto-Assault 16 [Shotgun, DV 9P(f), AP +5, SA/BF/FA, RC 8, 32(d) w/ gas-vent 2 system, gyro stabilization mount, ext. smartgun system]

Eisregen Combat Mages (2)

Professional Rating 5

Male trolls

B	A	R	S	C	I	L	W	M	Ess	Init	IP
9	4	4(6)	9	2	4	5	5	5(6)	6	8(10)	1(3)

Condition Monitor Boxes: 13

Armor (B/I): 12/15

Skills: Athletics skill group 4, Banishing 4, Counterspelling (Combat) 5 (+2), Intimidation (Physical) 4 (+2), Longarms (Shotguns) 4 (+2), Perception (Olfactory) 3 (+2), Pilot Ground Craft (Bike) 4 (+2), Spellcasting (Combat) 6 (+2), Unarmed Combat 5

Qualities: Distinctive Style (5 BP), Magician, Poor Self Control (Combat Monster)

Spells: Armor, Blast, Combat Sense, Death Touch, Increase Reflexes, Lightning Bolt (f), Punch, Resist Pain, Toxic Wave (f)

Gear: Bike racing armor, bike racing helmet (w/ image link and flare compensation), combat spellcasting fetish, disposable commlink, form-fitting body armor half suit, gas mask, goggles [Rating 1 w/ smartlink], power focus (spiked bracelet, Force 1), SecureTech PPP System (forearm guards, leg and arm casings, shin guards, vitals protector), sustaining focus (elf-skull necklace, Force 3)

Weapons:

- Auto-Assault 16 [Shotgun, DV 9P(f), AP +5, SA/BF/FA, RC 8, 32(d) w/ gas-vent 2 system, gyro stabilization mount, ext. smartgun system]

Note: Increase Reflexes sustained at Force 3 with focus (stats as adjusted by spell noted in parentheses).

SPINRAD'S TEAM

All members have Professional Rating 5

Horse

Male human

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	4(6)	4	3(5)	5	4	3	5	6(5)	5	8(10)	1(3)

Condition Monitor Boxes (P/S): 11/11

Armor (B/I): 12/6

Active Skills: Archery 3, Athletics skill group 2 (4), Automatics (Submachine Guns) 2 (+2), Close Combat skill group 3, Conjuring skill group 5, Influence skill group 4, Outdoors skill group 3, Sorcery skill group 5, Stealth skill group 2

Qualities: Focused Concentration (10 BP), Magician

Spells: Eagle Form, Heal, Increase Charisma, Improved Invisibility, Increase Reflexes, Influence, Mass Confusion, Physical Mask, Powerbolt, Stunbolt, Stunball

Bound Spirits: Spirit of beasts (Force 5, 3 services), spirit of man (Force 5, 3 services)

Augmentations: Muscle augmentation 2, muscle toner 2, synthacardium 2

Gear: Commlink (Device Rating 4), form-fitting body armor full suit, glasses [Rating 4 w/ flare compensation, image link, low-light vision, smartlink], lined coat [w/ Rating 4 nonconductivity], sustaining focus (feathered headdress, Force 3)

Weapons:

- Colt Cobra TZ-110 [Submachine Gun, DV 6P, AP -1, SA, RC 2 (3), 32(c) w/ gas-vent 2 system, folding stock, ext. smartgun system, EX-explosive ammo]

Raimee

Female human

B	A	R	S	C	I	L	W	Res	Ess	Init	IP
3	4	4	2	6	5	4	5	6	6	9(11)	1(3)

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 6/4

Active Skills: Computer 3, Electronic Warfare 4, Etiquette (Matrix) 3 (+2), Gunnery 5, Hacking 5, Hardware 3, Pilot Aircraft (Remote Operation) 5 (+2), Pistols 3, Software 6, Tasking skill group 4

Qualities: More Than Metahuman, Technomancer

Submersion Grade: 1

Echoes: NeuroFilter

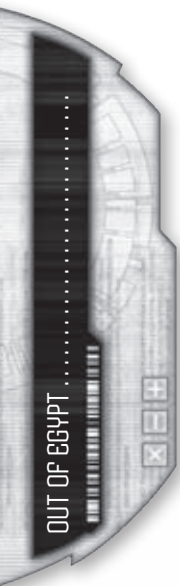
Gear: Disposable commlink, lined coat

Complex Forms: Analyze 4, Armor 4, Attack 4, Command 6, ECCM 5, Exploit 6, Spoof 4, Stealth 6

Weapons:

- Steyr TMP [Machine Pistol, DV 5P, AP -1, SA, RC 1 (2), 30(c) w/ ext. smartgun system, folding stock, foregrip, EX-explosive ammo]

Notes: Parenthetical stats for initiative, IP, and Condition Monitor are for the Matrix.



Squirt

Male troll

B	A	R	S	C	I	L	W	Ess	Init	IP
9	4 (7)	3 (7)	8	4	4	2	3	2.45	7 (11)	1 (3)

Condition Monitor Boxes (P/S): 13/10

Armor (B/I): 11/11

Active Skills: Armorer 4, Athletics skill group 2, Automotive Mechanic 2, Demolitions 2, Dodge 2 (4), Firearms skill group 6 (7), Gunnery 4, Heavy Weapons 6 (7), Infiltration 3, Intimidation 3, Pilot Ground Craft 4, Unarmed Combat 4

Augmentations: Move-by-wire system 2, muscle toner 3, reflex recorder (Firearms), reflex recorder (Heavy Weapons), smartlink retinal modification

Gear: Armor jacket, commlink (Device Rating 4), SecureTech PPP System (forearm guards, leg and arm casings, shin guards, vitals protector)

Weapons:

Steyr Minotaur Anti-Materiel Rifle [Sniper Rifle, DV 9P, AP -3, SA, RC 2, 14(c) w/ advanced safety, bipod, firing selection change (small modification), gas-vent 2 system, imaging scope (thermographic, image link), ext. smartgun system]

ArmTech MGL-12 [Grenade launcher, DV 10P, Blast -2/m, AP -2, SA, RC 1, 12(c) w/ airburst link, foregrip, ext. smartgun system, high-explosive minigrenade ammo]

Ruger Super Warhawk [Heavy Pistol, DV 7P, AP -3, SA, RC 1, 6(cy) w/ firing selection change (small modification), personalized grip, ext. smartgun system, EX-explosive ammo]

Banshee

Female elf

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	6 (8)	3	3	4	4 (6)	4	2.6	10 (12)	1 (2)

Condition Monitor Boxes (P/S): 10/10

Armor (B/I): 9/5

Active Skills: Athletics skill group 2, Automatics (Machine Pistols) 3 (+2), Dodge 3, Electronics skill group 3, Electronic Warfare 4, Gunnery 5, Mechanic skill group 4, Navigation 4, Perception 4, Pilot Aircraft 5, Pilot Anthroform 5, Pilot Ground Craft 5, Pilot Watercraft 3, Stealth skill group 3

Qualities: Adrenaline Surge, Gearhead (Drone Aircraft), Juryrigger

Augmentations: Cerebral booster 2, control rig, datajack, move-by-wire system 1 (alphaware), muscle toner 2

Gear: Aces High jacket [w/ nonconductivity Rating 5], Transys Avalon commlink w/ Novatech Navi OS [customized, Response 6, Signal 6, Firewall 3, System 4, w/ AR gloves, nanopaste trodes, satellite link, sim-module (modified for BTL/hot sim), and subvocal microphone], electronics tool kit, goggles [Rating 6, w/ flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement (Rating 3)], form-fitting body armor full suit, medkit (Rating 5), miniwelder, respirator (Rating 5)

Programs: Analyze 4, Armor 3, Biofeedback Filter 4, Browse 4, Command 4, Decrypt 3, Edit 4, Encrypt 4, ECCM 4, Exploit 4, Scan 4, Sniffer 4, Spoof 4, Stealth 4

Weapons:

Steyr TMP [Machine Pistol, DV 5P, AP -1, SA, RC 1 (2), 30(c) w/ ext. smartgun system, folding stock, foregrip, EX-explosive ammo]

Raimée's Hawker-Sidley Mixcoat!

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+1	10/20	9	3	3	9	5

Standard Upgrades: Improved takeoff and landing (Rating 2), improved sensors, weapon mount (external, flexible, remote)

Other Modifications: Firewall 6, Armor (Rating 9), chameleon coating, smart armor (Rating 4)

Weapon:

HK PSG Enforcer [Sniper Rifle, DV 7P/6S(e), AP -7/-half, SA, RC 2, 2 x 12 (c) w/ gas-vent 2 system, APDS ammo, stick 'n' shock ammo]

Banshee's Hawker-Sidley Huitzilopochtli

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
+1	15/30	120	3	4	10	6

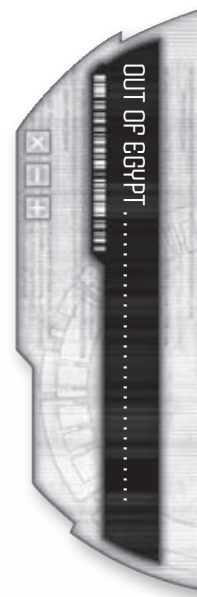
Standard Upgrades: Targeting autosoft (Rating 1), tracked propulsion, weapon mount (external, turret, remote)

Other Modifications: Firewall 6, Response 6, reinforced weapon mount (external, fixed, remote), smart armor (Rating 6)

Weapons:

Ingram White Knight [LMG, DV 6P, AP -1, BF/FA, RC 5, 50 (c) w/ int. gas-vent system] in external remote turret mount

GM Light Cannon [Vehicular weapon, DV 13P, AP -6, SA, Blast -1/m, 50 (belt), in reinforced external remote fixed mount]



... THE GIGGLING ASSASSIN ...

Incoming Message

Buttercup's giggling could drive anyone crazy. Volkov was pretty sure that was why she did it. In fact, he had a suspicion that it was something she did especially for him. Most of his co-workers didn't have vast experience with Buttercup, of course, but those who did always looked at him in a puzzled way when he mentioned the giggling. Once he'd even gone so far as to imitate her, with his head tilted to the right and his hands crossed over his mouth while he emitted a high-pitched, staccato sound similar to the squeak of a rusty car brake. That hadn't helped, unfortunately; it had only caused his co-worker to combine irritation with the pre-existing expression of puzzlement.

And now it seemed he'd have to endure the giggle for a decent portion of his afternoon. Volkov's personal assistant had received a note telling him that Buttercup would be coming by for a visit. There was no suggestion as to what the meeting would be about, but quite naturally Volkov would be expected to clear his schedule for as much time as Buttercup required.

She arrived right on schedule, the door to his office opening at the same moment that his assistant was announcing that Buttercup (just Buttercup—never Ms. Buttercup or anything like that) had arrived for her appointment. She walked in small, quick steps—another affectation, Volkov believed, since she could just as easily glide. Her lips were dark, her face white, and she wore an expression of mindless happiness.

The giggles started immediately.

"Mr. Volkov. Hee hee hee! So good to see you."

He rose and nodded (Buttercup wasn't a big hand-shaker). "Same to you," he said. "I'm very glad you were able to come by and take time out of what I know is a very busy schedule."

"You're very kind," Buttercup said, and punctuated it with another giggle. "Have you had lunch? I would very much like to buy you lunch if you have not had lunch."

"That's kind of you, but I've eaten."

"Are you sure? There is a bubble teahouse near here that has a wonderful cha siu bao. Maybe we could get some bao as a snack! Would you like some bao?"

"No, I'm fine. In fact, I believe it might be best for us to focus on the matter that brought you ..."

"A sweet bao! Liu sha bao! Wouldn't that taste good now? Maybe with a hint of coconut? I could have them here so fast, you wouldn't believe! The way people do things for me ... let's order some! Two? Four?"

This could lead to an interesting discussion of materialized spirits and how they handled food, but Volkov was not in the mood for such an esoteric conversation at this particular moment.

"Perhaps you may pick some up on the way to wherever you are going next," he said.

And was rewarded with another giggle. "Mr. Volkov, I just got here and we started talking about wonderful things like food and you are already thinking about me leaving! You are going to make me feel like you are not interested in having me with you."

Volkov smiled as ingratiatingly as he could; it was a smile that showed the amount of money he'd spent on his face to very good effect. "Of course you know that's not the case. I simply understand that you are a very busy individual, and I don't want to waste any of your time."

"But if it's an activity I have suggested, then it's not a waste, is it? It would be just what I want!"

Volkov, through what he felt was a heroic effort, managed not to sigh audibly. "Then by all means, order some bao."

With a merry grin, Buttercup did just that. Then she discussed the sunshine outside, some flowers she had seen on her way to Volkov's, and a song by a group called the Swirling Gumdrops that she'd heard maybe five years ago and liked a lot. In the middle of her discourse, the bao and bubble tea arrived.

She had eaten two and a half bao and drank most of her bubble tea with a number of loud slurps when she abruptly stood up. "Well, this has been quite lovely, but as you say I have a very busy schedule and just can't spend all day here, as much as I might like to. I hope you understand."

Volkov had a moment of panic where he wondered if Buttercup had somehow covered the business for the meeting while he wasn't paying attention. But he was pretty certain his attention hadn't wandered *that* far off.

"You're leaving? But I don't think we really ..."

"I know. I *know*. There is so much more we could talk about. So much more fun we could have together. But I just don't have time, I really don't! So you'll just have to excuse me." This time, she did away with the small steps. Instead, she stayed facing Volkov, but then glided eerily backward as she did so, her head tilted, her mouth in a grin the entire time.

Volkov wasn't eager to prolong the meeting, but he figured if Buttercup had made a point of coming here, she must have had a reason. "Isn't there something else we need to talk about? Some business?"

Buttercup stopped moving and turned her smile into a frown. "I don't know. Is there?"

"Didn't you come here for a reason?"

"A reason?"

"You scheduled this meeting. I cleared my schedule for you. So I assumed you had a reason for this meeting besides having a snack and discussing music."

"Isn't that reason enough?"

Volkov hoped she didn't notice his pause. Being caught off balance simply wouldn't do. "Reason enough for a pleasant social call? Of course! But I didn't believe that's what this was."

Buttercup fluttered her hand in a way that somehow brought to mind the death throes of a one-winged bird. "This is whatever I say it is, and what I say it is is whatever I feel it should be at any particular moment in time. For most of my very nice visit, I've felt it should be a social call."

"And now?"

There was no smooth transition, no gathering in of color, no movement of muscles to change her facial expression. It was a change in less than a blink. Her skin took on a human tone, her lips were no longer painted, and they wore no grin. Her eyes were the same color they had been, the irises as dark as the pupils, but somehow instead of being empty mirrors, they were now dark pools, and the brow above them was firm and stern.

"People will be picking sides, Gleb. People will be making decisions. And you appear to be one of the early adopters here."

"Pardon?"

"You've already made your decision. You knew who you were throwing in with, and you threw in with them anyway."

Volkov opened his mouth, but then he decided Buttercup wouldn't have gone this far if she wasn't pretty sure of herself. So he closed it again.

"There are two options. Either I shut down Operation Dike, or I shut you down."

"Based on that, I can tell you which option I prefer," Volkov said.

Buttercup smiled thinly, and nothing approaching the sound of a giggle escaped her mouth. "That's because you don't know all of the details," she said. "That's because I haven't told you what I can do with you once you're free of here."

She walked away from the door and sat back down in Volkov's office. She talked for a while, then she smiled and left. When she walked out, the old Volkov effectively went out with her. He felt quite fortunate that she had left a new one in its place—not every assassin showed that kind of mercy.

He took a breath and walked out after her to chase the life she had left him.



OVERVIEW

Evo CEO Anatoly Kirilenko was behind a Project Dike, which programmed a duplicate of Corporate Court Chief Justice Hino and had that duplicate perform his bidding. This was part of Kirilenko's plot to support Evo's Dickens Program. Ostensibly, the purpose of the program is to investigate the e-ghost phenomenon, but Kirilenko has larger plans. The simulacrum of Chief Justice Hino is more than just a means to put additional corporate control in his hands—it is indicative of the direction in which he wants to take the program.

Now, though, word of what happened to Chief Justice Hino has started to leak out. It's not public knowledge yet, but whispers are traveling to a few select ears, including those of Buttercup. She's not happy with Kirilenko's actions for a few reasons. Part of it is she has objections to the research he is performing on e-ghosts—naturally, anytime someone starts treating insubstantial beings as research subjects, she takes it somewhat personally. More serious, though, is the fact that Kirilenko is taking these actions behind her back in an effort to build his power in the corporation. Moral lapses are objectionable but forgivable; covert power plays, by contrast, demand that a lesson be taught.

Buttercup's relationship with Kirilenko has not deteriorated to the point where she feels he needs to be removed from his position; rather, a little corrective action is in order. As the first part of her strategy, she sends out operatives to discover who has been allied with Kirilenko and just who was involved with the secretive Project Dike. The second part of her strategy involves taking action against some of these allies—eliminating them or turning them to her side of the fight. Lastly, she has a tricky proposition—contacting e-ghosts, informing them of Kirilenko's activities, and telling them to protect themselves from his future activities.

PLOT POINT ONE

Picking Sides

The runners are contacted by a Mr. Johnson (use Mr. Johnson (Corporate), p. 159) saying he has some espionage work for them. He doesn't identify his affiliation, but any fixer the runners have with corporate knowledge knows that this Mr. Johnson arranges work for Evo if they succeed on a [Knowledge Skill] + Logic (2) Test.

Mr. Johnson wants the runners to do a little legwork for him. He explains that while multinationals do their best to monitor their subsidiaries, there is a lot of information to track, and they cannot regularly analyze all of it. Additionally, there are many subsidiaries that understand that their parent corporation doesn't have the time to go over their books with a fine-tooth comb, so they are occasionally selective about what they report—omitting some information, while slightly massaging others. Mr. Johnson is well aware that most of these subsidiaries keep their own set of books with information somewhat closer to the truth than what they report to the parent.

The runners' assignment is to break into one particular subsidiary and get a look at their books. Mr. Johnson does not, of course, expect the runners to have any particular business or

accounting knowledge. Instead, they are to plant a program on the node where the relevant information is stored; the program will perform the analysis for them, then tell them which steps (if any) the runners should take next. The business the runners are to infiltrate keeps their information on a secure, wired node—if the work could have been done remotely, Mr. Johnson would already have taken care of it already. Pay for the mission is 2,500 nuyen per runner, plus 50 nuyen per net hit on a Negotiation + Charisma Opposed Test (max five net hits).

This mission can be designed to take place in whatever city the runners happen to be in. Mr. Johnson is viewing this as a fairly simple mission, so he is not looking to hire expensive out-of-town talent for the job. The runners are given the name of the subsidiary—Presnya Financial Services. That's all Mr. Johnson provides, as he doesn't want to give them anything that could be traced back to him in any way.

Like many business operations, Presnya is a twenty-four hour business. It's always daylight somewhere in the world, and corporations are not anxious to use any of the space they are paying for vacant. Investigating the facility shows that it is not all that secure. There is no magic security, and the bulk of the physical security is geared toward the main entrance. There is a pair of security guards (use Corporate Security Unit, p. 281, *SR4A*) who monitor a Rating 4 scanner that looks for SINS and corporate IDs, and the second floor holds a professional spider (see p. 68, *Unwired*) who watches over the building's nodes. The primary node for the building is fairly basic (Device Rating 3) with no AR overlay besides functional AROs—the supervisors believe this to be a place of work, not a theme park, so they do not want to flood their employees with visual distractions. The node holds basic information like work schedules, internal correspondence, updates on ongoing projects, etc. The spider is physically located in the room next to the wired node (Response 4, Signal —, Firewall 5, System 5). If the spider detects any attempted intrusion, he notifies both corporate security and local law enforcement; law enforcement doesn't place a high priority on Matrix intrusion at a lower-level financial corp, so it takes them eight minutes to arrive.

Once the runners have accessed the node and loaded the program, it takes two minutes to complete its analysis. The program includes Encrypt 5 to protect the results of its scan from prying eyes; if the runners try to decrypt the program to get a look at the results, they learn that the program is requesting more information about the activities of Bernstein Vending Services.

PLOT POINT TWO

The Vendor

Mr. Johnson is pleased the run on Presnya Financial Services went well (assuming, of course, that it did), and wants to runners to perform a follow-up mission for double the pay rate of the previous run (5,000 nuyen, 100 nuyen additional per net hit on a Negotiation + Charisma Opposed Test, up to five net hits). The program planted on Presnya's node uncovered an unusually large series of contracts with a company called Bernstein Vending Services. The only way Presnya would need to spend that much on vending services, Mr. Johnson says, is if they stocked their breakroom vending machines with caviar and champagne. He's

done some checking, and Bernstein's ownership is hidden in a series of holding companies. He's pretty sure that Bernstein Vending Services is nothing more than a Matrix address and a bank account, but once again he has hit the limit of what Matrix research can tell him. They have traced the funds of Bernstein Vending Services to a woman named Vinetta Crosby. They have located two people by that name. The runners' job is to find out which one is the Vinetta they are looking for, and learn what they can about her business affairs.

One Vinetta Crosby lives in the outskirts of the Barrens (or similar area). She has clawed her way out of a mean novacoke addiction and has made it to the point where she is working sixty hours a week as a hotel maid supervisor (meaning she checks rooms after cleaning drones have visited them to make sure that they are up to standard). Her apartment is quite small and certainly does not look like the residence of someone who has been involved in significant financial transactions recently. It is the lack of certain transactions, however, that is disturbing some of this Vinetta's old acquaintances. Her former dealer has found her, and inconveniently he has decided to pay a call on her just as the runners come by. His name is Guttersnipe, and he travels with three fellow gang members (use Halloweeners Lieutenant and Halloweeners Street Gang, p. 282, *SR4A*). Depending on how the runners are acting and the gamemaster's inclination, he can have Guttersnipe believe the runners are friends of Vinetta and pressure them into getting Crosby to return as a customer, or he can take the more friendly approach and see if the runners are willing to help him in his work.

The Vinetta Crosby the runners are looking for lives in a bland neighborhood filled with corporate wageslaves. She has a small row home in an area filled with block after block of identical buildings. The interior and exterior of her place are modest and unassuming, mainly because this is a dummy address for her business purposes and not a place where she spends much time.

The tricky part of this step is getting the information they need from this address. There is no data stored on site—Crosby takes any drives and commlinks she uses at the place with her so as not to leave data behind. There is, however, a Fly-Spy drone keeping an eye on things. Runners can notice this on a Perception + Intuition (4) Test. It's operating in hidden mode, so finding it through the Matrix takes a Electronic Warfare + Scan (4) Test or a Electronic Warfare + Scan (15, 1 Combat Turn) Extended Test. The runners can try to trace Crosby (she's the one operating the drone, though she's not paying it the closest attention to its feed) or they can hack or destroy the drone, which gets Crosby's attention and brings her to the row home.

Crosby (see **Vinetta Crosby**, p. 134) currently is in an office she rents in a nondescript building two kilometers away. If the runners harm the drone and wait for her to arrive, it takes her five minutes. If they drop by her office, she is perfectly willing to talk to them. She is always looking for new business opportunities and she is confident enough in her abilities to cover her tracks, so she doesn't think the runners have any leverage over her because she doesn't believe any such leverage exists. She views the conversation as a business transaction. She doesn't feel terribly compelled to hide anything she has done, as she feels is justified, and she's not worried about shadowrunners turning her into the authorities because their credibility is not that high and their evidence, if

they have any, is not firm. If they want her to tell them what Bernstein Vending Services offers, she's happy to give them that information—as long as they pay her for her time. She tells them she charges 500 nuyen per hour for consultation services, and any fraction of an hour counts as the full hour.

Once the runners have agreed to pay her, the explanation doesn't take long. Bernstein Vending Services was simply a pass-through. Some individuals wanted Presnya money funneled to someone named Karolina Sizy, and Bernstein served as a conduit for those funds. If the runners have not heard the name through previous experience, a runner or contact with Evo knowledge who succeeds on a [Knowledge Skill] + Logic (3) Test knows that Sizy is the director of Evo's Dickens Program.

Reporting that information back to Mr. Johnson makes him very pleased, as it's the kind of information he has been looking for. Now it's time to take action against Presnya to punish them for what they have done. That's her affair, though, and will be done in her way. The runners will not be involved in it.

PLOT POINT THREE

A Gathering of Ghosts

While Mr. Johnson is dealing with Presnya, he has another job for the runners. In some ways it operates like a bounty hunt. Mr. Johnson has a certain electronic packet of data that he wants delivered to e-ghosts. He also has a file that e-ghosts can electronically "sign" to indicate they have received his information. For each signature the runners collect, they receive 1,000 nuyen.

The packet he gives them is only lightly encrypted (with Encrypt 1). He's perfectly fine with the runners looking at it, as he believes that once they know what it says, they will have an incentive to spread the info. The packet details some research being performed by Evo on e-ghosts and shows that some of the research has resulted in e-ghosts being decompiled.

Finding e-ghosts is not easy—since stories of their existence is more rumor than fact, finding the parts of the Matrix where they reside is not easy. It's possible that the runners have an e-ghost contact, which could help them find others. Alternately, they could work contacts in NeoNET who might be able to put them in touch with Cerberus/Eliohann (see p. 120, *Street Legends*), who would certainly be interested in the packet of information they have, provided he can keep his mind together enough to concentrate on it.

If the runners do not have any of those shortcuts to finding e-ghosts, this presents the opportunity to send the runners on a virtual reality hunt. Immerse them in the Matrix and have this be an affair where they must carefully feel their way around odd parts of VR—they are looking for beings that reside in the Matrix, so what they should be trying to find are signs of life and indications that beings have altered part of the Matrix to make it suitable to them. They should be able to explore forgotten corners of the Matrix, nodes stored in forgotten back rooms and damp basements where e-ghosts can store themselves and not be noticed. Matrix Perception Tests (Computer + Analyze) can help them notice telling details, and Computer + Track Tests can be used to help the runners follow a trail that may lead to e-ghosts.



Eventually, the runners can encounter a small tribe of e-ghosts led by an entity that calls itself The Captain (see **The Captain**, p. 134). Finding the tribe requires wandering through dark VR caverns that drip with glowing green strands of binary data. If the runners can navigate the caverns (they need to succeed on a Computer + Track (20, 1 minute) Extended Test; any glitches on any stage in the test result in an extra minute of wandering. For every ten minutes the runners spend wandering the caverns, have them make a Composure Test (Willpower + Charisma (1)). If they fail, the claustrophobia and starkness of the surroundings affects them, giving them -1 on and tests related to Logic and Intuition until they are offline.

The tribe they encounter lives in large cavern in the middle of this maze. It is filled with glowing crystals in several shades of blue. This spot is a Rating 3 resonance well and has Response 7. It does not look like a human habitation—this tribe feels they do not need to mimic a human existence, so there are no icons representing furniture or other human conveniences. The tribe has six total members—The Captain and five others—and all of them refuse to discuss any possible memories of physical life they may have. The existence they have now, according to The Captain, is their true existence, and any other memories they may have are mere shadows of reality that should be forgotten as bad dreams. The Captain is not immediately receptive to the runners' overtures, as it views them as emissaries of a lesser race (or, to be more accurate, a lesser species). Knowing what's in the packet will serve the runners well here, since an explanation of what it says and why it matters can make The Captain more receptive to what the runners have to say. In the end, The Captain is quite interested in the information in the packet, and while it does not condescend to act as though it know owes the runners a favor, it indicates that it would be receptive to future communication with the runners. Additionally, since The Captain has a total of six e-ghosts in its tribe, giving them the packet earns the runners 6,000 nuyen, as they all provide electronic signatures.

PEOPLE

VINETTA CROSBY

Vinetta Crosby is the most dangerous kind of con man—one who has an MBA. In many ways she lives like a shadowrunner, performing quasi-legal operations for people who find the law to be overly confining. Her methods are non-violent, though, and many corporations believe she is valuable, so she is allowed to live and move among them. She is a gifted accountant and skilled in Matrix basics, and those two things allow her to develop

creative ways to move money where people want it to go without leaving an obvious trail. She is absolutely cold-blooded about her business. She sees every relationship and conversation as a possible transaction, which means that every word out of her mouth is part of a negotiation.

Female human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
2	3	3	2	5	5	4	4	5	4.6	8	1

Condition Monitor Boxes (P/S): 9/10

Armor (B/I): 4/0

Skills: Blades 2, Con (Fast Talk) 5 (+2), Cracking skill group 4, Dodge 2, Electronics skill group 4, Etiquette (Corporate) 3 (+2), Forgery 4, Leadership (Persuasion) 2 (+2), Negotiation 4, Palming 3, Perception 4, Pistols (Tasers) 2 (+2)

Knowledge Skills: Accounting Practices 4, Corporate Finance 3, Corporate Structures 4

Languages: English N, French 5, Japanese 4, Mandarin 4

Qualities: Magic Resistance

Augmentations: Commlink (implanted, Device Rating 5), control rig, datajack, retinal modifications [eye recording unit, image link, vision enhancement 2] tailored pheromones 2

Gear: Armor clothing, jammer (area, Rating 5), maglock passkey (Rating 4), white noise generator (Rating 4)

Weapons:

Yamaha Pulsar [Taser, DV 6S(e), AP -half, SA, RC —, 4(m)]

THE CAPTAIN

The Captain is a distant, remote figure. He does not relate well to physical beings, as he does not believe they are capable of understanding him at his level. He does not feel a need to shape any human-like features onto his being, preferring instead to resemble a vaguely human-shaped creature of energy. He does not welcome visitors to his tribe's settlement, but he does not actively resist them either, as he figures that should they become problematic, he will be able to eject them without difficulty.

C	I	L	W	Edg	Matrix Init	IP
6	8	7	9	6	16	3

Skills: Computer 8, Cybercombat 8, Data Search 6, Electronic Warfare 7, Hacking 9, Leadership 5, Negotiation 4

Knowledge Skills: Matrix Structure 5, Resonance Realms 5

Qualities: Code Flux, Codeslinger, Designer, Rootkit



... A TASTE OF THE TOUR ...

Incoming Message

ALL AGLOW IN THE CITY OF LIGHTS

By **Edwina St. Simon**, senior correspondent,
A Better World, A Better You

It's that most wonderful time of year again, when the most beautiful people in the world alight in the most beautiful city in the world. Yes, the Grand Tour has arrived in Paris, and the City of Lights is buzzing with the fascination, glamour, and even intrigue that Tour participants bring with them. I have been privileged to mix and mingle with them, and I have brought you, my precious kittens, the latest news and juicy gossip from those fabulous, scandalous individuals as they prepare for the Parisian Grand Ball that concludes the Tour's Winter Season.

The odd couple of this season certainly is **Soren Johannson**, the Ares Europe VP who has seemingly grown more reclusive and short-tempered over the years, and renowned elven beauty **Claudia Romanov**. Johannson has never been known as the life of the party, but lately he seems to have gained the ability to suck the life out of any room into which he walks. I'd be tempted to describe him as the black hole of the Grand Tour, but he is quite fortunate that Romanov lights up whenever he draws near, thus negating his somber aura. It's an unusual pairing, as if the sun had emerged in the middle of the night without affecting the surrounding darkness.

- What's eating Johannson? All the blood on his hands from the Daviar-clone killings?
- Mihoshi Oni
- Or something.
- Plan 9

Everyone, of course, is asking just what Romanov is doing with the gloomy and frankly not all that attractive Johannson, but perhaps she needs a change of pace after her previous

involvement with **Johnny Spinrad**, which as we all know resulted in the birth of what's sure to be a gorgeous child just filled to the brim with personality. For now, though, everything about the child is speculation, as Claudia plays the role of a protective mother, keeping the now-five-year-old progeny entirely out of the public view. Spinrad, of course, continues to play a regular role on the Tour, and his spiritualism-inspired fashion line has been quite popular this year with Tour regulars.

Another figure that has people talking on the Tour is relative newcomer **Svetlana "Bounce" Jurjewa**. As lively and energetic as Johannson is solemn, Jurjewa has delighted and thrilled her fellow Tourmates with her frank (and occasionally graphic) tales of the life of an urban brawl star. If we're being completely honest, of course, we would have to say that many people flock around Jurjewa hoping that she will demonstrate the "Svetting" technique that has helped build her fame, but so far she has shown enough decorum to limit any exhibitionist demonstrations to private gatherings.

She certainly has found no shortage of suitors in her time on Tour, as both **Jaime Salazar** and **Dominigo Ramos** have been seen frequently in the company of the outrageously styled beauty. It would be overstating the matter to call them rivals—our dear Svetlana certainly does not seem inclined to settle down soon, and so far Salazar and Ramos have not demanded her exclusive attention. I have a feeling this is going to become one of those classic Tour relationships, where Jurjewa bounces back and forth between two dashing, charismatic, and very wealthy men, and the rest of us wonder what we have to do to gain the attention of a single individual even half as swoon-worthy as these two playboys.

- I'm pretty sure I know what Salazar's after (and I'm also pretty sure I don't need to explain it to anyone), but Ramos' goals may be somewhat different. The Aztlan Urban Brawl League (AUBL) is still not exactly lighting a fire under anyone, either in or out of Aztlan, and Ramos wants that to change. He knows

that bringing Jurjewa to Aztlan would be a major coup, giving them an instant boost in credibility. He's going to wave gobs of money at her, of course, but there are other parts of his strategy. He'll be looking to extract some other players to give her some support (there's no way she wants to take the field with a bunch of amateurs behind her), and bribing and/or blackmailing various league officials to either let people out of their contracts or look the other way on his shenanigans. So if you want some urban brawl-related work, you know who to call.

- Marcos

Another item of interest sure to engage the Tour as they prepare for the Grand Ball is the newfound activism of **Danielle de la Mar**. Ms. de la Mar is no stranger to the Tour, but her engagement with her fellow jet setters has changed in recent years. In her younger days, de la Mar was renowned as one of the most gracious hostesses of the Tour. Her quarters were known as a place to which one could retire and be assured of a comfortable seat, a warm drink, and a kind word. De la Mar was the kind of hostess who had an interest in everyone and anyone who passed across her threshold; she was a sort of unofficial aunt to the Tour, prepared to give support and a listening ear when needed. And she did it, of course, while donning a series of outfits that made it clear that subtlety and elegance will never go out of style.

Now, however, things have changed. Visitors to de la Mar can expect not a listening ear but rather a prepared speech about the need for firmer controls over the Matrix. This goes against almost everything the Tour is about. Normally, acceptable political conversations on the Tour fall into one of three topical areas. First, there are complaints about political efforts that provide unnecessary annoyances to Tour members. Second, there are programs that provide opportunities for personal enrichment; Tour members share news of these in the spirit of mutual benefit. Finally, there are discussions about whom various politicians are sleeping with. Thus, policy discussions such as the ones de la Mar seems insistent on starting are usually viewed as quite unwelcome, and indeed many members have started to quietly murmur about her seemingly one-track mind.

There are those, however, who are quite smitten with both de la Mar and her message. **The Grand Duke Adolphe III** of Luxemborg seems enchanted with her, and he has eagerly adopted her message of a tighter-controlled Matrix. He also is de la Mar's unfailing advocate, always quite willing to tell others of

her thoughtfulness, her dedication, and "her loveliness of spirit and of visage." The Grand Duke is a married man, which has caused more than a few titters among members of the Tour, but I have known the Grand Duke for a long time and I can be certain that his relationship with de la Mar is strictly Platonic.

- It's nothing of the sort. Though it's also not sexual. Here's the deal with the Grand Duke—Rhonabwy and Lofwyr have taken turns squeezing him over the past year in order to get more access to his nation's precious supply of orichalcum, and in the end the Grand Duke came to have very little control over his own nation. He feels that if he can present de la Mar as a useful tool who can help them get something they want—namely, better control over the Sixth World's information flow—then they may cut him some slack. I believe he's being overly optimistic, but we all need to have some rainbow we're chasing.

- Cosmo

De la Mar is not, however, content to limit her influence solely to the Grand Duke. She has been seen bending the ears of Saeder-Krupp's **Julian Sergetti**, Chalmers & Cole's **Emerson Chalmers**, and one of the newer additions to the Tour, **Sir Adam Dashwood**. Dashwood's appearances at Tour events are always thrilling, as it seems that the Tour is divided in two camps when it comes to the British troubleshooter—those who are eager to have some of his time in order to perhaps glean some of the secrets he has learned in his notorious career, and those who wish to see him dead. This certainly keeps Sir Adam on his toes, and it also brings a rather unsavory element to the Tour, as members have occasionally seen fit to call on the services of those who specialize in protection from—or causation of—secretive violence.

With all these elements in place, as well as the usual glamour, romance, and intrigue that follows the Tour wherever it goes, this is shaping up to be a wonderful stay in the City of Lights!

- I'm not sure if I should run screaming from the prospect of spending any time with these stuffed shirts, or rub my hands together with glee over the possibility of them inviting me into their company and giving me the chance to run all over them.
- Slamm-0!
- I'm pretty sure you haven't been invited yet, sugar.
- Netcat



INCOMING FEED.....

OVERVIEW

The Grand Tour is a traveling collection of the Sixth World's idle rich. Some of the leading industrialists—such as Lofwyr, Damien Knight, and Anatoly Kirilenko—see the Tour as a trifle, a non-productive waste of time and money. To others, though, it is the epitome of gracious living, where wealth and power serve to eliminate all the unpleasant and unsophisticated elements of life so that one can exist in a plane where everything is of the highest quality. It is not, of course, a place where shadowrunners normally are welcome.

But when power and wealth are concentrated, intrigue often finds its way in. The members of the Tour are proud of their abilities, but in their heart of hearts they understand that people who dedicate their lives to espionage, counter-intelligence, and assassination are better at those things than they are. And there is also the ever-present allure of having someone else do your dirty work. Thus, there are times when they may call on outside assistance to accomplish their goals, even if that means bringing people into the Tour with whom they would normally be loathe to associate.

One important thing to remember about working with participants in the Grand Tour is that they believe, and have had it repeatedly reinforced, that the world in large part revolves around them. To them, any concern or problem they are having is of equal importance, and everyone around them should see it as imperative to come to a satisfactory resolution. Something seemingly as trivial as spying on an object of their affection to see

what they are doing when spending time with a rival is put on equal footing with protecting a political ally from assassination. In this adventure, runners will be given a taste of the Grand Tour, and their understanding—and tolerance—of the egos involved will determine how much trust they earn, and how much work they receive.

The runners are brought into the tour by the Grand Duke Adolphe III of Luxembourg. He does not, of course, deal with the runners directly or reveal that he is their ultimate employer. The Grand Duke wants to help out his new friend, Danielle de la Mar, and he (correctly) figures that she is not the type of person who would go into the shadows herself. He wants to get her a meeting with Julian Sergetti of Saeder-Krupp so that Sergetti can bring her vision of a more controlled Matrix to Saeder-Krupp and the NEEC, and he feels runners can find a way to apply the pressure to make that happen.

If the runners are able to get Sergetti to meet with de la Mar, the Grand Duke has another job for them. He needs to find out how the relationship between Soren Johansson and Claudia Romanov is progressing—whether it's just something for show, or whether they are forging some type of actual connection. To get this information, the runners have to get surveillance on two people skilled at keeping their private lives private.

Success in this second mission leads to a side mission. As the Grand Duke starts to spread stories about the skills of the operatives he has brought in, Domingo Ramos sees an opportunity. He needs some private time with Svetlana Jurjewa, and he wants Jaime Salazar distracted for a time. If the runners can give him a little assist, he'll be quite grateful.

A TASTE OF THE TOUR.....

At the end, the runners are invited to the Parisian Grand Ball as a reward for their accomplishments. Unfortunately, the Grand Duke has not been discreet, and has been bragging to Danielle de la Mar about what he has been doing for her. She is not at all pleased that underhanded means have been used on her behalf, and she takes actions that lead to chaos at the Grand Ball.

PLOT POINT ONE

A fixer with connections to the rich and powerful of the world reaches out to the runners, telling them that he has a once-in-a-lifetime opportunity for them. They are getting a chance to take part in the Sixth World's most extravagant traveling party, the Grand Tour. If they are interested, Mr. Johnson will be waiting for them in the cabin of the *Queen Wilhelmina*, a luxury zeppelin. (If the runners are currently anywhere in Europe, the zeppelin is waiting for them in whatever city they're in; if they're not in Europe, Mr. Johnson flies them to Brussels to meet the zeppelin.)

The *Queen Wilhelmina* is quite a sight, a metallic zeppelin with a long, needle-nosed front and a large propeller on its down-sloped tail. It looks like a large silver fish waiting to float into the air.

The interior is even more impressive. It has a full-featured casino with a large staff ready to serve passengers' every whim. It also has several smaller rooms adjoining the main casino area for passengers who do not wish to be in the middle of the action.

Mr. Johnson (use Mr. Johnson (Noble)) is waiting in one of these side rooms. He has a fine selection of luxury foods (caviar, real beef, champagne, etc.) just to make sure the runners are sufficiently impressed by their surroundings. He tells the runners they can have more of the same as long as they can demonstrate their skills. He feels this should be an easy sell—the runners will be surrounded by luxury and should not have the specter of imminent violence on this job if they accept it. Plus, they'll be paid 10,000 nuyen apiece (plus 500 nuyen for every net hit on an Negotiation + Charisma Opposed Test, to a maximum of five) for the successful completion of their mission, with the possibility of more work to follow. If they reject the job, they are free to enjoy a round trip on the zeppelin, then be on their way.

Game Info

GAMBLING ON THE *QUEEN WILHELMINA*

If the runners decide to play a few games while on the zeppelin, the gamemaster can simulate the games they play. Before they play any game, you can have them make a [Relevant Knowledge Skill] + Logic Test roll; any hits can be used as added dice on subsequent tests involving that game (for each new game they play, have them make a new initial roll). Some games, such as roulette, are based solely on chance. Have runners make an Edge + Edge (2) Test. You can have them make this roll for each spin of the wheel; if they fail, they lose their bet, and if they succeed, they win. Other games, such as poker, involve pitting the players' skills and nerve against others. They should make Con + Charisma Opposed Tests against their opponents to win bets they place on these hands.

Mr. Johnson tells them that their job is to be persuasive. There is a prominent lobbyist for Saeder-Krupp named Julian Sergetti (see **Julian Sergetti**, p. 142); Mr. Johnson needs Sergetti to agree to have a meeting with socialite Danielle de la Mar. How they accomplish this is up to the runners, though Mr. Johnson tells them that they will be mingling with high society now and it would probably be best for them to act the part. He also tells them that de la Mar does not know about their mission, and likely would not be too pleased to know what they are doing. They can talk to her, but it would be in their best interest to remain discreet.

Once the runners arrive in Paris, they are brought to their quarters at the luxurious Hotel le Meurice in the heart of the city. For the duration of their stay, they will be surrounded by luxury in a hotel featuring antique furniture, an attentive staff, a world-class restaurant, and any amenity they can think of. They will need to decide on their strategy here—do they want to blend in as best they can, or do they want to stand out and use any discomfort they cause to their advantage?

Conveniently, the Grand Ball is taking place in this hotel, and most of the members of the Grand Tour are staying here. The runners are booked into room 212; Sergetti is in room 504 (Mr. Johnson provides this information). As guests of the hotel, the runners are free to roam its hallways, meaning they can just walk up to his room and knock on his door. This does not, however, mean he will answer. Danielle de la Mar is also here, in room 328. She is happy to receive anyone and everyone, as long as they will listen to her description of the harm the Matrix is currently inflicting on children across the world and why stricter controls need to be put upon it. She says that people like Julian Sergetti are vital to gaining both corporate and governmental support for her cause. If the runners reveal what they are up to, she is horrified and asks them to cease and desist their efforts on her behalf immediately. She wants to win people through good old-fashioned persuasion.

Convincing Sergetti to meet with de la Mar will not be easy. As far as he is concerned, she is just a social gadfly who is not likely to change anything, and thus is not worth her time. The runners could attempt the following approaches (or follow a plan of their own devising):

- **Bribery.** Sergetti is quite wealthy, but there are few people in the world indeed who are not susceptible to having a little extra to spend. The runners must deal in high numbers if they want to get his attention. He will give de la Mar a half hour of his time for 100,000 nuyen (minus 5,000 nuyen per hit on a Negotiation + Charisma Opposed Test, up to a total reduction of 25,000 nuyen).
- **Persuasion.** Part of the reason Sergetti is not willing to meet with de la Mar is that he is not aware of just how much popular support she has amassed and what S-K could do with the control that these people seem willing to give them. Some basic research (Data Search + Browse (15, 1 minute) Extended Test) by the runners shows that de la Mar has a network of thousands of donors, and she got 35,000 people to turn out to a Protect Our Children rally in London. If they make Sergetti aware of this and help him think through the advantages to S-K of what de la Mar is proposing, he becomes more willing to meet with her. He still needs a bribe, but it is half of what it would have been as listed above under Bribery.

- **Blackmail.** Sergetti regularly engages in affairs when he is on the Grand Tour, but that is expected behavior and he is not ashamed of it in the least, meaning he is not susceptible to blackmail about it—at least, not if the runners threaten to expose him to his wife. If the runners keep watch on his room, they notice an interesting visitor—Tír Tairngire High Prince Larry Zincan. Zincan was recently involved in having Hestaby step down as a Prince of the Tír, but he is well known to be a personal friend of the great dragon, and his presence in the room of a lobbyist for the corporation run by Hestaby's current rival would raise a lot more questions than Sergetti would want to answer. If the runners confront him with knowledge of his meeting with Zincan, Sergetti agrees to give de la Mar half an hour of his time.
- **Hacking.** The runners can attempt to hack into Sergetti's calendar and set up an appointment with de la Mar, and then feed that information back to Mr. Johnson. The trick is, Sergetti does not keep his own calendar; he has an assistant for that, and he does not pay for his assistant to stay at Le Meurice. Sergetti gets a regular stream of messages from his assistant; runners could trace these messages back to their source (a small hotel two blocks away) and then alter the calendar on the assistant's commlink (Device Rating 5, with Stealth 4; the assistant has Electronics skill group 4 and Cracking skill group 4).
- **Extraction.** The runners could decide to just go into Sergetti's room and drag him to a meeting with de la Mar. Sergetti feels safe in the hotel, so he only has two bodyguards with him (use **Elite Corporate Security**, p. 157). Hotel security may be the larger problem (see **Locations**, p. 141), as the mages on overwatch pay attention to any sign of an aura that seems distressed. If the mages see this, watcher spirits arrive within three combat turns to start harassing the runners, and then physical security arrives within seven combat turns. Additionally, if Sergetti sees his attackers in this encounter and later recognizes them in the hotel or at a Grand Tour event, he reports them to security and requests that they be ejected. The requests of someone of Sergetti's status are usually granted.

Once the runners have set up the meeting, it goes quite well. When de la Mar gets Sergetti to focus, he sees the merits of what she is proposing, and he's willing to provide indirect support to her cause on behalf of his corporation.

PLOT POINT TWO

Mr. Johnson is quite pleased that the meeting between Sergetti and de la Mar went off, and he quickly enlists the runners in another job. He says this one should be easier and offers only 5,000 nuyen for the group, but the runners are able to spend more time in the Hotel le Meurice, and as a bonus he tells them that their meals at the restaurant will now be comped.

Mr. Johnson tells them that a lot of Tour gossip has focused on the odd couple of Soren Johansson and Claudia Romanov (Romanov's stats are on p. 141, Johansson's on p. 159). Much of

the speculation has been about the authenticity of the relationship, with many Tour stalwarts convinced that it is just for show, and that Romanov would never be interested in someone as dour as Johansson. Mr. Johnson says that his client needs to know if the relationship is real or just for show.

This takes the runners into a somewhat tawdry area—peeping into people's private lives—but it's better than wetwork, and if done properly it shouldn't involve any sort of gunfire. The trick of it is that Romanov and Johansson have several assets at their disposal, and they have a vested interest in their privacy. Runners will have to work hard to keep up with them.

Finding the couple is easy. The Grand Tour hosts a reception at Le Meurice every night, starting at 8 p.m. This gives the members a chance to chat and split into small groups and attack the Paris nightlife. Romanov and Johansson are at the reception each evening, and they regularly leave together, usually around 9 p.m. They are generally standing close to each other, but they do not act much like a couple, and there is very little physical contact between the two of them.

When they leave, they climb into one of the taxis waiting in a long line outside the hotel. The taxi travels five blocks, then pulls into an underground parking garage. As soon as it does, both Romanov and Johansson turn off their commlinks. Two mages are in the garage; they use the masking metamagic to make their auras look like Romanov and Johansson (assume they achieved 5 hits on their Intuition + Magic + initiate grade Test). Both pairs emerge in Mitsubishi Nightskys (p. 348, *SR4A*); the false pair heads north, the real pair heads south. The false pair is fine with being tracked, and they lead anyone following them on a merry drive across the city that takes two hours; they finally settle in a park on the northern edge of the sprawl.

The real pair watches carefully for anyone following them. If they spot a tail, the limousine stops, and two bodyguards (use **Elite Corporate Security**, p. 157) emerge and warn the tail off. They are prepared to fight if need be, while a hacker in the limousine (use **Clutch Technomancer**, p. 155) attempts to takeover and re-route the runners' vehicles.

Romanov and Johansson travel for about six kilometers before arriving at a small hotel, the Hotel des Beaux-Arts. They walk quickly inside; simple nanopaste disguises keep anyone from recognizing them in the short time they are out in public. They have a room waiting for them on the top floor of the hotel (which is only three stories tall). There is already an area jammer (Rating 10) active in the room. Two spirits of air (Force 5) are also present, ordered to watch for anyone trying to enter the room who is not Romanov or Johansson. The bodyguards wait in the limo, ready to enter the hotel if needed.

If the runners are able to follow the pair and perform surveillance on their room, they discover that the couple has indeed commenced an intimate relationship. They have footage that Mr. Johnson is very interested in—and also footage that, if they are immoral enough, they could make some extra money off of by selling it across the Matrix. This will not endear them to Mr. Johnson, but they can always wait until their work for them is done ...



PLOT POINT THREE

Mr. Johnson is once again pleased, and he has a nice reward for the runners—they may attend the Parisian Grand Ball, scheduled to take place in three days. In the meantime they may continue to stay at the hotel and interact with the members of the Grand Tour.

The three days do not, however, pass uneventfully. The runners' secret employer, Grand Duke Adolphe III, is very proud of what he has accomplished, and he has boasted of it to some of his acquaintances on the Tour. One of these, Domingo Ramos, believes he could use the help of a few skilled deniable assets. He has a small job for the runners, one for which he will pay a set fee of 1,000 nuyen per runner (no negotiation on this—Ramos is doing it more as a lark, and he doesn't feel like messing around). At the next night's reception, he wants the runners to do whatever they can to keep Jaime Salazar (see **Jaime Salazar**, p. 142) away from Svetlana "Bounce" Jurjewa so that he can have her to himself for a time and talk shop.

While Ramos leaves the methods to be deployed at the runners' discretion, they must remember that they cannot simply use force, or at least not obvious force, as that will draw the attention of hotel security. There are a number of magic, technical, and just plain fast-talk techniques that the runners could use; if they can keep Salazar away from Jurjewa for an entire hour, they will have earned their reward.

Game Info

ON TOUR

The Grand Tour hosts a who's-who of the rich and powerful, particularly when it comes to the idle rich. Gamemasters can have just about any wealthy person they want make an appearance, but here are some names (besides those already mentioned) that gamemasters can use to populate the Tour:

- Avi Bergmann, head of FBA Israel, associate of Aden
- Emerson Chalmers, co-founder of Chalmers & Cole
- Lady Marie-Claire d'Orleans, French noblewoman
- Fianchetto, academic, former spy, and JackPoint contributor
- Lady Rhiannon Glendower, noblewoman and advocate for Welsh independence
- Cecilia Medici, Italian socialite
- Johnny Spinrad, corporate leader and extreme sports enthusiast

PLOT POINT FOUR

The runners have done their work, and now they have earned their reward—a chance to attend the fanciest of fancy parties. Since their work is complete, they may no longer feel pressured to maintain decorum. Instead, they might use this occasion to let it all hang loose, to live it up as they have never lived it up before, knowing that they will most likely never again attend such a gathering. Or they could work to make a good impression, knowing that several people in the room could be future clients.

The theme of the Grand Ball is Days of the Awakening. Both AR and illusion magic have been employed in the decoration of Le Meurice's ballrooms to evoke the proper 2012 atmosphere, and vintage electronics are strewn around the room. Magic hisses and crackles at random intervals, and attendees are liable to suddenly sprout illusory ork tusks, dwarf beards, troll horns, or elf ears (this last is particularly unamusing to the orks and trolls in attendance). The affair is, of course, black tie, and the members of the Grand Tour have gone all out, fashion-wise. Feywear, Tiffani dresses, steampunk outfits with moving gears all combine to make the ballroom a feast for the eyes.

Mr. Johnson is not attending the Grand Ball, so for the most part the runners are on their own for meeting and socializing with others. If they encounter Grand Duke Adolphe, he does not acknowledge that he knows them or is any way connected to them, but he seems overly excited to meet them. He is very pleased with what they have accomplished for him, and he has been talking about it—too much.

The Grand Ball begins at 8 p.m., but it doesn't really start to pick up any momentum until after 9 p.m. A little after 10 p.m., Danielle de la Mar approaches them. She stops about ten meters away from them, points, then turns her head to address Grand Duke Adolphe. "Are these them? Are these the criminals you have invited to our ball?" The Grand Duke mutters something unintelligible, after which de la Mar turns and addresses all the assembled members of the Tour.

"These people are nothing more than common criminals! They do not belong here! I demand that they be ejected!"

The Grand Duke, still unwilling to reveal himself as the employer of the runners, does nothing to support them, while other Tour members voice their support for de la Mar. If Salazar, Romanov, Sergetti, or Johansson recognize the runners from their previous activities (assuming the runners did something to anger them), they don't just want the runners kicked out—they want them arrested.

The runners are in a tough spot—not only is hotel security coming after them, but they also have to deal with the personal security of different Tour members. If things get too difficult for them, Ramos and his people can offer surreptitious support to repay them for their assistance; Fianchetto might be another possible ally, as he has no interest in seeing runners become entangled with the law.

LOCATIONS

LE MEURICE

Le Meurice is the gold standard of hotels in the heart of Paris. It has hosted guests including several reigning monarchs and presidents, Rudyard Kipling, Salvador Dali, Placido Domingo, Elizabeth Taylor, and legendary spy Mata Hari, among its many notable guests. Every bit of it, from the subtle AROs that appear to be glassed-in under the building's furniture to the crystal chandeliers reflecting prisms onto the ballroom walls, speaks of subtle refinement.

The hotel has seven stories. The ground floor contains a top-notch (and very expensive, 1,000 nuyen-a-plate restaurant), as well as various banquet halls and ballrooms. The first through fifth floors have thirty rooms apiece; the smaller sixth floor has ten luxury suites. There are two basement levels with the heat, cooling, water, electrical, and other systems.

Each room of the hotel has a private node (Response 5, Signal 2, Firewall 4, System 5), and the hotel has a master node (Response 6, Signal 5, Firewall 5, System 5). Two security consultants (p. 69, *Unwired*) keep an eye on the hotel's systems. AR is minimal—the hotel prides itself on having luxuries that you can actually touch, so AR is limited to subtle windows providing information on restaurant hours and menus, and events happening throughout the day.

Six security guards (use **Elite Corporate Security**, p. 157) are on duty at all times, as is a mage providing astral overwatch (use **Elite Security Mage**, p. 158). The mage is based in an office behind the front desk.

The rooms range from decent-sized rooms packed with luxurious amenities to two-bedroom suites that could sleep at least fifty if the place was ever turned into a coffin hotel. The décor has an eighteenth-century feel, with Louis XV-style armchairs and sofas, canopy beds, and down mattresses set among modern conveniences such as trideo players and foot massager drones.

PEOPLE

FIANCHETTO

A gentleman, a scholar, and a first-rate spy, Fianchetto represents the school of espionage that believes that throwing a punch or firing a gun is an admission of weakness. He is a scholar, and expert on art, a chess aficionado, and a man blessed with the ability to disappear into virtually any surrounding. Many have speculated that he must be Awakened in order to accomplish what he has, but he is not; he is a simple human who has found ways to make the most of the gifts he was given. He is not as active in spy work as he used to be, but his restless curiosity prevents him from simply staying home and living out his retirement. There is still too much for him to see in the world, too many things to learn. His career amassed him enough friends that he has a fair amount of support, as well as access to some of the things of the world that interest him. The Grand Tour is one of those things; he doesn't have any deep love for high-society gatherings, but he approaches the Tour as an anthropologist, watching the people involved and

absorbing their politicking, their petty intrigues, and the constant stream of gossip that helps make the Tour what it is.

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	7	5	3	7(9)	6	6(9)	6	8	4.1	11	1

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 4/0

Skills: Archery 3, Blades 4, Climbing 2, Computer 4, Con 6, Data Search 5, Disguise (Cosmetic) 6 (7) (+2), Diving 3, Escape Artist 5, Etiquette (Academia) 6 (+2), First Aid 2, Forgery (Counterfeiting) 5 (+2), Infiltration 7, Instruction 4, Intimidation (Verbal) 5 (+2), Leadership 4, Locksmith 2, Navigation 3 (4), Negotiation 4, Palming 4, Perception 6 (9), Pilot Aircraft 4, Pilot Ground Craft 5, Pilot Watercraft 4, Pistols (Hold-Outs) 3 (+2), Running 2, Shadowing 6 (7), Survival 2, Tracking 5 (6)

Knowledge Skills: Antique Furniture 3 Chess 5, Conspiracy Theories 3, European Politics 6, Fine Art 4, History (European) 5 (+2), Megacorporations 3, Roman Catholic Church 4, World Religions 2

Languages: Arabic 6, Dutch 3, French 6, German 6, Greek 3, Italian N, Japanese 6, Portuguese 3, Russian 6, Spanish 6, Sperethiel 2

Qualities: Aptitude (Infiltration), College Education, Exceptional Attribute (Agility), Lucky, Perceptive (10 BP)

Augmentations: Cerebral booster 3 (deltaware), DNA masking (masque), enhanced protein exchange (qualia), genetic optimization (Charisma), nephritic screen 2, platelet factories, retinal modifications (low-light vision, thermographic vision, vision enhancement 2, vision magnification), tailored pheromones 2 (deltaware)

Gear: Armor clothing, commlink [Device Rating 5, w/ CarnivoreGold 5, cell collector, fingerprint scanner], face case (Rating 3), jammer (area, Rating 8), jammer (directional, Rating 8), keycard copier (Rating 6), linguasofts (any needed at Rating 8), maglock passkey (Rating 6), nanopaste disguise (large container), Victorinox rope (6 meters)

Weapons:

Morrissey Élan [Hold-Out, DV 4P, AP —, SA, RC —, 5 (c), w/

Swordcane [Blade, Reach 1, DV 5P, AP —; concealability modifier -6 to detect its true nature]

CLAUDIA ROMANOV

A former model with a ruthless, keen intellect, Claudia Romanov has been a very useful weapon in Lofwyr's arsenal. Breaking up the engagement of then-Princess Caroline of the UK and Johnny Spinrad is one of her signature achievements, but for every headline she makes, there are a dozen things behind the scenes she is working on. She has been especially busy as of late gathering intelligence on the activities of other great dragons so that Lofwyr knows how they are lining up.



Female elf

B A R S C I L W Edg Ess Init IP
2 5 4 3 8(11) 5 5 6 4 5.2 9 1

Condition Monitor Boxes (P/S): 9/11

Armor (B/I): 4/3

Skills: Blades 2, Con (Seduction) 7 (+2), Disguise 3, Electronics skill group 4, Escape Artist 4, Etiquette (Corporate) 5 (+2), Infiltration 3, Intimidation (Verbal) 4 (+2), Negotiation 5, Perception 4, Pistols (Tasers) 3 (+2), Running 2, Shadowing 4

Knowledge Skills: Corporate Personnel 5, Corporate Structure 5, European Politics 3, Grand Tour Participants 5

Languages: English 4, French 4, German 6, Japanese 2, Russian N, Spanish 3

Qualities: Aptitude (Con), First Impression, Glamour

Augmentations: Nephritic screen 2, tailored pheromones 3

Gear: Commlink (Device Rating 5), jammer (area, Rating 7), nanopaste disguise (small container), Tiffany dress

Weapons:

Defiance EX Shocker [Taser, DV 8S(e), AP -half, SS, RC —, 4 (m)]

JAIME SALAZAR

The CEO of KondOrchid, Salazar has not shown any desire to slow down his playboy ways in his fifth decade of life. The tempo affair meant he had to lie low for a time, but he hopes the worst of it has blown over so that he can return to the life he loves. He is quite happy to be away from home right now, as the ongoing war means that Amazonia is not the ideal place to be. He rejoined the Grand Tour last summer on a part-time basis and everything went well, so he has returned in full force, with his eyes firmly fixed on newcomer Svetlana “Bounce” Jurjewa.

B A R S C I L W Edg Ess Init IP
5 (9) 3 (4) 5 (9) 4 (5) 7 5 4 6 5 1.0 14 1(4)

Condition Monitor Boxes (P/S): 13/11

Armor (B/I): 13/8

Skills: Athletics 4, Blades (Machete) 5 (+2), Influence skill group 4, Etiquette (High Society) 5 (+2), Firearms skill group 5, Intimidation (Physical) 5 (+2), Leadership 6, Perception 2, Unarmed Combat 4

Knowledge Skills: Colombian History 5, Corporate Politics 5, Ghost Cartels 6, Latin American History 4, Latin American Religions 4, Street Drugs 4

Languages: Amazonian Portuguese N, Aztlaner Spanish 5, English 5

Qualities: Augmentation Addict, Exceptional Attribute (Charisma), Guts

Augmentations (all deltaware): Adrenaline pump 3, damage compensator 11, dragon’s hide, nictating membrane, **orthoskin, platelet factories, suprathyroid gland, titanium bone lacing, wired reflexes 3**

Gear: Closet full of custom-tailored Mortimer of London suits over form-fitting body armor half-body suit [w/ insulation (6)], mirrored contacts [w/ flare compensation, image link, skinlink, smartlink], gold cruciform, ring set with a large emerald (anchored

Force 5 personal Mana Barrier spell; trigger: touch emerald to lips), mojo bag (anchored Force 5 Shattershield spell; trigger: contact with a magical barrier), Platinum Rolex watch (disguised custom commlink w/skinlink and nanotrodes, [Firewall 6, Response 6, System 6, Signal 6, Exploit 6, Black Hammer 6, Scan 6, Stealth 6, Agent 6 (Pilot 4)])

Weapons:

Fist [Unarmed, Reach —, DV 6P, AP —]

Machete [Blade, Reach 1, DV 6P, AP —]

Eichiro Hatamoto II [Heavy Pistol, DV 7P, AP -1, SS, RC —, 1 (m), w/ smartgun system, imp. range finder, quick draw shoulder holster]

JULIAN SERGETTI

One of the chief architects of the NEEC, Julian Sergetti has often said that, contrary to rumor, he’s never talked a dragon out of its skin—mainly because he hasn’t tried yet. He is a vital ally to Lofwyr, and the dragon will be counting on Sergetti to play an important role in unifying various European powers behind him as the dragon conflict takes shape.

B A R S C I L W Edg Ess Init IP
2 3 4 3 6(9) 5 6(8) 6 6 4.55 9 1

Condition Monitor Boxes (P/S): 9/11

Armor (B/I): 5/3

Skills: Blades 2, Con 4, Electronics skill group 3, Forgery (Counterfeiting) 3 (+2), Intimidation (Verbal) 2 (+2), Leadership 5, Negotiation (Diplomacy) 6 (+2), Perception 5, Pistols (Semi-Automatics) 3 (+2)

Knowledge Skills: Baroque Music 3, Brussels Streets 4, European Politics 6, Fine Cuisine 4, History (European) 4 (+2), International Heads of State 6

Languages: Dutch 5, English 5, French 6, German 6, Italian N, Japanese 5, Mandarin 4, Portuguese 5

Augmentations (all deltaware): Commlink (implanted, Device Rating 5), cyberears [Rating 2, w/ audio enhancement 2, damper, spatial recognizer], cybereyes [Rating 2, w/ thermographic vision, vision enhancement 2, vision magnification] encephalon 2, tailored pheromones 3

Gear: Synergist Business Line (suit jacket, slacks, high-collar shirt), tag eraser, white noise generator (Rating 6)

Weapons:

Morrissey Elite [Heavy Pistol, DV 5P, AP -1, SA, RC —, 12 (c)]





Incoming Message

Posted by: Snopes

There are no places on Earth that are entirely empty, because whenever humanity sees a wilderness it fills it with myths and legends, monsters and bogeymen. The Matrix is just another in the long line of these empty spaces, and it's got plenty of beasts and half-seen creatures that are supposed to inhabit it. So gather 'round, everyone, and I'll tell you the tale of the mythical file known as ATA_XR113.TRD.

The first mention of ATA_XR113.TRD showed up in July 2073. Someone with the screen name Crpnr appeared on a number of forums where he had no posting history and started talking about the ATA_XR113.TRD file. He said it was the scariest damn thing he'd ever seen, and he wondered if anyone had any information about it, like where it was filmed or anything else. A lot of people ignored him, since his post had all the earmarks of a marketer or spammer. A few of them asked him to send the file along, but he either ignored them or said something about how his copy of the file had been corrupted, so he couldn't send it along. With no one else to verify anything Crpnr said, the whole thing faded away pretty quick.

- Yeah, I asked for a copy of the file. It sounded fake as hell, but there are some good amateur horror trids out there, so I was hoping for something that might waste at least a few minutes of my time. Like everyone else, I never heard from Crpnr. I didn't follow up on it immediately, but later ... well, I don't want to get ahead of Snopes.
- Slamm-0!

The whole thing would have faded and been forgotten after that if it weren't for the actions of a guy named Auteur. Unlike Crpnr, Auteur had been around several trid boards and had an established reputation. He was a guy who had an encyclopedic knowledge of trideos and 2D flicks, and he was a specialist in horror and thrillers. He wasn't an academic, but some of his longer posts, including "Park Chan-Wook, Takashi Miike, Bernardo Duarte, and Excruciating Revenge," have been directly quoted in several academic papers.

About a month or so after Crpnr had faded into the background, Auteur started asking around for him. There was an angry undercurrent in his posts—he said things such as "has anyone seen that Crpnr bastard around lately?"—but the reasons for his hostility weren't clear.

Crpnr didn't appear, but then Auteur abruptly stopped asking about him. Some people asked if Auteur had ever found Crpnr, and all they got was a brief "I'll tell you later" or something to that effect.

Then, suddenly, Auteur went on a crusade. He went to each and every site where Crpnr had put up a message (and there were a lot of them) and demanded that Crpnr be banned. He said that the whole ATA_XR113.TRD affair was a scam, an effort by Crpnr to sneak a Trojan Horse onto people's nodes that would then let him mess around with their data.

That was when things really blew up. A number of people came forward and backed up Auteur's claim, saying they'd receive the file, only to have it and other files on their commlinks disappear within days or hours of them receiving it. Many people expressed amazement that anyone had gotten anything, saying they'd requested stuff from Crpnr and never heard back. This then brought up the inevitable question—had the people who had received it actually watched it, and if they had, had it lived up to Crpnr's hype?

- Let me break in here with my experience at this point. Like I said, I didn't hear from Crpnr, and all the fuss that erupted made me curious. It was clear that Auteur wasn't a hacker, or else he wouldn't be asking the boards to get his revenge for him. I hadn't given much thought to Crpnr, but if he really was sending around Trojan Horses, I figured it would be worthwhile to find out if he really knew what he was doing or if he was just some amateur prankster. So I decided to track him down.

It should've been pretty easy. This guy posted all over the place; tracking him down should have been a piece of cake. So I set out to find the guy, and it turned out he was much more sophisticated than I gave him credit for. He had two posts that went live at almost the exact same time. One originated

from Detroit, the other from Mumbai. Now, it's no real trick to schedule posts to appear sometime after you write them, but I couldn't find any trace of code doing that. And I looked. I stripped more than one nexus down to its core code looking for fingerprints Crpnr had left behind. I couldn't find them.

So now my curiosity was piqued. This game was more elaborate than I'd given it credit for. The next question I asked was if the access Crpnr got to people's 'links worth the effort? What did he get from them? I decided to check in with some of Crpnr's "victims," and a few of them gave me access to their 'links. I dove in to see what I could find.

- Slamm-0!

Most of the people who had received the file hadn't watched it. In fact, it was common for people to say that the file deleted itself right when they opened it. A few people, though, were able to watch at least a portion of it. Here's a selection of their comments.

It didn't seem like anything special to me. Dark corridors, shaky camera work, hard-to-hear conversations. If I'd had the chance to watch the whole thing, I'm sure something scary, dark, and somewhat formless would have jumped out of the shadows. No big deal. I didn't think it was much of a loss that I missed the rest of it.

—MistressDark

The interesting thing to me was that the atmosphere seemed like it was supposed to be scary, but no one in the trid seemed scared. They actually sounded pretty upbeat, like this place where they were was better than where they had been. I'm not saying there wasn't something waiting to eat them, but it wasn't really an ominous beginning. It was almost hopeful.

—ShakyNorm

I saw enough to grok the relationships between the people in it. They liked each other and all—they were familiar, they had some in-jokes—but you know what else? These were people that could turn on each other in a heartbeat. You want to know how I got that impression, I know, but I can't really say. It was just something I knew. Maybe it was when they talked about finding some old stores of food in the building. You could see it on some of their faces. If they found any food, you just knew that they'd keep as much of it for themselves as they could. They were in the dark there together, they were being friends, but all that would go away if something bigger was at stake. And to these guys, "food" was a big deal.

—Mudlark

The people who had seen a piece of the trid generally agreed that the group of people shown at the beginning all had English

accents; some people pinpointed them as lower-class London accents. The accents, the long, dark hallways the trid purportedly showed, and the first three letters of the filename led some people to identify the location of the trid as the Angel Towers Arcology. There's no concrete evidence to back this theory up, but the lack of alternate theories has made it stick.

While this analysis was interesting, there was one problem—no one had gotten to the part of the trid that was supposed to be scary. Some said it was atmospheric, but no one said they saw anything horrific occur. What it was that had gotten Crpnr so worked up about the trid in the first place wasn't at all clear.

A lot of discussion and speculation followed in the wake of Auteur's request that Crpnr be banned, and he was, in fact, kicked off a number of boards. It didn't seem to bother him much, though, as he didn't make any appearances during the whole discussion. It seemed like the whole event would once again fade and only be discussed by a few hobbyists, when one more file emerged to stir up the pot again.

- Before Snopes gets to that file, I'll interrupt with what I found when I went looking into the people who had their files erased. There wasn't a whole lot of subtlety to the attacks. Generally, it was a simple data bomb, targeted to take out the ATA_XR113. TRD file and nothing else. Sometimes the vagaries of Matrix coding, or defenses people had erected and the responses to them, meant that a few people lost more than the single file, but from what I saw that was not the intent. Someone was just trying to keep the file from being proliferated.

The technique used in the data bomb was quite different than Crpnr's attempts at stealth. His coding was all over the place, seemingly changing to suit his mood or the time of day or who knows what. The bombs, though, were regular and consistent. When they encountered security and tried to get around it, they did so in a way that followed a regular pattern. It had a clear signature, though it took me a while to recognize it. I did my research, then looked at the coding again, then checked and double-checked to make sure I was seeing what I thought I was seeing. I went over it enough that I can feel confident in the truth of what I'm about to say:

The data bombs sent to erase the file bore clear fingerprints of Echo Mirage team members.

- Slamm-0!

The last file to stir the pot was posted to a single forum by Crpnr (he put it on one of the few places that hadn't banned him). All he did is post the transcript I'm about to repeat; he did not say anything else, and he did not post again, either on that forum or anywhere else. None of the speakers in the transcript he provided were identified, making it of very dubious legitimacy. But it was interesting enough to get the conspiracy theorists interested again, and a cottage industry is starting to develop around examining this transcript and the other events surrounding the file. I'm providing this primarily as a conversation piece, with the firm reminder that the truth of this

is completely unconfirmed, and that's about the nicest thing I can say about it. Besides the fact that it's interesting.

// upload Uniformat text file ::
user Snopes :: 02/05/74 //

Okay, I've got it. I think I've got it. Ha! Bastards. That'll teach 'em to mess around with my 'link.

I'm trying! It won't—it won't share. I don't know why! How the hell should I know? It just won't share, okay? Look, I'll try to unlock it later, but right now I'm gonna watch it, before something happens to it again. You can just listen.

I'm going to fast forward through the parts we already saw. There they go, they're walking down the corridor, they're talking, they're joking, ha ha ha, yeah, same stuff. Okay, they went to the one room, they looked in the empty barrel, water dripped on their heads. Caught up now, slowing down. Let's see what this has got.

Second room. Still nothing. The dwarf suggests maybe they split up, they could cover more ground that way. Yeah, good move, dwarf guy. Splitting up in dark, creepy corridors always works well for people. But they're smart enough to stay together and move on. Good for them.

And we have a noise! Distant, creepy noise. Everyone jumps a little, looks around, then giggles nervously. It sounded like something falling over. Maybe an empty barrel? But it didn't sound like it rolled after it fell. Everyone thinks it came from above. Their nervous, but they're moving on. They're moving slower now, scanning every centimeter of space, looking down, looking—

—holy *shit*. There was something there. There was totally something there! Right at the edge of the light, it just darted out of the way. It was kind of long and thin, but I couldn't make out any details. I'll go back later, get a freeze on it. Figure out what it was. But I want to see this through.

They're really nervous now, but they're still moving forward. They're not even talking about going back. Crap, how desperate are these guys? Where are they coming from that wandering through here is a better alternative than where they normally are? It's just not nice here, it's dark, it's cold.

It's cold. I feel it, it's cold. There's some simsense here! It wasn't there at first, but it's there now. A simsense track. Holy mother of hell. Anyway, this guy's nervous. He doesn't want to be the one having to do the recording. He wants his hands free in case something happens.

They're moving to the next room. Slowly. The door here is closed. It scratches across the floor at one point, and this guy nearly jumps out of his skull. This is amped up, man. I think my heart rate just doubled.

They're looking in the room and—elation! Relief! There's stuff here. Boxes and boxes—cereal, dried grains, Maxiblast Sugar Bombs, and Sweeteez. Sweeteez! They have a shelf life of forever!

Man, this guy's hungry. I hadn't noticed that before, but

he really is. Like he hasn't eaten for days. Well, then go for the Sweeteez, right? Rip 'em open, squeeze the packaging, have the soft parts bulge out, then lick it up. Go right for the sweet part. Oh, that sugar is heaven. After going so long without food, it's better than jazz, it's like it's injected right into the bloodstream. Did I mention this guy's hungry?

Everyone else is looking at what's here, maybe trying to take an inventory, and he just downed the one cake and is going for another. He's inhaling—holy shit, it feels like I'm choking on the thing. Is he trying to swallow it all at once? But there it is. There's the sugar rush, almost as good as the first one. He feels so strong now! They're counting up everything, reviewing what they've just found, and I could carry it all back by myself. I could take it now. Why do they need to count? I could grab each and every box and carry it. They could put some on my back. These boxes aren't that big. I'm bigger than them now, so much bigger. They're still looking at the boxes, but look at them. They are so small. And they are so slow, still counting. And they are so ... naked. So uncovered. Their skin, their weak skin is exposed. They don't cover it. Don't they know how weak they are? And beneath the skin—beneath the skin it pulses. I hear it now, rushing around me, and I know what it is. I know how sticky and sweet it is. And fresh. These boxes have been sitting so long they are old, they are stale. They are not. They are fresh. They do not know they do not expect they are still counting they do not know what is happening they do not know what is here.

They are so slow

It is a step it is a short step it is so easy it is a step it is a grab it is a tear it is a slurp they have the soft parts and you squeeze and the soft parts bulge out it is a drink it is a long slow drink it is a drink that makes me more thirsty

they are still here they are around me they are loud

they scream and chitter or do they

chitter and tear

chitter and tear

chitter and tear and feed

i grab more i grab so many i grab eat feed drink

more

eat more

quiet now

quiet now eat more

eat more find more find more now follow sound follow

sound rushing sound all around follow sound find more eat more now

- As Snopes points out, all of this is completely unverifiable. You could walk away from this story believing there's something bad—it's not specific, but I can guess what it is—in Angel Towers Arcology. Or you can believe that someone wants us to believe that there is something bad in Angel Towers Arcology.

- Dr. Spin

OVERVIEW

Danielle de la Mar has been resistant to enlisting shadowrunners into creating a more controlled Matrix (partly because she knows that shadowrunners tend to be unsympathetic to such a thing), but she is coming to a realization that sometimes runners are best equipped to handle certain types of jobs. She's had some time to calm down after the ruckus at the end of the Grand Tour's Parisian Grand Ball, and she's received some information that she's beginning to understand can best be addressed by shadowrunners. She still has enough distaste for them that she's not going to contact them directly, but she will have a subordinate reach out to them to take advantage of an opportunity she has discovered.

The job arises out of an opportunity de la Mar has perceived in the Angel Towers Arcology in London. She thinks the arcology provides a wonderful opportunity to test the type of Matrix system she wants to develop. She sees it as a win-win situation—if she can get a corporate sponsor to put a controlled Matrix system in the Angel Towers Arcology, she can provide Matrix access there that the residents of the Lambeth Containment Zone can access. They get Matrix access, she gets a proof of concept, and a corporation gets to look like a generous sponsor of Matrix access for low-income London residents.

The trick, though, is that Angel Towers is not quite ready for rehabilitation. There's too much going on in its corridors. The runners are going to have to get into the dark halls of an abandoned arcology and deal with some of the denizens of it. In the end, the runners will encounter some creatures that will keep de la Mar from executing her plans in the immediate future.

PLOT POINT ONE

Mr. Johnson (use **Mr. Johnson (Noble)**, p. 159) reaches out to the runners through a fixer with high-society connections. The meet is virtual; Mr. Johnson is based in London, and even if the runners are nearby, he's not eager to be in their presence. He secures an invitation for them to the online version of the Casino de Monte-Carlo, which drips luxury even in its virtual form. The runners may gamble there if they'd like—the casino is willing to take anyone's money—but they are expected to meet Mr. Johnson in a private room at 8 p.m. The room looks like a luxurious gentleman's club from Victorian times. Mr. Johnson wears a suit and holds a virtual martini glass, if only because he would look unnatural without one.

He tells them that he would like the runners to go to London for a time. He has a multi-stage project for them, and he will pay them 2,000 nuyen each per day, while also providing transportation to London. He says that he has arranged for a contact in the city—they are to meet a woman named Tuppence (see p. 148) in the Lambeth Containment Zone. She will serve as a guide and help them on their tasks, and she also provides instructions for subsequent jobs.

Mr. Johnson says that the overall purpose of the job is to make the Angel Towers Arcology more inhabitable for LCZ residents. He is willing to tell the runners that Danielle de la Mar is behind the mission if the runners ask. The first step is in the job

is to make sure the arcology gets regular electricity, which means making sure the power lines in the basement are intact.

The first part of the mission goes smoothly—they should be able to journey to London, enter the LCZ, and meet Tuppence without difficulty (though gamemasters can throw in conflicts with LCZ gang members as desired). Tuppence is a cheerful and tough dwarf who has spent a fair amount of time in Angel Towers and knows her way around the lower levels. She leads the runners to the central power room, where they have to contend with a nest of demon rats (p. 152, *Running Wild*) who have made their home there. Twenty-four rats are present; runners need to get them out of the room, then seal it up. Sealing it requires either an Artisan + Logic (10, 5 minutes) Extended Test or an Industrial Mechanic + Logic (8, 5 minutes) Extended Test; four more demon rats arrive every 15 minutes until the room is sealed. Once a utility supplier can be lined up for the towers and the lines are repaired, power can flow to the building again.

PLOT POINT TWO

The second task is less straightforward than the first. The third floor of the arcology has become a combat zone—a branch of the Human Nation has taken up residence on the west side of the building, while a troll and ork gang called the Bollocks has control of the east side (use **Terrorists**, p. 162 for the Human Nation members; use **Sprawl Ganger**, p. 109, *SR4A* for the Bollocks). The second floor was formerly part of a large enclosed mall. A large corridor running the length of the arcology divides the east half from the west half; four east-west hallways cross the middle corridor, leading to the former shops on either side. There is a central open-air space in the middle of the floor where the escalators and elevators are. The elevators are not functional, but doors could be jimmed open and runners could climb the cables if they desired (Climbing + Strength (3, 1 Combat Turn) Extended Test for each floor).

Now-frozen escalators go to the second and fourth floors. Tuppence tells the runners that the third floor has become too dangerous for anyone to visit—metahumans who emerge there are attacked by the Human Nation, while humans are set upon by the Bollocks. The runners don't need to eliminate the gangs, but Mr. Johnson wants them to negotiate an agreement between the two that will allow others to move freely to the other floors of the building without having to worry about being attacked.

To get an agreement, the runners need to find something the gangs want (along with carefully employing their social skills). This is a chance for the runners to use their creativity in getting the gangs to agree to a truce. Some of the things they could offer to the gangs include (but are not limited to):

- The promise of control of one of the higher-up floors once it's secured;
- Goods, including food and weapons, taken from other floors of the arcology;
- A more steady supply of visitors to beat up/mug if the gangs lay low for a time and let the necessary improvements be made to the building;

- Connections to black marketeers/organleggers/drug dealers or any other members of the underworld that the runners know.
- Cash—for every 1,000 nuyen the runners give each side, the gang they are talking to calls a cease-fire for one day (net hits on a Negotiation + Charisma Opposed Test lower this by 100 nuyen per hit). They need to perform this negotiation with each gang.

Alternately, the runners may decide it's best to have these two groups take care of each other. They can try to move back and forth between representatives of the group and inflame the already-existing anger, goading the two sides into open conflict. Once it erupts, they can stand back and let the chips fall where they may, or they can get involved to make sure that as many members on both sides permanently check out of the arcology. Each gang has twenty-five members, and they go at each other with their full forces.

PLOT POINT THREE

Once the path to the upper floors is secured, residents of the LCZ start exploring the area in greater numbers, scavenging for goods while looking for suitable habitations. The runners can be given a series of odd jobs—escorting people on different explorations and so forth. The gamemaster can have them encounter creatures such as jauchekafers (p. 155, *Running Wild*), scopyrines (p. 156, *Running Wild*), and possibly shadowhounds (p. 156, *Running Wild*). Tuppence should spend some time away from the runners, doing scavenging on her own, and at some point she should call them for help, saying she is wounded and can't make it past creatures who have her pinned down on the eighth floor of the building. She asks them to come help her as soon as possible.

The eighth floor was housing for corporate drones, and it is a large grid of hallways leading to apartments that are each about 150 square meters. Many of the doors to the apartments (and some of the walls) are ruined; most of the intact doors are unlocked. The gamemaster, at their discretion, can throw in a few locked doors that are secured with Rating 2 maglocks.

Tuppence is not exactly sure where she is, so she can't give directions to her current location. Runners can attempt to locate her by tracking her commlink signal, but they should occasionally run into wrong turns and dead ends. Alternately, they could try to follow Tuppence's tracks through the dust on the floor with a Tracking + Intuition (5) Test; the relatively high threshold is due to the fact that there are a number of tracks on the floor, which should alert the runners that this floor is not empty.

When the runners finally find Tuppence, she is sitting on the floor of one apartment, leaning against a wall. She doesn't have any visible injuries, but she is saying something is wrong with her hip, which is keeping her from walking. Runners that succeed in a Perception + Intuition (5) Test notice that she looks and sounds different—she has small, dark hairs starting to grow on her face, and her mouth occasionally makes small clicking noises. She has been inhabited by an ant spirit and is now a hybrid form. She waits for the runners to approach her and offer help, and then she attacks. For added difficulty, the gamemaster can have nearby



insect spirits such as soldiers (p. 152, *Street Magic*) and workers (p. 153, *Street Magic*) join in the attack.

Once the runners report back, Mr. Johnson curtly acknowledges that further services are not necessary. The problem is bigger than his sponsor realized, and it will take some time to prepare the building for her project.

LOCATIONS

ANGEL TOWERS ARCOLOGY

Angel Towers is abandoned and falling into ruin, making it a vast, indoor barrens. It has no electricity, and the only Matrix access it has are the nodes people carry on them when they enter. It is dark, full of odd echoes, and should be a little unnerving for runners who enter it. The arcology is quite large, and the runners should not make it to the upper floors, as most of the activity at this point in time is happening on the tenth floor or lower. The first five floors were formerly a gigantic shopping mall, highlighted by the famous giant panda in the middle of the mall, rising all the way to the fifth floor. The sixth floor was given over to mall management and other office space, while floors seven through ten were small apartments for wage slaves. The various creatures listed in plot points two and three have taken up residence in all these floors now, but they should still be somewhat rare—approximately five or so creatures per floor (more if the gamemaster wishes to introduce additional conflict into the adventure).

PEOPLE

TUPPENCE

Tuppence is a longtime resident of the Lambeth Containment Zone, and like many residents she has experience doing what she needs to in order to survive. She has particular expertise in scavenging and has a knack for finding what she needs, from food to materials for her makeshift home to things she might be able to sell to LCZ residents. She's quite excited about the recent move of LCZ residents into the Angel Towers Arcology, as she figures it will be a goldmine of scavenging. This makes her a willing and enthusiastic guide. It also means, though, that she is eager to be the first one to unexplored areas of the arcology, which can make her willing to abandon the group if she thinks there's something valuable waiting for her ahead.

Female dwarf

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	4	4	4	2	5	3	4	4	6.0	9	1

Condition Monitor Boxes (P/S): 11/10

Armor (B/I): 6/4

Skills: Clubs 3, Con 2, Disguise 2, Dodge 3, First Aid 2, Infiltration 2, Navigation 3, Palming 3, Perception (Visual) 4 (5) (+2), Shadowing 3, Tracking (Urban) 3 (+2)

Knowledge Skills: Lambeth Containment Zone Streets 4 (5), Scavenging Techniques 5 (6)

Languages: English N

Qualities: Home Ground (Lambeth Containment Zone), Incompetent (Hacking), Perceptive (5 BP), School of Hard Knocks

Gear: Armor vest, glasses (Rating 1, w/ low-light vision)

Weapons:

Sap [Club, Reach —, DV 3S, AP —]

Tuppence as hybrid-form Force 4 ant scout spirit

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
9	8	8	8	2	5	3	4	4	4	6.0	13	1

Condition Monitor Boxes (P/S): 13/10

Armor (B/I): 6/4

Skills: Assensing 4, Astral Combat 4, Dodge 4, Infiltration 4, Perception 4, Shadowing 4, Unarmed Combat 4

Qualities: Home Ground (Lambeth Containment Zone), Incompetent (Hacking), Perceptive (5 BP), School of Hard Knocks

Powers: Animal Control (Insect Type), Astral Form, Concealment, Confusion, Enhanced Senses (Ultrasound), Hive Mind, Immunity to Normal Weapons, Inhabitation (Living Vessels), Movement, Sapience, Search

Weaknesses: Allergy (insecticides, severe), Evanescence

Gear: Armor vest, glasses (Rating 1, w/ low-light vision)

Weapons:

Sap [Club, Reach —, DV 5S, AP —]

... RECLAIMING LOST SHEEP ...

Incoming Message

The signal was covering more distance than perhaps any signal on Earth. It took more wrong turns than a corrupted drone trying to navigate an abandoned GridGuide network. It winnowed its way through underutilized or unknown pockets of the Matrix, and it snuck through fields mined with the blackest IC imaginable. It did all this so that it could arrive in the penthouse suite of one of the most powerful men in the world.

Richard Villiers sat in comfort, because he did everything in comfort. His chair was upholstered, his decanter was crystal, and his scotch was twenty years old. The view was high enough above Boston that all of the sprawl's dirt and filth was filtered out by the gently twinkling city lights. He was alone, and he only had a single ARO open in front of him.

A heavy rain fell inside the ARO, but the man peering out of it did not look damp. Miles Lanier was often thought to have no sense of humor, but Villiers knew better. It was subtle and deployed selectively, but it was there. Lanier knew exactly how people saw him, and the virtual raincloud he constructed was his own wry commentary on his image.

It wasn't just that, of course. The rain made everything dark enough so that Villiers couldn't tell if it was day or night where Lanier was. Lanier would not be giving him any hints.

There was a lot that could be said (and there were a few things that could not), but rather than mess around with any problematic areas, Lanier cut right to the common bond they'd always have, no matter what. Business.

"You can call me a failure if you want, but I have no more idea who's really in control of Trans-Latvian than I did when I left."

"Failure."

Lanier grimaced, but only slightly. "I made it to a lab they're funding, though. I saw what they had there."

"And?"

"Brains. Dozens of them. Brains in jars, intact or in slices. Brains still attached to spinal columns. Brains that had been damaged in every way possible."

"Damaged?"

"Brains that had been shot, brains that had been impaled, brains that had been bruised, brains that had been hit by stroke or by aneurism. Whatever damage you can conceive, they'd suffered it."

"So, brain injury work. Probably some brain mapping."

"All of which has been done before."

"So they're looking for something they think others overlooked. Or they need information that other projects didn't see fit to provide." Villiers turned this thought over in his head as he watched a drop of condensation run down his glass. No new idea popped into his mind.

"There's one more area to look at, though," Lanier said. "Word is that Trans-Latvian is going to be making a Corporate Court appearance."

"What? How? Not the patent thing—I thought it was baseless."

Lanier nodded. "So did everybody else, including the patent holders. But Trans-Latvian apparently has a sponsor on the Corporate Court who's pushing for the case to be heard."

"Who?"

"Chief Justice Hino."

Villiers nodded. "Good work, Miles. That's good work."

"Do you know what it means?"

"No. But I will."

There was silence. Rain continued to fall noiselessly in Lanier's ARO. His expression didn't change as he patiently waited. Villiers decided he was fine with keeping him waiting.

After a full minute, Lanier caved. "How's Samantha?"

"Quite upset with me." Villiers chuckled. "At least I hope she is."

"What did you do?"

"I sent someone to seduce her."

"Richard." Extra lines creased Lanier's face. He could get the most expensive leónization treatment in the world and those lines would still be there. Lanier was probably born with them. "That's beneath you."



This time Villiers' laugh was a loud bark. "That's a lie, and you know it. It's right at my level. I'd say it's quintessentially me. Besides, she had it coming. She messed up, and she has to pay for it. She'd be disappointed in me if I didn't take some action."

"So you're punishing her because you think she wants you to?"

"I suppose."

Lanier shook his head. "Every marital counselor in the world should be grateful that you two never decided to seek help. No one should have to deal with whatever it is the two of you are."

"Nonsense. We're every counselor's secret dream. We're crazy, wealthy, and incurable. We'd make them a fortune while providing them with a lifetime of stories to tell."

Villiers chuckled into silence. Another minute passed.

This time it was Villiers who cracked first. "I think you've been out there long enough. I think it's time for you to come back."

For the first time, Lanier looked away, breaking eye contact with whatever camera was capturing his image. "Not yet."

"It's okay that you haven't finished your mission. Come back. We'll compare notes, regroup, and figure out the best way to move forward from here."

"What I haven't learned isn't the problem. It's what I *have* learned."

"Project Imago? Are you concerned about Project Imago? Come in. We'll talk about it. I can explain."

"You know I won't do that. You know I need to figure out the whole story by myself."

"I know you do. That's why I need you to come in."

Lanier looked at his camera again so he appeared to be looking directly at Villiers. "I see. Come in or I'll be dragged in. Is that where we are?"

"Quite possibly."

"Then give it your best shot. You've tried before. How did that work out for you?"

"That's why I'm asking you to come in voluntarily. To avoid all that."

"I don't see that happening."

"Then I'm going to do what I have to do. I just hope you understand it's nothing personal."

Lanier made a sound that may have been some sort of deep chuckle. "Richard. At our levels, in our circles, it's always personal. Always. Just ask your wife."

"Fine. Just so we understand one another."

"We always have."

Villiers nodded. "Okay. Just so you know, the first people who'll find you—and they will find you, Miles—will try to persuade you. What comes after them is worse. Don't wait for that. Let yourself be persuaded."

"They have to find me first."

A second ARO appeared in Villiers' vision underlying it was a complicated bot of geographical and binary data. It was translated into a gently blinking green light.

"Yes they will," he said, then smiled with considerably more aggressiveness than cheer.

OVERVIEW

Miles Lanier has been away from Richard Villiers and NeoNET for more than a year now, and Richard Villiers thinks it's time to bring him back. Lanier, though, does not believe his work is done, and some of the things he has learned about Trans-Latvian Enterprises and some of NeoNET's off-the-book activities has left him feeling uncertain about coming in. This presents quite a challenge to Villiers—Lanier is not just some average executive who can be the target of a by-the-book extraction. Finding Lanier is a hard enough in and of itself, and bringing him in is even more difficult. Villiers has come up with a plan, though, and he hopes the pieces he has in place will bring Lanier out of hiding.

In this plot, the runners only have a partial knowledge of the larger plans being executed. That's entirely on purpose—Villiers does not want anyone to see the whole picture, as keeping his deniable assets in the dark protects the confidentiality of his plan. In the end, the runners should not feel like they are tasked with retrieving Lanier single-handedly; they should feel like they are part of a larger machine designed to bring Lanier out of hiding.

In the first plot point, the runners are asked to canvass an area where Lanier has reportedly been seen, trying to get more

information on his current whereabouts. In truth, Villiers does not expect this canvassing efforts to do anything directly to locate Lanier; instead, the main purpose of this is to serve notice to Lanier, his allies, and his enemies that Lanier is actively being sought. That part works, and some of Lanier's allies emerge to strongly dissuade the runners from continuing their mission.

Once the runners report on their mission (and perhaps take some time to let any bruises heal), Mr. Johnson gives them their next task. Lanier has been working under the radar, and that will become more difficult if scandalblogs and other news sources are talking about him and putting his image everywhere. Villiers has a number of teams planting stories; the one the runners are assigned to assist with says that Lanier has been conducting espionage against a Saeder-Krupp research facility in Essen. Telling reporters that this is happening is the easy part; the difficult part is getting them to believe it. Mr. Johnson has a plan.

By this point, Lanier should be starting to feel at least a little harassed and he might surface or make a mistake. Villiers has been working to get a bead on Lanier's location, and he thinks he has found him in a forest hideaway. He decides on a stick-and-carrot approach. First, he sends a team of runners to his location on an (likely suicidal) attack. The players are assigned to stay away from the assault and to watch for signs of Lanier's escape. They should then track him and offer him to escort him to someplace safe.

The situation becomes more complicated when another party attacks. Lanier has made some enemies in the past year, and they have been monitoring Villiers' efforts, hoping they will lead them to Lanier. They attack Lanier as the runners are escorting him away. The runners should fight to protect Lanier, and they may or may not be successful. At the end of the fight, though, they discover that Lanier has remained one step ahead of them—the person they have fought to protect is not actually Miles Lanier. The real one is still out there, somewhere. The runners can, however, find some information about what kind of enemies Lanier has made for himself.

PLOT POINT ONE

A fixer with corporate connections reaches out to the runners and tells them that they've hit the big time (teams that completed the **Villiers Divide** chapter of *Corporate Intrigue* should be contacted by whoever brought them into that mission). They are to meet Mr. Johnson at an upscale restaurant in their home city.

Mr. Johnson is a well-dressed corporate type (use **Mr. Johnson (Corporate)**, p. 159). He is formal throughout the meeting, focused on business and not interested in any distractions or side conversations. He tells the runners that they have the opportunity to work on a plan developed by Richard Villiers himself. The objective: Return Miles Lanier to NeoNET.

He immediately assures them that they will not be expected to retrieve Lanier by themselves. They are not the only team Villiers has hired, and they will not carry burden of his plan entirely on their backs. They will also be well compensated—for every part of the plan they successfully complete, the team will share 50,000 nuyen.

The first mission, he says, is simple—it's an old-fashioned canvassing. Lanier has been seen frequenting an open-air market in the Wanchai-Causeway section of Hong Kong. According to rumor, he has been talking to organleggers and street doctors (the rumors say he was asking for a range of things, from secondhand deltaware to genetic therapy to stem cells from infant dwarves). The runners are simply to walk around the market, show Lanier's picture to people there, and learn if anyone has seen him recently.

The runners may have questions, but Mr. Johnson is not willing to tell them anything more than he already has. He says it is for both their protection and his own. If they ask questions about the plausibility of the plan—such as if Villiers really expects to uncover someone like Villiers through a simple canvassing operation—Mr. Johnson simply repeats that there are other aspects of the plan underway, and it's best if they don't know what they are. The runners are given a few pictures of Lanier they can share as AROs and are sent on their way.

The runners will have certain luxuries on this mission thanks to their high-profile client. Transportation arrangements, travel visas, and other such things are taken care of for them. They will not have any difficulty taking weapons on the plane (though they should keep only one sidearm with them, while the rest of them are checked). They cannot transport explosives, biological, or chemical weapons, but Mr. Johnson can provide them an expense account to acquire what they need when they land, though the nature of the mission shouldn't require such items.





The runners' experience at the open-air market generates nothing. No one recognizes the picture the runners show them, and any efforts to determine the truthfulness of the people the runners encounter reveal that they're being completely honest. The runners' activities are noticed, though. When the runners give up and decide to leave the market (or at some earlier point if they are starting to feel bored or frustrated), a large, well-armed individual approaches them and tells them to stop looking for Miles Lanier. The runners can talk with them as much as they like, but he has nothing to say to them beyond that. If they do not immediately agree to stop looking for him, he and his five friends attack (use **10,000 Daggers Mercenary**, p. 162, and add stick 'n' shock ammo). The mercenaries preferred tactic is to subdue the runners with stick 'n' shock ammo, then give them a few swift kicks to make sure their message sinks in. They are not trying to kill the runners, just send a message.

If the runners tell the mercs that they'll stop their investigation, the mercs tail them for a while to make sure they keep their word. If the runners leave the market only to return and start asking questions again, the mercs show up and attack immediately.

When the runners tell Mr. Johnson about the attack, he seems pleased. He says that this stage of the plan has accomplished its intended result, so the canvassing efforts can stop. The runners are paid, and it's on to the next step.

PLOT POINT TWO

Mr. Johnson flies the runners to Germany and has a chat with the runners while on the plane (he can either be physically present or talking to the runners through the Matrix, according to the gamemaster's preferences). Lanier is trying to maintain a low profile, and Mr. Johnson wants to make this as uncomfortable as possible for him. He wants scandalblogs and other news sources talking about Lanier, but that's not going to happen unless Mr. Johnson spoon-feeds them stories. He has a whole line-up planned, and he needs the runners' help for one of them.

Mr. Johnson wants a story to be spread saying that Lanier was attempting to sneak into a Saeder-Krupp research facility in Essen. This story is not going to have any legs unless there's some evidence to go with it, so that's the team's job—manufacture evidence. This cannot, however, be a simple alteration of security camera footage, as someone like Lanier would never attempt a break-in while looking like himself. To do this, the runners have to go a step further. They need to attempt to break into the Essen facility with someone whose aura matches Lanier's. This requires an adept with the skin walker metamagic (see **Skin Walker Adept**, p. 154), who will be provided to the group. Note that the skin walker metamagic usually requires the death of the subject; this is not the case in this instance. The adept will be using a specially adapted form of the metamagic that allows her to assume the astral form of the individual, but not the physical form. She requires a significant amount of blood for this, which Villiers has managed to provide thanks to on-file genetic samples and bio-engineering.

Once the adept assumes Lanier's astral form, the runners have twenty-four hours to break into the Essen facility. They don't have to actually get anything out of it, but they do need to do

more than just get the skin walker inside the door. If they either get the skin walker to the door of one of the labs in the building or if they get a security guard to fire a shot at them, then the mission has gone far enough, and the runners can retreat. Which is a good thing, as there is a small army ready to fight them off if necessary.

The runners receive fake SINS (Rating 3) describing them as Saeder-Krupp citizens with Gamma clearance; the Rating of the fake SINS is purposefully low, since the objective of the mission is to be noticed (without looking like they're trying to be noticed).

The entry to the facility is a glass double door with a Rating 6 verification system that is looking for S-K citizens with Gamma clearance or better. It does not scan for weapons, as employees with Gamma clearance are allowed to carry weapons.

The building has several nodes, but the main one the runners will be concerned with is the security node. They don't need to plant any information in the node or disable it, but monitoring what's happening on the node could clue them in when security starts to target them.

Urgent Message

**SAEDER-KRUPP RESEARCH
FACILITY SECURITY NODE**

Sculpting: Subtle touches to make the office environment look new and gleaming.

Hardware: Custom system (Persona Limit 50, Processor Limit 150)

Authentication: Passcode

Privileges: Standard

Attributes: Firewall 6, Response 6, Signal 3, System 6

Spiders: One Risk Management Engineer (p. 155) on duty at all times.

IC: 2 Saeder-Krupp Rumpelstiltskin 6 loaded.

ARC: Launch IC

Topology: Layered node; users must pass through security layer first before moving into the node for their division.

Two guards (use **Elite Corporate Security**, p. 157) sit behind a reception desk on the other side of the front doors. Two more guards are in a small room directly behind the desk. A watcher spirit is also on duty here. The spirit is simply looking out for trouble; nothing about the fake Lanier signature sets it off.

The facility is a three-story building with a basement. The first floor has offices and no prototypes or materials that would attract spies to the facility. Besides the four guards at or near the reception area, there are two guards patrolling the hallways. The basement has the building's physical plant and storage; two guards patrol this level just to make sure people are not sneaking in from beneath. If the runners want to make it appear as if they were looking for something interesting, they need to ascend to one of the upper two floors.

Each of the top two floors has two guard posts, and each one has three guards positioned there. Additionally, two watcher spirits patrol each floor. The watcher spirits report to a mage (use **Elite Security Mage**, p. 158) who has an office on the third floor.

The Risk Management Engineer shares the office with the mage. The engineer controls two GM-Nissan Dobermans with mounted Ingram White Knights on each floor (excluding the basement); most times these are sitting in closets, waiting to move into action.

Altogether, this means there are twenty security guards, six drones, a mage, and the engineer working security for the building. Additionally, since this is Essen, more security is available nearby. Two Force 5 spirits of man and two MCT-Nissan Roto-Drones with HK-227x (controlled by a **Drone Rigger**, p. 101, *SR4A*) appear on the scene within four combat turns of alarms going off. A car with four more guards shows up within a minute of any alarms being sounded; another car arrives a minute after that. Security chases the runners to the city limits. By the time the runners make their getaway, at least one mage in town has seen the skin walker's aura, identified it as Lanier, and filed a report as such. Another runner team hired by Mr. Johnson is stealing that report and sending it to the appropriate sources so that the news story is reported.

PLOT POINT THREE

Assuming the runners succeeded, they receive the second installment of their pay, and Mr. Johnson enthusiastically gives them their final mission.

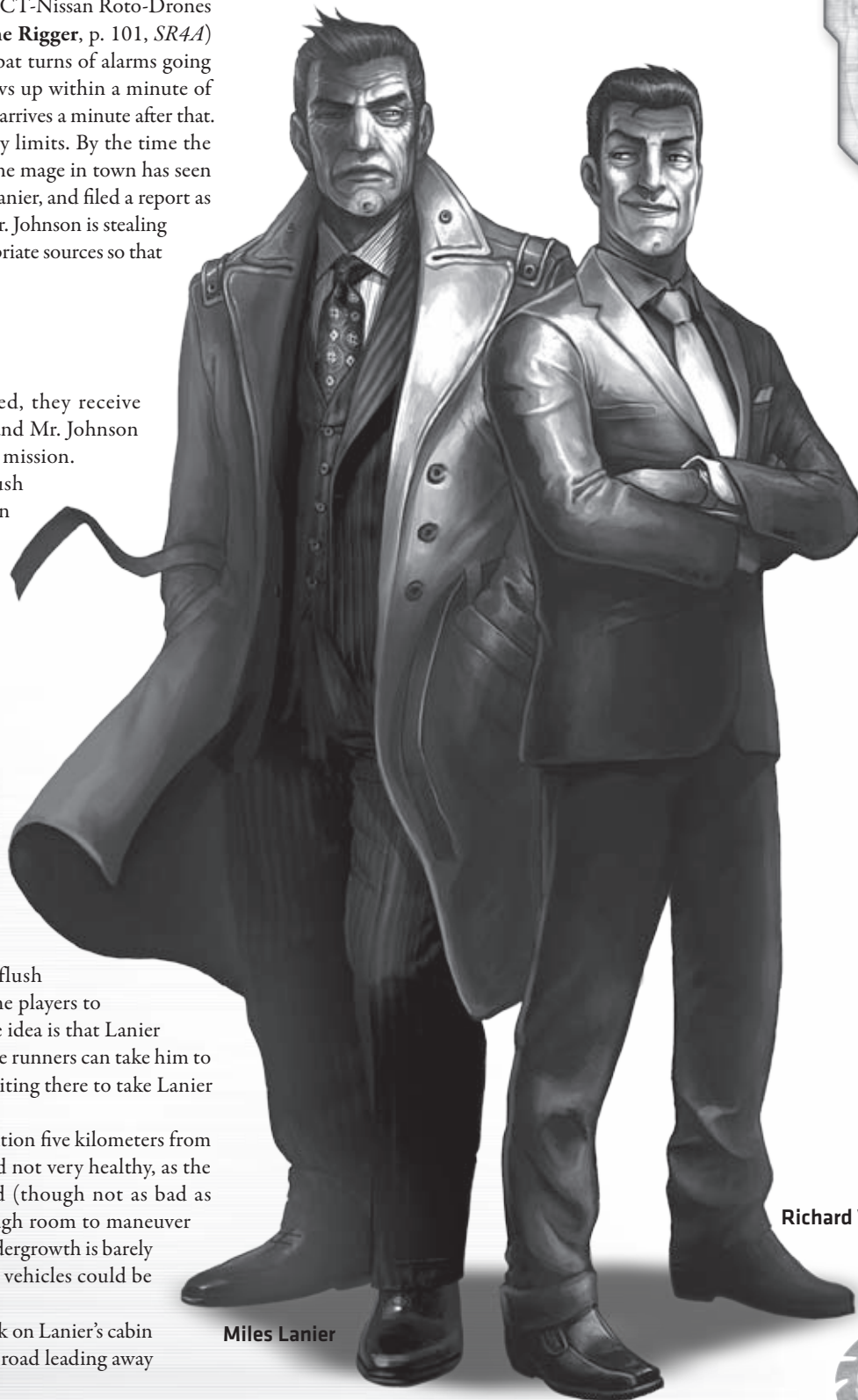
The efforts to track Lanier and flush him out have borne fruit. He has been located in a cabin in woods near Trier, Allied German States. They have a few hundred kilometers to travel, and Mr. Johnson would like them to do it as soon as possible.

As was the case before, the runners get their briefing while in transit (definitely not in person this time—Mr. Johnson has other things to do with his time besides take a auto trip across Germany). He tells them that there will be multiple teams of runners present. Some of them will be there to throw themselves up against Lanier's security. Mr. Johnson is fairly certain that their attack will flush Lanier out. When it does, he wants the players to meet him and offer to rescue him. The idea is that Lanier will be happy to have an escort out. The runners can take him to a nearby safe house; people will be waiting there to take Lanier to a meeting with Villiers.

The runners are directed to a position five kilometers from Lanier's cabin. The forest is young and not very healthy, as the land is corrupted and contaminated (though not as bad as the nearby SOX zone). There is enough room to maneuver between the scraggly trees, and the undergrowth is barely present. Motorcycles and other small vehicles could be used in the area.

The runners are told that the attack on Lanier's cabin will start at 11 p.m. There is a narrow road leading away

from the cabin heading east, but another runner team has it blocked off. After studying the terrain, Mr. Johnson thinks Lanier will likely flee to the north, so the players should probably position themselves there. They should be watching carefully, though, in case Lanier flees another way. They know what he looks like, and if they observed the skin walker astrally during the previous plot point, they have a chance to identify his aura, so one way or



Miles Lanier

Richard Villiers



another they should be able to notice him when he flees. They also have a private commcode for Lanier that Villiers provided that they can use to get a hold of him.

The effort to take Lanier out of his cabin starts promptly at 11 p.m., but it's not immediately noticeable to anyone not watching the astral plane. The astral, though, lights up with spells from a group of runners approaching the cabin from the west. Spells from the vicinity of the cabin are cast soon thereafter. Some drones then move in from above, seeking to make a hole in the roof and harass Lanier that way.

After that, the situation becomes more chaotic. Gunfire occasionally breaks out as the defenses around the cabin work to repel the intruders. Gamemasters can make this attack as long and chaotic as they want, but the action should be enough to keep the runners away. Being involved in the attack would be unprofessional anyway—they stand a good chance of missing their target—and there's a lot going on there. At some point, though, the assault has the intended effect, and Lanier makes his getaway. The runners should make a Perception + Intuition (2) Test (with modifiers for the dark conditions, an object/sound that is not in the immediate vicinity, and the fact that the runners are actively looking for the activity; see p. 136, *SR4A*). Lanier emerges from the house on a Thunderbolt Contrail (p. 108, *Arsenal*) heading northeast; he doesn't have a helmet on, and he is recognizable. Anyone perceiving him astrally who also saw the skin walker's astral aura should make a Logic + Willpower (3) Test to determine if the aura matches the skin walker's. It doesn't—there are similarities but also differences, though it is difficult to determine how much of that is due to the different emotional state of Lanier in this situation.

If the runners hail Lanier over the private commcode, he responds immediately. He is wary at first of having strangers contacting him, but he is in a tough situation, and the private commcode inclines him to trust the runners. He heads toward them and tells them that he can direct them to take a small road out of the area, and then they can seek safety.

Lanier has no desire for small talk, and he (still in the disguise of the Mask spell) urges the group to move. As the caravan moves north, the runners at the cabin pay no attention, and they make their getaway—for a time. After about fifteen minutes of navigating through the woods, six motorcycles approach the players (use four **Terrorists**, two **Terrorist Lieutenants**, p. 162). They either have no commlinks or have their 'links in hidden mode. They do not respond to any communications to them, and they start firing when they are in range. Their target is Lanier—they only care about the runners insofar as they get in their way.

Once the conflict is over, there is a lot for the runners to discover. First, the person posing as Lanier is not Miles Lanier. The

Mask spell fades, revealing a human male about the same age and height as Lanier, but a different person. If that person is alive, he is happy to explain that he was a decoy. Lanier is not here. He doesn't reveal anything about Lanier's current location, because he doesn't know.

Investigating the attackers reveals one clear thing. Their commlinks are all mainly papercomms, but they have iconography and a few incoming messages that indicate that the attackers are part of Human Nation. If there are any survivors to be interrogated, they reveal that they were sent to kill Miles Lanier, and they learned he was here from intercepted intelligence. They know nothing beyond that, including how the information was intercepted and by whom. The runners are left with two mysteries—where Lanier is now, and why Human Nation wants to kill him.

PEOPLE

SKIN WALKER ADEPT

Professional Rating 4

Dwarf female

B	A	R	S	C	I	L	W	M	Ess	Init	IP
4	5	4(6)	3	3	5	6	4	8	6	9(11)	1(3)

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Athletics skill group 2, Clubs 4, Con 4, Disguise 5, Dodge 3, Palming 2, Perception 3, Pilot Groundcraft 3, Pistols 5, Shadowing 4, Throwing Weapons 4, Tracking 3, Unarmed Combat 5

Qualities: Adept, Guts

Initiate Level: 3

Metamagics: Cannibalize, masking, skin walker

Adept Powers: Critical Strike (2), Enhanced Perception (2), Facial Sculpt (2), Improved Reflexes (2), Killing Hands, Kinesics, Melanin Control, Missile Parry (2), Mystic Armor (2), Power Throw (2), Voice Control

Gear: Commlink (Device Rating 4), contacts [Rating 3, w/ image link, smartlink, thermographic] lined coat, lockpick set, maglock passkey (Rating 4), myomeric rope (30 meters), nanopaste disguise (large container)

Weapons:

Savalette Guardian [Heavy Pistol, DV 5P, AP -1, SA/BF*, RC 1, 12 (c), w/ smartgun system]

Stun baton [Club, Reach 1, DV 6S(e), AP -half]

Unarmed Combat [Reach 1, DV 4P, AP —]



APEP CONSORTIUM RISK MANAGEMENT ENGINEER

Professional Rating 5

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	3	2	4	5	4	5	3.9	8 (11)	1 (3)

Condition Monitor Boxes (P/S): 10 (12)

Armor (B/I): 6/4

Skills: Athletics skill group 3, Automatics 4, Close Combat skill group 3, Con 4, Cracking skill group 5, Dodge 3, Electronics skill group 5, Etiquette 3, Intimidation 3, Perception 4, Pistols (Tasers) 3 (+2)

Augmentations: Commlink [System 5, Response 5, Firewall 5, Signal 4 w/ sim module (modified for BTL/hot-sim)], control rig, datajack, encephalon 1, math SPU

Gear: Armor vest, commlink (Device Rating 3), goggles [Rating 3, w/ flare compensation, image link, and low-light vision], one dose jazz, one dose psyche

Programs: Analyze 5, Armor 5, Attack 5, Black Hammer 4, Blackout 4, Bio-Feedback Filter 5, Browse 3, Command 4, ECCM 4, Edit 2, Encrypt 5, Exploit 5, Medic 3, Scan 5, Track 5

Weapons:

FN 5-7C [Machine Pistol, DV 4P, AP 0, SA/BF, RC 1(2), 20(c) w/ folding stock and laser sight]

Cavalier SafeGuard [Taser, DV 5S(e), AP -half, SA, RC 0, 6(m) w/ laser sight]

AZ-150 Stun Baton [Club, Reach 1, DV 7S(e), AP -half]

Notes: Parenthetical stats for initiative, IP, and Condition Monitor are for the Matrix.

CLUTCH TECHNOMANCER

Professional Rating 3

B	A	R	S	C	I	L	W	R	Ess	Init	IP
3	4	4	2	4	4	4	4	5	6	8	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Con 4, Cracking skill group 4, Electronics skill group 4, Etiquette (Matrix) 3 (+2), Negotiation 4, Perception 3, Pistols 3, Stealth skill group 3, Tasking skill group 4

Qualities: Technomancer

Gear: Lined coat, disposable commlink, contacts [Rating 2 w/ image link, low-light vision]

Complex Forms: Armor 5, Attack 5, Exploit 5, Stealth 5

Weapons:

Colt America L36 [Light Pistol, DV 4P, AP —, SA, RC —, 11(c)]

COAL EMBER (ASSASSIN)

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	6 (8)	5 (9)	3 (5)	3	5	4	5	5	1.94	10 (14)	1 (3)

Condition Monitor Boxes (P/S): 10/11

Armor (B/I): 8/6

Skills: Climbing 4, Close Combat skill group 4, Con 3, Disguise 4, Exotic Ranged Weapon (Grapple Gun) 3, First Aid 4, Infiltration 5, Longarms (Sniper Rifle) 6 (+2), Palming 3, Parachuting 3, Perception (Visual) 5 (6) (+2), Pistols 4, Running 3, Shadowing 4, Tracking 4

Qualities: Blandness, Erased (5 BP), Hawk Eye

Augmentations (all betaware): Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink, thermographic vision, vision enhancement 3], muscle replacement 2, reaction enhancers 2, wired reflexes 2

Gear: Antidote patch (Rating 4), commlink (Device Rating 2, no personal information saved on it), camouflage suit, gecko tape gloves, grapple gun w/ 75 m microwire, jammer (area, Rating 7), nanopaste disguise (large container)

Weapons:

Cougar Fineblade (short blade) [Blade, Reach —, DV 3P (4P), AP -1]

Grapple Gun [Exotic Ranged Weapon, DV 5S, AP —, SS, 1(ml)]

Hammerli 620S [Light Pistol, DV 4P, AP —, SA, RC 1, 6(c), w/ gas-vent 1, smartlink]
 Ranger Arms SM-4 [Sniper Rifle, DV 8P, AP -7, SA, RC 1(2), 15(c), w/ imaging scope, personalized grip, rigid stock with shock pad, smartlink]

CSF SWAT TEAM
Professional Rating 5

B	A	R	S	C	I	L	W	Ess	Init	IP
5 (6)	4 (6)	5 (6)	4 (6)	3	4	3	3	3	9 (10)	1 (2)

Condition Monitor Boxes: 11

Armor (B/I): 16/18

Skills: Athletics skill group 4 (6), Dodge 5, Etiquette 3, Exotic Melee Weapon (Shield) 5, Firearms skill group 5, Infiltration 4, Intimidation 3, Perception 4, Throwing Weapons 3, Unarmed Combat 5

Augmentations: Dermal plating 3 (alphaware), kevlar bone lacing, muscle augmentation 2, muscle toner 2, synaptic booster 1, synthacardium 2

Gear: Commlink (Device Rating 5), 2 flashbangs, medkit (Rating 6), SWAT armor [w/ biomonitor and fire resistance (Rating 4)], SWAT helmet [w/ gas mask, image link, low-light vision, smartlink, flare compensation], taser shield

Weapons:

FN P93 Praetor [Submachine Gun, DV 5P, AP —, SA/BF/FA, RC 1 (2), 50c) w/ ext. smartgun system, flashlight]
 Taser Shield [Exotic melee weapon, Reach —, DV 6S(e), AP -half]

Note: CSF SWAT members suffer a -1 dice pool modifier on all physical actions (including attacks) due to the unwieldiness of using a shield (p. 327, *SR4A*).

DANIELLE DE LA MAR

Danielle de la Mar seeks to live graciously, and in her spare time she does what she can to help others do the same. In her mind, the way to live graciously is to keep any non-gracious things out of her life, and she has enough money to make that



Danielle De La Mar



happen. She is not particularly impressed by all the technology that some people are obsessed with, and she only integrates it into her life when she can do so subtly and in a way that enhances her natural functions. Cyberware is something she has no taste for, and she harbors an old-fashioned distaste for those who have it. In fact, she seems old-fashioned in many ways, and too many people have let that fool them into thinking that she is easy to take advantage of. She is more wily than she might seem, though, and her campaign for a safer Matrix has endured a number of efforts to twist or corrupt her work.

Female human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
2	3	3	2	5	5(6)	5	5	2	5.5	8	1

Condition Monitor Boxes (P/S): 9/11

Armor (B/I): 0/0

Skills: Etiquette (High Society) 6 (+2), Leadership (Persuasion) 5 (+2), Negotiation 4, Perception 2, Pilot Aircraft 2, Pilot Ground Craft 2

Knowledge Skills: Current Diseases 2, Grand Tour 3, Haute Cuisine 5, High Society 4, Matrix Architecture 2, Wines 5

Languages: Dutch 4, English N, French 6, German 3, Spanish 5

Qualities: Born Rich, First Impression, Prejudiced (biased, cyberware users), Privileged Family Name, Trust Fund (20 BP)

Augmentations: Basic immunity gene therapy, enhanced protein exchange (qualia)

Gear: Commlink (Device Rating 5, contacts [Rating 2, w/ low-light vision, vision magnification], earbuds [Rating 2, w/ audio enhancement 1, select sound filter 2]

ELITE CORPORATE SECURITY

Professional Rating 6

B	A	R	S	C	I	L	W	Ess	Init	IP
5(9)	5(8)	5(9)	3	2	5	3	3	1.03	10(14)	1(3)

Condition Monitor Boxes (P/S): 11 (13)

Armor (B/I): 11/7

Skills: Athletics skill group 4 (7), Automatics 4 (5), Dodge 4 (6), Etiquette (Corporate) 3 (+2), Perception 5 (7), Pistols (Semi-Automatics) 5 (6) (+2), Intimidation (Physical) 4 (+2), Negotiation 3, Pilot Ground Craft 4, Stealth skill group 4, Throwing Weapons 3, Unarmed Combat (Subdual Combat) 5 (+2)

Qualities: Magic Resistance (Rating 4)

Augmentations (all betaware): Attention coprocessor 2, audio enhancement 2 (inner ear modification), ceramic bone lacing, cybereyes [Rating 4, w/ eye laser system, eye laser microphone 3, eye recording unit, flare compensation, image link, low-light vision, protective covers, smartlink, thermographic vision, and vision enhancement 3], cyber-taser, damper (inner ear modification), density augmentation 2, datajack, move-by-wire system 2, muscle toner 3, olfactory booster 6, reflex recorder (Firearms), synthacardium 3

Gear: Actioneer business suit, commlink (Device Rating 5), FFBA full suit (w/ Rating 6 nonconductivity), medkit (Rating 6), plasteel restraints, tranq patch (Rating 10), trauma patch (Rating 6)

Weapons:

Cyber-Taser [Taser, DV 6S(e), AP -half, SA, RC —, 4 (m)]

Colt Government 2066 [Heavy Pistol, DV 5P, AP -5, SA, RC 1, 18(c) w/ concealable holster, extended clip, smartgun system, silencer, and APDS ammo]

2 flash-bang grenades [Grenade, DV 6S, AP -3, Blast 10m Radius]

HK Urban Combat [SMG, DV 5P, AP -4, SA/BF/FA, RC 2, 36(c) w/ int. smartlink, int. suppressor, and APDS ammo]

ELITE PRIVATE SECURITY

Professional Rating 3

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4(6)	4(6)	3	4	5	3	4	4	9(11)	1(3)

Condition Monitor Boxes: 11

Armor (B/I): 9/6

Skills: Athletics skill group 4, Close Combat skill group 5, Dodge 4, Electronics skill group 2, Etiquette (High Society) 4 (+2), First Aid 3, Intimidation 4, Perception 5, Pilot Ground Craft 4, Pistols 5

Qualities: Home Ground, Magic Resistance (Rating 2)

Augmentations: Ceramic bone lacing, muscle toner 2, synaptic booster 2

Gear: Actioneer business clothes [w/ Rating 6 non-conductivity], commlink (Device Rating 5), form-fitting body armor half-suit, glasses [Rating 4, w/ flare compensation, image link, low-light vision and smartlink]

Weapons:

Colt Government 2066 [Heavy Pistol, DV 5P, AP -1, SA, RC 1, 14(c), w/ concealable holster, electronic firing, safe target system, trigger removal, int. smartgun system]

ELITE PRIVATE SECURITY SHIFT COMMANDER

Professional Rating 3

B	A	R	S	C	I	L	W	M	Ess	Init	IP
4	4	4	4	4	5	4	5	4	6	9	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

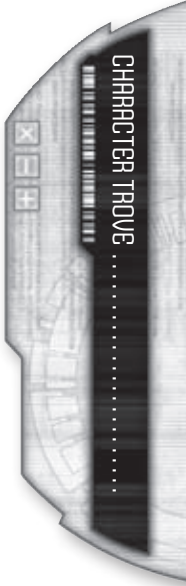
Skills: Assensing 3, Athletics skill group 3, Automatics 4, Banishing 4, Close Combat skill group 3, Counterspelling 4, Dodge 3, Intimidation 3, Perception 4, Pistols (Tasers) 3 (+2), Shadowing 3, Spellcasting 5, Summoning 4

Qualities: Focused Concentration, Magician (Hermetic)

Spells: Armor, Bind, Combat Sense, Detect Life, Heal, Increase Reflexes, Manaball, Manabolt, Physical Barrier, Stunball, Stunbolt

Bound Spirits: Spirit of fire (Force 5, 3 services)

Gear: Armor jacket [w/ Rating 4 nonconductivity], commlink (Device Rating 4), goggles [Rating 5, w/ flare compensation, image link, smartlink, thermographic vision], one dose jazz, one dose psyche



Weapons:

FN 5-7C [Machine Pistol, DV 4P, AP -4, SA/BF, RC 1(2), 20(c) w/ folding stock, personalized grip, int. smartgun system, APDS ammo]

Cavalier SafeGuard [Taser, DV 5S(e), AP -half, SA, RC 1, 6(m) w/ personalized grip, int. smartgun system]

ELITE PRIVATE SECURITY SPIRIT (GUARDIAN SPIRITS)**Professional Rating 3**

B	A	R	S	C	I	L	W	M	Ess	Init	IP
6	7	8	7	5	5	5	5	5	5	11	2

Condition Monitor Boxes: 11

Armor: 10/10 (hardened)

Skills: Assensing 5, Astral Combat 5, Blades 5, Clubs 5, Counterspelling 5, Dodge 5, Exotic Ranged Weapon 5, Perception 5, Pistols 5, Unarmed Combat 5

Powers: Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience, Spirit Traits

Gear: Commlink (Device Rating 5), glasses, suit

Weapons:

Colt Government 2066 [Heavy Pistol, DV 5P, AP -1, SA, RC 1, 14(c) w/ concealable holster, electronic firing, laser sight]

ELITE SECURITY MAGE**Professional Rating 3**

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	3	4	3	2	5	5	5	6	6	9	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Skills: Assensing 5, Clubs 3, Computer 3, Conjuring skill group 4, Counterspelling (Combat) 5 (+2), Dodge 2, Perception 5, Pistols 3, Shadowing 3, Spellcasting (Detection) 5 (+2)

Initiate Level: 1

Metamagics: Centering

Spells: Analyze Truth, Armor, Blast, Clairvoyance, Confusion, Detect Life, Detect Magic, Heal, Increase Reflexes, Invisibility, Manaball, Mana Barrier, Mindlink, Silence, Stunbolt

Gear: Armor jacket, commlink (Device Rating 5), mage sight goggles, maglock passkey (Rating 5)

Weapons:

Colt Manhunter [Heavy Pistol, DV 6P, AP -2, SA, RC 1, 16(c), w/ laser sight, personalized grip, EX-ex ammo]
Stun Baton [Club, Reach 1, DV 6S(e), -half]

GOVERNMENT SECURITY**Professional Rating 3**

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4(6)	4(5)	3	4	4	3	4	4.7	8(9)	1(2)

Condition Monitor Boxes: 11

Armor (B/I): 10/5

Skills: Athletics skill group 3, Automatics 3, Close Combat skill group 4, Dodge 5, Electronics skill group 2, Etiquette (Government) 4 (+2), First Aid 3, Intimidation 4, Leadership 2, Perception 5, Pilot Ground Craft 4, Pistols 5

Qualities: Guts, Home Ground

Augmentations: Plastic bone lacing, muscle toner 2, synaptic booster 1

Gear: Armor vest, [w/ Rating 6 non-conductivity], commlink (Device Rating 5), form-fitting body armor half-suit, glasses [Rating 4, w/ flare compensation, image link, low-light vision, smartlink]

Weapons:

Colt Government 2066 [Heavy Pistol, DV 5P, AP -1, SA, RC 1, 14(c), w/ concealable holster, electronic firing, safe target system, int. smartgun system]

HK-227X [SMG, DV 6P, AP -1, SA/BF/FA RC (1), 28(c), w/ integral sound suppressor, retractable folding stock, smartlink]

GUERRILLA FIGHTER**Professional Rating 2**

B	A	R	S	C	I	L	W	Ess	Init	IP
4	3	3	3	3	3	2	4	6	6	1

Condition Monitor Boxes: 10

Armor (B/I): 8/6

Skills: Automatics 3, Blades 2, Climbing 2, Clubs 2, Dodge 2, Gunnery 1, Heavy Weapons 1, Infiltration 3, Intimidation 1, Longarms 2, Perception 1, Pilot Ground Craft 1, Pistols 2, Survival 2, Throwing Weapons 1, Unarmed Combat 2

Gear: Armor jacket, commlink (Device Rating 3), tacsoft 1, med-kit (Rating 6),

Weapons:

AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, 38(c)]

Blade Bayonet [Blade, Reach 2, DV 4P, AP -1]

Fragmentation grenade [Grenade, DV 12P(f), AP +5, Blast -1/m]

HIJACKER**Professional Rating 2**

B	A	R	S	C	I	L	W	Ess	Init	IP
6	4	4(5)	7	2	4	2	4	4.7	8(9)	1(2)

Condition Monitor Boxes: 11

Armor (B/I):

Skills: Automatics 2, Blades 3, Clubs 3, Demolitions 2, Intimidation 3, Negotiation 2, Perception 3, Pistols 2, Throwing Weapons 2, Unarmed Combat 4

Qualities: Cranial Bomb, Paranoia

Augmentations: Dermal plating 2, reaction enhancers 1

Gear: Commlink (Device Rating 2), glasses [Rating 1, w/ smartlink], jammer (area, Rating 2)

Weapons:

Extendable Baton [Club, Reach 1, DV 5P, AP —]

HK Urban Fighter [Heavy Pistol, DV 5P, AP -1, SA, RC —, 10(c), w/ smartlink, hermetically sealed ammo]



SOREN JOHANSSON

Soren Johansson is the vice president of Ares Europe. He has connections that span all of Europe, and he has been personally involved in numerous NEEC (New European Economic Community) deals. Johansson also has Middle Eastern responsibilities for Ares, and Grand Tour connections. Most importantly, Johansson is highly trusted by Damien Knight, and that is the connection that he intends to use to carry him up into the very highest echelons of power. This is in large part his reason for wanting Nadja Daviar dead. Johansson has a reputation for being charismatic and has made many stops of the Grand Tour, but a change has come over him lately and he has been more withdrawn.

A company called Gavilan Ventures holds 12.2 percent of Ares stock, which prevents Damien Knight from having full control of the corporation. Nicholas Aurelius was the proxy chosen by the Draco Foundation to control the Gavilan Ventures shares. Johansson had made significant inroads into reasoning with Aurelius, but the reappearance of Nadja Daviar ended with her reinstated as the sole owner of Gavilan Ventures. Johansson knows he can't leverage Daviar, and he just wants her to go away. Without Daviar around, all the progress Knight and Johansson have made into reasoning with Aurelius is wasted. So Johansson has decided that the best way to serve Damien Knight's interests is to see Daviar dead. For that he's turned to the high-level shadow contacts that he's made in Europe, contacts like Yankee. Neither man has underestimated Daviar and her network and both are taking (ultimately inadequate) steps to conceal their involvement.

A popular theory on disreputable conspiracy theory networks is that Johansson has been possessed by insect spirits, the bug thereby gaining control of a significant portion of Ares and gaining direct physical access to Damien Knight. While highly unlikely, if this were true, it would be a whole other reason why Johansson might want to get rid of Nadja Daviar.

MR. JOHNSON (CORPORATE)

Professional Rating 3

Brown-haired and brown-eyed, the corporate Mr. Johnson looks like any other person you would see at the corporate enclave. He seems like he would be perfectly comfortable in the boardroom or executive suite, but taking him into the seamy underbelly of the shadows makes him visibly uncomfortable. When he speaks, nothing about his voice changes the initial impression. He gets more confidence as he goes along, though, and runners would do well not to underestimate him. He might not have typical street skills, but the more time he spends out there, the more he learns how to apply the considerable resources at his disposal to the task of managing runs.

B	A	R	S	C	I	L	W	Ess	Init	IP
5	2	3	2	5(6)	4	5	5	5.5	7	1

Condition Monitor Boxes: 11

Armor (B/I): 5/3

Skills: Con 1, Interrogation 2, Etiquette (Corporate) 3 (+2), Leadership 3, Negotiation 4, Perception 2 (3), Pistols 1

Knowledge Skills: Corporate Finances 4, Corporate Politics 4, Mechanical Engineering 3

Qualities: Combat Paralysis

Augmentations: Attention coprocessor 1, tailored pheromones 1

Gear: Actioneer business clothes, commlink (Device Rating 4)

Weapons:

Fichetti Executive Action [Light Pistol, DV 4P, AP —, SA/BF, RC —, 18(c), regular ammo]

Note: This represents Mr. Johnson's gear and augmentations at his first meeting with the runners. If things in that meet do not go exactly as he wants them too, he purchases equipment and augmentations that can give him more of an advantage. He can spend up to 1,000,000 nuyen and can obtain equipment of Availability up to 12 and legality of restricted or legal.

MR. JOHNSON (GOVERNMENT)

Professional Rating 3

The government Mr. Johnson is more ruffled and harried than his corporate counterpart. He is keeping a lot of balls in the air, managing more jobs than one man probably should. One should not, however, mistake his occasionally harried state for a lack of confidence. He's in the position he's in because he's good at it, and he's never as overwhelmed as he seems.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	4	2	3	5	5	5	4.95	9	1

Condition Monitor Boxes: 11

Armor (B/I): 5/3

Skills: Computer 3, Con 2, Data Search 2, Dodge 2, Interrogation 2, Etiquette (Government) 4 (+2), Leadership 2, Negotiation 3, Perception 3 (5), Pistols 2

Knowledge Skills: Corporate Lobbyists 2, Government Personnel 4, Shadowrun Techniques 3

Qualities: Blandness

Augmentations: Attention coprocessor 2, encephalon 1

Gear: Actioneer business clothes, commlink (Device Rating 4)

Weapons:

Defiance Protector [Taser, DV 6S(e), AP -half, SA, RC —, 3(m)]

MR. JOHNSON (NOBLE)

Professional Rating 3

The noble Mr. Johnson is generally intelligent and well equipped—sometimes too well equipped, as his training and abilities are often outstripped by the quality of his gear. This Mr. Johnson stays calm in almost every circumstance, and he carries himself with a certain dignity. He would be upset to learn that the runners in his employ might believe he is double-crossing them, as such activities are, in his eyes, dishonorable and thus should be avoided. Unless, of course, it is truly necessary.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	3	3	2	5	5	4	4	5.9	8	1

Condition Monitor Boxes: 10

Armor (B/I): 6/2

Skills: Blades 1, Instruction 2, Etiquette 4, Leadership 3, Negotiation 4, Perception 2 (4), Pistols 2

Knowledge Skills: Fine Cuisine 3, High Society 2, History (Local) 3 (+2), Peerage 5, Wines 3

Qualities: College Education, Combat Paralysis, Privileged Family Name, Trust Fund (10 BP)

Augmentations: Basic immunity gene therapy, limbic neural amplifiers 2

Gear: Commlink (Device Rating 5), contacts [Rating 2, w/ low-light vision, vision magnification], jammer (area, Rating 8), Zoé Executive Suite Line (long jacket, shirt, trousers)

Weapons:

Yamaha Sakura Fubuki [Light Pistol, DV 5P, AP -1, SA/BF, RC (1), 10 (ml) x 4, w/ integral folding stock, EX-explosive ammo]

ORGANIZED CRIME MUSCLE

Professional Rating 2

Ork

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5	4(6)	7	2	4	3	4	5.1	8(10)	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Blades (Knife) 3 (+2), Dodge 3, Firearms skill group 4, Intimidation 4, Perception 2, Unarmed Combat 3

Quality: Toughness

Augmentations: Cybereyes [Rating 2, w/ low-light vision, smartlink, thermographic vision], reaction enhancers 2

Gear: Commlink (Device Rating 3), lined coat

Weapons:

Knife [Blade, Reach —, DV 3P, AP —]
Ceska Black Scorpion [Machine Pistol, DV 4P, SA/BF, RC (1), 35 (c)]

PROTESTERS

These individuals are generally young and passionate, but they often haven't grown into the full range of abilities that could make them effective in the world beyond the site of their protest. They have potential, though, and the energy to discover what to do with it.

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	3	3	3	4	3	4	5.75	7	1

Condition Monitor Boxes: 10

Armor (B/I): 0/0

Skills: Clubs 2, Computer 4, Data Search 3, Hacking 2, Infiltration 1, Pilot Ground Craft 1, Throwing Weapons 1

Augmentations: Hand blades

Gear: Chisel, gas mask, stimulant patch (Rating 2)

Weapons:

Flash-Bang [Grenade, DV 6S, AP -3, Blast 10m Radius]
Hand Blade [Blade, Reach —, DV 4P, AP —]

SHASTA SHAMANS ADEPT

Professional Rating 4

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	5(6)	5(6)	5	3	4	3	4	5	6	9(10)	1(2)

Condition Monitor Boxes: 11

Armor (B/I): 5/8

Skills: Athletics skill group 4, Close Combat skill group 4 (6), Dodge 4, Etiquette 4, Infiltration 4, Intimidation 4, Longarms (Shotguns) 4 (+2), Outdoors skill group 4, Perception 4

Qualities: Adept

Adept Powers: Improved Ability (Clubs) (2), Improved Physical Attribute (Agility) (1), Improved Reflexes (1), Mystic Armor (3), Natural Immunity (1)

Gear: Commlink (Rating 3), padded leather armor.

Weapons:

Staff [Club, Reach 2, DV 5P, AP 0 w/ personalized grip]
Remington 990 [Shotgun, DV 9P(f), AP +5, SA, RC (1), 8 (m) w/ int. shock pad, int. imaging scope, flechette ammo]

SHASTA SHAMANS SPELLCASTER

Professional Rating 4

B	A	R	S	C	I	L	W	M	Ess	Init	IP
4	3	3	3	5	4	3	5	5	6	7	1

Condition Monitor Boxes: 11

Armor (B/I): 2/5

Skills: Archery 3, Clubs 3, Conjuring skill group 5, Dodge 3, Counterspelling (Combat) 4 (6) (+2), Etiquette 4, Leadership 4, Perception 4, Pistols 2, Spellcasting 5, Ritual Spellcasting 6

Qualities: Magician, Mentor Spirit (Mountain)

Spells: Antidote, Armor, Combat Sense, Cure Disease, Detect Magic, Heal, Increase Reflexes, Mana Barrier, Shatter, Stunbolt.

Gear: Commlink (Device Rating 3), padded leather armor

JOHNNY SPINRAD

Although now pushing 70, Johnny Spinrad is the original Euro-playboy billionaire, and he still enjoys his time in the spotlight. He is professionally famous, world-renowned for his charisma and likability, and a regular of the European Grand Tour. His company, Spinrad Industries, was nearly ruined by an illegal research scandal in 2051, but has since bounced back to setting trends in human modification around the globe. Spinrad himself has bounced back as well from a catastrophic snowboarding "accident" in 2064 and a car bomb one year earlier. The man is hard to kill, especially since he's now more metal than meat. Since weathering these assassination attempts he's been romantically linked to Queen Caroline and Saeder-Krupp operative Claudia Romanov—the child that he fathered on the latter destroying his relationship with the former. Spinrad is currently throwing his full weight behind the promotion of his Séance Line of wannabe-occultist gizmos, but hasn't forgotten his old grudge with Lofwyr. How could he, when assassination attempts publicly attributed to the great dragon have cost him over half of his natural body?

Male human

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3(8)	3(8)	4(6)	3(8)	5(8)	4	3	4	7	2.398	8(10)	1(3)

Condition Monitor Boxes (P/S): 16/10



Armor (B/I): 10/8

Skills: Arcana 1, Archery 3, Artisan 4, Athletics skill group 4 (7), Con (Seduction) 4 (+2), Cybertechnology 2, Diving 4, Dodge 3, Electronics skill group 3, Etiquette (High Society) 6 (+2), Escape Artist 2, Leadership 5, Longarms (Sporting Rifles) 4 (+2), Negotiation 5, Outdoors skill group 3, Palming 2, Parachuting 4, Pilot Aircraft (Lighter-Than-Air) 4 (+2), Pilot Ground Craft (Wheeled) 4 (+2), Pilot Watercraft (Sail) 4 (+2), Pistols 4, Perception 3, Sports (Extreme Sports) 5 (+2), Unarmed Combat (Martial Arts) 3 (+2)

Knowledge Skills: Boats and Ships 5, Club Music 5, Fine Restaurants 5, High Society (European) 5 (+2), Horse Racing 5, Magic Theory 1, Matrix Games 5, Sim Flicks 5, Spinrad Industries 5

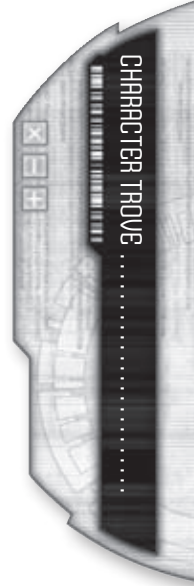
Languages: English N, French 4, German 4, Italian 4, Spanish 4,

Qualities: Biocompatibility (Cyberware), First Impression, Martial Arts (10 BP)

Augmentations (all deltaware): Clean metabolism, cyberarm [right, modular, obvious, customized (Body 6, Strength 6, Agility 6) w/ Agility enhancement 2, armor 1, biomonitor, Body enhancement 2, cyberlimb casemod, shock hand, Strength enhancement 2 and taser], 2 cyberlegs [synthetic, customized (Body 6, Strength 6, Agility 6) w/ Agility enhancement 2, Armor 2, Body enhancement 2, Strength enhancement 2], cybertorso [obvious, customized (Body 6, Strength 6, Agility 6) w/ Agility enhancement 2, Body enhancement 2, bulk modification (+2 Capacity), internal air tank, nanohive (Rating 6), orientation system, Strength enhancement 2], datajack (engraved), dietware, implant medics 6, low-light vision retinal modification, metabolic arrester, o-cells 6, pain editor, sleep regulator, skillwire expert system, skillwires 5, symbiotes 3, synaptic booster 2, synthacardium 3, tailored pheromones 3, trauma control system 6, universal nanite hunters 6, universal nantidotes 6, vision enhancement 3, retinal modification, vision magnification retinal modification



Johnny Spinrad





Gear: Activesofts (as needed, Rating 5), custom commlink [Firewall 7, Response 7, Signal 7, System 7 w/ biometric reader (thumbprint), sim-module modified for BTL/hot sim, skinlink, trodes], contacts [Rating 3, w/ flare compensation, image link, smartlink], linguasofts (as needed, Rating 5), Synergiste business line suit jacket, slacks, and high-collar shirt.

Programs: MCT Bloodhound 7, Renraku Oniwaban 7

Maneuvers: +2 DV on Unarmed Combat attacks, Finishing Move, Riposte, Set-Up, Sweep

Weapons:

- Shock Hand [Unarmed, Reach —, DV 6S(c), AP -half]
- Cybertaser [Taser, DV 6S(c), AP -half, SA, RC —, 4(m) w/ int. smartgun system]

10,000 DAGGERS MERCENARY

Professional Rating 4

10,000 Daggers is headquartered in Constantinople and is a mercenary, security, and military consultancy corporation with branches in fifteen countries. Established in 2038 by Ukrainian and Turkish Eurowar veterans, 10,000 Daggers specializes in intelligence gathering, covert operations, and small-scale tactical conflict and is particularly active in the Middle East, North Africa, Central Asia, and Eastern Europe. These particular mercenaries are all combat adepts, and some are (probationary) members of the Brotherhood of the Iron Crescent, the proprietary Awakened initiatory and field support group of the organization.

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5 (7)	4 (5)	4 (5)	4 (5)	2	3	3	4	5 (3)	4	7 (8)	1 (2)

Condition Monitor Boxes: 11

Armor (B/I): 12/11

Skills: Athletics skill group 3 (5), Close Combat skill group 4 (5), Dodge 3, Firearms skill group 4 (5), Infiltration 3, Negotiation 3, Pilot Ground Craft 3

Qualities: Adept

Adept Powers: Combat Sense (1), Improve Ability (Blades) (1), Improved Reflexes (1), Improved Sense (Flare Compensation, Low Light)

Augmentations: Aluminum bone lacing (alphaware), muscle replacement 1, platelet factories, reflex recorder (firearms), syn-thacardium 2

Gear: Commlink (Device Rating 4), full body armor (w/ Chemical Protection 4, Nonconductivity Rating 4), helmet

Weapons:

- Sernopal vz/88V [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2 (3), 35(c) w/ folding stock, gas-vent 2 system, imaging scope, laser sight and sound-suppressor]
- Cougar Fine Blade (Long) [Reach 0, DV 5P, AP -1 w/ personalized grip]

TERRORISTS

Professional Rating 3

B	A	R	S	C	I	L	W	Ess	Init	IP
5	4	3	4 (6)	3	4	2	4 (6)	6	6	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Skills: Athletics skill group 3, Automatics (Assault Rifles) 4 (+2), Close Combat skill group 3, Demolitions 4, Heavy Weapons 4, Infiltration 4, Outdoors skill group 3, Pilot Ground Craft 3, Shadowing 3

Qualities: Guts

Gear: Camouflage suit, disposable commlink, one dose nitro

Weapons:

- AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 0, 38(c)]
- Aztechnology Striker [Rocket Launcher, DV 16P(f), Blast -1/m, AP +5, SS, RC —, 1(ml)]

Notes: The above attributes already have the benefits of nitro figured in. Additionally, the drug grants High Pain Tolerance 6. Only one in every two to four terrorists has an Aztechnology Striker; they have only two missiles per launcher.

Terrorist Lieutenant

B	A	R	S	C	I	L	W	M	Ess	Init	IP
5	4	3	4	3	4	5	5	5	6	7	1

Condition Monitor Boxes: 11

Armor (B/I): 8/6

Skills: Athletics skill group 3, Automatics (Assault Rifles) 4 (+2), Close Combat skill group 3, Counterspelling 4, Heavy Weapons 4, Infiltration 4, Intimidation 4, Leadership 4 (6), Outdoors skill group 3, Perception 3, Spellcasting (Combat) 4 (+4)

Qualities: Magician, Mentor Spirit (Dragonslayer)

Spells: Armor, Detect Enemies, Fireball, Flame Aura, Ignite, Manabolt, Increase Body, Mob Mood, Resist Pain

Gear: Camouflage suit, combat spellcasting fetish, goggles [Rating 4 w/ image link, smartlink, low-light vision and flare compensation), kamikaze (one dose)

Weapons:

- AK-98 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC —, 38(c) w/ ext. smartgun link, int. underbarrel grenade launcher]
- Underbarrel Grenade Launcher [Grenade Launcher, DV 12P(f), AP +5, SS, RC —, 6 (m)]



TOP-SHELF BODYGUARDS

Professional Rating 6

B	A	R	S	C	I	L	W	Ess	Init	IP
5 (9)	5 (8)	5 (9)	3	2	5	3	4	1.24	10 (14)	1 (3)

Condition Monitor Boxes: 11

Armor (B/I): 11/7

Skills: Athletics skill group 4 (7), Automatics 4 (5), Dodge 4 (6), Etiquette (Corporate) 3 (+2), Perception 5 (7), Pistols (Semi-Automatics) 5 (6) (+2), Intimidation (Physical) 4 (+2), Negotiation 3, Pilot Ground Craft 4, Stealth skill group 4, Unarmed Combat (Subdual Combat) 5 (+2)

Qualities: Magic Resistance (Rating 2)

Augmentations (all betaware): Attention coprocessor 2, audio enhancement 2 (inner ear modification), damper (inner ear modification), density augmentation 2, cybereyes [Rating 4, w/ eye laser system, eye laser microphone (Rating 3), eye recording unit, flare compensation, image link, low-light vision, protective covers, smartlink, thermographic vision, and vision enhancement (Rating 3)], datajack, ceramic bone lacing, move-by-wire system 2, muscle toner 3, olfactory booster 6, reflex recorder (Firearms), synthacardium 3

Gear: Actioneer business suit, commlink (Device Rating 5), form-fitting body armor full suit [w/ nonconductivity (Rating 6)], medkit (Rating 6), plasteel restraints, tranq patch (Rating 10), trauma patch (Rating 6)

Weapons:

Colt Government 2066 [Heavy Pistol, DV 5P, AP -5, SA, RC 1, 18(c) w/ concealable holster, extended clip, smartgun system, silencer, APDS ammo]

HK Urban Combat [SMG, DV 5P, AP -4, SA/BF/FA, RC 2, 36(c) w/ int. smartlink, int. suppressor, APDS ammo]

TRIAD MAGE

Professional Rating 3

B	A	R	S	C	I	L	W	M	Ess	Init	IP
3	3	4	2	2	3	5 (7)	4	4	5.6	7	1

Condition Monitor Boxes: 10

Armor (B/I): 6/4

Skills: Blade 3, Counterspelling 4, Dodge 2, Etiquette (Yakuza) 2 (+2), First Aid 2, Pistols 3, Summoning skill group 4, Spellcasting (Combat) 5 (+2)

Qualities: Magician (Wuxing tradition)

Spells: Armor, Chaotic World, Control Emotions, Detect Magic, Heal, Increase Reflexes, Invisibility, Lightning Bolt, Manabolt, Slay (Elf), Stunball

Augmentations: Cerebral booster 2

Gear: Lined coat, mage sight goggles, spellcasting focus (Force 2, combat, onyx ring)

Weapons:

Knife [Blade, Reach —, DV 2P, AP —]

Seco LD-120 [Light Pistol, DV 4P, AP —, SA, RC —, 12(c), w/ laser sight]

YAKUZA SOLDIER

Professional Rating 2

B	A	R	S	C	I	L	W	Ess	Init	IP
5	5	4 (7)	5	3	5	3	2	3.1	9 (12)	1 (2)

Condition Monitor Boxes: 11

Armor (B/I): 6/4

Skills: Blades (Knife) 3 (+2), Dodge 3, Firearms skill group 4, Intimidation 4, Perception 3, Unarmed Combat 3

Quality: Tough as Nails 1, Toughness

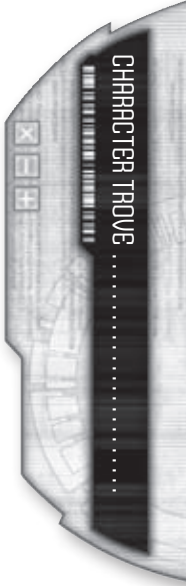
Augmentations: Cybereyes [Rating 2, w/ low-light vision, smartlink, thermographic vision], reaction enhancers 2, wired reflexes 1

Gear: Commlink (Device Rating 3), lined coat

Weapons:

Knife [Blade, Reach —, DV 3P, AP —]

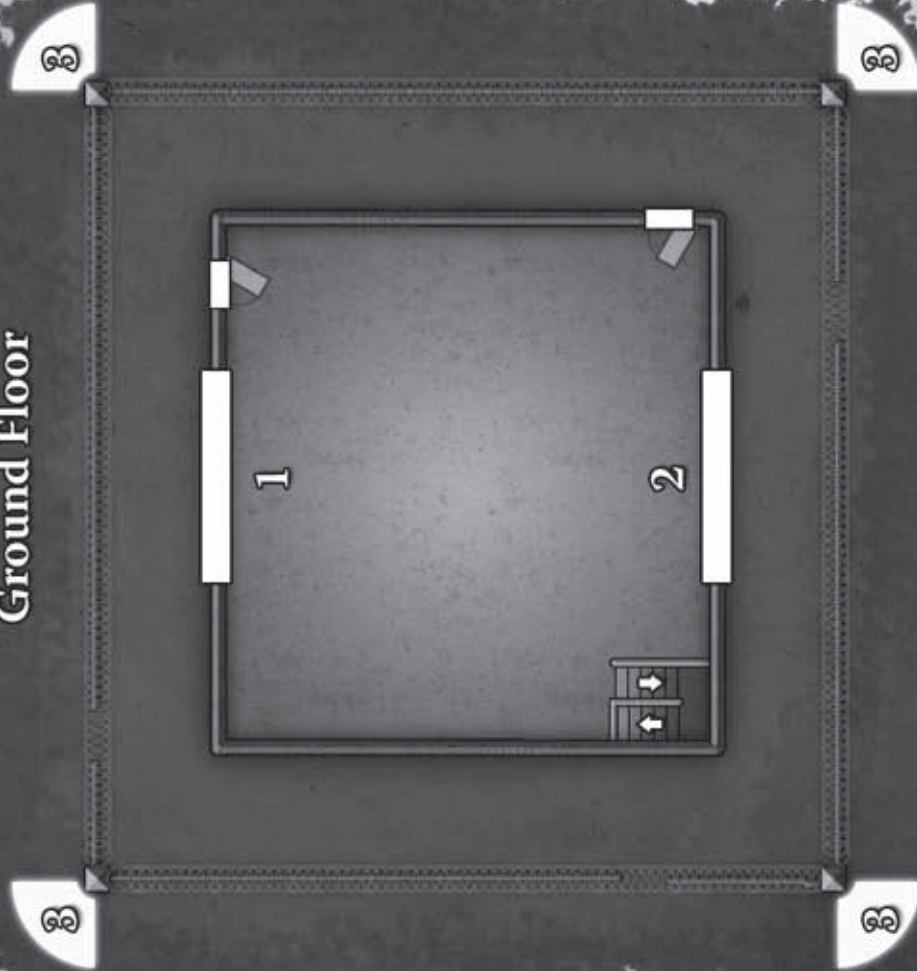
Ceska Black Scorpion [Machine Pistol, DV 4P, SA/BF, RC (1), 35 (c), w/ integral folding stock, smartlink]



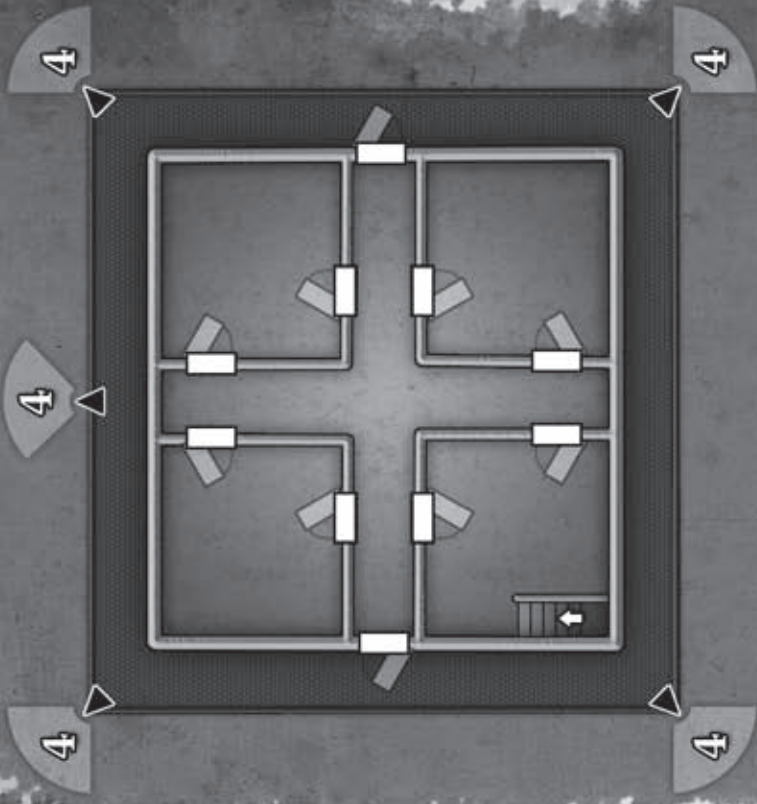
... CHARACTER INDEX ...

Amazonia Fighters	64	Gorgons	72	Protesters	160
An Peng (Triad mage)	115	Government Security	158	Ludmilla Reanka (North America S-K executive)	81
Apep Consortium Risk Management Engineer	155	Guerilla Fighter	158	Claudia Romanov (S-K socialite)	141
Ares Firewatch Amphibious Assault Teams	55	Francis "Frankie" Hamilton (club operator)	32	Jaime Salazar (KondOrchid CEO)	142
Arete	73	Helen's Protection Team (runner team)	94	Bonnie Schneider (single mother)	17
Aztechnology Corporate Security	47	Axel Hendricks (talismonger and smuggler)	32	Julian Sergetti (S-K operative in NEEC)	142
Badenhoff (terrorist)	18	Hijacker	158	Shasta Shamans Adept	160
Lucita Barone (cabin attendant)	17	Burton Hornsby (Evo sr. project manager)	16	Shasta Shamans Spellcaster	160
Captain Owen Barrows (semi-ballistic pilot)	17	Colonel Yutaka Hara (Red Samurai veteran)	55	Skinwalker Adept	154
Becca "Badpenny" Bloom (Underground fixer)	106	Inagawa-Kai Soldiers	94	Captain Rebecca Smith (submarine operations commander)	54
Eliza Bloom (gubernatorial candidate)	105	I.T. (techno musician)	39	Johnny Spinrad	160
Hans Brackhaus	126	Jaguar Shapeshifters	64	Spinrad's Team (runners)	128
Brackhaus' Team (runners)	127	Jessa (Paladin)	108	Anna St. Summers (entrepreneurial free spirit)	32
Brackhaven Operative	109	Soren Johansson (V.P. in Ares Europe)	159	Lugh Surehand (former Tir High Prince)	107
The Captain (e-ghost)	134	Jo-Pok Mobsters	94	Taijha (Vory houngan)	116
Raul Chavez (Aztlan official in Bogotá)	63	Jurojin (free spirit ally of Ryumyo)	117	10,000 Daggers Mercenary	162
Choi Mu (Triad dragon)	116	Jackson Knell (dependable Mr. Johnson)	47	Alejandro Tepeyollotl (Aztlan soldier turned Amazonian spy)	63
Clutch Technomancer	155	Kramp (harbor rigger)	24	Terrorists	162
Coal Ember (assassin)	155	Alan Leong (S-K Asia troubleshooter)	115	Alexander Tintagel (former Tir Ghost)	105
Dean Costello (Mafia capo)	94	Leopard Guards	55	Tir Peace Force Infantry	83
Vinetta Crosby (devious accountant)	134	Ma'Fan	73	Tir Peace Force Mage/Animal Handler	83
CSF Swat Team	156	Marija Grant/Diana/Helen (Daviar clones)	93	Tir Peace Force Pilot	83
Randall Dancing-Star (technomancer of the Clutch)	82	Mr. Johnson (A.K.A. "Hercules")	72	Tir Peace Force Tech Specialist	83
Danielle de la Mar	156	Mr. Johnson (Corporate)	159	Top-Shelf Bodyguards	163
Gunter Delta (action filmmaker)	39	Mr. Johnson (Government)	159	Tuppence (slum guide)	148
Dobbs (transporter)	92	Mr. Johnson (Noble)	159	Triad Mage	163
Drakes	73	Hiroshi Mita (Yakuza heir)	117	Melody Tyger (musician/activist)	40
Elder Lindworm	72	Brenda Nash (Draco Foundation employee)	17	Warehouse Guards	64
Elite Corporate Security	157	Niko the Comedian (organized crime figure)	24	Merlot Windsor (band manager)	23
Elite Private Security	157	NYPD, Inc. Security	74	Wraith	64
Elite Private Security Shift Commander	157	Mihoshi Oni (JackPointer)	95	Yakuza Soldier	163
Elite Private Security Spirit	158	Masuke Ono (Yakua underboss)	118	Yankee (fixer)	92
Elite Security Mage	158	Orbital DK (JackPointer)	47	Gregory Zane (shadowrun generalist)	106
Belle Fadden (Mystic Crusader)	126	Organized Crime Muscle	160	Zohar (Atlantean Foundation conjurer)	127
Fianchetto (JackPointer)	141	Petrovski Security	74		
Anton Gage (ZDF operative)	93	Jean Claude Priault (former S-K Corporate Court justice)	54		
Lucky Shark Gao (Triad-connected club owner)	25				
Jack Garrant (physical trainer)	16				

Ground Floor



Second Floor

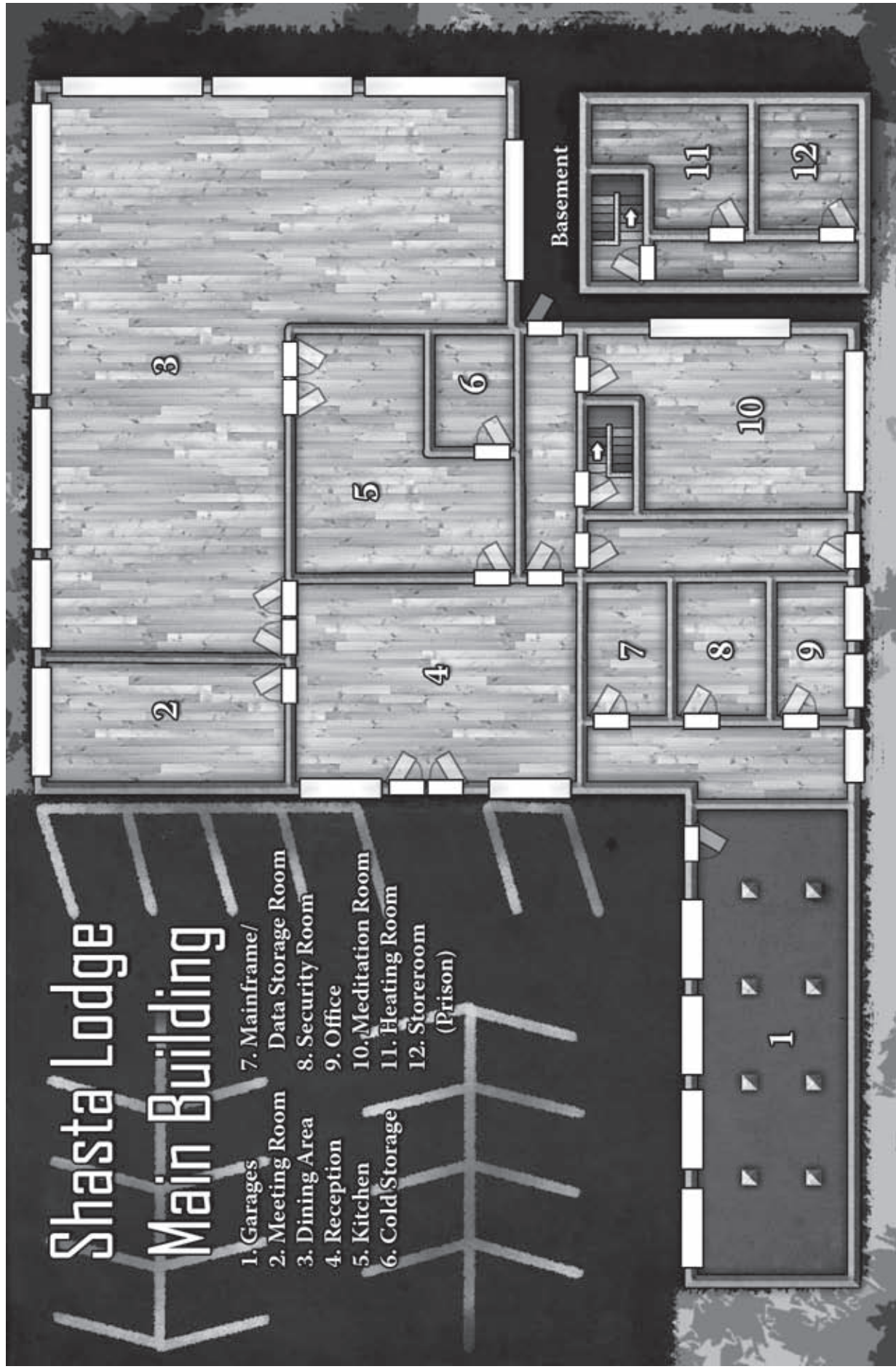


- 1. Garage Door
- 2. Sealed Elevator
- 3. Floodlights
- 4. Infrared Sensors

Abandoned Military Police Armory

Shasta Lodge Main Building

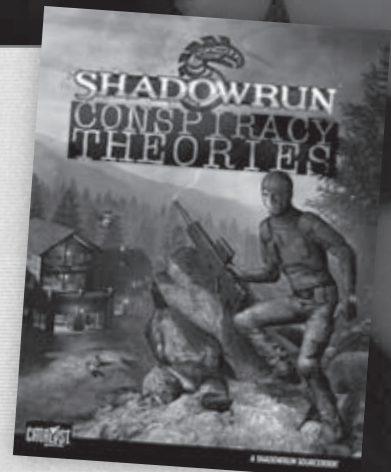
- 1. Garages
- 2. Meeting Room
- 3. Dining Area
- 4. Reception
- 5. Kitchen
- 6. Cold Storage
- 7. Mainframe/
Data Storage Room
- 8. Security Room
- 9. Office
- 10. Meditation Room
- 11. Heating Room
- 12. Storeroom
(Prison)



THE TANGLED WEB OF TRUTH

War rages in Central America, tensions between dragons are on the rise, and the Watergate Rift has been closed in a display of power that shook the city of DeeCee to its core. To many, the world is becoming more disordered and unpredictable—but there are those who look underneath the surface chaos and see order, or even a plan. They see people and organizations who pull the strings and make the world shake, and they wonder if they can find out what these people are up to before it's too late.

Conspiracy Theories is a deep dive into the underbelly of the Sixth World, a place filled with crackpot theories and insane ideas that would be laughable if it weren't for the fact that some of them are most assuredly true. If they want to stay alive, shadowrunners need to know this information to keep them a step ahead of the forces that may be massing against them behind the scenes. If they want to do more than survive—if they want to prosper—they really need to know this data, because any runner worth a damn knows that manipulating people based on what they believe to be true is a great way to make a few nuyen.



CONSPIRACY THEORIES

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WE'VE GOT A MISSION FOR YOU!



SHADOWRUN MISSIONS

The great artifact rush is just beginning. If runners want to get involved with the Draco and Atlantean Foundations' activities, they should head to Seattle and join in the chase. True, many of the things that are being found are trinkets, but there's a vibe in the city, a certain feeling telling people that the next big discovery—or disaster—is just around the corner. When whatever is going to be happen goes down, it would be a good idea to be present to grab a piece of whatever you can.

Missions is *Shadowrun*'s series of living adventures. Playable at conventions, at games stores, or at your own home *Missions* lets you participate in an ongoing, evolving campaign while helping determine how the events of that campaign will play out in the Sixth World. Head to shadowrun4.com/missions for more info, or like *Missions* on Facebook at facebook.com/SRMissions so you can receive all the updates as new *Missions* are released!

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