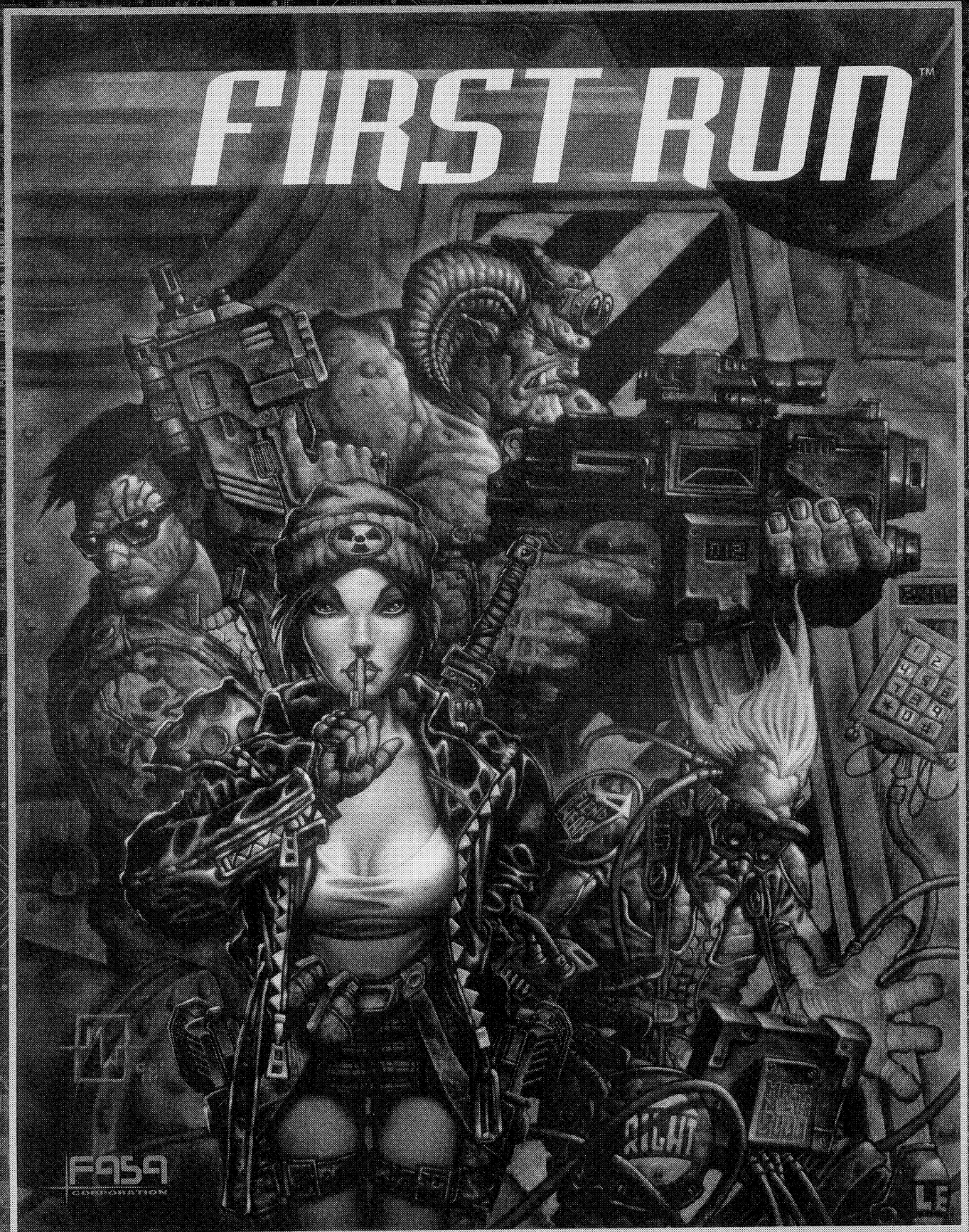
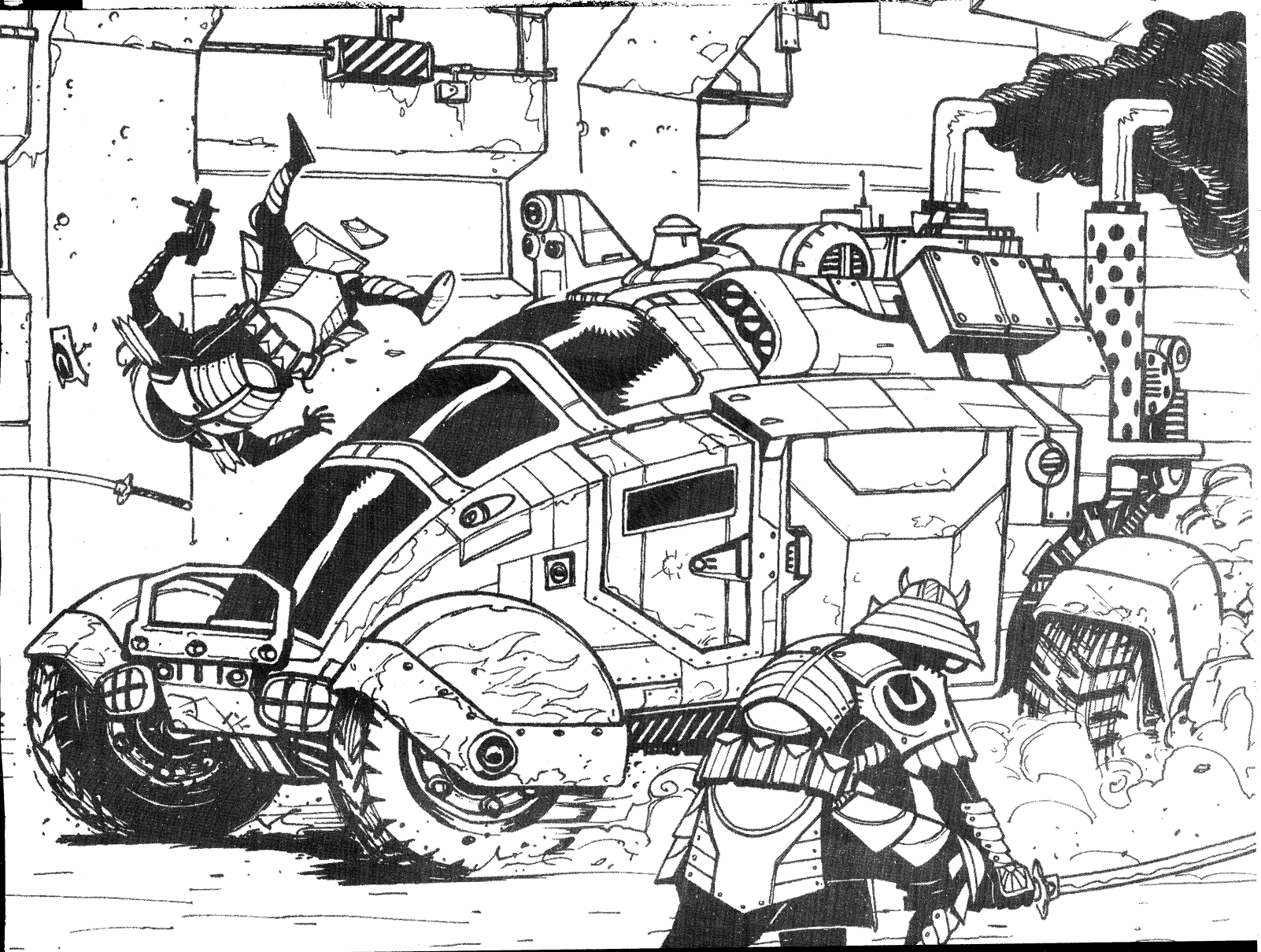


FIRST RUN[™]



FASA
CORPORATION

By Michael Mulvihill



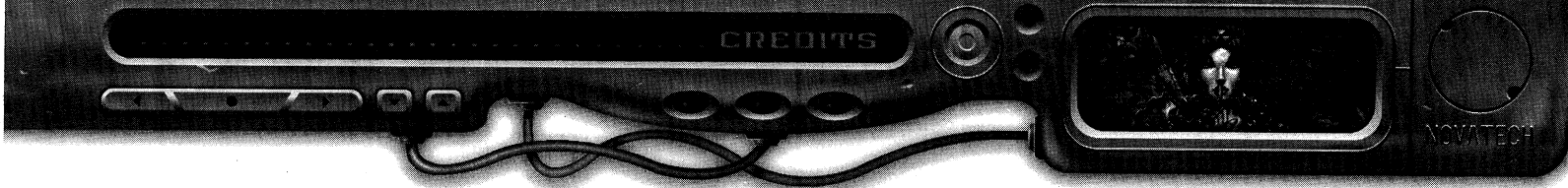
FIRST RUN • FASA CORPORATION



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Dedication

To the three most important women in my life: my mom, Nancy, the strongest woman I ever met; Sharon—without her, none of this would be possible; and Clementine, who was born during the hardest part of my life so that I could still see potential and hope in humanity—plus she's already an experienced game convention attendee.

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INTRODUCTION

First Run! is a *Shadowrun* game accessory that was created to help you play, teach, or learn the rules and world of *Shadowrun* as presented in the third edition of the game. In *First Run!* you learn as you go; each adventure increases the difficulty and the options of game play. For new gamemasters we provide hints, help and basics to learn how to gamemaster. If you are an experienced gamemaster, then you will find these adventures tailor-made for teaching new players. Even experienced players will find the adventures a challenge if the gamemaster uses the options provided to increase the difficulty.

Adventure Basics is exactly that, a section devoted to showing you how to read, use and understand the published FASA adventures for *Shadowrun*. This section breaks down each adventure into its component scenarios, and then each scenario into sections for easy reference. Next, we explore the job of the gamemaster, offering hints for making the job a bit easier and some insight into house rules and problem solving. Finally, we cover such diverse topics as determining information for legwork and creating NPCs and their gear.

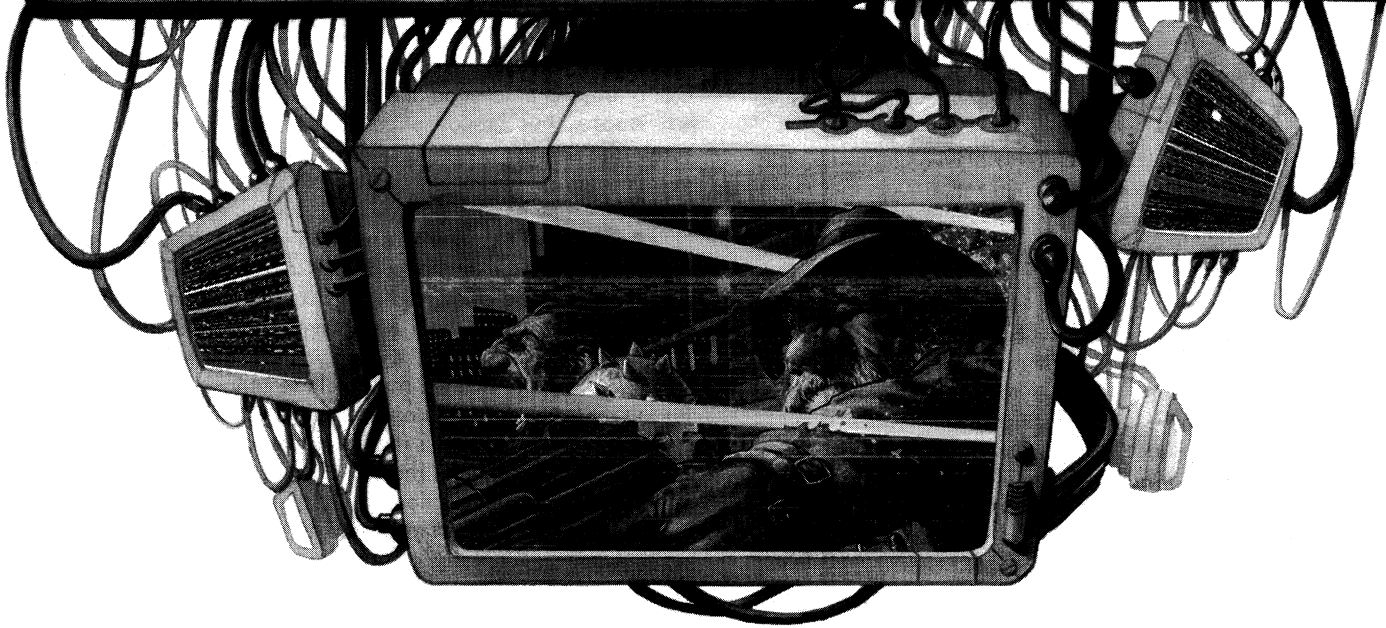
The first adventure is really just a scenario that is as old as the *Shadowrun* universe and extremely popular. *Food Fight* first appeared in *Shadowrun, First Edition*, and has a cult following. Updated for the third edition, this classic is a no-holds-barred free-for-all shoot-out in a convenience store between the player characters and a street gang hell-bent on destruction. This basic scenario is a quick, fun way to teach the basics of combat and magic, with some minor roleplaying options.

The second adventure, *Supernova*, is a full-fledged adventure that takes the characters from a meet with Mr. Johnson to a shadowrun on a research facility that includes enough twists and turns to keep even the most jaded players guessing. This adventure features decking and rigging options so that decker and rigger characters can strut their stuff. *Supernova* also provides a wide variety of options for the gamemaster, in order to cover as many potential character actions and reactions as possible.

The final adventure, *Site of Desecration*, is an adventure written in the traditional FASA style. It gives the gamemaster more control over the plot and direction of the story and even allows him or her to determine the exact nature of the main villain. This adventure takes place outside the sprawl in the Native American lands just east of Seattle, giving the gamemaster and players a glimpse of other directions in which you can take your shadowrun campaign.

Each adventure offers ideas and options for customizing the adventure to your specific group, including three new sections. *Pushing the Envelope* suggests ways an experienced gamemaster can run these same adventures for experienced players. *What's Next* shows gamemasters the possibilities for tying the adventure into a larger campaign setting. *Shadowlore* tells you where you can find more information on the subject matter, non-player characters, or the theme of the adventure in other *Shadowrun* products and novels.

ADVENTURE BASICS



Sweat replaces the rain on your brow.

The warehouse looms before you like a black fortress, filled with treasure and death. It's your first shadowrun, and all you need to remember is how to do your job. If you do it right, everything's cake. If you do it wrong ... but hey, you never do it wrong.

Enough of that now. The advance man signals the all clear in your headset, and adrenaline pumps you up. You stroll up to the office door, hoping that the invisibility spell the mage tossed on you works as well on guards as it does on your own team. You figure you all bumped into each other about 150 times by this point. The lock is a cheap electronic; a few twists with the tools you brought pops it without setting off any alarm klaxons. You pause, take a deep breath and slowly open the door. Before you is the black interior of the warehouse office. A light flickers, and you realize the guard is watching a tridcast with his back to you. It gets simpler as you go.

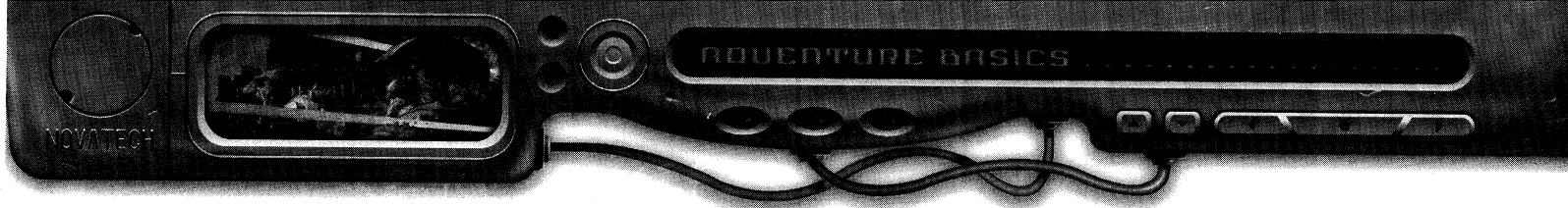
Now it's your turn to call the shots. The lazy corp stooge is watching a mind-numbing vid-exploitation show; he's no threat. You give the signal and wait for the team to come out from cover. Tress sneaks past you; if you hadn't seen her in action before, you wouldn't have noticed her. Bosco the ork, master of weapons and death-dealing, has his hand over his gun's laser sight as he sets up to cover Tress.

Solaris, the mage, drops her spell. Though you don't notice much of a difference, somehow you feel naked without it. You grip your Ares Predator, and you and Solaris head down the hallway to the warehouse proper. In and out with information as quietly as possible—that's what the Johnson ordered and that's what you're going to do. What's the point of earning nuyen if you aren't there to spend it?

A second all clear in the headset lets you know Tress has taken care of the guard. You wait until Bosco and Tress join you and then walk through the warehouse door. Once again, you perform your own kind of magic on the lock system—they haven't invented a maglock that can stop you. You open the door to pitch blackness. A smile creeps across your face. Shadowrunning ain't that hard ...

Suddenly the warehouse seems to explode into blinding light. Your first reaction is to cover your eyes. Bad choice. You hear a popping sound; Tress falls to the ground, blood seeping from her head. Bosco grabs her as you slam the door and run.

Grin gone, you adapt your snappy adage. Shadowrunning ain't that hard ... surviving it is.



WELCOME TO FIRST RUN!

First Run! is a special *Shadowrun* adventure designed for new players and gamemasters. Though it can be easily adapted for more experienced players, this adventure is primarily intended to help new players learn the basics of playing *Shadowrun*. It helps get players started and walks gamemasters through all the steps of creating a fun and fast-paced adventure for their player group.

First Run! includes three ready-to-play adventures. The first is a wild and wacky combat scenario that takes place in a Stuffer Shack. Entitled *Food Fight*, this mini-adventure lets everyone, including the gamemaster, learn as they go. It requires no plot or story, or any previous knowledge of *Shadowrun* or gamemastering. The second adventure, *Supernova*, is a longer adventure with a plot, non-player characters and options for follow-up adventures. The third adventure, *Site of Desecration*, is similar to *Supernova* but offers gamemasters and players a few additional challenges.

First Run! is intended for use with *Shadowrun, Third Edition*. The *Shadowrun Gamemaster's Screen* is recommended, as it contains all of the tables a gamemaster is most likely to consult. No other products are needed to play *First Run!*

WHAT IS AN ADVENTURE?

The typical *Shadowrun* adventure revolves around a single shadowrun. The runners are hired to do a job; they research various aspects of it, plan their attack, do the job and (if they survive) get paid. An adventure is usually equivalent to a movie in scope, with a beginning, middle and end. How expansive each section of the adventure is depends on the overall plot. Some adventures are straightforward—go to the warehouse, steal the prototype and bring it back. Others are more elaborate—go to the warehouse, steal the prototype, leave documentation to frame my competition and plant false data in their computers, and then bring the prototype back to me. Oh, and I don't know how to use the prototype, so you'd better grab the scientist in charge of the operation ... plus dodge their security, the competitor's security and the cops. Do all that and then I'll pay you.

As player characters go on more adventures and encounter more situations, adventures can take on epic proportions. Such adventures expand into campaigns made up of multiple adventures. Villains reappear and past mistakes come back to haunt the player characters. These are the types of events that make roleplaying exciting.

WHAT IS A SCENARIO?

Every adventure includes various encounters, from getting hired to fighting the gargoyle to negotiating for more money because the run was harder than expected. These encounters are called *scenarios*. A series of scenarios makes up an adventure. *Food Fight* (p. 11) is a single scenario; *Supernova* (p. 18) is an adventure made up of six scenarios. Each scenario includes the following subsections, which help gamemasters deal with the information necessary to run the scenario.

What's Up, Chummer?: This section offers a synopsis of the action in the scenario. The gamemaster can use it as a quick

reference and overview. It also tells you how a given scenario connects to those before and after it.

Tell It To Them Straight: Generally written to be read out loud, this section is what the gamemaster tells the players. You can impart the information in any way that seems appropriate—in a funny voice, as Matrix or computer data, in a nighttime phone call, or even in a question-and-answer session with the players.

Hooks: This section offers hints on mood and other features that set the stage for the scenario. It also reminds the gamemaster of twists and hidden information that the player characters may or may not discover.

Behind the Scenes: This section includes the bulk of the information for the scenario. It lays out for the gamemaster what needs to be set in motion and how subsequent actions unfold. It also covers how non-player characters react to the player characters' actions. Depending on the individual scenario, *Behind the Scenes* may include maps, descriptions of important items, information that player characters can gather through legwork, statistics for non-player characters or critters, and information on what the player characters discover.

Debugging: This section offers solutions to potential problems the gamemaster may encounter in a scenario. While we can't foresee everything or guess what every group will do, *Debugging* gives the gamemaster ideas on how to handle it when the players do something unexpected.

At the end of the adventure, after the scenarios, is a chapter titled *Picking Up the Pieces*. This chapter wraps up the adventure and breaks down some of the adventure's final actions into separate sections. *Picking Up the Pieces* includes the following subsections:

It's a Wrap: This section deals with potential fallout, player questions, future developments, plot ideas and other items that wrap up the adventure (or explain why it doesn't get wrapped up).

Awarding Karma: This section contains guidelines for awarding Karma to individual player characters.

Legwork: At any time during an adventure, the player characters might search for information using their contacts, various Matrix connections, or even astral space. Because players may choose to do this at any time, all of the possible searches and results are gathered together in the *Legwork* section. Having all the information in one place makes for easy gamemaster reference.

Cast of Shadows: This section includes descriptions, background information and game statistics for important non-player characters in the adventure. These characters have fully fleshed-out histories as well as complete statistics, just like player characters.

WHAT IS A GAMEMASTER?

Roleplaying or storytelling games like *Shadowrun* require a gamemaster. The gamemaster's role is unique, though similar in many ways to a typical player's. The gamemaster presents the situations in which the player characters find themselves. He or she plays all opposition, contacts, friends and enemies, and gives the game its atmosphere. You might say that the gamemaster's "character" is the world of *Shadowrun*.

Though in some ways the gamemaster might seem to be the enemy of the players and their characters, nothing could be further from the truth. The gamemaster is as much a part of *Shadowrun* as the players. Both want the same thing out of the game session: to have a fun and exciting time. Ideally, gamemasters and players work together to create interesting stories, conflicts and situations.

SOLVING PROBLEMS

Teamwork notwithstanding, the gamemaster has final authority over the application and interpretation of the *Shadowrun, Third Edition* rules. However, gamemasters don't need to be rules experts or know every possible situational outcome. The gamemaster's most important function is to keep the story rolling and set standards for rules that apply to everyone (including the gamemaster). If the gamemaster manages these two things, he or she can virtually guarantee a successful and fun game session.

The *SR3* rulebook is like the Constitution. It lays the groundwork for all the rules but does not include their every application. Determining that is usually the gamemaster's hardest job. Being a judge is hard work; sometimes you have to be tough and tell people things they don't want to hear. Players should understand this before they sit down to play.

If conflicting interpretations of the rules arise, first try to find another way to resolve the action that is causing the conflict. That way you can keep the story going rather than letting the game session grind to a halt. The player and gamemaster can then discuss the rules problem after the session is over. Another way of solving such conflicts is to roll a die: an even result means the player's way goes, while an odd result means the dispute goes the gamemaster's way. This strategy also allows the story to continue, and neither gamemaster nor player has any room for complaint. The randomness of the universe has spoken. After the session, the player and gamemaster can hammer out their differences.

HOUSE RULES

In *Shadowrun* as in other games, rules are rules. But it's also your game, and as with every game ever invented, players will come up with "house" rules and gamemaster options. Doing so is not a problem. However, if you create your own rules and options or choose to disregard certain "official" rules, the gamemaster must make sure everyone at the table knows those rules ahead of time. Also, a fair house rule should affect player and non-player characters in the same way. If it doesn't, the gamemaster should rethink the house rule.

STEPS TO GAMEMASTERING

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

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

STEP ONE: READ THE ADVENTURE

Sure, it sounds obvious—it's also absolutely necessary. Before beginning play, the gamemaster should read the adventure from start to finish. This lets you know the overall plot, what the characters need to accomplish and where the problem points are. For example, if the adventure includes a scenario in which the player characters take on a biker gang and there's a chance all the characters may die, you need to be aware of that beforehand (if nothing else, it will remind you to review the rigger and vehicle combat rules!). Also, *Shadowrun* adventures turn on plot twists, backstabbing, double-crosses, corporate espionage and other forms of intrigues; the gamemaster must know about all of these before the players do. Trust us: no one wants to hear the gamemaster mutter, "I didn't know that was going to happen!" in the middle of a tough encounter.

Given the number of plot twists in a typical *Shadowrun* adventure, it doesn't hurt to skim through upcoming scenarios during the game session to keep the plot fresh in your mind.

STEP TWO: ASSESS THE ADVENTURE

Adventures are written on paper, not in stone. That means if something in an adventure doesn't scan for you, you can change it. If your player group hates Renraku but the adventure centers on a hit against Yamatetsu, feel free to make Renraku the target. If the main villain reminds you of a villain you used in a previous game, use that villain instead. If your players prefer a subtle, conspiracy-laden game to a blowout with giant running gun battles, downplay the fights and play up the conspiracy. If an adventure generally doesn't appeal to you but contains some good ideas that you want to use in your own adventure, do so. We don't mind—honest.

STEP THREE: KNOW THE CHARACTERS

The biggest mistake gamemasters make is not knowing the characters that their players bring to the table. You can solve this problem in several simple ways. Photocopy character record sheets or create a second one for your use. Jot down notes on the characters' contacts, skills and attributes. It's especially important for the gamemaster to keep special note of the characters' gear: ammo runs out, spells always work the same way and have the same drain from session to session, and decker utilities always work the same way.

Once game play begins, you'll find that players strive for consistency and will develop routines for their characters that help make your job easier. Write those down, too. If Angus the Rat shaman always calls up a spirit before entering a building, note that routine on Angus's character sheet or on a separate sheet of notes.

STEP FOUR: WRITE YOURSELF NOTES

Because you are the one who keeps the story moving, write yourself notes about it. They can be elaborate (a complete



description and statistics for a non-player character, an outline of the entire adventure) or simple (page references in the published adventure). Useful notes are anything that reminds you of what you want to cover and where to find the necessary information in any *Shadowrun* product. No two gamemasters take notes in the same way; there is no right or wrong way to do this. Do whatever you feel comfortable with, and adapt your style when something doesn't work.

STEP FIVE: DON'T PANIC!

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

GENERAL ADVENTURE RULES

Published *Shadowrun* adventures are written in a specific style. The following paragraphs will help you understand that style and use it in your own campaigns. Published adventures are also written for a middle level of play with a straight-ahead plot format. They need to be that way in order to convey the story elements and necessary information in the right order. As gamemaster, however, you know your player group best. You know whether your group will believe the plot, whether their characters are too strong or too weak for the non-player characters, and what style of game play they like. If you don't know these things, you'll learn as your group keeps playing. With these facts in mind, look at a published adventure as a framework, with certain constant elements that you can adapt to make your game run smoothly and consistently.

USING LEGWORK

Shadowrun makes extensive use of contacts and their information to let runners find out what's going on. Legwork can consume a gamemaster as players demand more and more facts before they do anything. The *Legwork* section of a published adventure allows the gamemaster to give players bits and pieces of information with varying levels of detail, so that the players can learn something but not necessarily everything.

Typical legwork involves using a Charisma-based skill (usually Etiquette) as described on p. 94, SR3. The player character rolls a number of dice equal to his or her Etiquette Skill Rating against a given target number, with the number of successes determining exactly how much information the player gets. The table below lists the type of information a character can learn from legwork.

A character receives all the information for numbers of successes below the actual number rolled. For example, a player who rolls 3 successes would learn the information for 1 and 2 successes as well as that listed for three successes.

SUCCESS RESULT TABLE

Successes	Results
0	Useless or wrong information
1-3	Basic information
4	More advanced and specific information, but with room for misinterpretation
5+	Facts that cannot be misinterpreted and may be vital

Using Knowledge Skills

In *SR3*, characters have Knowledge Skills, which means that they know some things without help from contacts (just like information you know without having to look it up). Gamemasters can use Knowledge Skills to have characters make dice rolls without meeting contacts. Determine the target number for these rolls using the Target Number Difficulty Table on p. 92, *SR3*. The player then rolls dice equal to his or her character's rating in a given Knowledge Skill, with the number of successes determining how much information the character learns. The information can be the same as a character might get through contacts, or it can be specific information that the gamemaster wants to make sure the characters know. Knowledge Skills are a great way to add your own spin or sourcebook information to an adventure.

Who Knows What

Many times, a character gets different information from different contacts. For example, a Lone Star contact and a bartender contact will have different information; it's up to the gamemaster to determine who knows what and who has more useful information.

In long-term campaigns, contacts should take on their own personalities. At some point the gamemaster will need to create those contacts as fully fleshed-out characters, using the character creation rules in *SR3* and giving them backgrounds and Knowledge Skills. Having done this, the gamemaster can easily create character-specific information. Sometimes, however, information is something that contacts know across the board. The examples below, taken from *Supernova* (p. 18), show how the same type of information can plausibly come from different contacts.

TEKLON ELECTRONICS

Corporate Contacts (Target Number 4)/Matrix search by decker in system (See *Milk Run*, pp. 25-26)

Success	Results
0	Never heard of them. They aren't in my database or corporate listing.
1	A microtronics manufacturing company in Auburn.
2	They claim that 75 percent of all cyberlimbs include TekLon microtronics.

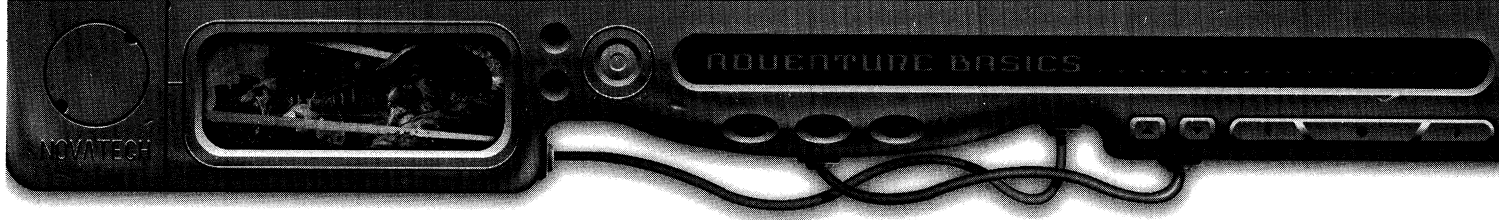
- 3 TekLon lost a lot of business during the corp war. Some investment company pulled out.
- 4 Lakeview International Holding Company pulled their backing. TekLon's owners didn't know how deep they were in to this company.
- 5 Lakeview was actually a Fuchi shell company; Novatech and Renraku are both claiming investment ownership.
- 6+ Next week, TekLon's supposed to announce its revolutionary microtronics circuitry. That should save their bacon.

TEKLON ELECTRONICS

Street Level Contacts (Target Number 4)

Success	Results
0	TekLon—sounds like a new electronic band from the Tir.
1	Yeah, I heard of them. I read their name on some cyberarm bits that blew off a ganger once.
2	TekLon ... yeah. They don't make cyberware, chummer, they make the little things inside cyberware that make it work so well.
3	They hit the skids during the corp war. I think their nuyen dried up.
4	Rumor had it that Fuchi owned them. There's no proof, though they let a lot of scientists go when Fuchi bit the big one.
5	I hear the owners had no idea Fuchi was backing them. When that corp split up and Novatech and Renraku both came knocking at the front door for TekLon's stuff, the owners were a little surprised.
6+	I hear they're trying to make a go of it without the big boys' backing. Supposedly they made some kind of microtronics breakthrough.

For a corporate-level contact, the information above is much more detailed. That type of contact doesn't give out much misinformation (unless, of course, the gamemaster wants them to), and they tend to have dry facts. The street contact has a little more flair. Such contacts may boast more or offer more misinformation, but the facts are in there somewhere. Both types of contact give the same information, but with a different attitude and style. The typical corp contact gives more business details, while the typical street contact gives more attitude and feeling.



NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the metahuman element that faces off against the player characters. From Mr. Johnson to the unnamed security guard to the most famous person in *Shadowrun*, NPCs are created in a way similar to player characters.

The gamemaster need not create an NPC using the Priority System in *SR3*. You can give them any statistics you want. Average attributes for the various metahuman races appear on p. 19 of the *Critters* book in the *Shadowrun, Third Edition Gamemaster Screen*. Use those numbers as a base and raise or lower them as you see fit. NPCs can have any numbers up to the maximum attributes on p. 245, *SR3*, and can have any skills or specializations that the gamemaster desires. The NPCs in published adventures tend to fall in the middle ground. If they are too weak or too strong for your campaign or your group's level of play, adjust the numbers.

If you need to create an NPC quickly, you can use the sample character statistics in *SR3*, as well as any pregenerated character in any published *Shadowrun* product.

Game Statistics

NPC statistics are always written in the same format: their attributes are listed in the first two lines, followed by Initiative, dice pools, Karma pool and professional rating, race, and then any skills, spells, gear, or cyberware.

B **Q** **S** **C** **I** **W** **E** **M** **R**
 3 3 3 4 6 6 6 0 4

INIT: 4 + 1D6

Dice Pools: Combat 7

Karma Pool/Professional Rating: 1/1

Race: Human, or one of the metahuman races

Active Skills: Biotech 2 (Cybertechnology Implantation 4), Car 3, Computer 4 (Cybernetics 6), Electronics 6, Etiquette 4 (Corporate 7), Negotiation 8

Knowledge Skills: Corporate Politics 6, Cybertechnology 3, Novatech Structure 5, Microtronics 4, Psychology 6, Renraku Structure 3

Spells: Analyze Truth 3, Ignite 4, Manabolt 5, Magic Fingers 4, Mask 4, Shadow 4, Stunball 4,

Gear

In printed products, most NPCs have a specific list of gear. However, that list isn't necessarily all they have or own. If the player characters never trust a Mr. Johnson unless he carries a heavy pistol, then give him one. Because gear includes everything a character owns, it is broken down into separate sections for weapons, armor and cyberware. Any remaining gear is self-explanatory and generally standard, and is listed in alphabetical order.

A sample gear listing appears below. Ratings, if applicable, are listed after the piece of gear in parentheses. The specific rat-

ing or classification of magical gear also appears in parentheses. Damage Codes (where applicable) are listed in brackets.

Weapons are the most diverse items and are listed in alphabetical order. In brackets following each weapon's name is an abbreviation of its class, followed by the firing mode(s), Damage Code, and its ammo and reload system. Recoil compensation and other attachments also appear in brackets. For guns and other ranged weapons, the base range for each weapon and the base target number (TN) without recoil modifications are listed below these statistics. The target number for each range appears in parentheses following each range. Melee weapons list the Damage Code and range (if any) in brackets. Damage codes for items that do damage based on the strength of the wielder have already been calculated. Armor is listed separately, with its rating in brackets. Multiple pieces are listed in alphabetical order.

Cyberware is listed alphabetically within its own section. The name of each piece of cyberware is listed first, with its grade and rating following in parentheses. Any information in brackets refers to something contained within that piece of cyberware.

A decker's cyberdeck is always listed before any other gear, with its MPCP Rating and other adaptations in brackets, followed by attachments and programs with their ratings. Vehicles are listed alphabetically with regular gear. Weaponry affixed to firmpoints and hardpoints is listed in parentheses; if the vehicle is rigged or customized for remote control, that is also noted in parentheses.

Weapons:

AK-97 [AR, SA/BF/FA, 8M, 38 (cl) w/2 extra clips, folding stock (-1 to recoil), Gas Vent 3 (-3 to recoil), Smartgun Link]
 Range (TN): 0-50 (2), 51-150 (3), 151-350 (4), 351-500 (7)
 Colt American L36 [LP, SA, 6L, 11(cl)]

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

Concussion Grenade [12M Stun]

Sword [8M, +1 reach]

Armor:

Lined Coat [4/2]

Cyberware:

Cyberarm (obvious) (alphaware) [with built-in Smartgun Link, Strength Enhancement (Rating 2) and Retractable Spur]

Gear:

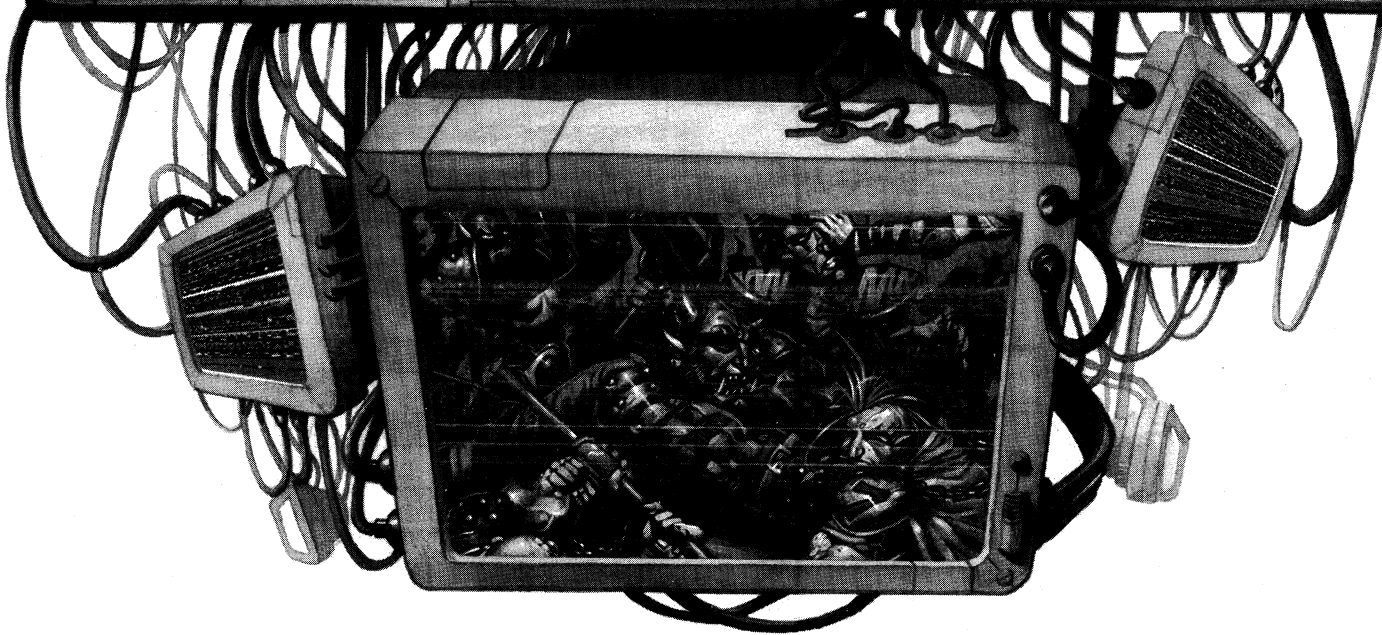
Novatech Hyperdeck-6 [MPCP Rating 6, Response Increase 1] with hitcher jacks and the following programs: Analyze 4, Browse 4, Commlink 6, Deception 4, Decrypt 5, Read/Write 4, Sleaze 5

Fetish (Heal), Shamanic Lodge (Rating 5)

Hughes WK-2 Stallion Rotorcraft (rigged) with External Hardpoints (Ares Vermicide Autocannon, smartlinked, 100 rounds)

Micro-transceiver (Rating 1)

FOOD FIGHT



Food *Fight* is an introductory shoot-out scenario that gives gamemasters, and players with new characters, a sense for the *Shadowrun* combat system. Don't worry about roleplaying in this scene; all it's designed to do is introduce you to playing the game, rolling dice and having fun.

Any character types can participate in *Food Fight*. If the players have not yet created their own characters, the gamemaster can assign, or let the players choose, characters from the *Sample Characters* chapter beginning on p. 65, *SR3*. The opposition in this scenario is a mix of mostly muscle, with a little magic thrown in.

What makes *Food Fight* more interesting than some squalid brawl in an alley is the environment. Imagine half-a-dozen chimpanzees going berserk in your local supermarket. Then give them big guns. Now you've got the picture!

WHAT'S UP, CHUMMER?

So the player characters are up late and hungry. There's only one place to go—the 24-hour Stuffer Shack down on the corner. But all is not quiet on the lean and mean streets of Seattle. As soon as the player characters are inside foraging for sustenance, the Stuffer Shack will be robbed of everything not hammered down.

The thieves are members of a thrill-gang called the Chiller Thrillers. They have a major case of the munchies and will load up on stuffers, but they'll also be looking for anything of value the customers might be carrying. They don't mind killing or maiming someone to get loot. In fact, they don't mind killing someone just for the heck of it. They will fight until killed or incapacitated—they will not back down.

The player characters go into the store and scatter to their favorite aisles. As soon as the characters have separated, the Chiller Thrillers inside (SlicerDicer, Static, and Zany) signal Catcher that the place is ripe for plucking.

The other gangers jump out of their van in the parking lot. As they jander into the store, Spike smashes the PanicButton™ box outside so that it can't be used. Anyone hanging around by the entrance is ordered inside at gunpoint. When Spike kicks the door open, the three robbers already inside pull their guns and order everyone they can see to raise their hands.



Until a firefight begins, the Chiller Thrillers behave with casual brutality toward everyone in the place. If they want something, they take it. If anyone objects, they shoot them. They will try to goad people into fighting.

The gang becomes more wantonly abusive the longer they remain unopposed. Zany and Wiley body-search people for valuables, though they start with people other than a player character. After they've collected all the valuables, the gangers start to smash up the place.

TELL IT TO THEM STRAIGHT

It's the great equalizer. It'll stop a troll the size of a car as easily as the smallest dwarf or the thinnest elf. It ain't a weapon, a spell, or even a dragon—it's hunger. When it's time to eat, you just gotta get the stuffers into your stomach before you

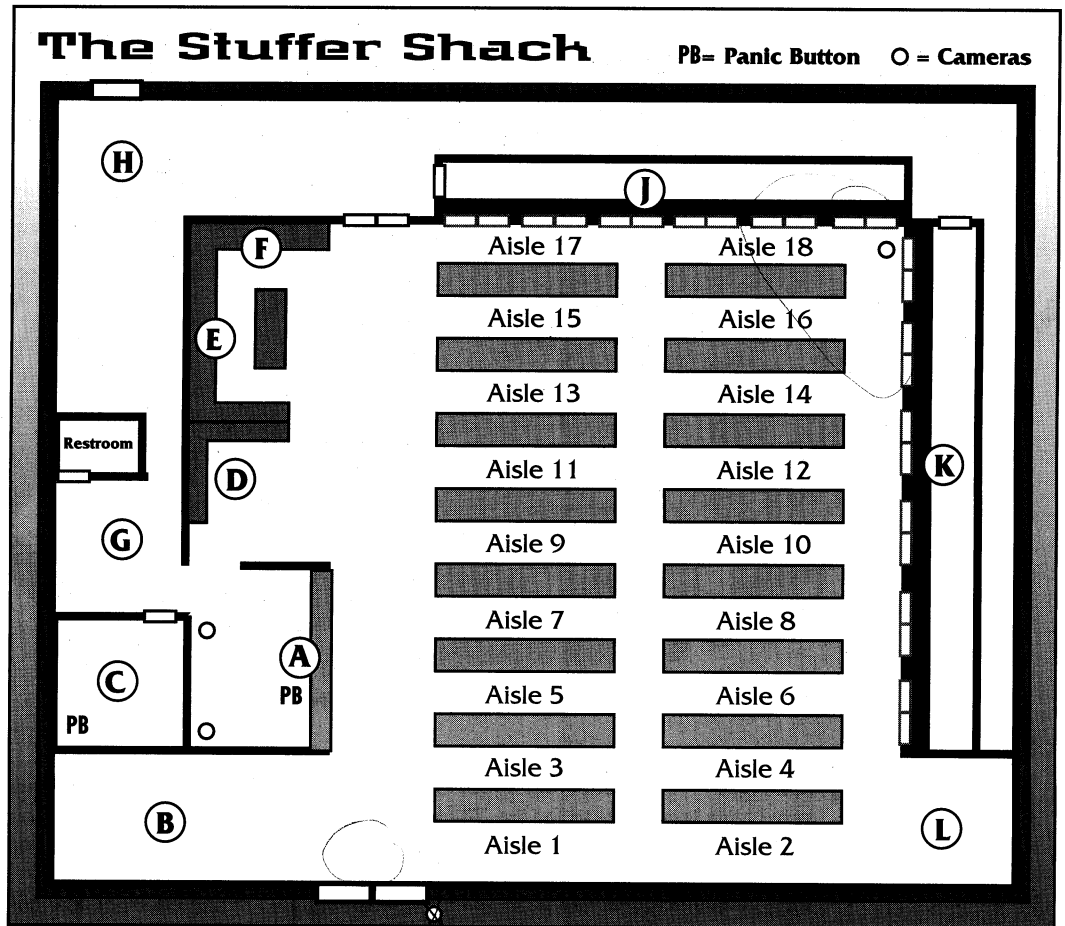
go berserk. What are stuffers? They used to be called junk food or munchies. They're probably just as good for you as nutrisoy and krill-filler, regardless of those ads from the Nutrition Council.

When the pangs hit, there's only one place to go (especially when the sun rises in about an hour) to find that kind of chow. It's the place everyone loves to hate. Stuffer Shack.

When the characters arrive at the Stuffer Shack, read the following aloud:

Great tracts of neon and fluorescent lights that leach away color to make everything a uniform, dull gray indicate that you have arrived at the home of synth-alcohol, soykaf, porno-sim-chips, Holohayo 3D greeting cards, pneumatic fluid for your bike, cheap fetish trinkets for the magical wannabes, soygrits, and a full line of stuffers with no redeeming nutritional or social value. Yep, the good ol' Stuffer Shack, home to a smell you can't recognize (and probably don't want to) and thousands of nuyen worth of stomach-rotting chow. As an added benefit, it's open 24-7-365.

It's pretty busy for this time of night, especially since torrential rain like you just ran through usually keeps normal people at home. The elf girl behind the counter looks like an angel; even the fluorescent lights can't dull her beauty. Her vacant



stare indicates that she probably only has one asset and you've already noticed it. Coming out of the storeroom is a dwarf wearing an apron and hauling a load of NutraSoy Energy Cakes™ (both kinds, the original Euro-Chocolate and the new Caribbean flavor).

Talking non-stop (mainly repeating the phrases, "Stop that!", "Drop that!", "Put that down!" and "Get over here!") is an obese woman with a shopping cart and an equally obese child who seems to want one of everything the store offers.

In other words, everything is normal for a Stuffer Shack, even at 4 a.m.

There are other people shopping in the store, but you hardly notice them as your stomach growls again and you head for your gut rotter of choice.

HOOKS

Stress the familiar surroundings. Each Stuffer Shack looks exactly like every other, so the runners probably could navigate the aisles with their eyes closed—not to mention that they've spent so much nuyen in these places over the years that they should own stock. They don't even need to think about what to get because they always get the same things. Stuffer Shacks boast average security, so carrying any weapon with a Concealability Rating less than 5 will clear the place out and the



manager (the dwarf) will hit the PanicButton™ to call Lone Star. Runners would know this but the players may not, so make this point discreetly before they go in. When the Chiller Thrillers arrive and the action begins, it should be loud, shocking and a little disconcerting even for experienced shadowrunners.

BEHIND THE SCENES

This section defines certain "players" involved in the scene (the people, places and things that affect what happens), providing the information you need to run the action.

STUFFER SHACK

When the team arrives, either by vehicle or on foot, they have to cross the parking lot to get inside. The fact that it's raining buckets ought to discourage loitering. Containing a half-dozen cars and vans, a pair of bikes and an electro-scoot, the lot looks tame enough. No one is hanging around outside in the rain, but if the team decides that it is standard operating procedure for one of them to do so, that's all right.

When the team heads inside, you can read them a sampling of merchandise from the Map Key or photocopy the map and key and let them see it for themselves. Encourage the characters to choose what they intend to buy and then make a bee-line for that section of Stuffer Shack. The map shows the position of the other people in the store. The descriptions of these ordinary citizens appear on p. 14. The characters can make a Perception Success Test to spot concealed weapons on any of these guys (Target Number 8), but if the target noticed the character checking him out he would presumably snarl, "Whaddaya scopin' me for, chummer?"

STUFFER SHACK MAP KEY

There are four vid-cameras in the store. One above the checkout counter (Area A) focuses on the patron and the cash register, while a second one above the counter focuses on the front door. A third one monitors the back corner between Areas J and K. The fourth camera scans the parking lot. There is a PanicButton™ under the counter with direct access to Lone Star and a second button in the manager's office.

Aisle 1: Air filters, radon testers, water purifiers, Detoxy™ products ("Clean Your Oxy ... Use Detoxy!") and other environmental and antipollution products for the home.

Aisle 2: Automotive and bike supplies.

Aisle 3: Soaps, detergents, bug sprays, roach condos, rat traps, big rat traps and so on.

Aisle 4: Small hardware, household goods, paints and sprays.

Aisle 5: Personal hygiene soaps, sprays, pads, strips and spritzes, in regular or industrial strength.

Aisle 6: First aid supplies, along with a big sign reading: "Don't Wait To Get Hit ... Stock Your Medkit!" There are also patent medicines, vitamins and so forth.

Aisle 7: Pet foods and supplies.

Aisle 8: Small appliances, such as Zap-O-Nuke microwaves, Toast-R-ovens, coffee makers and so on.

Aisle 9: On the left is a locked display of simchips and simdisks, both audio and video, for purchase or rental. A big

display sign in the middle of the shelf hawks the latest "Beauty and Her Beasts" simsense chip.

On the right are snacks to go with the vids—sodas, soynuts, Slurpee-doods, Zap-corn, and a host of individually wrapped treats.

Aisle 10: Use'N'Lose disposable plastic products, such as clothing, tablecloths, containers, utensils and umbrellas.

Aisle 11: Baked goodies, such as cakes, doughnuts, twisters, Sweeteez and Krak-L-Snaps. The NutraSoy Energy Cakes™ display that Mr. Nick is building is located at the end of this aisle facing Area E.

Aisle 12: Breakfast foods, such as AlmostEgg, BacoSoy and ready-to-eat cereals (including Maxiblast Sugar Bombs in three popular flavors: Red, Green and Purple!).

Aisle 13: Soykafs, teas and herbal teas, Koko chocolate substitute and beverage mixes.

Aisle 14: On the left, Aztex-mex cuisine, ranging from mild ("Wussy") to very spicy ("Meltdown"). Most products feature the stepped-pyramid logo of Aztechnology on the label.

On the right, guaranteed organic health foods imported directly from various Native American Nations and Elven Wines from Tir Tairngire. Prices are very high. Perishables are in Areas K and J.

Aisle 15: On the right, chips, dips, crackers, cookies, twitters, choco-slurps and berry-bombers.

On the left are candies and other mega-carbohydrate-death stuffers like Boostergum, SucroZoom, and Womp-Snappers.

Aisle 16: On the left are soy pasta, sauces, ramen noodles, and Cup-O-Soup products.

On the right are soups and stews, both freeze-dried mixes and prepackaged heat-and-serves.

Aisle 17: On the right are plasti-packed fruit dishes and vegetables that are gamma-ray treated to retard spoilage. There are small radiation wrappers on the packaging.

Aisle 18: Flour, raw nutrisoy and flavor additives, krill-filler, textured vegetable protein, dextro- and levo-sugars and sugar substitutes.

Area A: The checkout counter. Besides the elf woman working here, there's a bar-code scanner, cash register terminal, credstik receptor and various counter displays.

Area B: Everyone's favorite, the simsense arcade games are located here. There are four different games: "Little Mutant Vik Ninja Cyberboy! 3," "Orbital Ninja Death Commando 5," "The All-New Ultimate Bike Race Ninja Street Duel," and "Street Fighting Magical Ninja 8." Each is 1¥ per minute of play—just slot your credstik and put on the 'trodes.

Area C: The manager's office. It includes a second PanicButton™, his shotgun and the recorder for the security cameras.

Area D: This is a locked display of cheap, personal electronics such as personal computers, cheap CD and chip players, data readers and portable simsense rigs.

Area E: The dispenser bars for liquid and viscous products such as Shmoozies, Snorkels, Shakeups, Soykaf, Fizzygoo and so on are located here. It also features Ludivenko Lovely Soya-Sloppies with the DoubleThick option.

Area F: The Cook-It-Yourself microwave, the rotating pizza display machine, the Synthmeat "Hot Dog" dispenser and the Soy



Patty Yummy Burger Grill-O-Matic are located here. The table in this section offers plates, cups, napkins, plastic knives and plastic sporks.

Area G: The employee lounge, featuring the time clock, toilets, lockers, a sofa and some chairs. The attached area is the restroom.

Area H: The stockroom. There is a door in this room that leads to the alley behind the store.

Area J: The cold food items are stocked here. The microwave-able foods are closest to Area F; the rest are "homemade sandwiches and meals shipped in overnight," plus kafsoda, syn-thjuice, and soymilk.

Area K: Frozen foods of all kinds, with quiescently frozen confections near Aisles 1 and 2.

Area L: This area contains a tiny, dusty and yellowing display of books and magazines in actual hardcopy format. There are also two NewsFax printout terminals and a HoloQuik copy machine.

WHO'S ON THE INSIDE

The non-player characters in the Stuffer Shack and their location in the store appear below. Each of these characters uses the Average Metahuman attributes found on p. 19 of the *Critters* book in the *Shadowrun, Third Edition Gamemaster Screen*. Any specific gear or skills are noted in the descriptions of the non-player characters.

Wanda is the checkout clerk. She has bright orange hair cemented into a single spike. She reacts to events or comments a few seconds after they occur. She stands behind the checkout counter (Area A) and stays there. She also forgets to hit the PanicButton™.

Mr. Nick is the manager. He seems to live at the Stuffer Shack, always working, always restocking. He has a Defiance shotgun under his desk (Skill: Shotgun 2). He will hide behind the boxes of NutraSoy Energy Cakes™, and then take advantage of his diminutive size to hide behind displays and shelving units until he reaches his office. If he manages to pull this off, he will try to ambush the robbers from his room. He's in the process of building a display at the end of Aisle 11.

Mrs. Needles is an obese human woman dragging a small child along as she shops. When the robbery begins, she pushes her shopping cart down Aisle 5 like a professional Urban Brawl player, then hides behind her cart and screams herself hoarse.

Louis Needles is a streetwise urchin who keeps talking throughout the robbery. He asks each person in the store if they are shadowrunners (even the Chillers). If he gets a positive response, then he asks if they ever met a dragon, or a ghoul, or a vampire, or a spirit, or a ... you get the idea.

Johnny, the stockboy, is a gangly, pimpled human still in some phase of puberty. He wears a Stuffer Shack apron and is sitting on the floor stocking boxes of soup in Aisle 16. He collapses full-length on the floor as soon as he realizes what's happening and will try to keep out of sight throughout the robbery.

Timmy Thinners is a scrawny elf dressed in tattered black leathers. Timmy is scoping the audio players in Area D and trying to get up the courage to talk to Wanda.

Jack and Angle Scatman are in Aisle 7 buying cat food. Jack and Angie are rocker royalty wannabes. Jack is dressed head to toe in skintight white leather pants, a sleeveless white

leather shirt and a white fringed leather vest. He also has several kilograms of FauxGold™ jewelry hanging around his neck. Angie is wearing a skintight black leather jump suit featuring about forty-two working zippers and with nearly eight meters of mesh chain wrapped around her body and appendages. Jack has a Walther Palm-Pistol (Skill: Pistol 1) in his white leather boot and Angie has a Beretta Model 101T (Skill: Pistol 1) in her shoulder bag. The Scatmans will dive to the ground and will not fire their weapons, except in self-defense.

SlicerDicer, Zany and Static are scouts for the Chiller Thriller gang (see *The Chiller Thrillers*, p. 15). All three are humans. SlicerDicer is dressed like a Japanese warrior wannabe: his hair is in a samurai topknot and dyed bright red. He is wearing a short Japanese-style jacket and has some sort of long sack over one shoulder. When the player characters come in, he's walking down Aisle 1. Zany is dressed to get noticed in a long coat over a skimpy pair of cut-offs and a halter top. The duster has a gory emblem on its back, a skull with a bloodstained icicle stuck through its left eye. Her shoulder bag contains an Ares Predator. She is sitting on the counter between Areas E and F, sipping a drink. Static is dressed in baggy fatigues and an armor coat covered with circuit diagrams. His hair is pure white and cropped close to his skull. His temples are studded with about half-a-dozen jacks. Static stands in Aisle 8 carrying on an animated conversation with a toaster oven display. He has a Defiance shotgun concealed under his coat.

BRING ON THE NOISE!

Once the players get inside the Stuffer Shack, ask where they are going. Once they reach those sections, SlicerDicer walks over to Wanda at the counter and begins to flirt with her. Add that action to the rest of the chaos—Mrs. Needles' screeching and Louis' never-ending questions as well as Timmy's reaction to Wanda's reaction to SlicerDicer and Mr. Nick's ongoing stocking regime.

The signal for Catcher to bring in the rest of the gang is SlicerDicer going to the counter. Let the player characters go about their business; the gang can enter any time after SlicerDicer starts chatting up Wanda. The gang has the Initiative at the beginning of this scene; the players may not roll Initiative until the following event takes place.

As Catcher and the rest of the gang bust through the door, read the following aloud:

Wanda screams. You look up and the samurai wannabe has a katana in his hand with the business end at Wanda's throat. In the blink of an eye, the front door crashes open and three people rush in, all screaming at the top of their lungs. One of them, a human who looks like he would weigh 46 kilograms if 40 kilograms of cement were attached to him, stops screaming and unloads his shotgun at the display behind the counter that contains the camera monitors. An electrical buzz filters through the shocked silence in the store (even Mrs. Needles shuts up for a second—before she starts screaming). The guy wielding the shotgun then shouts, "I am the King of the sprawl and it's time to collect taxes! Gimme everything you got, you drek-eatin' slime!"

Now the players can roll Initiative.

THE CHILLER THRILLERS

The Chiller Thrillers are the lowest of the sprawl gangs. They hang together strictly to hurt people, steal their stuff and do whatever Catcher tells them to do. You can flesh out these characters as much as you want, though the skills and gear below provide enough information to play the scenario. If you want to give them more depth or different gear, go right ahead. Keep in mind, however, that this scenario is just to give everyone a chance to learn the Combat Turn sequence and the game—this scene is not meant to be a do-or-die situation.

The gang's symbol is a skull, pierced through the left eye socket with a bloody icicle.

Catcher

The human leader of the Chiller Thrillers is psychotic. As evidence, he keeps giggling throughout the gunfight. He positions himself behind the counter to make sure that Wanda does not push the PanicButton™, as well as using her and the counter as a shield (this gives Catcher partial cover).

B 5 **Q** 6 **S** 5 **C** 6 **I** 4 **W** 4 **E** 4.25 **M** 0 **R** 5 (6)

INIT: 5 (6) +1D6 (2D6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 2/4

Race: Human

Active Skills: Etiquette 2 (Street 4), Intimidation 5, Leadership 2, Motorcycle 3, Pistol 5, Shotgun 5, Unarmed Combat 3, plus any additional skills at level 3

Weapons:

Defiance T-250 Shotgun [Shotgun, SA, 10S, 5(m) with 3 extra magazines, smartgun link]

Range (TN): 0–10 (2), 11–40 (3), 21–50 (4), 51–100 (7)

Ruger Super Warhawk [HP, SS, 10M, 6(cy), smartgun link]

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

Armor: Armor jacket with the Chiller Thrillers gang sign [5/3]

Cyberware: Boosted Reflexes level 2, Smartgun Link

SlicerDicer

This ganger fancies himself a Japanese bushi—an honorable warrior—except that he likes to prey on the weak and helpless. His weapon of choice is his katana. He accepts anything that even sounds like a challenge to single combat, and he offers his own challenge immediately after Catcher says his piece. When he swings into combat, he shouts *kiai*. If no one answers his challenge, he walks toward the nearest non-gang member while performing some fancy sword work, essentially herding the noncoms until someone stands up to him.

B 5 **Q** 6 **S** 6 **C** 3 **I** 6 **W** 4 **E** 5.2 **M** 0 **R** 6

INIT: 6 +1D6 (+2D6)

Dice Pools: Combat 8

Karma Pool/Professional Rating: 2/4

Race: Human

Active Skills: Athletics 4, Etiquette 1 (Street 4), Cyber Implant Combat 4, Edged Weapons 3 (Katana 5), Motorcycle



3, Pistol 3, Throwing Weapons 4, Unarmed Combat 3, plus any additional skills at level 3

Weapons:

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

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

Katana [HTH, Reach +1, 9M]

Retractable Spur [HTH, no reach bonus, 6M]

9 Shuriken [6L]

Armor: Armor jacket cut to look like a Japanese bushi tunic [5/3]

Cyberware: Retractable Spur, Boosted Reflexes 1

Static

Static looks a little older than the other gangers. He appears to be all muscle, though only a mage could tell if it's real, chemically created, or cybernetic. Whatever he did to his body, his mind took the brunt of the damage. Dimwitted and probably insane, he talks to objects because they are friendlier than people. He'd just rather kill all the people and leave the objects. He pulls his shotgun out but will not fire until a non-ganger does something to an object (the gamemaster can decide what sets him off—anything from dropping an item to tossing an object at a



ganger); then that person becomes his primary target. He can be talked out of his vengeance-seeking rage if you convince him that he is hurting as many objects as you are. To persuade Static to stop firing, make a Success Contest, with Static making a Success Test using his Intelligence against the Skill or Attribute (Intelligence) the character is using. The player character makes a Success Test using their Skill or Attribute against Static's Willpower. If the player achieves more successes, Static will stop firing for a number of Combat Turns equal to the number of the player's net successes. As soon as someone "harms" another object, it starts all over again.

B **Q** **S** **C** **I** **W** **E** **M** **R**
6 (9) 4 (6) 6 3 2 4 2.2 0 3

INIT: 3 +1D6

Dice Pools: Combat 6

Karma Pool/Professional Rating: 2/4

Race: Human

Active Skills: Athletics 2, Computers 4 (was 6 but "lost" 2 points), Etiquette 1 (Street 2), Motorcycle 1, Pistols 6, Shotguns 6, Unarmed Combat 6, plus any additional skills at level 3

Weapons:

Defiance T-250 Shotgun [Shotgun, SA, 10S, 5(m) with 3 extra magazines]

Range (TN): 0-10 (4), 11-40 (5), 21-50 (6), 51-100 (9)

Super Shock Taser [Special/LP, SA, 10S, 4(m)]

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

Retractable Spur [HTH, no reach bonus, 6M]

9 Shuriken [6L]

Armor: Armor jacket covered with hand-drawn circuitry [5/3]

Cyberware: 2 Chipjacks (1 plugged), 3 Datajacks (2 plugged), Muscle Replacement 2, Bone Lacing (Plastic), Retractable Spur

Zany

Zany is the gang's chick. She knows it and they know it. And she'll do whatever it takes to make sure you know it, too. She uses her gender to get what she wants, switching from sex kitten to homicidal maniac in an instant. She will make a play for any male human or elf in the shadowrunner team, volunteering to search them herself. This makes Wiley insanely jealous (which is her goal, of course), and he will go after any player character who shows any interest in Zany. If a firefight starts she'll fire at will. She is wearing high heels, which means she suffers the modifier for walking or running on difficult ground (see Ranged Combat Modifiers Table, p. 112 in *SR3*). They also click as she walks because both toe and heel are armored spikes (4M Physical damage).

B **Q** **S** **C** **I** **W** **E** **M** **R**
4 4 4 6 5 5 4.4 0 4

INIT: +1D6 (+2D6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 2/4

Race: Human

Active Skills: Etiquette 4 (Street 6), Intimidation 4, Leadership 2, Motorcycle 5, Submachine Guns 4, Unarmed Combat 3 (Kick 5), plus any other skills at level 3

Weapons:

H&K 227 [SMG, SA/BF/FA, 7M, 28(c) with folding stock (recoil -1), gas vent 2 on the barrel (recoil -2), laser sight underbarrel, smartgun link]

Range (TN): 0-10 (2), 11-40 (3), 41-80 (4), 21-150 (6)

Hand Razors [HTH, no reach bonus, 4L]

Armor: Armored Long coat with Chiller Thriller gang sign [4/2]

Cyberware: Boosted Reflexes 1, Hand Razors, Smartgun Link

Spike

The newest member of the gang looks and acts like a newbie. He's not really interested in killing anyone—he just wants food and loot, and maybe some free games on the vids. Wiley constantly has to remind him to cover the customers because he's always distracted by the stuff he's shoving into his pockets. During the robbery, he checks out the high scores on the vid games and then grabs a handful of pornos from the sim/vidchip section. After that, he just wanders through the aisles opening food packages and tasting things. Whatever he likes he sticks into his coat along with a lot of kitschy trinkets.

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

INIT: 4 +1D6

Dice Pools: Combat 7

Karma Pool/Professional Rating: 2/3

Race: Human

Active Skills: Etiquette 2 (Street 4), Motorcycle 3, Pistol 3, Unarmed Combat 2, plus any other skills at level 3

Weapons:

Ares Predator [HP, SA, 9M, 15(cl) plus 3 extra clips]

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

Armor: Armor jacket with the Chiller Thrillers gang sign [5/3]

Cyberware: None

Wiley

A Coyote shaman, Wiley is dressed in a full-length synth-fur armored coat. His greasy brown hair is done up in a beehive of dirt and mud, feathers, twigs and small rocks. A bulging leather pouch hangs from his belt and he is festooned with fetishes. Wiley is also a maniac. During the robbery, he will tag along behind Zany by clambering over the tops of displays and shelves. In moments of excitement, he howls.

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

INIT: +1D6

Dice Pools: Combat 7, Spell 5

Karma Pool/Professional Rating: 2/4

Race: Human

Active Skills: Conjuring 2, Etiquette 2 (Street 3), Motorcycle 3, Pistol 3, Sorcery 5, Unarmed Combat 3, plus any additional skills at level 3

Spells: Confusion 3, Death Touch 4, Lightning Bolt 4, Mana Bolt 4, Heal 5

Weapons:

Colt-American L36 [LP, SA, 6L, 12(c)]

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

Armor: Armor coat with synth-fur [4/2]

Gear: 4 Expendable Spell Foci (all at Force 2, 1 each for combat, health, manipulation and illusion spells)

SUPERMARKET SWEEP

A supermarket is a dynamic battleground. Things break. Stuff spills. Colorful substances spurt all over the place. Every time someone fires their gun, roll 1D6 and consult the Food Fight Table to see what breaks and the effect it has on the fight. If the shot is made in Burst Fire mode, add +1 to the first roll. If the shot is taken in Full Auto mode, add +2 to the first roll. Then roll 2D6 to determine what the explosion looks like. When the players take a shot, let them roll for the result on the Food Fight Table.

The result of the roll is cumulative; the target suffers the results for each level below the die roll result. In other words, on a die roll result of 6 the target must make a Damage Test, and suffers the +2 Visibility Modifier to attacks (4–5) and the Difficult Terrain Modifier (2–3).

CLEANING UP

Because shadowrunners are usually more professional than gangers, the runner team should come out on top in this scene. They may have prevented the robbery, but the property damage far outweighs any gratitude Stuffer Shack, Inc. might feel toward the runners. The badges are on the way in response to the disturbance, and the shadowrunners most likely feel no urge to explain to Lone Star Security why they were packing all that hardware. Police statements create a permanent record (“Just what is your SIN, citizen?”), which means there is going to be too much light around here for those who prefer the shadows.

If Johnny, Mr. Nick, or Wanda are still alive, they thank the characters for keeping them that way and suggest that they be on their way before Lone Star shows up to ask them questions they may not want to answer. Mr. Nick also tells them to help themselves to anything still edible on the way out.

DEBUGGING

If the characters are out-manned and out-gunned in this scene, they may die. *Shadowrun* can be a deadly game; if you think the player characters might be slaughtered, consider using one of the following options (or make up one of your own) to keep them alive. You may have the gangers stop shooting at any character who appears down and out (has taken a Serious or Deadly wound). The gangers can also split after grabbing Wanda, a bunch of goodies and any cash or credsticks.

PICKING UP THE PIECES

In a standard adventure, this section offers the gamemaster all the facts he needs to run the adventure. *Picking up the Pieces* includes any follow-ups to the adventure, guidelines for awarding Karma, legwork sections and the *Cast of Shadows*, the descriptions and stats for the main non-player characters. Because this is just a scenario, at this point you and the player characters can ride on over to *Supernova* and play a complete adventure.

FOOD FIGHT TABLE

Die Roll Result	Result
1	Nothing breaks.
2–3	Glop splashes all over the target and anyone within 2 meters of him. The floor in that area becomes Difficult Terrain.
4–5	So much glop splashes over the target that his face and arms are completely covered. He now suffers a +2 modifier to all actions as a result of impaired visibility.
6	Pyrotechnics! Not only does stuff explode all over the target character(s) and anyone else in the vicinity, but the damage causes a secondary effect: falling cans, exploding light fixtures, chemical reactions—let your imagination run wild. The target character rolls Body (4) to resist Light Stun damage from this effect.

Roll 2D6 for each column and use the results to describe the mess.

Die Roll	Color	Consistency	Type
2	Black	Chunky	Powder
3	Blue	Fizzy	Plastic
4	Green	Lumpy	Metal
5	Orange	Smelly	Meat
6	Pink	Soft	Liquid
7	Purple	Spongy	Powder
8	Red	Sticky	Liquid
9	White	Sudsy	Meat
10	Yellow	Syrupy	Metal
11	Clear	Thick	Plastic
12	Multicolored	Choose 2	Vegetable

AWARDING KARMA

Events like *Food Fight* can be a pretty standard part of a person's day in the world of 2060, so you only get 1 point of Karma for surviving. Because the Chiller Thrillers are nasty opposition, you get an additional point of Karma for facing them down. This means that each character in the scenario gets 2 points of Karma, plus any other individual awards the gamemaster considers appropriate according to the rules on p. 244 of *SR3*.

SUPERNOVA



Supernova is an adventure made up of multiple scenarios that tell a complete story. It serves as a good introduction to the world of *Shadowrun* for new players because it covers many of the most exciting elements of the game. *Supernova* is also a useful first adventure for inexperienced gamemasters (or experienced gamemasters unfamiliar with *Shadowrun*) because we walk you through all the steps of sending a team on a run and explain how to expand the events of this adventure into additional runs or incorporate them into a campaign. Experienced gamemasters may add more flavor or subplots to the adventure if they so desire, but doing so is not necessary to play, gamemaster, or enjoy *Supernova*. This adventure is designed to be played over multiple game sessions, though experienced gamemasters may find they can complete the adventure in one evening.

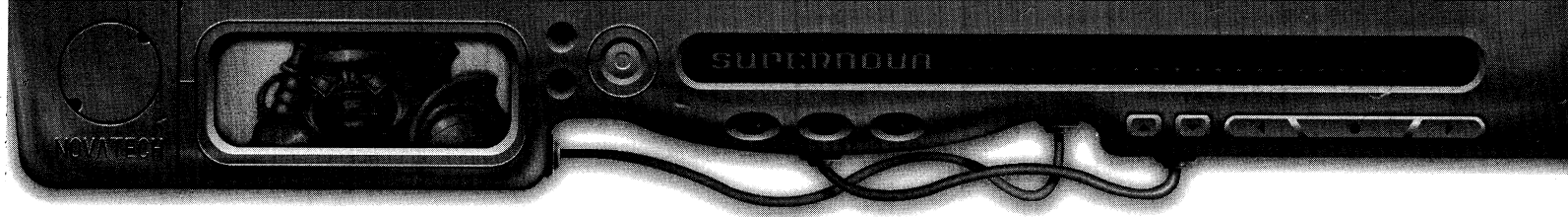
PREPARING TO PLAY

Whether you are new to gamemastering or an experienced gamemaster teaching new players, the first thing you need to do is read this adventure from beginning to end. Then read it again, this time taking notes. Look for the sections that may be more difficult to run (large-scale combats, for example). Note who has what gun and the firing rate of each weapon. Note the spells being used and review how they work. Make a copy of the map on p. 27 for the players.

Don't be discouraged if you have to look up information during the game session—every gamemaster does. Gamemastering isn't about being better than everyone else at *Shadowrun*; it means you tell the story and arbitrate the action. It also means you learn things as you gamemaster more often. The first time you gamemaster a session, you may need to look up a lot of information; if you note what you looked up, you'll know what to prepare ahead of time for the next session.

Finally, remember that you are playing a game (as well as running it), so have fun. If you really like some element of *Shadowrun* that isn't part of this adventure, add it. Nothing written here is so important that it can't be adjusted, adapted, or deleted altogether. The goal is for you and your friends to enjoy playing *Shadowrun*.





INCREASING THE DIFFICULTY

If you are an experienced gamemaster showing new players how to play *Shadowrun*, or if you are a new gamemaster with experienced players and you want to give them more than a simple run, you can add more story elements to the mix. Suggestions for how to make each scenario more difficult appear in each *Behind the Scenes* subsection under the heading *Pushing the Envelope*.

BACKGROUND STORY

The year is 2061, and Seattle has been on the front line of a series of conflicts that have the shadow community working overtime. If it isn't one criminal organization versus another, it's corp versus corp. The biggest battles took place between Renraku Computer Systems and Fuchi Industrial Electronics.

In the end, Fuchi ceased to exist. However, corp wars rarely end cleanly—especially in the case of Fuchi, which was really three separate corporations under one name. The Americas Division belonged to Richard Villiers, who saw the writing on the wall and created a separate corporation named Novatech before Fuchi collapsed. The owner of the Asian Division, Shikei Nakatomi, also jumped ship with his properties and joined the dreaded enemy Renraku. The last owner, Korin Yamana of the Pan Europa Division, finally admitted defeat and joined Shiawase.

The collapse of Fuchi should have put Renraku on top of the world, but Renraku wasn't so lucky. The conflict between the corps began when Villiers, through his agent Miles Lanier, managed to uncover Renraku's most private secrets. He then used that information to expose Renraku's underhanded business practices and severely damage Renraku's stock and public image. At about the same time, Renraku lost many of its prototypes in a strange Matrix accident, which put the corp even further behind the competition. Renraku survived all of these attacks and even shored up its sagging bottom line with the acquisition of Nakatomi's third of Fuchi. But this "victory" was short-lived. The corp's pride and joy, the Renraku Arcology in Seattle, unexpectedly went off-line, trapping nearly one hundred thousand people inside and locking itself off from the outside world. No one can get in; only horror stories and bodies come out, and no one is sure exactly what is going on.

Though reeling from yet another blow to their corporate image, Nakatomi and the Renraku board of directors still see Villiers and Novatech as their main enemy and plot to wage a shadow war against the new megacorp. Meanwhile, Novatech is looking to consolidate its position by gathering as much information on—and power from—its rival as possible while Renraku is distracted by internal problems. This adventure falls squarely into that conflict.

Orphan Corporations

The publication of Dunkelzahn's will revealed that the great dragon had held positions with many companies and invested in countless others, all without anyone knowing it. Often, even the owners of the companies were in the dark about who really owned them. Corporations and their investors

and owners all have holding companies, shell companies and investment companies, which in turn have their own holding companies, shell companies and investment companies. By the time you get down to the little two-guy software company in Tallahassee, Florida, neither the two guys nor the public has any idea where their start-up money really came from or who has purchased shares in that company.

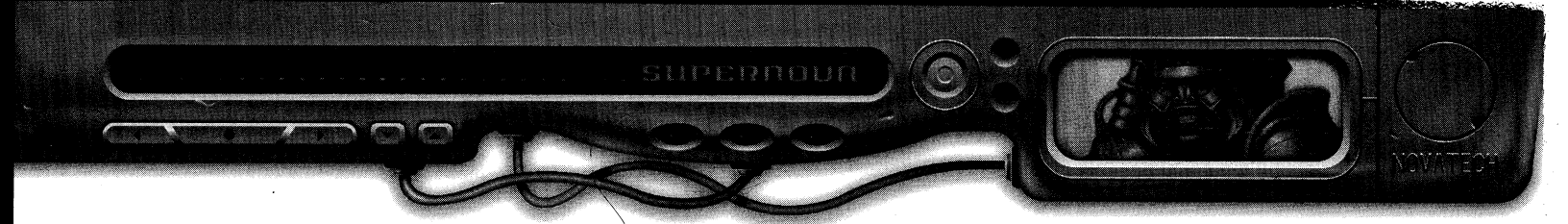
When Fuchi broke up, some of the links and paper trails connecting Fuchi to the little guys disappeared in the conflicts. These "orphan companies" suddenly faced radical changes—some saw their income dry up as their investors divested or found themselves in a tug of war between the various parts of their parent company. The latter happened to TekLon Electronics because the company's work in advanced cybertech designs is too valuable to be "orphaned" in the corp war. Though TekLon had no idea Fuchi had invested so heavily in it, both Novatech and Renraku now claim to be TekLon's legitimate parent company. Though employees loyal to both sides are still working at TekLon, the company has so far managed to remain independent of either corporation. The stakes are high for this particular company, however, and both megacorps intend to win the contest. Renraku plans to take the corporation by force, while Novatech has decided on a stealthier approach.

Backstabbing

The players are contacted by a fixer (or any other contact the gamemaster wishes to use) to meet with a Mr. Johnson. Nigel Terwilliger is that Johnson, and he's in big trouble. Nigel, you see, screwed up bad. A cleanup specialist working for Novatech, he inserts himself into various facilities belonging to orphan corporations and secures information or technology that Novatech wants. At the same time, he attempts to bring the orphan corp into the Novatech fold—or, if necessary, takes the corp down so that its valuable assets don't end up in the hands of Renraku or Shiawase (or any other corporation) as a result of corporate infighting. Nigel was inserted into TekLon to grab a prototype of a nearly complete cybernetic head and then set up TekLon's research lab for destruction. A simple operation for a pro like Nigel.

There's one catch, however: Nigel sold out. Renraku's head honchos offered him lots of nuyen to make sure they also received a copy of everything taken or saved (or maybe he could just forget to destroy something ... who would know except his Renraku bosses?). Nigel found it easy at first to play one side against the other, and over time he established a highly profitable relationship with Renraku.

By the time he arrived at TekLon, though, Nigel had begun to get sloppy. His failure to take the appropriate precautions led a fellow TekLon employee—Elizabeth Chavez, a research scientist loyal to Novatech—to discover his double-dealing. Unwilling to see Novatech hurt, Chavez preempted Terwilliger's move and took off with a case he'd left in his lab. She assumed (wrongly) that the case contained something belonging to Novatech. In fact, however, the case contains a copy of several research files that Novatech already has, which Nigel had intended to give to Renraku. The prototype intended for Novatech is in another case, which is still in Terwilliger's laboratory.



Terwilliger has every intention of delivering the prototype head to his employers at Novatech ... but if Elizabeth Chavez gives what she's got to Novatech as well, her action will expose him as a double agent. He needs the runners to take the case with the head and give it to Chavez in exchange for the other case. Chavez will then give Novatech exactly what it's expecting to get, thereby covering Nigel's butt.

Of course, nothing is ever that simple in *Shadowrun* ...

Running the Shadows

Once the player characters have agreed to take the job, the adventure is pretty much a straight shot, all taking place within an evening (see the time line on p. 22). Nigel needs the runners to get started immediately, and so comes prepared with a map of the sewers near the corp facility on which an underground entrance to the TekLon laboratory is clearly marked. As it happens, Renraku has decided to push up its timetable for hitting TekLon (mainly because Nigel tipped the corp off about a Novatech plan to destroy the research). Renraku's forces attack while the player characters are in the lab. After the runners retrieve the case (Terwilliger doesn't tell them what's in it), they are to hook up with Elizabeth to make the swap. The player characters can use their contacts to fill them in on any information regarding TekLon, Novatech, Renraku, or any other aspect of the job about which they may be curious.

Nigel contacts Elizabeth and essentially blackmails her into going along with the switch. He proposes a deal; if she agrees to help him cover his tracks, he'll give her the case containing the item that Novatech really needs. If she insists on giving the case full of copied research to Novatech and thereby exposing him, he'll hand over the really valuable item to Renraku, which will hurt Novatech much more than his own double-dealing. Chavez buys the line, and Nigel sets up a meet with the runners deep in Seattle's warehouse district.

Unknown to him or the runners, the case Elizabeth stole contains a Renraku tracking device (the corp's insurance against anything going wrong), and Renraku's elite Red Samurai have tracked it down. Elizabeth arrives at the meet with the case but dies almost immediately. The Red Samurai switch their attack to the player characters without missing a beat, significantly outclassing the runners by virtue of the cyberzombie (a metahuman more machine than meat) fighting on their side.

After (just barely) surviving this hard-fought battle, the runners have both cases, in addition to a datapad Elizabeth was carrying that includes information on a meet for a payoff later that same evening. They may decide to go to Elizabeth's meet to see if they can salvage some nuyen from this job. The address turns out to be a monolithic black office building in the downtown area; the datapad also includes an alphanumeric code written next to the address, which the player characters may deduce is the entry code for the building. Once inside, the runners find themselves face-to-face with Richard Villiers, owner of Novatech; Miles Lanier, head of Novatech security; and, to their surprise, their Mr. Johnson (Nigel). If the runners turn over the cases and datapad, they receive their promised pay. After reading Elizabeth's notes in the datapad, Miles

Lanier kills Nigel for his double-dealing. At this point, the Red Samurai and their cyberzombie attack the building. Lanier asks the runner team to cover them as they escape, promising them a reward later.

If Lanier and Villiers get safely away, the player characters receive a generous payout—and, of course, an offer of future work.

THINGS TO KNOW

Everything the gamemaster needs to know to run this adventure is provided in the background information above or in the *Behind the Scenes* sections of the adventure scenarios. Likewise, everything the player characters need to know can be learned through legwork in the course of the adventure—the runners do not need any previous knowledge of events in order to succeed in this shadowrun. The information they may search for during the adventure appears in the *Legwork* section, p. 39 of *Picking Up the Pieces*. The section *What's Next*, p. 38, provides additional information and lists other *Shadowrun* products that can help you spin this adventure into a campaign. The *Shadowlore* section, p. 43, lists *Shadowrun* sources for information that can be used to flesh out the background stories of the main non-player characters in this adventure.

TIME LINE

Much like police work, shadowrunning consists of a lot of boring time spent in painstaking research and waiting around for something to happen, interspersed with brief jolts of terrifying action. Mr. Johnson is on a tight deadline with this adventure, however, so things happen pretty quickly. The breakdown on p. 22 suggests the approximate times at which the scenarios should take place, which should give the gamemaster a guideline for how to pace each scenario. Various unpredictable circumstances, from player/character paranoia to the gamemaster adding outside events, may alter the time line.

A JOB IS A JOB IS A JOB

WHAT'S UP, CHUMMER?

In this scenario, the shadowrunners meet Mr. Johnson, Nigel Terwilliger. Nigel is clearly not used to being a Johnson—he's way too nervous, and he's hoping desperately that the runners will be willing to save his hoop from one big frying pan. He contacted a fixer, and the fixer contacted the runner team. If the runners are newbies, their fixer gives them the job because he/she thinks it will be good experience. If the team is experienced, the fixer gives them this milk run as a reward for pulling off a couple of really tough jobs lately.

The other clue that Mr. Johnson hasn't done this much before is the meet's location—it takes place in a famous shadowrunner hangout, Club Penumbra. Nigel chose the nightclub because he'd heard it was the place where shadowrunners meet. He makes a good offer—no money up-front, but 20,000 nuyen per character upon completion of the mission. The only catch is that the runners must get on the job immediately.

Nigel came prepared: he gives the runners a special solvent to break down the ferrocrete wall that blocks their entry



TIME LINE

Time	Event	Scenario
7:00 p.m.	Characters are contacted by their fixer	A Job Is a Job Is a Job
8:00 p.m.	Meet Nigel at Club Penumbra	A Job Is a Job Is a Job
9:00 p.m.	Runners head to their safehouses for gear/go to Auburn	A Job Is a Job Is a Job
10:00 p.m.	Runners go into the sewer tunnels	Milk Run
10:30 p.m.	Hit the wall outside TekLon	Milk Run
11:30 p.m.	Inside TekLon getting the case	Milk Run
12:00 a.m.	Out of the sewer in Auburn	Milk Run
12:15 a.m.	Call Mr. Johnson	Waiting Is the Hardest Part
12:30 a.m.	Johnson contacts the runners with info on the exchange	Waiting Is the Hardest Part
2:00 a.m.	Exchange with Chavez	Four Corners
2:06 a.m.	Attack by Renraku Red Samurai	Four Corners
2:30 a.m.	Fleeing the scene with both cases/Chavez's PDA	Four Corners
3:00 a.m.	Chavez's meet downtown	Nobody Will Believe You
3:10 a.m.	Meet Lanier, Villiers and Nigel	Nobody Will Believe You
4:00 a.m.	All deals are made	Nobody Will Believe You
4:15 a.m.	Hand over the case to Villiers	Too Much of a Good Thing
4:20 a.m.	The second Renraku attack	Too Much of a Good Thing
4:30 a.m.	The (hopeful) escape	Too Much of a Good Thing

into TekLon, a map of the sewer and of the TekLon lab called the Pit, a wrist cellphone and a description of the object he wants them to obtain.

TELL IT TO THEM STRAIGHT

The call comes in from your fixer: you've got yourself a job if you can get to Club Penumbra in the next half-hour. The code word to get in is "Nigel." You call the gang and head out to one of Seattle's most notorious nightclubs.

Club Penumbra is decorated in two basic colors: black and more black (the walls, the furniture, the tables, the bar, the dance floor—everything is black). The throbbing music is so loud that everything seems to vibrate; it's a perfect accompaniment to one of the city's most famous laser light shows. Club Penumbra is the number-one place to meet Johnsons, or so the rumors go.

Today, though, reality sinks in. The club seems dead, and it is—another casualty of the corp war. Its location near the Renraku Arcology used to be an advantage; now it lies too close for comfort to the UCAS military security zone surrounding the corp facility. Shadowrunners and military police don't mix well, so biz has been slow at Penumbra lately.

The bouncer is a troll with metal spikes implanted in the tips of his tusks. You give him the password and he escorts you to a booth occupied by a nervous-looking human male. He's sitting with his arm over a silver case that's just a bit bigger than a briefcase.

"Hi, um, I'm Ni ... um, I mean, Mr. Johnson, and I need to hire someone for a job to be done tonight. I just need an object retrieved from a lab. I can get you in and out with a minimum of fuss. Once you get the object, you just lay low until I call you on this phone. I can't pay you up-front but I'll give you 20,000

nuyen per person for this job, which should be finished by morning. Are you in?"

When the players agree to take the job, read the following out loud:

"Okay, here's the deal," the Johnson says as he unfolds the map. "You enter the tunnel here in Auburn and travel along it for about a kilometer until you hit a wall. This wall is your entrance into a small corp called TekLon. You spray this solvent on the wall—one can for getting in and one for getting out—and the wall will turn all gooey. You can move through the goo, but it won't stick to you. When you reach the other side, you'll be in the lab."

You can't help but notice that the map is labeled the Pit.

The Johnson continues, "The room you need to get to is this one." He points to a large room opposite from where you enter. "You should see a case in the room that looks like this one (he indicates his silver case), except that it has a big, multicolored starburst on one side. Don't bother trying to open it; it'll be the only one in the room, and it's locked anyway. Just take it and leave. And don't worry about security; I've already taken care of it.

"As soon as you get out of the sewer tunnel, go into hiding. I don't care where you go or what you do, just don't lose the case. Contact me when you're safe, and I'll call you on this phone (he hands it to the nearest player) and give you an address. Take the case to that location; there'll be someone there with another case that looks almost identical. Exchange cases with that person. Two hours after that, meet me back here with the case and I'll have your nuyen."

HOOKS

If the runner team is inexperienced, play up their surroundings. Everything in Club Penumbra looks like it has to do with shadowrunners. Everyone has something to hide and acts like it. No one looks anyone in the eye. Let the players know that their characters have crossed over into a world that, up to now, they knew very little about.

Nigel acts extremely nervous. He's always looking over his shoulder, and he's on the verge of panic about how long the planning is taking. He's as new at being a Mr. Johnson as the characters are at running.

BEHIND THE SCENES

This scenario introduces the characters to the art of getting hired. The first thing most characters would know and most players will forget is the concealability of weapons. This is an especially important issue when the runners are out on the street or going into the club. If they don't want trouble from the law or the bouncer, they should pack their most easily concealable weapons, which usually means anything with a Concealability Rating higher than 5.

If every weapon the runners own is more obvious than that, they should consider buying a bigger coat or a smaller gun before the next time they head out. For this adventure, you can allow them to carry more noticeable weapons, but the characters run the risk of attracting attention from the UCAS military patrolling the streets around the club. If a runner's weapon has a Concealability Rating of 4 or less and the player characters spend any amount of time on the street (or riding "open" vehicles such as motorcycles), roll 1D6. On a result of 1, a military guard notices the team. Next, roll a Perception Test for the guard against the weapon's Concealability Rating to determine whether the guard notices that the team is carrying concealed weapons. If the guard achieves even 1 success, he or she has spotted the weapons. Consult the rules for Legality Codes (p. 273, SR3) for guidelines on how to handle the situation. UCAS military personnel have a Military Procedures Knowledge Skill of 5, which counts as a Police Procedure Skill because they are securing the area around the Penumbra. If the test using this skill is successful, the character is busted.

If the characters make it to the club without anyone noticing their weapons, the bouncer will relieve the characters of any weapon that has a Concealability Rating of 4 or lower and store it for the players in what amounts to the armament coat-room. Club Penumbra is a "safe" zone for runners, and no one is allowed to upset that balance.

Meeting the Johnson

In hiring meets, characters can make any number of Perception Tests to notice things about the Johnson or their surroundings. The Perception Test Table below contains a list appropriate to this meet. The gamemaster may add other results if he or she wishes to expand the players' options. A character will learn everything listed for the success level he or she rolls, as well as the information for lower success levels. For example, if a character rolls 3 successes, he or she also learns the information for 1 and 2 successes.

PERCEPTION TEST TABLE (Target Number 4)

Successes	Result
0	Club Penumbra is pretty cool and really dark. This place rocks!
1	You notice how nervous Mr. Johnson is acting.
2	You see the words "Security Use Only" on the folder from which he takes the map, inside his briefcase.
3	You notice a security tag in the briefcase from TekLon Industrial Electronics.
4	The security tag says, "Priority Clearance to Alpha Wing."
5+	You see the name "Terwilliger" on the security tag.*

* If a player character achieves this result, this partial information can pay off in later legwork (see p. 39) or be used by the decker in *Milk Run* (see p. 25) while searching for information in TekLon's Matrix.

Using Magic

Any character with astral perception or projection might also choose to assense the Johnson to confirm that all is as it seems. Other than his extreme nervousness and a datajack in his temple, Nigel is exactly what he appears to be—a mundane human. Nigel's complete stats and description appear in *Cast of Shadows*, p. 40.

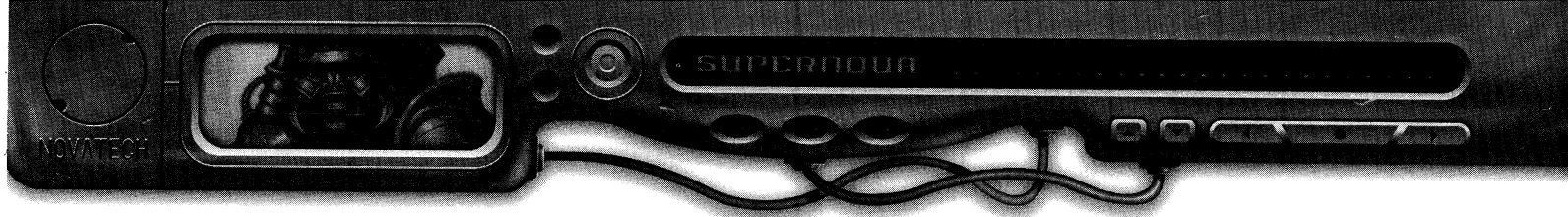
If a magically active character uses any of the following spells to get information on Nigel, that character learns the information indicated after the spell. Because of his profession, Nigel knows to watch for a character casting a spell. Make a test for Nigel to notice every time a character casts a spell, using the rules on p. 162 of SR3. Because of Nigel's experience and training, reduce the target number by 1.

Analyze Truth: For the most part, this Johnson is telling the truth. He foresees no problems with the run. He believes his plan will work and thinks the whole thing can be wrapped up this evening. When he says the security has been taken care of, he means it. It may or may not occur to the player characters that even though security personnel may not respond to their intrusion, the security cameras will still be recording their actions.

Detect Enemies: The runners have no known enemies in the club.

Detect Magic: The Johnson is not magically active and is not carrying any magical items. This may not be true of others in the club (and they may not appreciate a player character scoping them out).

Mind Probe: Nigel has been trained to notice this spell and knows what it does. If a character uses Mind Probe, Nigel makes a Perception Test against the Force of the spell. If Nigel achieves even 1 success, he walks out of the meet. Mind Probe



is an illegal spell, and the offending mage may find it tough to explain how he or she came to be using it.

Taking the Job

If the player characters jump at this job and accept the terms offered, let them. The pay is excellent, plenty of nuyen for what seems to be a very simple mission. This guy even did the planning for the n. Most players, however, won't want to leave the table without negotiating.

Any character with Negotiation Skill can negotiate with Nigel. A team only gets one chance at negotiation, however, so the character with the highest skill rating usually takes the lead. Use the rules on p. 93 of *SR3* for the Negotiation Test. If the character achieves 1 success, Nigel gets mad. He believes that 20,000 nuyen per character is more than enough for this job (and he's right). He refuses to offer more nuyen, even though he could likely get the money back from either Novatech or Renraku upon delivery of the goods. In lieu of more money, for 1 success Nigel will give up his van, an unarmored Ares Roadmaster. A standard model, this variant does not feature a datajack, remote control interface, or vehicle control rig adaptation.

For 2 successes, Nigel offers an additional up-front payment of 5,000 nuyen that the characters can split however they want. For 3 or more successes, he offers a maglock passkey to a locked storeroom that he claims contains electronic equipment with possible resale value on the street. He points out the room on the TekLon map (room number 3).

Because he figured his offer was generous, Nigel didn't plan to negotiate, so the extra 5,000 nuyen is all he can offer. This 5,000-nuyen credstick is his operating allowance from Novatech for anything he might need while doing his dirty work.

If the runners question Nigel's claim about taking care of security, he shows them his security clearance. If they press for specifics on just how he plans to divert security, he tells them that no personnel will be in that wing, the cameras will be on but unmonitored, and the runners will still need to defeat the maglocks. Naturally, he won't mention that security will be occupied with the attack by Renraku forces. If asked specifically about TekLon, he will say that it is an electronics company, and that's all they need to know.

PUSHING THE ENVELOPE

The suggestions in this section allow gamemasters to add more depth to *Supernova* by creating more intrigue or action. In this scenario, gamemasters can't really push the envelope on negotiation. However, if any character achieves 4 or more successes on a Perception Test, the character notices a couple of military officers talking with two elves two booths away. The character must cast a Clairvoyance spell or have hearing enhancements to hear the following words and phrases: arcolgy, Ork Underground, entrance unguarded, drone sample, and hiring in the next few days. This incident is a red herring for this particular adventure, and so the gamemaster should make sure that the runners don't get too distracted by it. However, it can make a terrific follow-up adventure.

DEBUGGING

The main thing that can go wrong in this scenario is if the player characters decide to make trouble outside the scope of the adventure.

If the team decides to travel the streets of Seattle with all of their weapons, they might be arrested by the UCAS military. Unlike Lone Star, the military can shoot first and ask questions later, and will gladly do so if the player characters give them too much attitude. The military does not negotiate. Use the Red Samurai stats on p. 40 for the soldiers, and let them open fire if the player characters make the slightest move. This will teach them that shadowrunners need to put the emphasis on *shadow!*

The runners may decide to cause trouble in Club Penumbra, though they should know better. If they just have to have it their way, every other patron in the club tries to take them down. Club Penumbra is neutral turf, a rare commodity in Seattle, and anyone who violates that unwritten rule will swiftly find themselves on the wrong side of the law, the military and the rest of the shadow community. The Sample Characters starting on p. 65 of *SR3* make good club patrons.

If the runners attempt to harm or kill Nigel, the team will never get another run from the fixer who set them up for the job. A Mr. Johnson is a runner's meal ticket; killing him means the runners lose their paycheck, earn a huge negative reputation and basically end their careers in the shadows.

MILK RUN

WHAT'S UP, CHUMMER?

After a quick stop to collect their gear, the runners head to where the map begins—an entrance to the sewer system in Seattle's Auburn district. The tunnel the characters need to use is not actually part of the sewer system (in other words, no polluted, germ-filled, deadly water), but is an access tunnel used to lay cables. The player characters make it to the wall without incident and use the spray Mr. Johnson gave them, which causes the wall to bubble until it becomes a gray, rubbery, gelatinlike substance. The team can then climb through the wall. On the other side of the wall is the Alpha Wing of TekLon. A quick search reveals a security jackpoint. A physical search (and the map) leads the runners to the case, which is right where Nigel left it. As soon as the characters find the case, they hear explosions and other sounds of combat in another part of the building. Steel doors separate the team from the war zone, but not for long—they can see imprints of fists appear in the door as someone or something tries to break through. This marks the first appearance of the cyberzombie; though the characters don't actually encounter it, it gives them something to dread facing.

The tunnel takes the runners safely back to the surface, and the team heads for their safehouse.

TELL IT TO THEM STRAIGHT

A quick stopover at your safehouse to grab your gear, and then it's time to meet up with your teammates before heading out to Auburn. The adrenaline is starting to kick in. Time to hit the shadows!



The Tunnel Entrance

The tunnel is right where the Johnson said it was. Removing the manhole cover is easy enough, and the drop into the tunnel goes smoothly. It's blacker than black down there, so dark that even your buddies with cybereyes are having a tough time adjusting.

In the Tunnel

The tunnel is dry, but it smells like someone lived (and most likely died) down here. The kilometer you have to travel seems really long, especially when the darkness seems to close in on you with every step. You've never been so glad to see anything as you are to see that wall; you're not sure how much longer you could have taken the claustrophobic conditions.

You use one can of the Johnson's spray and then watch as the wall begins to bubble and turn a shade of gray you can't really call a color. When the sprayed area stops bubbling, the wall looks like a giant piece of rubber. Sticking your hand through it feels like punching through a wall of gelatin—cool!

In Alpha Wing

Welcome to TekLon. Climbing through the wall leaves you exactly where the Johnson said you'd be. A security box flashes near the light switch. The room is filled with metal shelves; some contain boxes, others are covered with things in plastic bags, and still others have what looks like blankets piled high on them. You're in—now to find that case.

HOOKS

The twist in this scenario is that the runners meet no opposition. In fact, this should be the easiest run they have ever gone or will ever go on—but they don't know that. Play up the runners' paranoia; make them wonder what might be behind each door and around each corner. The utter emptiness of the wing should make them feel confused and jittery; the attack on the other side of the steel door should shock them and make them wonder what they might have done to cause it.

BEHIND THE SCENES

In this scenario, shadowrunners can act like shadowrunners, with full gear, weapons and attitude. They must also rely on their brains, however, so make sure they have the gear they need: the map, the phone, the two cans of spray solvent and a flashlight or some other light source to let them see in the tunnel. Remind them a few times that they are heading into a tunnel—pitch black, claustrophobic, scary—until they get the idea.

Nigel's map (p. 27) is fairly exact, and the player characters should easily be able to follow it. The tunnel smells awful; each character must make a successful Willpower (4) Test not to get sick. Characters who fail the test become physically ill and vomit in the tunnel. A vomiting character must make an unaugmented Body (6) Test. If a character fails this test, he or she is sick enough to take one box of Stun damage.

Cables on the tunnel floor can trip a runner, as can the odd bit of garbage, but mainly this tunnel serves to get the characters to the TekLon laboratory wall. The distance from the entry in Auburn to the wall is just under one kilometer. Once the charac-

ters spray the wall with the solvent, the sprayed section takes about 5 minutes to stop bubbling. A character who touches it during this time must make a Body (6) Test. If the test fails, the character takes one box of Physical damage and suffers a +2 penalty to all target numbers for actions using the affected hand within the next 24 hours. If the character doesn't say which hand he or she used, assume it is the character's gun hand.

A mage character using astral perception can see that the wall has a ward—a type of astral barrier—on it. The ward is permanent, with a Force of 6. See p. 174 of *SR3* for rules regarding passing through wards. No one will come running if a character breaches this astral wall; the TekLon security mages have a much more serious threat on their hands.

Entering Alpha Wing

The characters break through the wall and into a storage room whose metal shelves are loaded with hospital gear. Only three characters can fit in the room at one time, so the characters must either unlock the maglocks (see below) immediately or else some of them must stay in the tunnel. If a character decides to dive into the room from the tunnel without scoping the room out first, have that character make an Athletics (6) Test. If successful, the character takes a Moderate Stun Wound; if not, the character takes a Serious Stun Wound from crashing into the door and the metal shelves. The character can make a Body (4) Test to resist that damage, with every 2 successes staging the damage down one level.

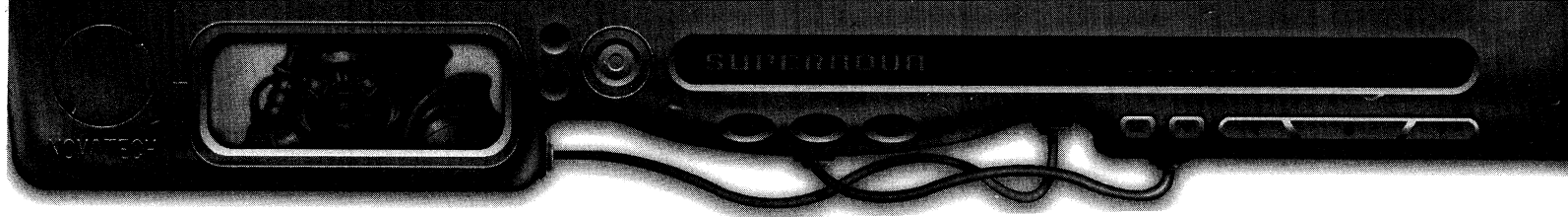
The most important task the runners face is shutting off any security devices. The players have two options, depending on the make-up of the group. If the team includes a decker, that character can access the security system at the box near the light switch. He or she can then open the door and control most of the security devices in Alpha Wing. If the group does not have a decker, a character with Electronics Skill must handle each maglock separately. The security cameras will continue to record the runners' actions, unless the team plans on disabling them individually.

The Decking Option

In a super-secure area like a research lab, the decker should be prepared for the worst—a Red Hard host with a minimum Security Value of 8 and set to kill. The Johnson did his part, however, and took much of the security off-line, preparing for Renraku's attack. The actual system is rated Easy Orange, with the following system ratings: 4/10/10/10/10/6. For a complete explanation of system ratings, see p. 205, *SR3*.

From the security box in the storage room, the decker can control all the cameras as well as the maglocks on the large doors and the elevator. The large doors with locks, marked A, B, C, D and E (see below; also see the map on p. 27), are the only maglocks connected to this system. The locks for the office doors are simple card readers and are not part of the system.

The first thing a decker needs to do is Log On To Host. This operation requires a Success Contest, with the decker using his Computer Skill plus any Hacking Pool dice against the host's Access Rating (10 in this case) minus any utilities the decker may have that help with Access Tests. Even though security



will not respond to the decker's mistakes and miscues, the gamemaster should still roll for Security Tests (a Success Contest pitting the host's Security Value against the decker's Detection Factor). Note the success of any such tests as if the system will go on alert.

The decker should be able to get into the system. From there, he or she will probably want to perform various actions; the most likely are described below. The decker is decking directly into the slave node that controls the maglocks.

Take control of cameras: This operation is a two-step process. The decker must first perform a Locate Slave operation to find the camera slave monitoring location and then perform a Control Slave operation to control each camera. The decker must maintain a Free Action in every Initiative pass to keep the cameras under control.

Send tape loop: This is an Edit Slave operation and can be performed on one camera at a time. The operation is monitored.

Open maglocks: The decker is in the Maglock Room (see *TekLon System Sculpture*, below). From there, he or she must make a Control Slave operation to open all locks or must open them one at a time. If the decker opens one lock at a time, he or she must perform Control Slave for each lock.

Analyze host: This is an Analyze Host operation. It tells the decker that the system should be much tougher (Red Hard) and that security response seems off-line.

Control elevator: The elevator is an old-fashioned model with an on-off switch. Theoretically, the decker can control it from this node; however, the switch is off, and so the elevator is off-line.

If the decker wants to search for information on various items, let him. He or she will discover that the entire TekLon Matrix PLTG is Orange Easy and is set up like the Host to Host description on p. 204 of *SR3*. The system appears to contain no IC. The decker can perform successful Locate File operations on such keywords or phrases as TekLon Industries (or, more specifically, TekLon's company profile), the Pit, Alpha Wing, or Terwilliger (assuming a character spotted the latter by rolling 5 successes on the Perception Test during the initial meet with the Johnson). The keywords "research" or "valuable data" will reveal nothing. After completing the Locate File operation, the decker can also perform Locate Access Node in order to access this node from outside the TekLon lab. Note how many successes the decker achieves in the Locate File operation; that number equals the number of files found on the subject in question. The decker must go to the host where the files are stored in order to read the information.

The security system is Host D. Host A is a public host that includes a basic company profile, an on-line catalog and other "public" information. Host B holds company and personnel records. Host C holds sales and financial records. Host E holds information on research, Alpha Wing and the Pit. Once in a host, the decker can perform a Decrypt File operation to remove Scramble 4 IC (see p. 228, *SR3*). The decker may then read or download whatever file he's interested in. The information the decker finds appears on p. 39 in the *Legwork* section.

TekLon System Sculpture: The Maglock Room slave node appears as a room with five large power switches. The Camera

slave node appears as a room with a sofa and twenty-two monitors, one for each camera.

The Electronics Option

Each maglock can be defeated by any character with Electronics Skill. The maglocks on doors A through E are all Rating 5; those not in the system are Rating 3. The cameras appear to be on, indicated by the glowing red light below each lens. However, cameras that should move to scan an area are not moving. A character who rolls 2 successes on an Electronics (4) Test can take any camera off-line with no physical damage to it. One success leaves evidence of tampering. The character will need to find something to stand on, as the walls in this area are three meters high. Alternatively, runners may shoot the cameras, though that strategy leaves evidence of tampering and also makes noise. Each camera has a Barrier Rating of 2.

Alpha Wing Key

The following description of Alpha Wing includes room numbers and other notes that appear on the map (p. 27). The entire wing is illuminated in "safety lighting," which means that every fifth or sixth fluorescent light is always on. Special lighting is noted in the appropriate room description.

Room 1 (Maglock A): The storage room through which the player characters enter contains metal shelves filled with bandages, blankets, gauze and items in sealed plastic bags. There is a maglock panel in the wall.

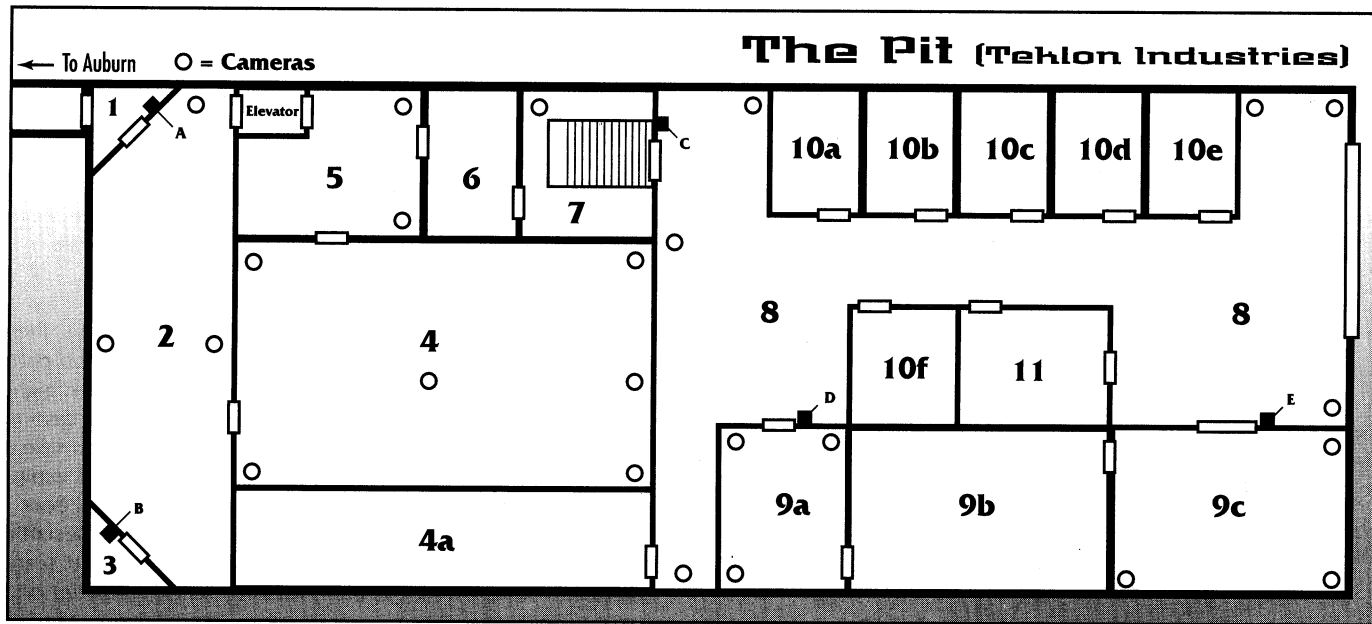
Room 2: This area looks like a post- or pre-op room. It contains five beds, all empty and with clean sheets on them. Each bed has a small table next to it, as well as floor jacks for oxygen and other gases. There is a nurses' station against the back wall between rooms 1 and 3. This area contains three security cameras and is illuminated in standard safety lighting. The doors between this area and rooms 5 and 6 are double swinging doors without a lock.

The elevator door on this side is closed, and there is only one wall button.

Room 3 (Maglock B): This is the room that Nigel Terwilliger identified as holding sellable electronics (assuming the runners got that far during the initial negotiations; see *A Job Is a Job Is a Job*, p. 21). It includes medkit supplies, stim and trauma patches, surgical equipment and electronic monitoring equipment.

Room 4/4a: This room is an operating theater. The room is empty except for five skeletons made of resin, one for each race of humanity, along the far wall opposite the doors to Room 2. Each of this room's four cameras is connected to a large monitor above the theater. The monitors are not on, though the cameras seem to be. The safety lighting in this room is on the walls, rather than fluorescent lighting. A set of double swinging doors connects the theater to Room 5.

Room 4a is a set of seats above the theater, separated from Room 4 by a glass wall (Barrier Rating 4). In addition, there is a



window (Barrier Rating 2) above the stage at Room 8.

Room 5: This room is a pre-surgery chamber for the doctor. It contains sinks, shelves full of surgical gear and various machines on wheels. The elevator door on this side is open and the elevator switch is on the panel. The room has one lower level and two upper levels. The room's two security cameras appear to be scanning cameras, but they are not moving.

Room 6: This room is a dressing room. It contains clothes racks with surgical scrubs as well as two couches and two chairs. There are no security cameras. The doors to rooms 5 and 7 are standard doors and are unlocked.

Room 7 (Maglock C): This area is space for the staircase that leads up to Room 8. The doors at the top are double doors made of glass, with a maglock. One camera scans this room, which is illuminated by regular lights in wall sconces.

Room 8: This is the hallway for the laboratory floor. One regular door leads to Room 4a, two to Room 11; none is locked. The doors to rooms 10a-f are regular doors with passcard locks that are not connected to the security system. The doors to 9a and 9c are glass (Barrier Rating 6) and slide into the walls. All cameras on this level are scanning cameras. The floor is carpeted and the area has standard security lighting.

At the end of the hall is a giant steel door (Barrier Rating 16). This door is not on the security Matrix and the decker cannot locate it (suggesting that there might be a trapdoor host in the TekLon system). The doors and walls from Room 8 through Room 9c are protected by Force 12 wards.

Room 9a (Maglock D): This room is one-third of the microtronics laboratory. The entire lab is glass-walled, and the door

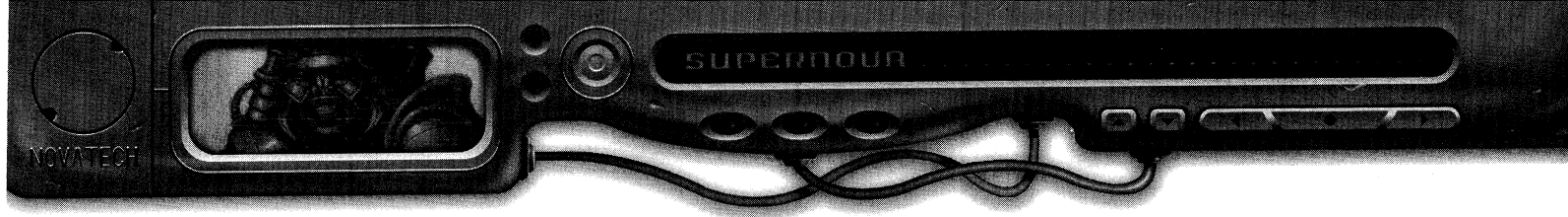
slides back as soon as the maglock is opened. This section of the lab contains two stationary cameras, three lab benches with microscopes, other electronic and microtronic gear, and an off-line computer terminal. Near the door to Room 9b are two complete envirosuits and helmets.

Room 9b: A single door connects this part of the lab to 9c, and another to 9a. 9b is a "clean room." Each of its ten workstations is enclosed in glass, with two armholes through which scientists can work on the microtronics. Each workstation has a stool in front of it. There is no security lighting in this room, though some ambient light comes from the machines that are on. For purposes of Perception Tests, apply a +6 modifier to notice anything in this room without using a second light source.

If the characters have a light source or make a successful Perception Test, they discover in one corner of the "clean room" a complete human skeleton made of microtronics. The skeleton is missing a head.

Room 9c (Maglock E): This room is a duplicate of room 9a, with two exceptions. All the security lights are off, and the case with the starburst on it is sitting on one lab bench. Any character who sees the logo can make a Corporate Knowledge Skill (4) Test or Corporate Etiquette Skill (5) Test. With 1 or more successes, the character recognizes the starburst as the new logo for Novatech Inc. The case is locked with a Rating 4 electronic lock. The runners do not need a second source of light to find the case. Unknown to them, it contains a microtronic head.

Rooms 10-10f: These rooms are personal offices. All are dark; each office has a regular door lock with a passcard reader. The offices are full of personal belongings, books, texts and a computer terminal on each desk. Some rooms hold up to three



employees. Room 10a is number 100 and the numbers continue to 105.

Room 11: This lounge contains a coffee machine, vending machines, a refrigerator, a stove and a microwave oven. The furniture consists of two sofas, several chairs and one circular table. Magazines on the table include *Cybertechnology Today*, *Microtronics Digest*, and *Science, Health and Magic*. The room has two doors; it contains no security lighting or cameras.

The Renraku Attack

Once the player characters have grabbed the case, they should make a beeline for the exit. This run has been too darn easy; the total lack of opposition so far should make them highly paranoid by now. As soon as the runners have the case in hand, allow any runner on the top level (Rooms 8–11) to make a Perception (4) Test. A runner who rolls 2 successes hears explosions coming from the wall on the other side of the steel door.

Once the team hears the explosion, up the ante. Describe more explosions and the sound of gunfire. This should scare the runners enough to get them moving faster. Allow for one last Perception (4) Test by any character or characters nearest the steel door. One success allows that character to see what looks like a fist trying to punch through the metal.

If the team includes a decker, the system goes on alert and becomes Red Hard, but no IC attacks. This oddity should panic the decker. The player characters should escape without much more than hard breathing and a thrill of fear.

PUSHING THE ENVELOPE

This run is supposed to be clean and easy, and so it should be nerve-racking. The runners should have no encounters in the tunnel on the way to Alpha Wing, but they can meet some critters when fleeing the site. The most effective is a swarm of devil rats (3 per character); see p. 25 of *Critters* for a description and statistics. This or any other critter encounter should be brief, however, and more of a nuisance than deadly. The gamemaster can also use any critters of his or her choice to annoy and distract the runners.

After the explosion, the lab can go on alert. Klaxons and sirens can go off, and cleaning drones and other electronic equipment can turn on (radios, the monitors in Room 4, taped warnings, lights, etc.). These events don't make the adventure any tougher, but they do provide more distractions. The gamemaster may wish to have a security drone not tied into the slave host appear from around a corner and begin attacking the runners. However, this is the most extreme opposition the runners should encounter, and it should not be deadly. (There will be enough death and destruction later . . .)

If the decker is sitting around doing nothing, have some IC attack him—basic Probe or Crippler IC, enough to make him nervous but not to do lasting damage.

DEBUGGING

Very little can go wrong in this scenario except slow and distracted player characters who decide to investigate every room and door as well as everything in the rooms. If your players do



that, have the Renraku attack occur earlier and force the players' hands. If players want to scope out the territory, the TekLon facility is five buildings connected by sidewalks. All of the buildings are fenced and guarded. A character with the Security Knowledge Skill can determine that the buildings have underground complexes attached. A mage character can see spirits on call in astral space, but none of them is near the runners' building.

WAITING IS THE HARDEST PART

WHAT'S UP, CHUMMER?

This scenario offers the runners a bit of a breather. Once in their vehicles, they can hit the road and stay there or go to a safe house. They won't spend much time at either place; after 2 hours maximum, they'll be heading out again. The goal for this scenario is to let the runners catch their breath and prepare for the following scenarios.

TELL IT TO THEM STRAIGHT

The trip back to Auburn seems much faster than the trip to the wall; that tends to happen when you're running for your life. You leap out of the tunnel a kilometer away from TekLon and look back to see the damage. Helicopters with halogen lights that cut through the night like lasers are circling above the place where you just were like vultures over a carcass. Smoke is rising from the building, and you can still hear explosions. Lone Star and DocWagon sirens are rising over the din. Time for you to get out of here.

When the runners call Mr. Johnson, read the following:

"This is Ni ... I mean, Johnson, um, Mr. Johnson," says the voice over the phone. "Did you get it? Okay, don't open it. I have to call the contact you'll be meeting. I'll call you back on this phone with the time and place."

HOOKS

Downtime. Let the player characters catch their breath. Make them wonder ... can any run really be this easy?

BEHIND THE SCENES

Renraku's attack team will not chase the runners (though you can up the paranoia by having Lone Star vehicles cruise by). If the player characters want to stay on the road, let them. They can also go to a safe house or other hide-out.

Below are some suggestions for dealing with typical downtime activities.

Getting in touch with contacts: Keep in mind that it's just after midnight. Corporate contacts may not appreciate being woken up to chat about some company they may never have heard of. Others, like fixers or bartenders, are probably working and so are unlikely to drop everything to answer the players' questions right away. Such contacts may well help the player characters, but they might not be happy about it. To make up for the inconvenience, the player characters may need to be extra-friendly and spread around the nuyen the next time

they use the contact. See the *Legwork* section (p. 39) for information that contacts can offer.

Recovery time: If any characters took Stun damage during prior scenarios, they can heal up during this time as long as they don't do anything else. If they want to connect with contacts or perform other actions, they cannot heal damage. Characters who took Physical damage do not have sufficient downtime to recover naturally; they can heal only by using the Heal or Treat spell or stim patches.

Summoning spirits: As no more than two hours will elapse between calling Mr. Johnson and getting the call back for the meet, mages can only summon up to Force 2 elements. Such characters would also need to be dropped off at their library and hermetic circle. Shamans can conjure spirits whenever they choose because they need not go through a conjuring ritual in advance (see p. 186, *SR3*).

Decking: Deckers can seek out information on various newsnets or Shadowland, provided they can access a jackpoint. The *Legwork* section (p. 39) describes what a character might find from these sources. If the decker decides to access the node he found with the Locate Access Node operation while in the TekLon lab, he finds that the entire TekLon system is now Red Hard (see p. 205, *SR3*).

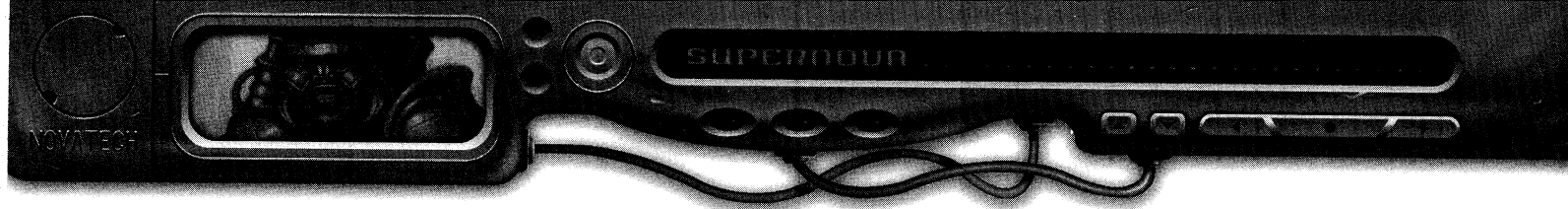
The system's ratings are Red-8/16/14/18/18/18. Use the Sample Security Sheaf on p. 211 of *SR3* if the decker decides to scope the system out. If he or she succeeds at this, the character will discover that files are being erased.

Opening the case: The case has a Rating 6 electronic locking mechanism. A character with Electronics Skill and an Electronics Kit can attempt to open it by making an Electronics (6) Test. The character must roll 2 successes per latch to open the case without any signs of tampering. One success will open the case but will leave evidence behind. Alternatively, the characters may choose to shoot the locks or smash the case open. The case's Barrier Rating is 4, and the delicately constructed cybernetic skull inside it will take damage. The damage will be noticed at the trade-off meet, and the runners should expect to see less nuyen.

The head is freaky to look at. It has eyes, lips, ears and so on, made completely out of microtronics. It has no skin or hair. A character with Electronics Skill can analyze the head but will not be able to figure out how it works. A character with a Microtronics Specialization of Electronics or Knowledge Skills in cybertechnology, microtronics, or a similar skill can determine that the head is an advanced design using cutting-edge technology, and that it is not finished. The Target Number for any such test is 12.

PUSHING THE ENVELOPE

The gamemaster can't make much of anything tougher in this scenario, though there's nothing wrong with including a gang encounter to keep the pressure on. If you want the team to rely on their wits, have the Johnson tell them the trade-off meet will be in half an hour; this leaves the runners with no time for anything except healing Stun damage and slapping on some stim patches.



DEBUGGING

Not much can go wrong in this scenario. The team got the case and is now gearing up for the next scene. Some teams that opened the case and found the head may decide to offer it to the highest bidder—a dangerous tactic that in the long run will come back to haunt them. If the runners are determined to cut out now, have a character with Etiquette (Corporate) Skill make a roll against Target Number 2. That character will know these facts of life: first, you don't screw your employer because no one will ever hire you again. No Johnson wants to deal with unreliable runners. Second, whoever might buy the head will not give the team as much money as they have on the table now.

If the players insist on selling out, so be it. They'd better get a lot of nuyen for the head because they won't be earning money shadowrunning for a long, long time.

FOUR CORNERS

WHAT'S UP, CHUMMER?

Up until now, this adventure has turned on stealth and sneaking, with high levels of paranoia. In this scenario the big guns blaze, the spells fly and characters may die.

Nigel Terwilliger gives the runners an address in Bellevue's warehouse neighborhood—a typical corner intersection, 100th and Main. As the player characters are waiting there, an obviously damaged car with an equally damaged driver careens down Main Street. The car swerves from curb to curb before it slams into a street lamp and stops dead. As the driver's head smacks the horn, distracting the player characters, two helicopters arrive and unload deadly cargo—two units of Renraku Red Samurai. The Red Samurai are known throughout the shadows as Renraku's elite combat and security thugs. Using tether lines, they land and either open fire on the player characters or head for the car. They are after the case stolen by Elizabeth Chavez (the occupant of the car), and they will fight to the death for it.

Following the car is a van carrying two hermetic mages. These mages are part of the Red Samurai unit and also control Renraku's secret weapon—a fully armed, working cyberzombie!

In *Shadowrun*, a cyberzombie is a human that is literally more machine than man. Magic and science have combined their worst aspects and created a creature that should be dead but stays alive and fights like a one-man army. For more information on cyberzombies, see *Behind the Scenes* below and *Cast of Shadows*, p. 40.

The combat continues until one side pulls out. For both sides, the goal is Chavez's case; the player characters should realize that unless they get it, they won't get paid. When the runners reach the car, they find Elizabeth dead. On the front seat next to her is the case and her personal datapad (PDA).

TELL IT TO THEM STRAIGHT

The phone's ring is jarring. You grab it and answer before it can ring a second time. The familiar voice says, "You have two hours to get down to the warehouse district in Bellevue. The address is 100th and Main. Your contact is an elven female

named Elizabeth Chavez. After you make the switch, contact me and I'll let you know where we'll meet. Oh, yeah—don't open this case, either."

When the player characters reach the corner, read the following aloud:

This is the place; a deserted, four-corner intersection. No cars, no people, little light ... a good spot for a meet. Whoever Elizabeth Chavez is, she knows her stuff. The warehouses are all four stories high and the entrances are flush with the front of the building, so you can't use doorways for cover. An alley half a block down on 100th Street runs parallel with Main Street. Fire escapes on the alley side of the buildings will give you access to the roofs; not a bad spot to hide out and a possible escape route if things turn ugly. Time to plan a little defensive strategy.

Once the player characters are in position, read the following:

The wait goes on. Zero hour arrives; Chavez is late. You give her five minutes; then you're going to call the Johnson and tell him you've been stood up.

When Elizabeth arrives, read the following. Do not read until the events in *Behind the Scenes* occur:

You spot a vehicle coming down the road, swerving from one side of the street to the other. A motorcycle, maybe; it only has one headlight. The vehicle leaps up on the curb and careens down the sidewalk for a while, and then swerves back into the street. As it gets closer, you can see it's a car. A badly damaged car—smoke is pouring from the engine, and sparks from the rear bumper and muffler dragging along the ground make it look like a bizarre fireworks display. The car is still weaving frantically; the driver has obviously lost control. The car jumps the curb on the north side of Main Street and hits the traffic light head-on. The crunch of the impact is drowned out by the teeth-on-edge sound of a car horn blaring through the night: NNNNNNNNNEEEEEEEEEEEAAAAA!!!!!!!

HOOKS

It's combat time, pure and simple. Guns, magic and a blaring car horn in the background make for an intense life-or-death struggle. This scenario should remind the runners why they get paid so well. Don't get discouraged by the combat's scale or length of time; the players will be much more concerned with surviving.

BEHIND THE SCENES

The four-corner intersection is exactly as described—a normal spot in the warehouse district with no one around. If a magically active character decides to astrally investigate the warehouse, he or she will find some rats, a cat or two and a guard dog in each, none of which is magically active.

Once the players pick their positions, note which one has Nigel's case. At five minutes after the meet time, when the players should be starting to get anxious, have any character in position to see down Main Street make a Perception (4) Test. Characters with optical magnification or enhanced hearing can

reduce the target number for this test by the rating of the appropriate device. Mages viewing astral space can make this same test at Target Number 5. If any character's test succeeds, read the passage above for when Elizabeth Chavez arrives.

After you read that passage and before the runners can react, have all the characters make a second Perception Test. The Target Number is 4 for a mage in astral space. For astrally perceiving magicians and for characters with hearing dampeners or optical magnification, the Target Number is 5. For other characters, the Target Number is 6. For characters with hearing amplification, the Target Number is 8. If any character rolls a single success on this test, that character spots the Renraku helicopters flying in stealth mode. If the character is in astral space, he or she must get back in his or her body in order to warn the rest of the team.

At this point, roll Initiative.

The Red Samurai

Each Red Samurai hit squad consists of a five-man team: four fighters of various types and one hermetic mage. The two samurai teams that rappel out of the helicopter on tether lines are the guys with the guns and the firepower. The two mages arrive later in the Combat Turn. A player character with any kind of Corporate Security or Military Knowledge Skill or with Leadership Skill can make a test against Target Number 5 to determine that the arriving goons are Red Samurai. Rolling 2 successes on the test lets the character know that the Red Samurai typically travel in five-man teams, not four-man teams. With 3 successes, the character notes that the helicopters did not lay down ground-support fire, which means that something on the ground is too important to risk damaging.

One samurai team will land in the center of the intersection, the second in the road behind Chavez's car. Their goal is to get the case from the vehicle. They will fire back at anyone who fires on them and will fight until the last one drops. The helicopters will leave as soon as they've dropped their troops and will return only to pick up the squad with the case.

The Red Samurai mages arrive in the van via 100th Street and attempt to block the intersection. They are aware of the gunfight and have spells and the cyberzombie ready to go.

The Cyberzombie

The following rules for the cyberzombie are limited to those needed to run him effectively. The cyberzombie is a first-generation creation and has weaknesses along with his formidable firepower and armor (see *Cast of Shadows*, p. 40). When describing him, play up his inhuman physical appearance; mention such details as his third arm, his unblinking eye, and the fact that he appears to be more metal than flesh.

The cyberzombie has no concept of personal safety and will stay in the street firing even if everyone around him is dead. Until the mages command him to attack, he won't "remember" why he's there. Play it as if he is stuck in a programming loop. He can be standing there with a gun pointed at a character's head, but he won't pull the trigger because he can't quite remember how. For game mechanic purposes, use the Critter power Confusion (p. 263, SR3) to simulate this

effect. Once given an order, the cyberzombie will continue carrying it out until he's finished and then some. For example, if told to fire on the troll street samurai, he will keep doing so even after reducing the troll to a wet spot on the cement. In order for the zombie to perform any action, he must make a successful Willpower Test. The target number depends on the situation, listed below:

Situation	Target Number
Mages request an action	2
Continue the same action (done at the start of every Combat Turn)*	3
Other Red Samurai request an action	4
Anyone else requests an action	8

* If the cyberzombie makes 3 of these tests in a row, he will continue this action unabated until someone requests another action. No more tests are necessary.

Running the Red Samurai Team

As gamemaster, you are the Red Samurai team. Use the information in this section to figure out exactly what the team will do in the early stages of the combat.

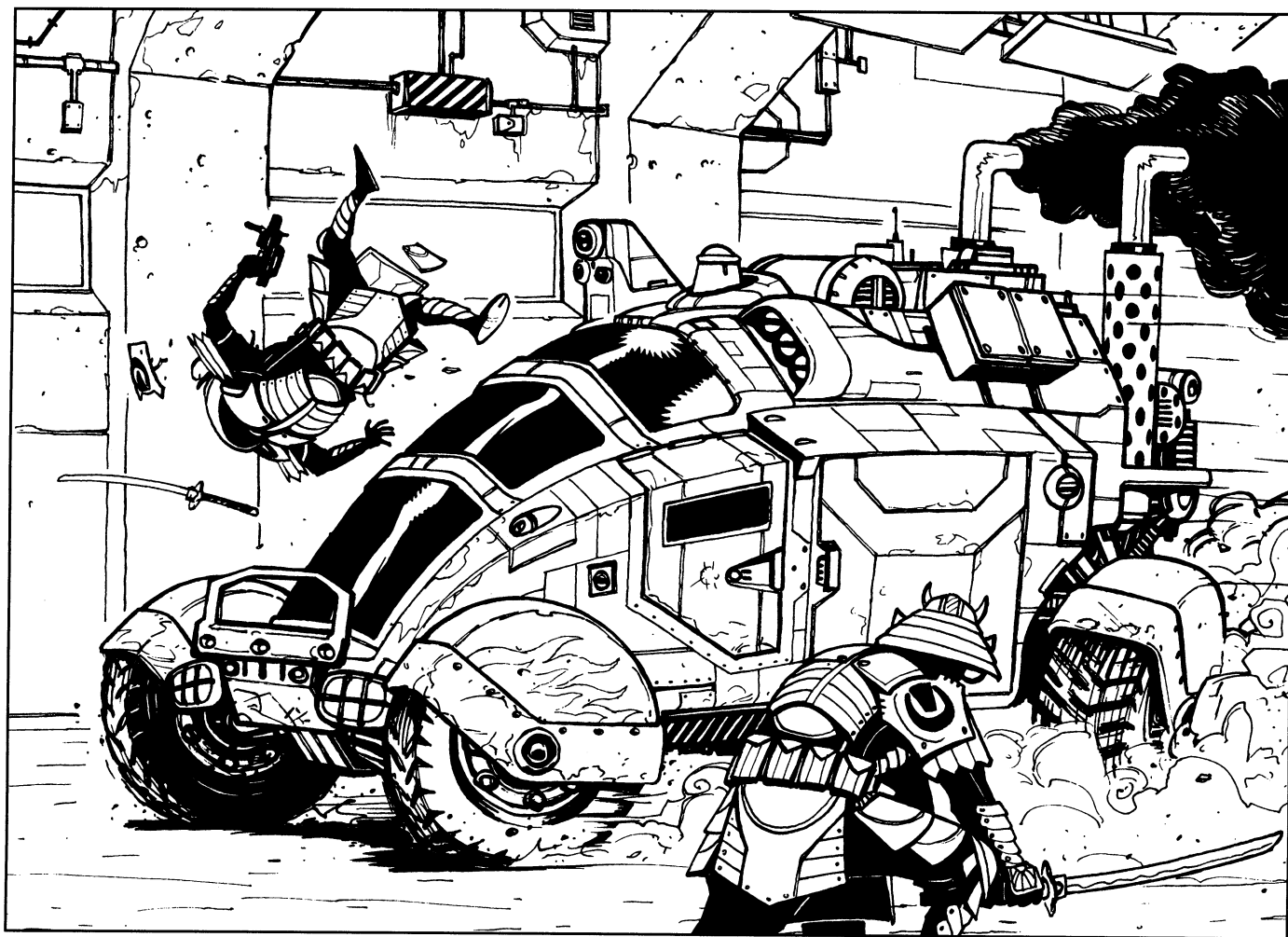
Once a character notices the helicopters, the Red Samurai make their free-fall dive on tether lines. At this point, roll Initiative. This is the first Combat Turn.

Combat Turn 1: Roll one Initiative for the entire gun-wielding Red Samurai contingent. They will all go on this initiative. Then roll a second Initiative for the mages; both will go on this initiative. Do not roll the cyberzombie's initiative for the first Combat Turn.

The Red Samurai will land on the ground on their initiative in the first pass; that is their action. Apply a +2 target modifier for the player characters to hit them in the first pass. If the samurai have more Initiative passes in this turn, they will remain stationary, negating any movement penalties. They do not hold their actions. Standard operating procedure for the Red Samurai is to attack two different targets in the same Combat Phase, and so they suffer the modifier for shooting at two targets.

During the first pass, on the mages' Initiative, any character facing south on 100th St. can make a Perception (6) Test to see the headlights of the mages' van. If the mages have only one action, nothing else will happen during that Combat Turn. If the mages have more than one action, they will arrive just south of the intersection (off the map and still south of the alley). This allows every character along 100th St. to see the van.

Combat Turn 2: Roll one Initiative for the gun guys, one for the mages and one for the cyberzombie. The group of gun guys in the center of the intersection will start trying to pick off the player characters, most often shooting at whoever shot at them. On the first Initiative pass, the gun guys on Main Street behind Chavez's car will head for the car. In the second pass (and subsequent ones, if any), they will attempt to shoot out the car windows, until fired upon.



The mages' van will stop in the center of the intersection (without hitting the other Red Samurai there) on the mages' turn of the first Initiative pass. The cyberzombie will take no actions in the first pass. For dramatic effect, the gamemaster can have the back of the van open and the zombie standing there, backlit and menacing. In the second Initiative pass (if the mages have one), the cyberzombie will hold his actions until one of the mages commands him to do something. The other mage will cast a spell. If the mages do not have a second Initiative pass, these events will happen in the third Combat Turn. The cyberzombie is equipped with a headware communication system, so the mages need not give their orders out loud.

The mages will give the following commands, in the following order:

1. Attack any character with a case.
2. Get the case out of Chavez's car (the mages only give this order if the Red Samurai soldiers are all dead).
3. Attack the character doing the most damage (usually, this means the one with the most powerful gun).
4. Attack anyone firing on the Red Samurai.
5. Attack any mages or shamans among the runners.

If the cyberzombie sees two characters with cases (assuming that the player characters grabbed the one in the car and are holding on to the one with the Novatech logo), the cyberzombie will become confused per the confusion critter power (see p. 263, SR3).

Combat Turn 3: Again, roll one initiative for the gun guys, one for the mages and one for the cyberzombie. If the mages did not have a second Initiative pass in the previous turn, they will take the actions described above in **Combat Turn 2**. At the end of Combat Turn 3, the Red Samurai forces at Chavez's car will have grabbed the case. They don't care about the personal digital assistant.

Combat Turn 4: Roll Initiative for any survivors from the Renraku team. For the remainder of the turn, they will head toward the van.

Combat Turn 5: The van leaves at the first Initiative rolled for any survivors except the cyberzombie (he doesn't drive).



Running the Combat

The player characters can get Chavez's case in a number of ways. The most effective is to take out the Red Samurai before they reach Chavez's car or the van arrives. If the van arrives, the runners should take out the mages. If they kill the mages, the cyberzombie has no one to give him orders, and so he will just stand there. In most cases, the player characters will not need to kill the cyberzombie (of course, they don't know that). One way to give a character the chills is to have the cyberzombie focus the laser sights of both his guns on the character's chest, head, or groin. The cyberzombie will track the combat and even follow a character with his sights, but he will not pull the trigger until ordered to do so.

Effective use of spells and spirits will work in the player characters' favor. The Renraku mages have no spirits on call, being more concerned with managing their cyberzombie. Alternatively, the player characters might use a stealthier approach such as invisibility, chaos spells, or the spirit powers of concealment or confusion to get to the case while the fire-fight rages. This strategy is somewhat tricky, but the player characters can pull it off with lots of creativity.

Chavez's Car

When the runners reach the car (after the combat is over or the samurai have been dealt with), they see Chavez's dead body slumped against the steering wheel. On the seat next to her are the metal case and a personal digital assistant (PDA)—a handheld computer notepad. The player characters most likely will take both. If they don't, remind them that Chavez no longer has any use for the PDA and that Renraku will likely be sending people to this spot. If there's anything on the PDA about the runners, they certainly don't want it falling into Renraku's hands.

Any player character with a Renraku contact, the Etiquette (Corporate) Skill, or any Corporate Knowledge Skill will instantly recognize the Renraku logo on Chavez's case.

After the Combat

Once the combat is over, the characters have both cases; at this point, they most likely will want to get their money and lay low. Theoretically they might be able to get more nuyen with both cases in their possession, but they will probably want to take care of biz ASAP. Calling the Johnson gets them no answer, however—a fact that should panic them a bit.

If the runners examine the PDA, they will discover that only Chavez's one-week personal calendar opens easily without a password. There are only two entries for yesterday's date. The one at 3 p.m. says "Accosted N"; the one at 5 p.m. says "Switched N's cases." The next notation, at 12:30 a.m. today's date, says "N called about meet." An entry for 2 a.m. says "Swap cases." The last entry, at 3 a.m., reads "Payout @ 3844 Belmont Avenue, code #68GTH773KN1." After the runners fail to get ahold of Mr. Johnson, the payout note in the PDA should prompt them to make that meet and hopefully get some cash out of the deal.

The Renraku case contains an activate-on-demand (AOD) tracking signal, which enabled the Red Samurai to track Chavez. The signal is still active. The device is inside the case and can

only be detected when it is on or the case is open. The AOD has a Rating of 8. If the player characters want to open this case, use the same rules as for opening the case with the cyberhead in it (see p. 29 of *Waiting Is The Hardest Part*). The Renraku case contains twelve optical disks. A decker wanting to look at them before the drop-off would need a portable disk reader.

PUSHING THE ENVELOPE

This scenario is pretty tough already. If the player characters seem to be handling the Red Samurai too easily, the gamemaster can try three simple fixes. First, have a third team of Red Samurai drop from the sky (mage and all). Second, have the mages give the cyberzombie orders before the van arrives at the intersection. This fix allows the cyberzombie to take actions even if the runners take out the mages right away. Third, the mages can have elementals on call and can use them in their first action. Typically, these mages use fire or air elementals.

DEBUGGING

Three main things can go wrong in this scenario. First and most obvious, the player characters may start dropping like flies. If that happens, let it; *Shadowrun* is a deadly game. Have DocWagon come and pick them up. If the entire team ends up in a DocWagon clinic, the cybernetic head is stolen from DocWagon's storage. The player characters get a nominal nuyen settlement, but that's it.

If the player characters run away, have Mr. Johnson call them and ask what happened. He will offer only half the money for the case they took from his lab, since they only did half the job. If the runners decide to get out while the getting is good, no problem. If they decide to keep the cyberhead, however, Renraku (whose operatives taped the whole thing via the cyberzombie's head camera) or Novatech operatives will attack them. Both sides want the head, and neither will stop until the player characters are dead (they don't know how much the runners know, and they won't take any chances).

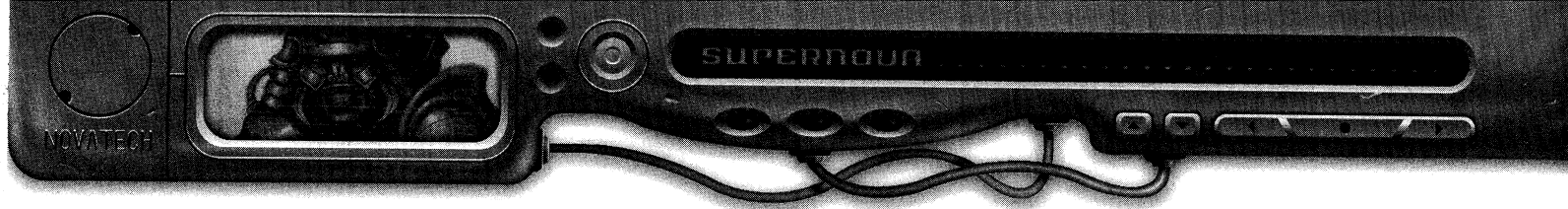
Finally, the player characters may not pick up the PDA. If they have both cases, Mr. Johnson will call and give them the address and code for the payoff meet. In this situation, Nigel will spin the story in *No One Will Believe You* to make it look like Chavez was the double agent.

NO ONE WILL BELIEVE YOU

WHAT'S UP, CHUMMER?

In this scenario, the player characters find out what's going on. If they play their cards right, they get big money and some markers they can cash in later.

The runners go to the address listed in the PDA—a new-looking building downtown. Only one elevator is working and it only has one button, marked "Penthouse." The runners arrive at the penthouse, and the elevator opens on a room that takes up the entire fourteenth floor. In the room are three humans: the Johnson, Richard Villiers (owner of Novatech and one of the ten most powerful men in the world), and Miles Lanier, head of Novatech's security (a man coldly calculating enough to pull the greatest scam ever perpetrated on a megacorporation).



The runners have hit the big time.

As the scene unfolds, the player characters will learn that Nigel Terwilliger was working for both Renraku and Novatech. He panicked when Elizabeth Chavez took the case meant for Renraku, and he hired the runners to get it back. They will also learn that Lanier and Villiers play for keeps but can be very fair if the players are honest with them.

Gamemaster Note: Much of *Tell It To Them Straight* below depends on the player characters' actions in the presence of Villiers and Lanier, what the player characters bring into the room, and what they say. Gamemasters should turn these facts into a bit of conversation between Villiers, the player characters and Nigel. Take note of logical queries to the player characters.

TELL IT TO THEM STRAIGHT

The address in the PDA is downtown—an office building, so shiny-new that it might have gone up just last week. The glass double doors in the front have a maglock with an alphanumeric keypad. The lobby is deserted. Safety lighting illuminates the marble floor and the walls of polished black wood. Light shines from a single open elevator. There is no call button on the wall near it, and only a single button on the inside. The button says "Penthouse."

When the runners go upstairs, read the following aloud:

The doors open soundlessly onto a vast expanse. The penthouse takes up the entire fourteenth floor. Along the right-hand wall is a series of video monitors, half showing various news-casts and the rest displaying stock exchanges from all over the world. There's a full bar along the left wall, which is all windows as far as you can tell. The view outside is spectacular. You see five wooden desks in the room; the biggest one, easily ten meters long, stands near the back wall. Behind it are shelves stuffed with books and papers. Framed photos sit on almost every flat surface, and each desk has a computer terminal.

In front of you is an entertainment pit with a circular fireplace. On the far end of the pit is a large round meeting table, also with a computer terminal. Your Johnson is sitting at the table, looking even more nervous than he did at Club Penumbra. The other two men in the room are standing next to the Johnson, looking at the computer monitor. Everything in the room looks custom-made, right down to the pieces of dwarf- and troll-sized furniture.

One of the strangers looks up and says, "None of these people looks much like my loyal employee, Elizabeth Chavez, do they, Nigel? Welcome. It looks like my trip to Seattle will involve business after all. Miles, escort our guests to some seats and get them drinks."

Gamemaster Note: Miles Lanier walks over to the player characters and says, clearly and confidently, "I'm Miles Lanier. I advise against making any attempt to use ..." At this point, he will list every potentially dangerous item the characters are carrying or might use, from guns to knives to cyberware to magic. When he reaches the end of the list, he finishes up with, "Should you be foolish enough to try using any of those items in this room, I'll have to kill you." He doesn't smile when he says this; he simply states it as a fact. The players should get

the impression that he means it and can do it, even though he appears unarmed. Miles then asks the runners what he can get them to drink, but he does not take their weapons from them.

Once the runners sit down, read the following:

Richard Villiers leans casually against the table and eyes you. "Now, my friends, please explain how you came to have my property in your possession."

Gamemaster Note: The precise wording of this opening salvo depends on what the player characters brought to the meet. If they come in with the Novatech case, lead off with the above sentence. If they come in with the Renraku case, replace "my property" with "my enemies' property." If they come in with only the PDA, Villiers will ask what he can do for them. Remember, the player characters must have the PDA with them in order to enter the building and convince whomever they are meeting that they have an appointment. Let the player characters explain the night's events. Villiers will let them talk, every once in a while asking Nigel for confirmation—especially if what the runners say points to Nigel's error in some way. Villiers never lets Nigel complete a sentence, mainly because Nigel is so nervous he's stammering. Play this up.

Villiers will respond to certain key statements made by the player characters. If they mention Renraku, Villiers asks Nigel exactly how Renraku came to be involved in his business. If the runners say Chavez is dead, Villiers asks Nigel how such a valuable and loyal employee could go bad.

Once the runners have finished their story, the following occurs:

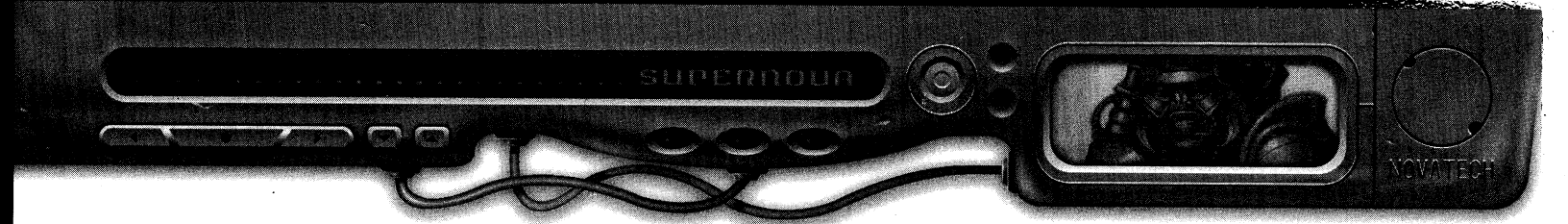
Villiers asks, "Exactly how much did my employee Nigel offer you?" When the runners respond, Villiers will say, "Generous with my money, aren't you, Nigel?" At this point, Villiers will have Lanier open the case the runners brought and examine it. When he says everything's OK, the players can see what's inside the case if they haven't before. The cybernetic head is described on p. 29 of *Waiting Is the Hardest Part*. Villiers then opens a briefcase similar to the one Nigel had when he met the runners and drops jet-black credsticks in the center of the table. Each is worth 10,000 nuyen; Villiers keeps dropping them until the total matches the fee the runners claimed earlier. After tossing down the last stick, Villiers says, "Now—is our business over, or do you have anything else for me?"

Gamemaster Note: Again, the exact events of this scene depend on what the runners have. If they offer to sell Villiers the PDA, he laughs, grabs two more credsticks and tosses them on the table. If the runners just give it to him, he says, "Thanks. I'll remember that."

Spilling the Beans

Lanier will take the PDA to a desk and plug it into a larger computer. He will then summarize the text, as in the following paragraphs:

Elizabeth Chavez noticed that certain of TekLon's research files were missing or destroyed. She soon discovered that Nigel was responsible and confronted him about it. He said



that they both worked for the same team—Novatech—and that he was taking orders from Miles Lanier.

Villiers looks at Nigel and says, "So far, so good."

Unsure whether to believe Nigel, Elizabeth kept an eye on him. On the same day that Nigel later hired the runners and Renraku attacked TekLon, she saw him copy several files and place them in a case. After that, he made a call to arrange "an event" for the evening.

"An event," Villiers says. "A fairly violent one, Nigel." He presses a button; one of the wall-mounted screens shows a force of helicopters opening fire on a small group of security guards at the entrance to a corporate facility. The player characters can see a TekLon Industries sign in the background.

Continuing his summary, Lanier says that while Nigel was on the phone, Elizabeth grabbed the case full of files and took off. Nigel spotted her and ran out after her.

"Did you panic, Nigel?" Villiers asks, his voice quiet and cold. "Did you leave our case behind in your panic?"

Lanier goes on. It seems Elizabeth received a call from Nigel at about 12:30 a.m., asking for a meet to exchange cases. If she agreed (and thereby helped Nigel cover his hoop), Novatech would get its valuable property. If she refused, Nigel would take the cyberhead straight to Renraku. She agreed and placed a call to her contact at Novatech, who told her to make the swap and then go to the Belmont address at 3. She then called Nigel and arranged the case exchange for 2 a.m.

At this point, Villiers explains to the runners about orphan corporations and some of the corp war fallout. He tells them that Nigel goes into corporate facilities to make sure that Novatech—and no one else—gets whatever valuable data they have. Villiers ends by saying, "Unfortunately for Nigel here, I have more than one loyal employee." At that moment, Nigel slumps forward. The runners see Lanier standing behind him with a silenced pistol, which is still smoking.

The Renraku Case

After all this, Villiers offers to buy the Renraku case from the runners. If they have it with them, he picks up the briefcase with the credsticks and dumps out the rest of its contents on the table, doubling the number of credsticks. He then reaches into Nigel's pockets and pulls out two yellow and two orange standard credsticks, saying, "He won't be needing them anymore." The yellow credsticks carry 1,000 nuyen each, the orange ones 500 nuyen each.

If the runners stowed the Renraku case in their vehicle or with a teammate outside, Villiers offers to meet in the garage. He shows them the rest of the credsticks and says, "You'll get this down there." He then goes through Nigel's pockets, pulls out the four credsticks and says, "Here's my good-faith deposit. He won't need them. Meet you downstairs." If the player characters stashed the case elsewhere—at a safe house, for example—Villiers says and does the same things but suggests making the exchange in the garage in half an hour.

HOOKS

Awe. That word sums up this scene. Shadowrunners never ever meet the big players, and yet here the player characters are

having drinks and talking biz with Richard Villiers. The runners should feel privileged, honored and a bit like fish out of water. Villiers works on a level that few ever see, and now they're mixed up in it. Kind of puts everything in perspective ...

BEHIND THE SCENES

This scenario allows the gamemaster to roleplay. Have fun with it. Each character is different; use those differences. Nigel is the stumbling idiot who thought he was much bigger than he really was. Miles Lanier is confident, deadly, and for all the runners know, a future employer. And Richard Villiers—what can you say about him? Rich, powerful and something of a showman ... but the runners can't tell if this show is for them or for Nigel. To roleplay him, act as if Villiers knows exactly what people intend to do before they even think of it.

The site of this meet is downtown, so the runners need to look and act a little laid-back ... not easy to do after most of them have taken some kind of damage. 3844 Belmont Avenue is a fourteen-story office building, with a single front entrance. Safety lighting is on and one elevator is open.

Any mages astrally scanning the building will find nothing out of the ordinary until they scan the fourteenth floor, which has a Force 14 ward. The elevator shaft is not warded, but the opening to the fourteenth floor is. A decker character will notice that the maglock and keypad for the front doors include no datajack or electronic jackpoint. The maglock is battery-operated and isn't connected to the Matrix. Both of these facts should warn the runners that something major is up. If the runners try anything inside the building, Lanier will introduce himself over the speaker system and ask them politely to play nice. He will only ask once. If they don't play along, it's up to you to dictate his response, but it should be subtle and deadly.

Once in the penthouse, the runners should make a test using Corporate Etiquette or any Corporate Knowledge Skill against a Target Number 4. With 1 success, they recognize Richard Villiers. With 2 successes, they recognize Miles Lanier also. During their stay in the penthouse, any headware communications gear that the runners may be sporting is jammed. Lanier is tuned to the frequency the runners were using, however, and will relay any messages they receive while there.

Everything else in this scenario is left to the player characters to soak up and enjoy. The more Nigel takes the heat, the more the runners should realize that they will be rewarded for doing their job.

PUSHING THE ENVELOPE

What more can you push—drinks with Lanier and Villiers!

DEBUGGING

The only way this scenario can go badly wrong is if the players have a brain hemorrhage and try to kill Lanier and Villiers. If this happens, the gamemaster has several choices. You can let it happen, in which case the building blows up and kills everyone inside as Villiers dies. Subsequently, let the players discover that the Villiers and Lanier in the building were impostors. That should teach them not to mess with the big guys.



If the runners pull out their weapons, all the lights go off. The room fills with smoke and Neuro-stun gas (see p. 250, SR3). Villiers and Lanier seem unaffected (they actually step into a sealed chamber with a Barrier Rating 12). The gas continues to flood the penthouse until the player characters are unconscious. They will wake up groggy, just in time to see Lanier pointing a gun between their eyes and saying, "I warned you. Goodbye." Bang; the player character is dead.

If that doesn't work or it doesn't suit your style, have a Force 12 hearth spirit appear as soon as the runners pull their guns, attempt any mana manipulation for spellcasting, or make any aggressive move. The spirit will use its Guard and Concealment abilities to protect Villiers and Lanier. A Force 12 fire elemental will then appear and attack the runners. It won't stop until they are dead. If they manage to banish or destroy it, a second Force 12 fire elemental will appear and continue the attack. As the runners' charred remains smolder, remind the players that they were warned.

Whatever happens, Lanier and Villiers should not die. They are two of the smartest humans on the planet, survivors who never underestimate the opposition. They know that, and so should the runners.

TOO MUCH OF A GOOD THING

WHAT'S UP, CHUMMER?

Renraku has tracked the case full of disks, the runners, and possibly Lanier and Villiers, depending on the location of the case. The final conflict in this scenario should take place in the garage and is meant to allow the runners to help Villiers and Lanier escape. Villiers will offer the player characters some future payment for running interference and saving their butts.

The outcome of the scenario *Four Corners* (p. 30) will determine whether the cyberzombie is present at this battle. Regardless, three teams of Red Samurai arrive and try to block the garage entrance. The player characters only need to open up a path big enough for their vehicle and Villiers' Eurocar Westwind 2000. Once away from the garage, with a briefcase full of untraceable credsticks and no way to be found, they can hide out, recover and count their blessings (and nuyen).

TELL IT TO THEM STRAIGHT

If the runners brought the Renraku case with them, read the following aloud:

You bring out the Renraku case, eyeing those credsticks the way a baby eyes candy. Lanier grabs it before it hits the table. He takes it over to where the cyberhead is and then pulls out a few toys you've seen before: scanners, jamming devices and other electronic countermeasures. As the case clicks open, Lanier says, "We're going to have trouble, Richard." He pulls out an electronic device with a flashing red light. "They know where we are." Then he walks over to the bar, drops the device in the sink and turns on the water. You hear the gadget spark, flash and fizz out.

Richard Villiers—owner and CEO of Novatech Inc., one of the ten megacorporations that rule the world, and a man who

could buy and sell you and your family for generations—says, "Would you mind doing me a favor? Apparently, I need someone to run interference for me. Are you game?"

Gamemaster Note: If all the runners are in the penthouse, let them answer immediately. Lanier will go to the bookcases behind the largest desk and press a button, whereupon an elevator door opens. If a character stays below, either in the lobby or in a vehicle, he or she spots three vans pulling up in front of the building. They look like the van that held the cyberzombie and the mages in *Four Corners*. Lanier will pass along any radio message sent by the runner on watch to his or her chummers in the penthouse.

If the runners must get the case from elsewhere, read the following:

The garage door opens. The place is empty except for a jet-black Westwind 2000. You hope that's Villiers' car, because the windows are black and you can't see anything but your reflection.

Miles Lanier steps out of the car with the briefcase full of credsticks. He opens it and there they are—black gold. You hand him the Renraku case. He places it on the hood and opens it. You see twelve optical disks, carefully packed. You also see Lanier suddenly look concerned. "We're going to have trouble, Richard," he says as he pulls out an electronic doohickey with a flashing red light. "They know where we are." He places the device on the ground, pulls a gun and shoots it.

Richard Villiers steps out of the car and takes a look at the case and the shattered gadget. Then the owner and CEO of Novatech Inc., one of the ten megacorporations that rule the world—a man who could buy and sell you and your family for generations—says, "Can you do me a favor? Apparently, I need someone to run interference for me. Are you game?"

Gamemaster Note: If a character is on watch outside the garage, events unfold as in the Gamemaster Note above, except that the runners' communication devices work.

If the runners agree to help, read the following:

Villiers smiles. "Great. I'll have to owe you a favor; it seems our financial dealings have left me short of nuyen on hand. I didn't realize I was going to need to fund an army."

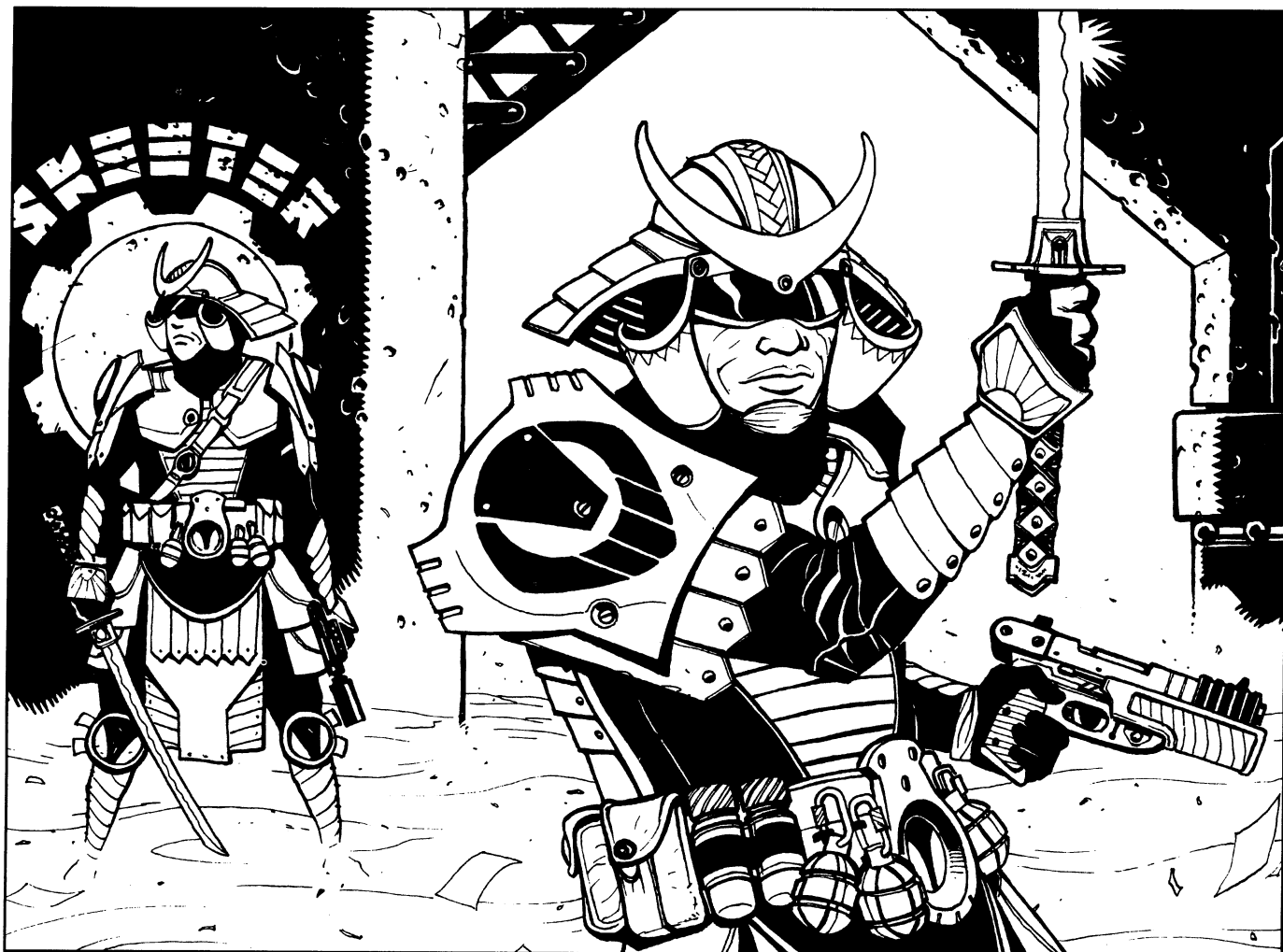
Lanier grins at that, the only time you've seen him smile tonight. "Don't worry—we'll find you and you'll get paid."

If the runners refuse to help, read the following:

"No problem," Villiers says. "I understand you'd rather cut out while you're ahead." Despite his words, he seems disappointed.

"Just so you know," Lanier says coldly, "right now, Renraku doesn't know who has their case and who doesn't. You just lost an opportunity to get paid to go home."

Gamemaster Note: If Lanier's statement changes the runners' minds, read them the section given for agreeing to help. If they still refuse, let them go. Lanier is correct—Renraku doesn't know who has the case, and so the runners need to escape, too.



HOOKS

This time it's all biz. Megacorps never give up: they use, chew up, spit out and use more shadowrunners. After all the runners have been through in the past eight hours, this scenario should start out as the perfect capper to the evening—the unexpected boon of nuyen and friendly drinks with a major corporate CEO. Once the runners find out that Chavez's case was bugged and that Renraku is still tracking it down, they should grasp the hard truth that the shadows are a never-ending chess match with the player characters as pawns.

BEHIND THE SCENES

Villiers and Lanier are in charge. Their confidence never wavers. When Villiers asks the runners to help him out, he does so knowing that a man like him can get away with asking total strangers to act as cannon fodder for the approaching Renraku troops.

The garage is one floor below the lobby. A short driveway/ramp leads to the garage door, which opens for the runners and closes behind them. Villiers' car is the only vehicle present.

The Renraku Force

Renraku's troops are the same type of Red Samurai units that the runners fought in *Four Corners*. Their statistics appear in *Cast of Shadows*, p. 40. Two of the three vans block access to the road; one blocks the ramp. If the cyberzombie is still alive, he will make the frontal assault. If not, Renraku sends a team to blow up the garage door.

The cyberzombie will attack the door as soon as the deal has been made. If the runners have agreed to help Villiers, let them spring into action at this point. If not, they must still fight to get out. The mages give the following commands to the cyberzombie, in the following order:

1. Attack the garage door.
2. Attack the first person the zombie sees (this order will change to "Attack the first vehicle" as soon as the mages realize that no one has set up any fortifications). Roll 1D6. On an odd result, the cyberzombie attacks the runners' vehicle; on an even result, Villiers' vehicle.
3. Disable the vehicle and search it for the case.
4. Move on to the next vehicle.



The Great Escape

To escape, all the runners need to do is get past the vans. Renraku is expecting a massive firefight, not a quick fade by a small group. If the runner team includes a rigger, the scenario is his or her time to shine.

The rigger must make three maneuvers: one to get past the cyberzombie or the Red Samurai team that blows open the garage door, one to get past the van on the ramp, and one to bypass the blockade on the road. Use the Driving Test Modifiers on p. 134, *SR3*. The garage area is Tight Terrain, so apply a +3 modifier. The situation is stressful, and so the gamemaster should apply an additional +2 modifier. The vans are Renraku's home-brewed version of the Ares Roadmaster; for statistics, see p. 309, *SR3*.

If the rigger succeeds at each test, the runners' vehicle zooms past the surprised Renraku troops and escapes. Villiers' Westwind follows. The player characters can then head anywhere they want to lay low.

If the rigger fails any test, he or she rams the vehicle into the cyberzombie or one of the vans. To calculate the results, use the Ramming rules on p. 143, *SR3*. If the runners' vehicle rams hard enough to crash, Villiers and Lanier will make one attempt to help the runners out before moving on. However, they do this only if the players agreed to help Villiers. This attempted aid can take various forms: a well-placed grenade that opens up a hole in Renraku's defenses, or a hidden weapon on Villiers' car. Villiers will fire the weapon at the Renraku forces, giving the runners time to come up with a new plan. If the runners refused to help Villiers, he and Lanier use the crash as a diversion and plow through the opposition, leaving the runners to fight it out on their own.

PUSHING THE ENVELOPE

To up the power level in this scenario, add a unit that can give chase to the Renraku teams. This will give the rigger a chase scene and create a moving firefight.

DEBUGGING

The characters might die in this scenario. It happens—*Shadowrun* is a tough universe. If the characters are injured, have DocWagon arrive immediately, as if under a Platinum contract. The runners will find that a benefactor has paid their hospital bills and the cost of any cyberware (alpha grade).

The second problem arises if the runners crash and can't get out. In this case, they can fight to the death or give the Red Samurai the big innocence act. After all, they have neither the disks nor the head. Renraku will take them in for questioning and will have video feed of the Four Corners fight. The corp may also have video footage from TekLon, if the runner team didn't cut the camera feeds or place a tape loop over them. After a day of interrogation, the runners get word that they are to be released. Renraku confiscates their gear but allows them to keep their credsticks. Later, the runners will get word that their hospital-bill debt (if any) has been paid off.

If the runners decide to trap Villiers and Lanier and play for more cash from Renraku for turning them over, let them try. As of Renraku's last dealings with the runners, the player charac-

ters had the case Renraku wants and are buying time. Have Villiers get out of his car with a case, walk over to a Red Samurai and identify himself. He explains that the disks the runners tried to sell him were fake and that the runners still have the originals. After some phone calls, the Red Samurai will let Villiers go and take the runners into custody. The runners will be tortured until someone at Renraku believes their story. Extremely painful mind probe spells will do that. Weeks later, the runners are released with neither credsticks nor gear. Never screw over someone more powerful than you.

PICKING UP THE PIECES

This section contains all the miscellaneous information the gamemaster needs to know.

WHAT'S NEXT

If the runners help Villiers and Lanier get away, they have made powerful friends and will get plenty of job offers from Novatech. They will also have made lots of enemies at Renraku, who will be mightily displeased with the runners for robbing them and damaging an expensive cyberzombie. However, the shadows are a mercenary place, and Renraku recognizes a talented team when it hits them and wins. Plus, nothing would make some people at Renraku happier than to steal one of Richard Villiers' teams away.

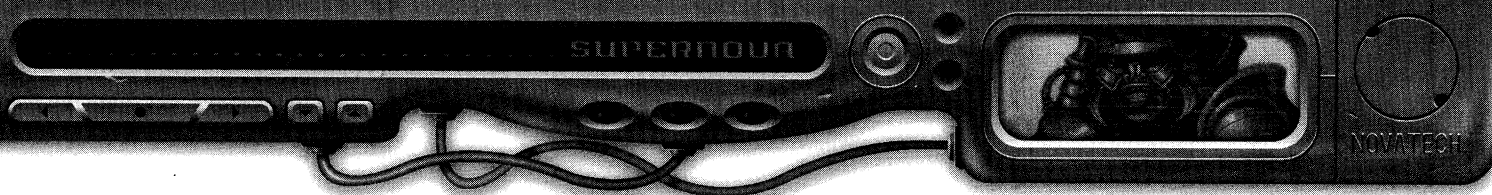
The gamemaster can use the *Shadowrun* adventure set *Blood in the Boardroom* as a logical next step. If the runners caught wind of companies hiring people to go inside the Renraku Arcology, *Renraku Arcology: Shutdown* would be an excellent source of additional adventures. Finally, the *New Seattle* sourcebook fleshes out the local setting and is brimming with adventure ideas and plot lines.

Cashing in the Favor

The favor the runners earned from Villiers should not be anything so dull as a lump sum of cash. Instead, make it something that really saves the runners' bacon or comes out of nowhere. If the player characters rack up hospital bills or need cyberware (see the *Debugging* section of *Too Much of a Good Thing*), they will get word that the debt to their mysterious benefactor has been paid.

Other ideas for the favor include free cyberware, adept training, gear, vehicles, or spells; being saved from a life-threatening jam; mysterious benefactors helping out at the eleventh hour; or even waking up one day to discover that they now own an island in the Caribbean. Anything is possible. Villiers' payback is also a good way to introduce new technology or gear to the players as future sourcebooks come out.

Remember that Villiers respects the characters for their professionalism and for what they did. If they maintain that relationship, he will bend over backward to help them out. He appreciated their dedication, though of course he will try to use them. He believes that if he's friendly and supportive, the runners will keep working for him with no questions asked. (His kind of runners.) However, if they show up at his office at 10 a.m. and demand all kinds of stuff, he will get it for them, smile and call it even. Then he will tell Lanier to make sure they never see another sunrise.



AWARDING KARMA

Award individual Karma according to the rules on p. 244, SR3. Award Karma to each team member based on the following achievements:

- Surviving the run 2 points
- Threat Level 1 point
- Not trying to harm Villiers or Lanier 1 point
- Killing the cyberzombie 1 point

LEGWORk

This section is intended for the gamemaster's use when the player characters do research or legwork on any of the topics they find throughout the adventure. The runners will know certain bits of common knowledge: who Renraku and Novatech are, for example, or the history of the corp war. If the players start asking questions not covered in the following pages, have them make dice rolls and refer to the table in *Using Legwork*, p. 8 of *Adventure Basics*.

TEKLON ELECTRONICS

Corporate Contacts (Target Number 4)/Matrix search by decker in system (see *Milk Run*, p. 25)

Success Result

- 0 Never heard of them. They aren't in my database or corporate listing.
- 1 A microtronics manufacturing company in Auburn.
- 2 TekLon claims that 75 percent of all cyberlimbs include TekLon microtronics.
- 3 TekLon lost a lot of business during the corp war. Some investment company pulled out.
- 4 Lakeview International Holding Company pulled their backing. TekLon's owners didn't know how deep they were into this company.
- 5 Lakeview was actually a Fuchi shell company; Novatech and Renraku are both claiming investment ownership.
- 6+ Next week, TekLon's supposed to announce its revolutionary microtronics circuitry. That should save its bacon.

TEKLON ELECTRONICS

Street Level Contacts (Target Number 4)

Success Result

- 0 TekLon—sounds like a new electronic band from the Tir.
- 1 Yeah, I heard of them. I read their name on some cyberarm bits that blew off a ganger once.
- 2 TekLon ... yeah. They don't make cyberware, chummer, they make the little things inside cyberware that make it work so well.
- 3 They hit the skids during the corp war. I think their nuyen dried up.
- 4 Rumor had it that Fuchi owned them. There's no proof, though they let a lot of scientists go when Fuchi bit the big one.

- 5 I hear the owners had no idea Fuchi was backing them. When that corp split up and Novatech and Renraku both came knocking at the front door for TekLon's stuff, the owners were a little surprised.
- 6+ I hear they're trying to make a go of it without the big boys' backing. Supposedly they made some kind of microtronics breakthrough.

NIGEL TERWILLIGER

Appropriate Contacts (Target Number 4)

Success Result

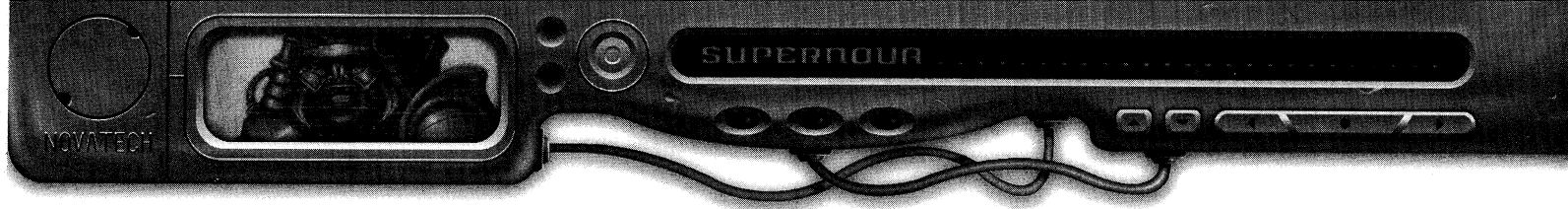
- 0 Yeah, I heard of him. Isn't he TekLon's lead singer?
- 1 I ain't heard of him, so he's probably not a regular Johnson.
- 2 The name rings a bell. I think he had some sort of role in the corp war, but I'm not sure what side he was on.
- 3 I haven't heard his name since the corp war broke out. He used to work for Fuchi. Infiltration specialist, I think.
- 4 I think he landed with Novatech, but that could be a cover. He's been seen working in a few orphan corps in this area, but who's to say what side he's on?
- 5+ He's been pretty busy lately. Hooked up with TekLon, a cyberware company over in Auburn. Which means something is going to come down—most likely those former Fuchi playmates are going to war again.

NIGEL TERWILLIGER

Appropriate Contacts (Target Number 4): Novatech, Renraku or Matrix search by decker in system (see *Milk Run*, p. 25)

Success Result

- 0 An employee of TekLon Electronics.
- 1 Recently hired by TekLon's Research Division as a technician/consultant. He was assigned to TekLon's top-secret microtronics project and allowed access to all research files—security grade Delta Four.
- 2 Nigel has been known to work late into the night. His record is clean, even a bit bland, and he has shown no interest in revelations that Renraku as well as Novatech has an interest in TekLon.
- 3 His last job was at Abstract Media Services, where he worked as a technician/consultant.
- 4 Novatech and Shiawase fought over Abstract Media Services; the company was destroyed when its money ran out. Abstract was doing research into optical storage units that were supposedly going to revolutionize the market.
- 5 Abstract Media Services was heavily funded by Fuchi, which didn't come to light until after Fuchi went under. Nigel was one of the last employees let go. He went to TekLon two days after Novatech revealed its interest in that company, along with TekLon's connection to Fuchi.



6+ Nigel claims never to have worked in Seattle before his job with Abstract Media Services. However, other people swear he worked for them or seem to remember someone who looked like him at about six different corps. Of course, he's so average-looking that they might be mistaken.

CAST OF SHADOWS

The following section contains descriptions and statistics for the non-player characters who will have the greatest impact on events and with whom the player characters will have the most dealings throughout the adventure. Feel free to adjust character attributes or add skills and gear to better match your team's level of play. As written, the NPCs work well for starting characters and gamemasters because they are not too elaborate or too tough to kill. Knowledge Skills are listed to add depth to the characters; gamemasters may add more for a specific perspective or a wider range of interests.

Nigel Terwilliger

Nigel Terwilliger has a gift for blending in. He is so utterly average, so unremarkable, that he can walk into any office, sit at a desk and pretend to work and no one would notice him. This ability, which would have been a weakness for most people, Nigel turned into a strength. He became a corporate infiltrator for Fuchi—a good one. Eventually, however, he started to feel untouchable. At that point, he got sloppy, convinced that no one could see through his machinations. Unfortunately for him, he was wrong.

Nigel is 35, a bit portly and with some gray at the temples. He is not used to being in his present precarious position. Just yesterday, he had it all figured out and was riding the gravy train; now his life depends on his ability to pull off one more scam.

B	Q	S	C	I	W	E	M	R
3	3	3	4	6	6	5.8	0	4

INIT: 4 +1D6

Dice Pools: Combat 7

Karma Pool/Professional Rating: 1/1

Race: Human

Active Skills: Biotech 2 (Cybertechnology Implantation 4), Car 3, Computer 4 (Cybernetics 6), Electronics 6, Etiquette 4 (Corporate 7), Negotiation 8

Knowledge Skills: Corporate Politics 3 (Novatech 6, Renraku 4), Cybertechnology 3, Microtronics 4, Psychology 6, Seattle Corporate History 7

Weapons: Colt American L36 [LP, SA, 6L, 11(cl)]

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

Cyberware: Datajack

Armor: 0/0

Gear: 2 handset cellphones

Ordinary clothes (gray suit, white shirt, red tie)

Silver briefcase containing Nigel's TekLon ID, a map and two spray bottles

Red Samauri

The Red Samurai are Renraku's elite soldiers. The individuals in this adventure are trainees, with statistics a bit lower than the top Red Samurai, but they're still pretty darn tough. To keep their opponents off-balance, the Red Samurai never speak out loud. Instead, they communicate via their headware. In keeping with Renraku's pervasive racial prejudice, the corp employs mostly humans as security personnel; however, the mages attached to the teams in this adventure are elves. According to Renraku, orks, dwarfs and trolls can't be trusted; all other things being equal, the Red Samurai will attack metahuman characters before humans. A Red Samurai's fist does 8M Stun damage. All cyberware is alpha grade unless otherwise noted.

Gun Guys (4 per team)

B	Q	S	C	I	W	E	M	R
5 (6)	6	5	2	5	4	2.14	0	5 (7)

INIT: 5 (7) +1D6 (+3D6)

Dice Pools: Combat 7

Karma Pool/Professional Rating: 2/4

Race: Human

Active Skills: Assault Rifles 4 (AK-97 6), Athletics 6, Biotech 2 (First Aid 4), Demolitions 3, Electronics 4, Etiquette 2 (Corporate 3, Military 4), Leadership 3 (Tactics 4), Pistols 6, Unarmed Combat 6

Knowledge Skills: Corporate Politics 2, Psychology 2, Renraku Structure 6, Security Procedures 4

Weapons:

AK-97 [AR, SA/BF/FA, 8M, 38(cl)] w/2 extra clips, folding stock (–1 to recoil), plus Gas Vent 3 (–3 to recoil) and smartgun link]

Range (TN): 0–50 (2), 51–150 (3), 151–350 (4), 351–500 (7)
Browning Max-Power [HP, SA, 9M, 10(cl)] w/3 extra clips, all explosive ammo (Power Rating increases by 1), smartgun link]

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

Armor: 7/7 (8)

Cyberware: Bone Lacing [aluminum], Boosted Reflexes 3, Cybereyes [flare compensation, display link, image link, low-light, thermographic], Smartgun Link

Gear: Medium security armor with helmet. The armor is red and black; the helmet's faceplate is black plexiglas.

Mages (1 per team)

B	Q	S	C	I	W	E	M	R
3	7	2	6	5	6	6	6	6

INIT: 6 +1D6 (+2D6)

Dice Pools: Astral Combat 8, Combat 9, Spell 5

Karma Pool/Professional Rating: 2/4

Race: Elf

Active Skills: Aura Reading 6, Athletics 4, Biotech 2 (First Aid 4), Car 4, Conjuring 6, Clubs 5, Etiquette 2 (Corporate 3, Military 4), Leadership 2, Pistols 4, Sorcery 6

Knowledge Skills: Corporate Politics 2, Psychology 2, Renraku Structure 6, Security Procedures 4

Spells: Acid Stream 5, Confusion 6, Decrease Attribute 6, Fling 5, Fireball 5, Lightning Bolt 6, Increase Reflexes 4, Stunball 6

Weapons:

Browning Max-Power [HP, SA, 9M, 15(cl) w/3 extra clips, all explosive ammo (Power Rating increases by 1), smart goggles in helmet]

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

Stun Baton (Reach 1, 6S Stun)

Armor: 7/6

Gear: Light security armor with helmet (red and black, with black plexiglas faceplate; helmet is equipped with smart goggles, transceiver and heads-up display)

Power Focus (Force 4)

Sustaining Focus (Force 4; Renraku pin on clothes, worn inside the armor; sustaining Increase Reflexes +1)

The Cyberzombie

This abomination of magic and cyberware is actually a human being—the brain and a few internal organs, at least. The cyberzombie is included in this adventure as a plot device, and also to drill home the point to the players that the Awakened world of 2061 is a wild and weird place where they know less than they think they do.

The cyberzombie contains advanced cybernetics that do not appear in SR3. Don't let that bother you. Just describe the zombie and go on. Try to make the players feel shocked, surprised, or even disgusted by this travesty of a human.

The cyberzombie is almost all metal, with only a little flesh left visible. He has such bizarre things as a cybertorso, a cyber-skull and—strangest of all—a third arm that rises out of his back just above his left shoulder. The zombie's speed rivals the fastest wired street samurai on the team; when standing still, he appears to be in a state of seizure, ready to move again in a blink of the eye.

The cyberware described on p. 42 is not a complete list, but any additional ware does not change the zombie's listed attributes and skills.

B	Q	S	C	I	W	E	M	R
4 (11)	4 (7)	6 (9)	2	5	5	*	0	4 (10)

* Special. Use 2 for any Essence Test requiring a dice roll or target number.

INIT: 4 (10) +1D6 (+4D6)

Dice Pools: Combat 8

Karma Pool/Professional Rating: 2/4

Race: Human

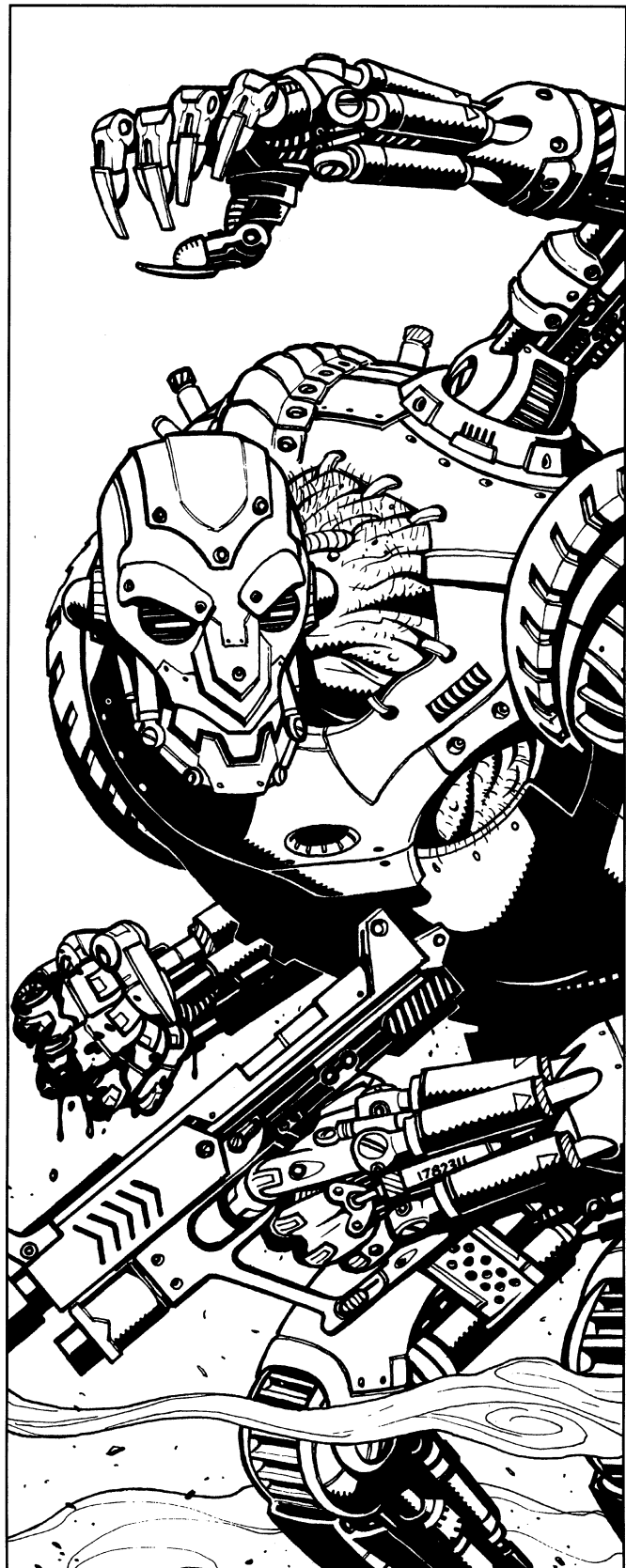
Active Skills: Assault Rifles 4 (AK-97 6), Athletics 6, Cyber Implant Combat 5, Heavy Weapons 6, Pistols 6, Rifles 6, Submachine Guns 6, Unarmed Combat 6

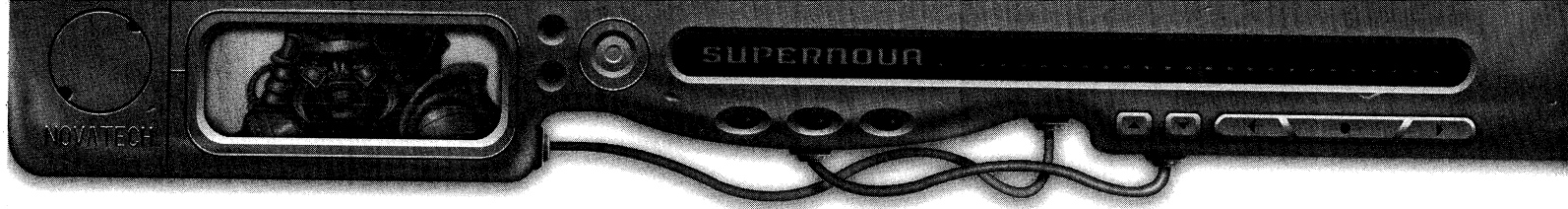
Knowledge Skills: None that anyone can tell

Weapons:

AK-97 [AR, SA/BF/FA, 8M, 38(cl) w/2 extra clips, folding stock (-1 to recoil), Gas Vent 3 (-3 to recoil), special recoil compensation in third arm (-3 to recoil), smartgun link]

Range (TN): 0-50 (2), 51-150 (3), 151-350 (4), 351-500 (7)
 Ingram Valiant LMG [LMG, BF/FA, 7S, 50(c) w/3 extra clips and hip pad (-1 to recoil), Gas Vent 2 (-2 to recoil), special arm-mounted gyromounts (-6 to total recoil), smartgun link].





Because this is a heavy weapon, all uncompensated recoil is doubled; see p. 111, *SR3*.

Range (TN): 0–75 (2), 76–200 (3), 201–400 (4), 401–800 (7)
Cyberspurs (9M damage)

Armor: 8/8

Cyberware: Virtually all of the cyberzombie's exterior has been replaced with obvious cyberparts, including both legs, both arms, torso and skull. The two normal arms and the third arm have unusual gyro recoil dampeners that act like pistons when the zombie fires any weapons. The zombie also has cyberspurs in both of his normal hands. In addition, he has cybereyes [camera, flare compensation, display link, image link, low-light, thermographic], a smartgun link, a datajack, a headware radio, a subvocal microphone, cyberears [hearing amplification, dampeners, Level 3 sound filter], and several other internal devices.

Gear: None, aside from weapons

Notes: If a magician looks at the cyberzombie from the astral plane, he or she sees that the cyberzombie is dual-natured. In some places it appears to be polluting the mana. Most of the cyberzombie's astral presence looks devoid of life—a slick, black spot that leaves wisps of darkness in the mana as the zombie moves from place to place. In the center of this blackness are the vibrant colors signifying life that every mage recognizes as the mark of a dual-natured presence. This area is surrounded by the black “negative mana” and appears near where the heart would be in a human body.

In game terms, the cyberzombie is a dual being, but the “negative mana” applies a +4 modifier to any spell cast at it from astral space. Obviously, some dark magic is keeping the entity alive, and so the cyberzombie also receives 2 extra dice for any Spell Resistance Test. These dice are not a pool that needs to refresh, but function like a standard dice roll. The zombie appears to be magically active and magically resistant at the same time.

If an astrally projecting magician character tries to pass through the cyberzombie, he or she automatically takes one box of Stun damage (no Resistance Test is required). The character must return to his or her body immediately. Passing through the zombie makes the character feel as if someone had kicked him in the stomach—he can't catch his breath and he can no longer sense his own magic. The physical effects end when the character reaches his body. The psychological effects can remain as long as the gamemaster wants.

A mage who assenses a cyberzombie receives a strange reading, as if the cyberzombie has negative Essence. Any magically active character should find this highly disturbing.

RICHARD VILLIERS AND MILES LANIER

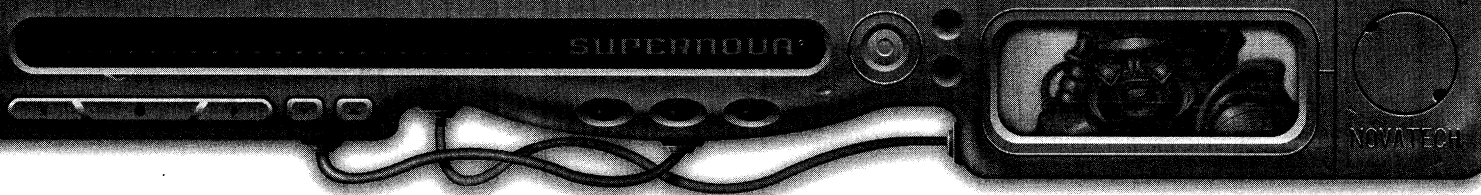
Richard Villiers is the owner and CEO of Novatech Inc. Miles Lanier is Novatech's head of corporate and personal security. The two men are friends as well as partners; not only do they run one of the world's most powerful megacorporations, but they also managed to rip apart one megacorp and almost destroy a second. They are cold, calculating and deadly businessmen who almost always succeed. On the rare occasions when something doesn't go right, you don't want to be in their way.



Richard Villiers began his career as a corporate raider who somehow came to own the Boston-based corporation that developed the first gray-market cyberdeck. When the company's two owners died under mysterious circumstances, the corporate offices were ransacked and their research destroyed. Within a few years, however, Villiers—the trashed company's sole owner—was able to offer to Fuchi the remains of his corporation. Among its assets were the cyberdeck concept, which had the potential to make Fuchi a megacorp and put it on the Corporate Court. In exchange, Villiers demanded and got one-third ownership of Fuchi. Many years later, clever maneuvering enabled him to destroy Fuchi and come close to taking down Renraku in the process. He came out of the corp war richer, more powerful, and more feared than any other CEO on the planet. His machinations swiftly became known as the “Villiers Maneuver,” in which someone seemingly sabotages his own work only to reveal something stronger and better in its place.

Miles Lanier has been with Villiers since ... well, no one really knows how long. All people know is that he created the building blocks of megacorporate security. Every decker, street sammy and rigger who ever attacked a Fuchi-owned company knows what a genius (or evil bastich) Lanier is. His only weak spot was magical security—or so everyone thought, until the new Novatech headquarters in Boston was unveiled. Early astral recon shows it to have some of the tightest magical protection in the world.

Miles Lanier became a household name when Dunkelzahn bequeathed him a seat on the Renraku board of directors. Lanier publicly claimed to have had no previous contact with Dunkelzahn (that he knew of, anyway), and several investigators have since corroborated that statement. To all appear-



ances, the Renraku bequest came as a complete surprise, which Lanier soon turned to his and Novatech's advantage. While on Renraku's board of directors, Lanier exposed Renraku's deepest secret—a plan for Matrix domination. Simultaneously, he revealed that he was working for Villiers and Fuchi during his entire tenure on the board. This revelation, together with Renraku's mysterious Matrix crash and problems at its Seattle arcology, almost collapsed the corp's entire cybernetic research division. When Richard Villiers publicly announced the formation of Novatech, Lanier sold his Renraku shares (making him very, very rich) and agreed to work for Novatech as head of security.

When roleplaying these two characters, remember that both are businessmen first and foremost. They crush, dismantle and confuse their competition. Exactly how they do that can change radically from situation to situation, as long as they can plausibly claim some kind of victory. Owing a group of shadowrunners a favor is a minor inconvenience if it means harming Renraku and giving Novatech an edge. Shadowrunners are pawns in struggles between titans, and Lanier and Villiers will use them as such. However, they also understand the metahuman animal better than most and know they'll frequently need runners to do things they can't take care of personally.

With Villiers and Lanier, even life and death are business. Neither man got where he is by underestimating anyone, not even a bunch of newbie runners.

Physical Descriptions

Miles Lanier is in his mid-forties, though most people who've met him swear he's only thirty. His youthful appearance works to his advantage, as people tend to underestimate him. He's a bit taller than average, somewhat slight, and generally looks like a typical corporate suit. His chestnut hair always looks about a week overdue for a cut. Lanier's most impressive feature is his eyes. They're brown, so dark they look almost black, and he never seems to blink. Many people assume Lanier has cybereyes, though he never says whether they are or not if asked about them. His eyes show strength and confidence and tend to make people believe anything he says. More than a few of the world's toughest sammys and mercs say Lanier has the eyes of a warrior—they display the coldness and harshness of man who has seen death many times from the winning end.

Lanier rarely smiles or laughs, and he tends to let his actions do the talking. A keen observer, he notices things most people don't see even after having them pointed out.

Richard Villiers is Lanier's opposite in almost every way. In his mid-fifties, Villiers looks it. He appears to be a man at the height of his powers, but still young enough to keep his kingdom growing. A bit shorter than Lanier, he is also more solidly built and darker, with black hair and an olive cast to his skin. He has no obvious cyberware and credits a photographic memory for his amazing ability to recall things.

In addition to being a businessman, Villiers is a salesman and showman to the nth degree. Wherever he goes, he's the center of attention. A master strategist, he knows just when and how to spring things on people. No longer married, Villiers usually travels alone; he is consistently touted as one of the sexiest men and most eligible bachelors in the UCAS.

Playing Villiers and Lanier

These characters have no written statistics; their stats and skills are whatever the gamemaster needs them to be. With regard to attributes, Villiers and Lanier should have higher Intelligence and Willpower ratings than the player characters; the rest of their Attributes should also exceed the runners', though not by much. Neither man is overtly cybered, though both have datajacks. Their skill levels should be equal to or better than those of the player characters; social and Intelligence-based skill levels should be radically higher. Lanier's combat skill levels should also be higher than the runners', but he usually outsmarts people rather than beating them in a firefight.

Both of these characters are super-confident, convinced they are always in the right. They understand the purpose of the shadows and shadowrunners and the value of keeping shadow-denizens guessing.

SHADOWLORE

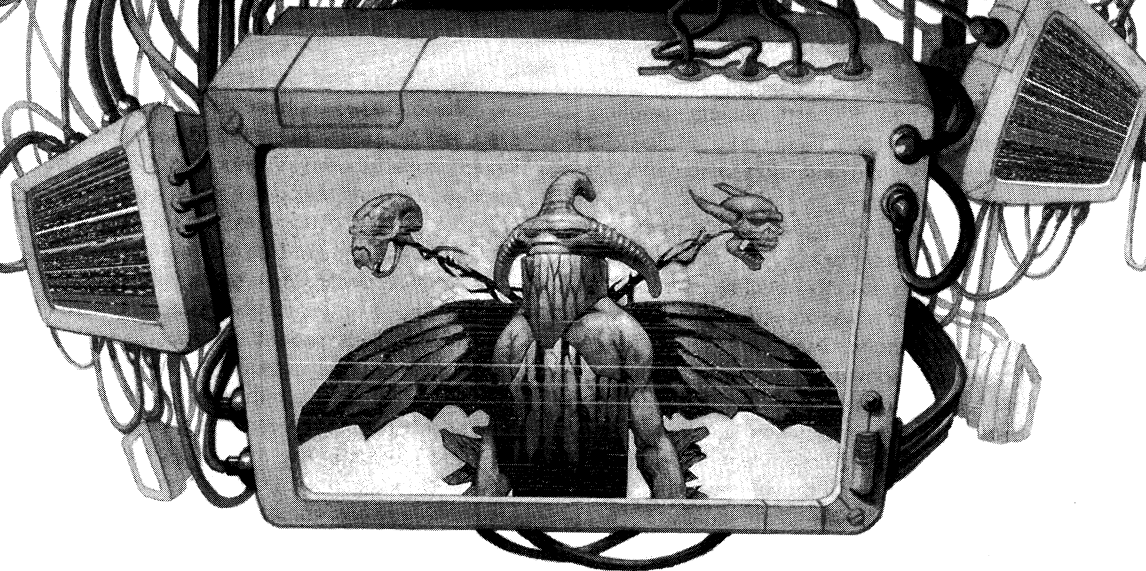
This section suggests products and novels that highlight and/or provide background on some of the major characters and events in this adventure.

The corporate war begins subtly in *Portfolio of a Dragon: Dunkelzahn's Secrets* (FASA product #7122), when Miles Lanier, a little-known executive (outside the shadow community, anyway) is given shares in Renraku. Lanier's story unfolds in the novels *Headhunters* (#5630) and *Technobabel* (#5711). The entire corp war is played out in the adventure set *Blood in the Boardroom* (#7327).

With the creation of Novatech, Richard Villiers moved his operation from New York to Boston, the city where he grew up. More information about his past and Novatech's future appears in *Target: UCAS* (#7214). Descriptions of all the megacorporations and their shadow activities can be found in the *Corporate Download* sourcebook (#7125); Renraku's troubles are covered in *Renraku Arcology: Shutdown* (#7328).

Cyberzombies and advanced microelectronics for metahumans will appear in *Man and Machine* (#7126). The Dragonheart Saga novel trilogy—*Stranger Souls* (#5629), *Clockwork Asylum* (#5631) and *Beyond the Pale* (#5710)—features a cyberzombie that can help the gamemaster understand how to work with such an overpowering character. Finally, for more information on using the Matrix and on security, IC and utility options, see *Virtual Realities 2.0* (#7904).

SITE OF DESECRATION



Site of Desecration is a different type of adventure, one that is closer in style and complexity to other published *Shadowrun* adventures. First, it gives you more freedom as gamemaster to incorporate ideas from other sources. It is also less linear, which allows you to add your own scenarios and side-plots between scenarios in the adventure.

Unlike *Supernova*, this adventure takes place outside the sprawl, which offers new players and gamemasters more insight into the world of *Shadowrun*.

PREPARING TO PLAY

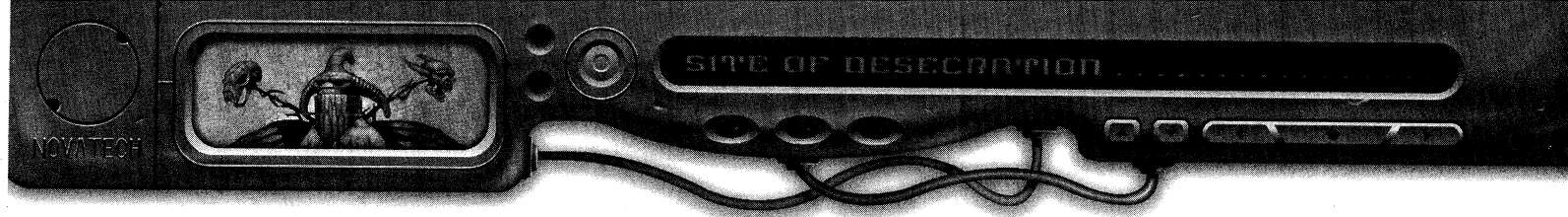
Reading through this adventure, you will see points where you can invent adventure ideas and even additional scenarios if you wish without losing the basic story line of *Site of Desecration*. This adventure includes another runner team with its own agenda; dealings with this team can lead to contacts, more scenarios, or even adventure campaigns. When running adventures written in the style of *Site of Desecration*, it is even more important to take notes in order to remember and use ideas that occur to you while running the adventure, or you might spot a connection to something completely independent of the written adventure.

This adventure is written in a looser style than *Supernova*, so don't get discouraged if you have to look things up during the game session. Remember, you are playing a game as well as running it, so have fun. If you like something in *Shadowrun* that doesn't appear in this adventure, add it. Nothing written here is so important that it can't be adjusted, adapted, or deleted altogether, if doing so will make a more entertaining adventure for you and your players.

EXPERIENCED GAMEMASTERS AND PLAYERS

If you are an experienced gamemaster showing new players how to play *Shadowrun*, or if you are a new gamemaster with experienced players and you want to give them more than a simple run, you can add some story elements to the mix in *Site of Desecration*. Recommended ways to make each scenario tougher appear under *Pushing the Envelope*.





BACKGROUND STORY

Shadowrun doesn't mean corp versus corp all the time. Sometimes, runners get hired to do something someone else lacks the resources (or the guts) to do themselves. This is the case in *Site of Desecration*.

The area in the Cascade Mountains known as the Tooth, part of the lands claimed by the Cascade Ork tribe, has been a smuggler haven for years along the lucrative route between Seattle and the rest of the UCAS. In general, the smugglers and the people of the Tooth have a friendly relationship. In exchange for the relative security of the region, the smugglers always leave behind a little something—usually goods that are common and inexpensive elsewhere, but that the local farmers can't get because the Tooth is so isolated. Some local residents aren't satisfied with what the smugglers leave, however. They want the guns, cyberware and decks, alcohol and BTL chips that many smugglers carry. One of the folks displeased with the status quo is a troll named Kaztok.

One day an Ares Dragon rotorcraft converted for smuggling crashes in the Cascades. Kaztok sees the craft coming down and rushes to the site to check for salvage. While searching the wreckage, he comes across an old man, sitting so still that at first Kaztok mistook him for a tree stump. The Old One, as he calls himself, asks Kaztok who destroyed the woods. Not really understanding the question, Kaztok says, "Smugglers." The Old One swears to avenge himself on the smugglers who destroyed his forest. Kaztok sees this as an excellent opportunity to stick it to the smugglers who come to the Tooth and leave without giving him and his friends more of their expensive and illicit wares.

The next band of smugglers to arrive at the Tooth, led by the well-known and experienced Denver Bob, is ambushed by the Tooth Warriors. Kaztok formed and is leading this newborn opposition, with support from the Old One—specifically, his powers of Fear and Confusion. Denver Bob, running guns from Seattle into Denver, expected no opposition at the Tooth; the ambush takes him and his group by surprise. The Tooth Warriors get Bob's shipment of guns, and Bob's rotorcraft crashes as he tries to escape (the Old One's Accident power at work). Bob and his team are presumed dead.

A month later, the player characters are hired by a talismonger named Daisy (you can substitute another talismonger contact if you want) to go into Cascade Ork land and meet with a smuggler team known as the Pentagon. The Pentagon are carrying magical goods up from New Orleans—specifically, *telesma* used to make magical foci. They've arranged to deliver the goods to the talismonger for an agreed-upon price in nuyen and goods. A simple enough job, or so it seems. Part of the adventure is the trip to the hidden spot deep in the Cascade Mountains, outside the comfortable familiarity of the sprawl.

At the meet, the runners discover that the Pentagon has been ambushed and their cargo stolen. With the help of a strange being that they called "the Old One" (a man-of-the-woods; for more information, see p. 63), the Tooth Warriors attacked the Pentagon and took the valuable magical *telesma*. The Pentagon members barely escaped with their lives and now must retrieve their goods. They want the runners for

added firepower and fighting strength, as well as to get the *telesma* to the talismonger. Not long afterward, the runners stumble on Kaztok, who is shaking down a farmer for helping smugglers. After a quick confrontation in which the Old One turns the tide with his Fear and Confusion powers, the runners and the Pentagon are taken to the Tooth Warrior camp, the site where the Ares Dragon crashed.

At this place, known as the Site of Desecration, the runners can negotiate for their release and for some kind of exchange for Daisy's smuggled *telesma*. Meanwhile, they can also try to convince the Old One that Kaztok is using him to harm innocent people. The battle to decide who's right ends when Kaztok shoots an unarmed runner and the Old One turns the camp inside out. Only then do the player characters discover who was really controlling whom.

The Old One

Before running this adventure, make sure you understand the nature of the Old One. He is a man-of-the-woods, a powerful nature spirit independent of any conjurer, shaman, or domain. Everything you need to know about this creature appears on p. 63 of this adventure and on p. 35 of *Critters*. Most important, the Old One has his own will and his own reasons for existing.

The Old One's motives are left up to you, along with the question of how often you want this character to appear in your campaigns. In the adventure as written, the Old One is looking for someone to trust him and take him to places he has heard smugglers talk about. He had hoped Kaztok would decide to become a smuggler and take the Old One with him, but Kaztok was too power-hungry and dimwitted. In the end, Kaztok seals his own fate by mistakenly believing he controlled the Old One when, in fact, the Old One controlled him.

As gamemaster, you can change the Old One's subtle manipulations to fit your game. For example, the Old One might truly want the smugglers to stop poisoning the region and is waiting for the right team to take it to a place where it can kill smugglers without affecting the people in the Tooth. Or the Old One might be curious about metahumanity and want to push people to their limits just to see what they will and won't do. If he could take a down-and-out troll from a simple farm community and make him king (so to speak), what can he do to professional tough guys? Or maybe the Old One is just plain manipulative and enjoys making metahumanity jump through hoops. His move on Kaztok was his boldest yet. Now that he has some powerful characters on hand, how much more might he accomplish?

A Smuggler's Life

The Pentagon is a team of professional smugglers. Smugglers operate under very different circumstances from ordinary runners. In some ways they have more freedom, but they also take more risks. Smugglers are independent operators who call their own shots, but any setback comes out of their own pockets. No Johnson hires them to move goods from one place to another; if they don't make their deliveries, they don't get paid, and they often are held personally liable for the



loss by their would-be buyers. Most smugglers, however, would rather take those chances than ever work for a Johnson.

Also, smugglers work for anyone. They will fight to the death if they need to and then turn around and make a deal with the guys they were firing at just seconds before. Nuyen and reputation are the only things that matter to a typical smuggler. A smuggler without a rep is nothing more than a street punk. If a smuggler's rep gets damaged (through rumors of dropping cargo, stiffing buyers, and so on), they start to lose business. That means no nuyen, and no nuyen means they can't survive.

THINGS TO KNOW

As gamemaster, you don't need to spend months doing research on the adventure background. Everything you need to know is in the above sections, and more specific information will be revealed as needed throughout the adventure. We recommend using the *Shadowrun Gamemaster Screen* and *Critters* book as reference tools. *Critters* offers you some wild paranormal animals to toss at the player characters, as well as describing the powers of the man-of-the-woods. The *Legwork* section (p. 59) of *Picking Up the Pieces* offers information you can feed to the players during the game. *What's Next* (p. 59) provides information and suggests other *Shadowrun* products that you can use to spin this adventure into a campaign. At the end of the adventure, the *Shadowlore* section lists *Shadowrun* products that will help you flesh out the backgrounds of important non-player characters in this adventure.

A WALK ON THE AWAKENED SIDE

WHAT'S UP, CHUMMER?

Mr. Johnson—in this case, Ms. Johnson—is a talismonger who needs help. She gets in touch with a magically active player character (anyone who has a talismonger contact) and sounds him or her out about a job. Talismongers don't typically hire runners directly, but as a contact of one of the player characters, she feels she can trust them. She needs the player characters to meet some smugglers in Cascade Ork territory, pick up her packages, pay the smugglers and bring her stuff back. Though simple enough, the trip is illegal, and so the runners may have run-ins with the Metroplex Guard and Salish-Shidhe police.

TELL IT TO THEM STRAIGHT

Read the following to a magician in the group:

The voice on the phone is your talismonger, Daisy. Your contacts don't usually call you, and you wonder what's up.

"I need help from a shadowrunning team ... you're part of one, aren't you?" Daisy asks. "Can you come to my shop after-hours and bring whoever you think you might need? Oh, and have you ever been to the Cascade Mountains ...?"

When the runners reach Daisy's shop, read the following aloud:

It's a long ride to the far end of Renton. The closer you get, the more it feels like the wilds of the NAN lands instead of the

familiar sprawl. Daisy's shop, The Magic Touch, looks closed. The outside lights are off, but you can see a few lights still burning in the rear. As you're deciding between back door or front, you see Daisy pacing near the front door.

Talking with Daisy

"I'm in an old-fashioned squeeze," Daisy says after letting you in. "I need to meet some people carrying some telesma and other things I can use to enchant foci. I'm talking quality goods, smuggled up from New Orleans. Trouble is, I also need to go out of town for a couple of days. It's an emergency, and I can't get out of it. I need to get that stuff here, or I'll lose a lot of future work and plenty of business. I need someone I can trust, with some street experience, to deal with these guys.

"They're called the Pentagon. I'm supposed to meet them in Hemlock Pass, in Cascade Ork territory. I can show you how to get there. All I need you to do is to pay them with this and use my password: 'House of the Rising Sun ain't never been good to elf women.' You shouldn't have too much trouble; the Cascade Orks are pretty smuggler-friendly, and the Pentagon should have taken care of any potential problems. The meet and pickup is tomorrow at noon. They'll be in a GMC Banshee."

When the player characters ask about payment, Daisy gives a nervous silly-me laugh and says, "The mages can have anything in my shop you want. For the others, is 5,000 nuyen each OK?"

HOOKS

This scenario is on the up-and-up. Daisy is not asking the runners to do anything except meet with the smugglers and make a payment. She isn't expecting any trouble and could really use the help.

BEHIND THE SCENES

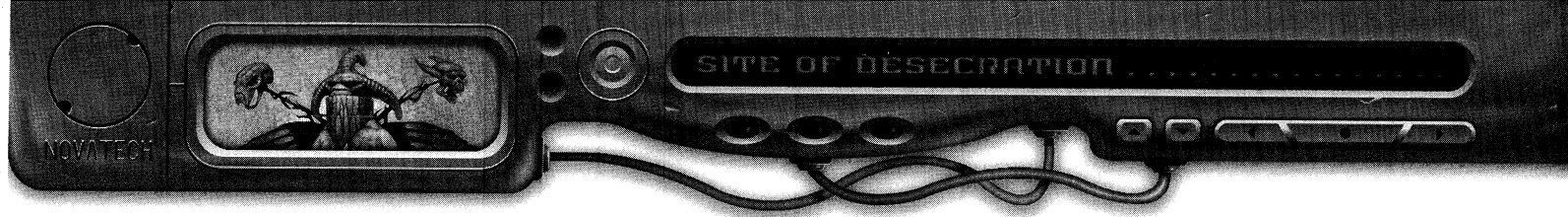
Daisy Quallon is a beautiful elf of mixed Native American and Caucasian blood (even she doesn't know how mixed). She has lived in Seattle for most of her adult life, though she was born to an elf and an Amerindian in the disputed northern Californian Free State. Her parents came to Seattle to escape persecution from the elves of Tir Tairngire and anti-elf Californians.

Though Daisy is a magician, she never really shadowruns. She is content to make magical foci and deal in the magical underground. She doesn't consider meeting with smugglers and picking up her goods a shadowrun because it seems so easy. If asked, she will admit that paying the runner team hurts her bottom line, but she needs the smuggled telesma to fulfill some lucrative commissions. No, she won't reveal for whom. Daisy's statistics appear on p. 59 of *Cast of Shadows*.

The exchange happens at noon during the week. Any weekday is fine.

The Magic Touch

Daisy operates a talismonger store in the Renton district, way out by the Salish-Shidhe border. This area of Renton is home to large numbers of metahumans and Native Americans. In some ways it doesn't feel much like the sprawl, but more like a suburb ... trees, grass, flowers, small animals that actual-



ly fear metahumans and that won't chew off a limb upon seeing them. The place is definitely out of the typical runner's normal realm of experience.

The shop is just off Interstate 90, and plenty of Metroplex Guards are around on duty or patrol. They shouldn't bother the runners unless the player characters are driving obviously armed vehicles. The Metroplex Guard's job in this part of town is to keep trouble from creeping across the border and to stop smuggling. Being metroplex citizens (or at least being on the right side of the fence) means the guard won't really bother the runners unless someone gets an itchy trigger finger.

Daisy's shop has a Force 6 hermetic circle in the back room. The circle is painted on the floor tiles, making an elaborate piece of art that should impress not only magicians, but also any character with an artistic background or skill. Any character assensing the area will discover that Daisy has three Force 6 elemental spirits bound to her: one fire, one air and one earth.

The Meet

Make Daisy a contact for a magician player character, or any other character who might have a talismonger contact. It's okay if the player character has not used the contact before. The character creation system assumes that all contacts know the player characters from some point in the past. It is up to you and the chosen player to flesh out Daisy's relationship to the characters.

Daisy won't negotiate over pay; this is a take-it-or-leave-it job. She is trying to cover the player characters' time, and mage characters shouldn't ask for stuff that would really cost her. She is primarily offering raw materials—for anything she has to make (for example, any focus that costs more than 5,000 nuyen) she will allow the character to put his or her 5,000 nuyen toward the purchase, but the character must pay the difference in cost above 5,000. A runner who wants such an item can use his or her 5,000 nuyen fee as a "down payment"; if the player can persuade the others to give up their shares, each additional 5,000 nuyen can go toward the focus.

If the contacted magician refuses the payment and takes the job as a favor for a friend, Daisy's contact level may increase. If the talismonger contact is Level 1, she becomes a Level 2 contact. If a Level 2 contact, she can become a Level 3 contact only if the entire group forgoes payment. If they do so, each runner also gets Daisy as a talismonger contact at Level 1 (those who already have a Level 1 talismonger contact end up with two talismonger contacts).

Daisy can't afford more than her initial offer. She won't get paid until she makes the foci with the smuggled telesma, and that will take lots of time.

Taking the Job

Assuming the player characters take the job, Daisy gives them a map (see p. 49) of the route to Hemlock Pass and four boxes. The first box is a crate of elven wine. Anyone with an appropriate background skill can tell that the wine is pretty good and would probably fetch a smuggler some decent nuyen. The second is a crate full of simchips—everything from

virtual instructor chips to documentaries to kids' animation to the worst porno sims ever cranked out of Los Angeles. The box contains about 250 chips, plus five BTLs hidden under a false bottom. The third box is filled to the rim with fetishes and other trinkets, obviously not magical but made to look that way. This box also has a false bottom that conceals a Novatech Sandman simsense deck. The fourth box contains "urban sprawl goodies," mostly T-shirts and hats from various Seattle locations and sports teams. It also holds two bottles of sake and five Japanese jewelry boxes made of ebony, painted and carved with intricate landscapes. This box's false bottom hides a well-used Sony CTY-360-D cyberdeck.

Daisy is expecting four crates in return. One is a watertight container full of "live" coral reef. The second watertight box contains swamp dirt and what looks like crayfish. The third contains vials of dust and dirt (actually graveyard dirt and crushed bones), and the final crate holds Caribbean League rum.

PUSHING THE ENVELOPE

Not much can be pushed in this scenario.

DEBUGGING

Except for Daisy not paying much, little can go wrong in this scenario. The player characters should pick up on the fact that Daisy is embarrassed about having to ask for their aid. She isn't trying to trick them; she just got caught in an odd position and needs help to get out of it.

MOTHER NATURE

WHAT'S UP, CHUMMER?

The player characters easily cross over into Salish-Shidhe lands via Interstate 90 and then head to the town of Denny Creek, about an hour from the Seattle border. Once at Denny Creek, the team switches to side roads, access roads and, in some cases, no roads whatsoever to get to the meeting place at Hemlock Pass. The access roads follow the Denny Creek to its source; after that point, the runners will need to travel off-road. The trip is pretty and the land is somewhat wild-looking, especially to players who've never ventured out of the sprawl.

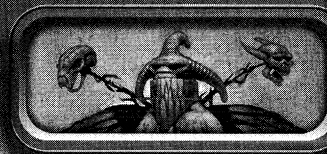
TELL IT TO THEM STRAIGHT

When the runners start out, read the following aloud:

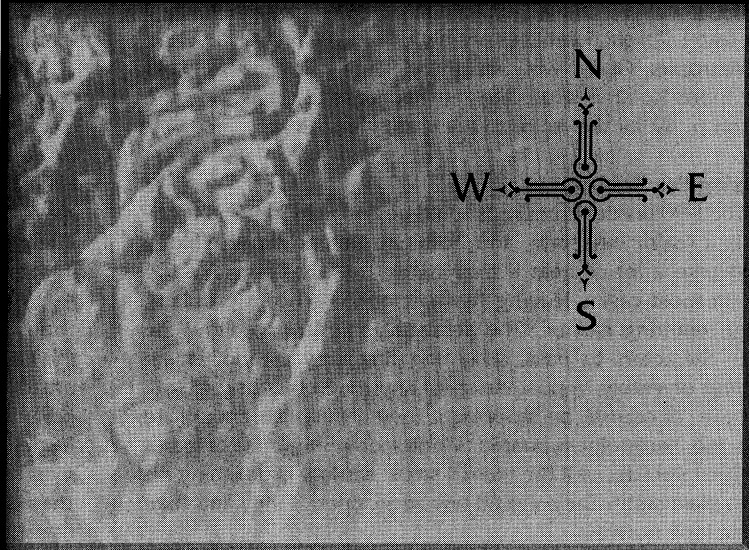
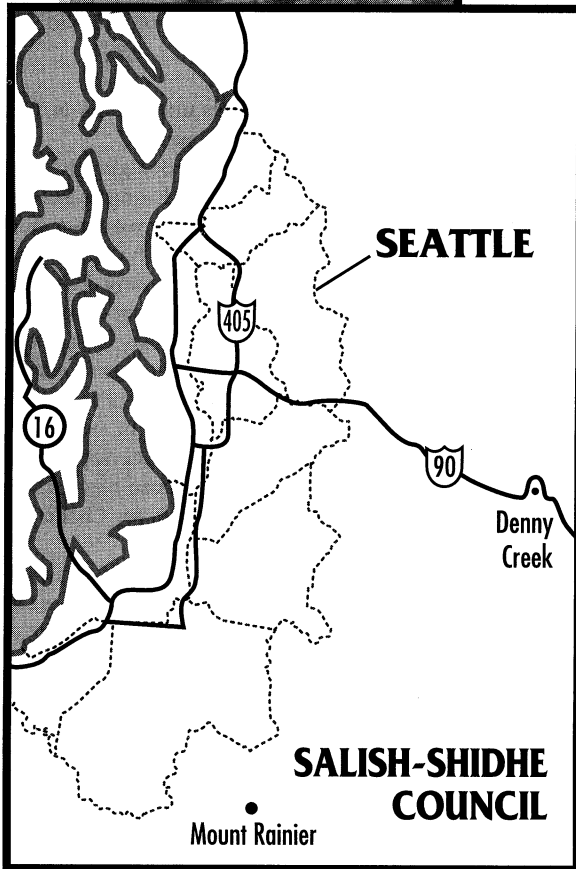
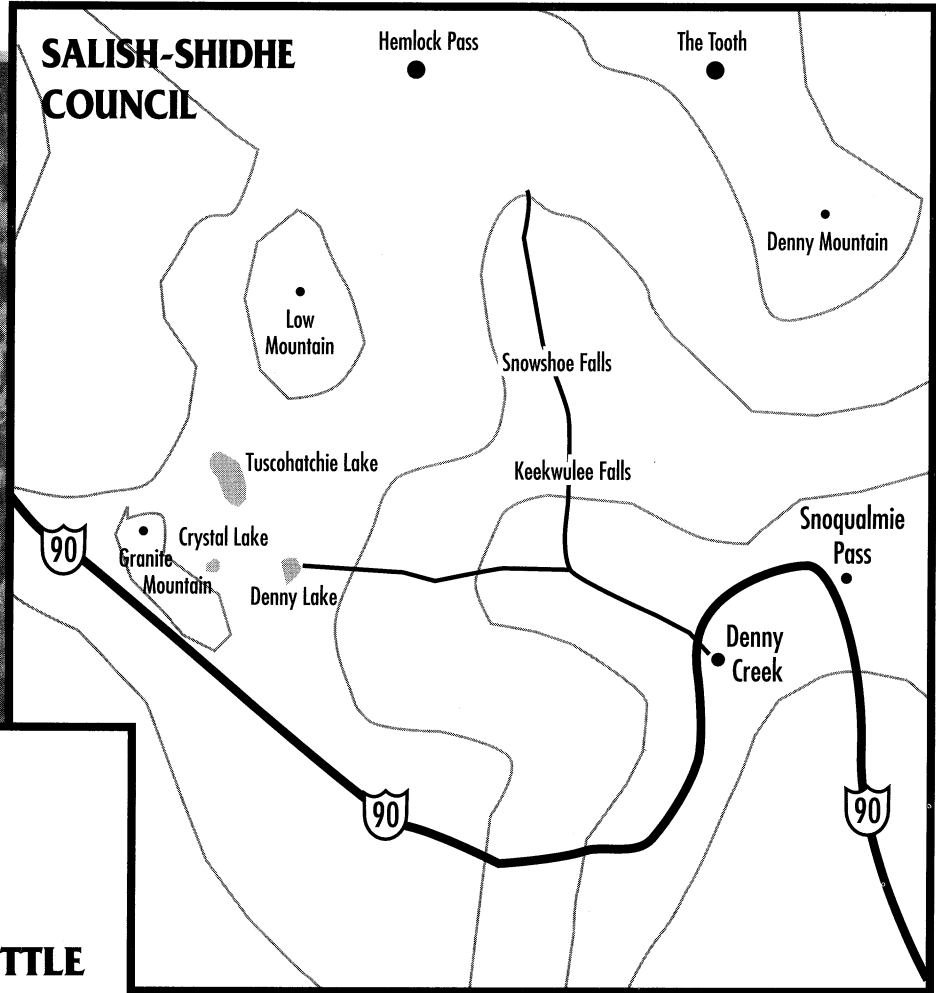
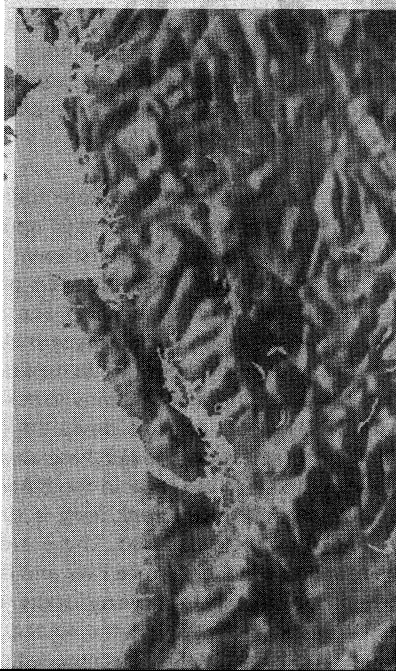
It's a crisp morning in the sprawl. You can't see the sun through the smog, but you're pretty sure it's out there. Your vehicle is packed, and it's time to hit the road.

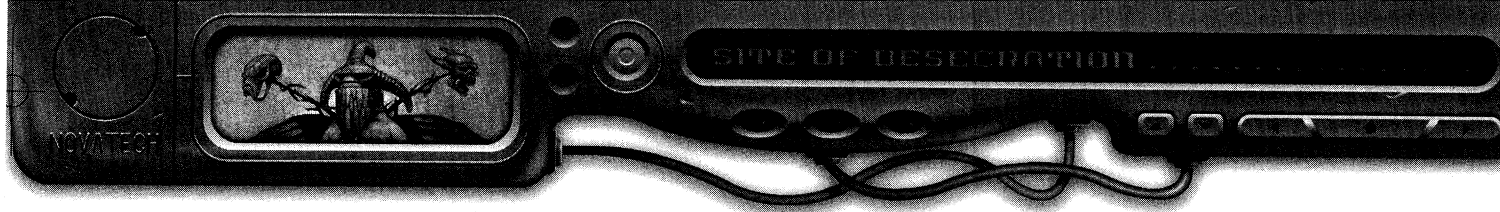
If the characters travel by road, read the following:

The trip along the I-90 seems the same as usual until you reach the east end of Renton. There you see the border: a little station on both sides of the road, with Metroplex Guard vehicles looking menacing in the early morning light. The flashing lights at the crossing are green, meaning you picked a good time to hit the border. Tensions must be down because they're letting you through with no problem.



Site of Desecration Road Map





If the characters travel by air, read the following:

You fly low along the Redmond Barrrens and then down toward the border. The Barrrens is the sprawl's darkest hellhole, and the border guards know it; they don't expect the dregs of society to have state-of-the-art, low-flying aircraft, and so the border is a cinch to cross as long as you stay out of range of the radio towers along I-90. Once in Salish-Shidhe, you can bring your vehicle up to normal heights and play sightseer.

HOOKS

Leaving the sprawl should make the player characters feel like fish out of water. They are absolutely on their own, with no real back-up and never knowing when something might go wrong. They are also foreigners. Play that up. In Salish and Cascade Ork lands, they will be treated like outsiders no matter how good a sprawl rep they have (if any). The slightest hint of antisocial behavior will draw unwelcome attention. It's also broad daylight, which means the shadows aren't as deep or dark as usual ...

BEHIND THE SCENES

The player characters need an off-road vehicle, or else they'll end up doing an awful lot of walking. Daisy tells them they will need to take Interstate 90 East out of the sprawl to the town of Denny Creek. From there, they must follow the creek north into the Cascade Mountains, all the way to its source. After that, they'll head off-road until they reach Hemlock Pass, about a mile north of the creek source. If the runners do not own an off-road vehicle (a Ford Bison or a GMC Banshee, for example, though they would need to stay away from cities in the latter), they will have a tough time getting around in the mountains. They can use VTOLs or rotorcraft, but keep in mind that most such vehicles are not roomy enough to accommodate an entire team. Also, guard patrols are likely to show much more interest in fliers than in ground vehicles. One way to get around this is to have a team decker download a false ID, allowing the vehicle to pass as a tourist aircraft.

If the runners cross the border in a GMC Banshee, they can't take I-90; such vehicles are highly unusual in the city, and the Metroplex Guard will stop them. They will need to cross via a more isolated spot, like the Redmond Barrrens. See the map on p. 49 for the route to the smugglers' drop.

Crossing the Border

The I-90 border crossing should be fairly simple. The roadway is a major interstate, and both Seattle and Salish-Shidhe would take a lot of heat if they made this crossing take too long. In most cases, leaving the metroplex is not a problem, though entering can be. The scenario is set up to allow the player characters to pass, assuming that they are not doing anything or visibly in possession of anything obviously illegal. They will, of course, be stopped if they are foolish enough to leave the hardpoint-mounted Vindicator minigun sitting out atop their vehicle, or if the team's street sammy is polishing his gun in plain sight. They should not be stopped if they and their vehicle look normal.

Crossing in an aircraft means more scrutiny only because the border guards must log everything that flies over. False IDs allow the player characters to come over clean; a low-altitude border crossing at an isolated spot will likewise get them in free and clear. In most cases, once the vehicle has entered airspace on the other side, it is assumed to have cleared the border check and will attract no further attention unless it does something suspicious. Any vehicle acting in a suspicious manner that doesn't come up on border crossing records is in trouble.

Denny Creek

Denny Creek makes its nuyen from interstate travelers, tourists (skiers, hikers, bird and paranormal animal spotters, rafters) and farming. Though it looks like a "tourist town" built to resemble outsiders' visions of a small NAN city, real people live and thrive there. The player characters won't see many orks, trolls, or dwarfs, and even elves are clearly a minority. Most of the few orks, trolls and dwarfs seem to be outsiders—not from the sprawl, but hicks from outside Denny Creek.

Prices for items in Denny Creek are two times the going rate in Seattle. The player characters cannot purchase anything illegal, but bows, arrows and knives are legal in the NAN.

Heading out of town along Denny Creek itself is simple; just follow the signs and the creekside road. There are two main stops along this route: one at Keekwulee Falls and one at Snowshoe Falls, both prime hiking and rafting spots about halfway up the creek. The rest of the way to the source is via dirt paths. Off-road, the land is trackless wilderness, as magic and the general NAN lifestyle favor the growth of the wild.

Encounters

If you wish, you can flesh out various encounters in this scenario. A few examples are described below.

Border crossing on alert: Have the border guards stop the player characters and check their IDs. Guards on the Seattle side are only looking for people with outstanding warrants, and so their ID reader is a mere Rating 2. The Salish-Shidhe authorities are checking a little deeper, so they use a Rating 3 reader. Use the rules on p. 239, SR3, to resolve any ID problems.

Prejudice: During any long stopover in Denny Creek, the player characters may encounter anti-sprawl sentiment, especially among the prevalent humans. The Cascade humans tend to despise the Seattle sprawl, seeing it as a blight on "their" Pacific Northwest. Dealing with such people should not get the player characters in real trouble, but it might cause them some interesting roleplaying problems. Use the rules for Charisma-linked skills, p. 92, SR3.

Change of scenery: For sprawl-based characters, this trip should be akin to going to Mars. The raw, wild ruggedness of the Cascade Mountains should inspire awe. Shamans who play urban-based totems may feel out of sorts, while those with less urban totems may feel a certain freedom and exhilaration. An Eagle shaman may wander off and be found staring in rapture over a waterfall on the very edge of a precipice, while a Mouse shaman may feel too frightened to look out the window of the runners' vehicle. A Cat shaman may stare wide-eyed at everything; though the typical Cat shaman rarely needs to ponder



his existence (because Cat rules all it sees), out here there are no boundaries and way too much territory to control.

Going off-road: Once the road ends, the runners are on difficult terrain (treat it as Restricted, with a +3 movement modifier). Though the player characters are not in a combat situation, you can still have the rigger make a standard Driving Test every so often (see p. 134, *SR3*). A failure indicates something unexpected—a tree in the middle of the road, a mud puddle that traps the vehicle, the road suddenly ends in a cliff, or anything else you can dream up to keep the rigger on his toes.

Critter encounters: The player characters are traveling through living, breathing forests full of living, breathing critters. In addition to mundane critters (see p. 19 of the *Critter* book in the *Gamemaster Screen*), the forest can harbor any Awakened beasties you want. Those native to forests or mountains are best. Examples include aardwolves, barghests, blood kites, cerebus hounds, dzoo-noo-qua, griffins, harpies, imperial eagles, thunderbirds and lesser thunderbirds (terrific for foiling that annoying GPS system), oracle owls, piasmae and shapeshifters. As gamemaster, you make the choice. Be creative; any critter can be anywhere in *Shadowrun* if the gamemaster wants it there.

PUSHING THE ENVELOPE

You can push the envelope a lot in this scenario, depending on how tough you want to make the above encounters. If you decide that the border guards or Metroplex Guards were deceived, lied to, or shot at, use the statistics for the gun-wielding Red Samurai from *Supernova*, giving them armor vests with plates in place of the Red Samurai's armor.

DEBUGGING

Not a lot can go wrong, unless the player characters start a border shoot-out or the rigger loses control and the runners' vehicle plummets over one of the falls. Try to keep the group's mind on the job at hand. This is also a scenario in which you can plant the seeds of future adventures.

WRECKAGE

WHAT'S UP, CHUMMER?

In this scenario, the player characters run across what's left of the smugglers' vehicle, as well as the smugglers themselves. The battle should be short, ending as soon as the battered smugglers give up or the player characters figure out what happened. The runners meet the survivors of the Pentagon and learn that to get their pay, they'll have to head to the Tooth ... straight into the enclave of a tribe of Cascade Orks that has Daisy's cargo.

TELL IT TO THEM STRAIGHT

As you climb higher, the temperature gets colder. When you hit Hemlock Pass, you see what looks like fog settling in over part of the valley below ... except that it smells like sulfur and burning fuel, and you can see the twisted hulk of something sitting about 50 meters inside the pass.

When the runners approach the wreck, read the following aloud:

This is what happens when a manmade flying machine hits good old Mother Earth. Mom survives, and the machine is reduced to its natural components, crumpled like paper.

After a few minutes of searching, read the following:

You can't get close enough to the wreckage to see if anyone is still alive. Then bullets splinter the rock near your feet, and you figure someone is still alive someplace nearby.

Once the Pentagon team is revealed, read the following:

A dwarf walks out from behind a rock, his hands raised. One arm is bandaged, and he has a cut across his head.

"I'm Pounder, leader of the Pentagon," he says. "You had us worried—we were expecting Daisy. We thought it was another attack. Come on out, people, Daisy must've sent these guys ..."

Out of the brush and from behind various boulders come the rest of the Pentagon. Two women, an ork and a human, appear from behind two rocks. Another ork woman carrying what looks like a human child comes out from the scrub near the base of the valley. She says, "I don't think Heeley's doing very well."

HOOKS

The crash scene should be unexpected and somewhat depressing. No one wants to see that kind of sight. The bullets should be even more unexpected. The smugglers don't know who the runners are, so they assume the worst. Once they discover that the runners are the "good guys," they drop the combat and come out. No harm, no foul.

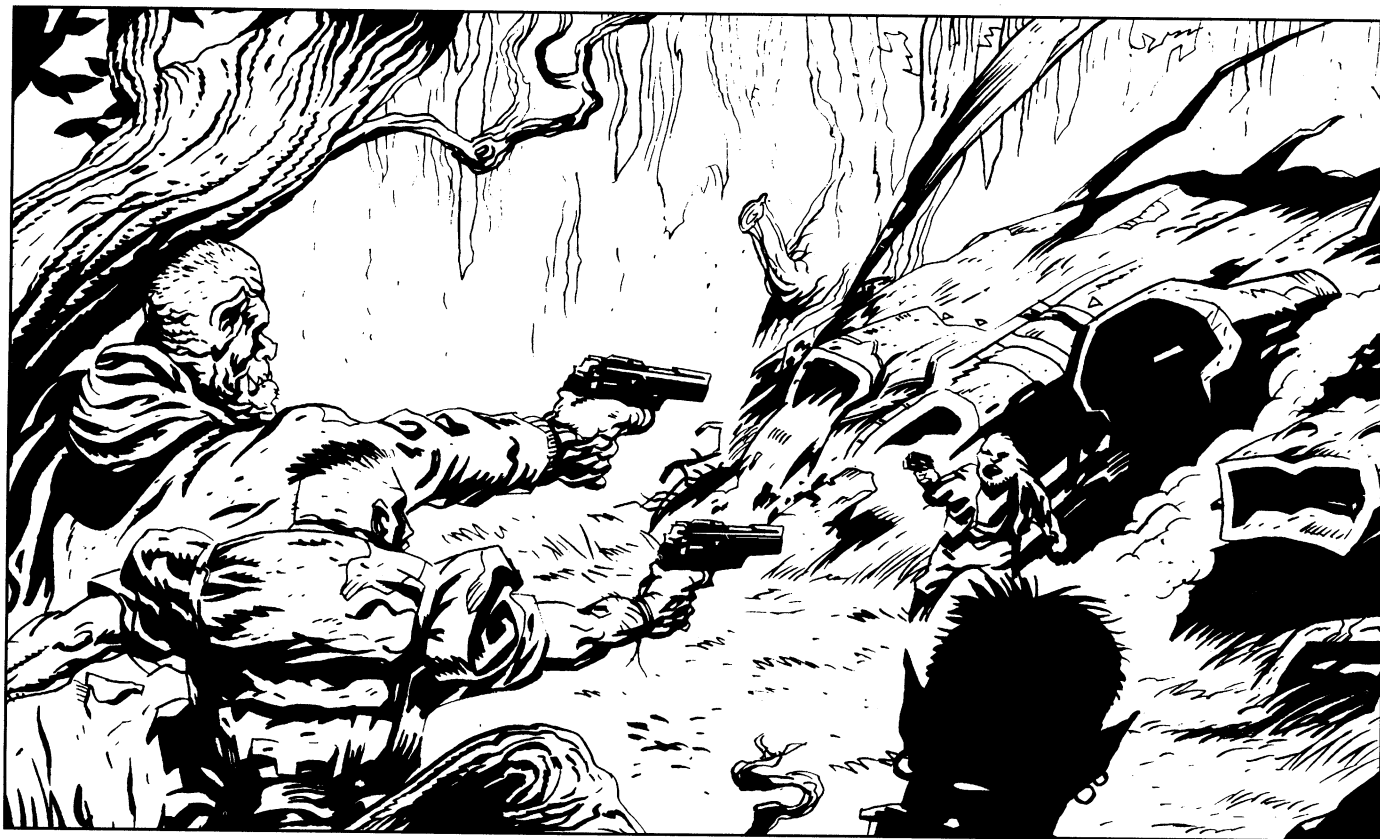
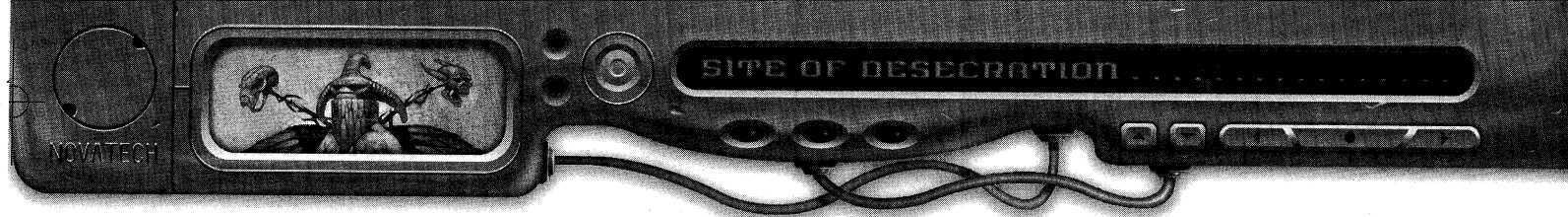
BEHIND THE SCENES

This scenario begins as a typical shoot-first-ask-questions-later encounter. Hopefully, no one will get hurt. The wreckage is real, and the runners should wonder if anyone survived the crash. The many protruding ends of hot, twisted metal make wandering through the wreck dangerous. Each character within the area of impact (determined by the gamemaster) must make a Willpower (4) Test. If the test fails, assume the player character saw something unsettling that is actually something else perfectly normal—a burning duffel bag that looks like a body, a section of twisted metal that looks like a crushed hand, and so on. Such a character will leave the area and refuse to go back into it. He or she might even have psychological scars from the incident, for as long as you want them to last—at least one vivid nightmare might be good enough. Any successes on a Perception (6) Test will reveal the word "Pentagon" on a interior piece of metal.

A mage in astral space will be able to see the Pentagon members easily but will notice two of the Pentagon astrally perceiving him or her.

The Pentagon

The five members of the Pentagon smuggling team are Pounder, Breetva, Heeley, Red-Scale-Snake and Night-Strike-Woman. Pounder is a black dwarf from New Orleans and the leader of the Pentagon. He's their spokesperson, but he lets Breetva do all the negotiating. Breetva is a tall, human brunette



of Russian descent, with a definite accent. The team's rigger is a human named Heeley, who looks about twelve years old but talks and acts like an adult; he speaks with an obvious southern drawl. Red-Scale-Snake, a Snake shaman, is a female Amerindian ork from the Pueblo Corporate Council. Her twin sister, Night-Strike-Woman, is a physical adept. The runners probably won't realize this until they see her in hand-to-hand combat. Complete statistics for the Pentagon appear on p. 60, *Cast of Shadows*. Each member of the group is an accomplished smuggler and could easily survive on their own if necessary. The player characters will not be able to divide the Pentagon against themselves, should they try.

At the time of the scenario, Heeley has taken Deadly Stun damage and is with Night-Strike-Woman. Strike has taken no damage, nor has Breetva. Red-Scale-Snake has a Light Physical wound and Serious Stun damage. Pounder has Light Physical damage.

The Discovery

Pounder will fire on the player characters to keep them away from the wreckage but will not try to hit them. As the leader, he will be the first to try making contact. Apart from Pounder's initial shots, the smugglers will fire back only if fired upon. They are well hidden; spotting them requires 2 successes on a Perception (6) Test. A character with smuggling or any tactical or survival background skills can use those skills for a complementary test (see p. 97, *SR3*).

If any smuggler takes more than a Moderate wound, that character will make a bird call and Pounder will call for a cease-fire. Pounder will also call for a cease-fire if the player characters call the smugglers out at any time, using the password Daisy gave them or mentioning her name or even the Pentagon's name.

Pounder's Story

After introductions have been made and everyone is more comfortable, Pounder will ask the runners to explain what happened with Daisy before he tells them anything. Once he feels reassured, he will explain what befell his group. He can tell his story in fits and spurts while the runners help the Pentagon gather their belongings from the wreckage and heal Heeley, Red-Scale-Snake and anyone hit by the recent gunfire. The action is left up to the gamemaster.

"We stopped in the Tooth, a Cascade Ork settlement on the other side of this ridge," Pounder says, pointing eastward. "We always stop there and wait until the pickup time. They're good people in the Tooth—we've been trading with them for years along this route, which is called the Big Dance." "They've been good to us, and we've been good to them. We arrived about two hours ago, but no one came out to meet us. That only happened one other time, when some Salish-Shidhe scouts were in the area on a routine smuggling sting. So while we waited, Red checked things out astrally. As she was lying there, her body started to shake and her nose bled, and we knew we were going to have some astral company.



"Before we could leave, we were surrounded by a gang of thugs who called themselves the Tooth Warriors. They took our cargo and grabbed our ready weapons. The moment Red returned to her body, Heeley lifted off. We needed time to gather our wits, talk with Daisy, and get some help. We'd hardly gotten off the ground when something happened. Heeley said he lost control of the vehicle for a moment; he'd barely made it over the ridge when we hit some really odd weather. Heeley lost total control then. Before we knew what had happened, Heeley was telling us to brace for impact, and we crash-landed here. When we saw your vehicle pull up, we thought you were more Tooth Warriors coming to pick the carcasses."

Red-Scale-Snake says, "I do not know what I fought. We do not have such spirits in the desert. I went to search the Tooth to see if scouts were there. I found a few near our landing site, but I saw a strange spirit. It was a glorious rainbow of colors in a humanoid shape. At first I thought Snake had led me to the metaplanes. Then the spirit attacked me, faster than I thought possible. I escaped back to my body, but still never saw the warriors around our vehicle. When they attacked, I thought Snake had taken me on a quest. Somebody up there is a drek-hot shaman. I still don't feel too well."

The Choice

The story told, Breetva offers a deal. The Pentagon members want to go back to the Tooth and retrieve their stolen cargo. Without it, they're stranded in the middle of a hostile country's roughest terrain. They don't expect the player characters to give them their payment without the smuggled goods in exchange, and the wreck of their vehicle leaves them in no position to take it "on loan" (promising the goods on the next haul). The smugglers feel they can afford a loss on their return trip, provided they can trade Daisy's goods for the telesma stolen by the Tooth Warriors. They are willing to give Daisy's telesma to the player characters and hopefully gain enough in the trade to get a vehicle that can take them into Seattle (or possibly hop a ride with the runners back into the city). If they can make the trade, their rep won't suffer and they can still get work. If rumor gets out that they failed to make a trade, they can kiss the smuggling biz good-bye.

Breetva wants the player characters to accompany the Pentagon to the Tooth and act as muscle for the trade. They will get the telesma in return, which lets them fulfill their part of the deal. In addition, the Pentagon will let their Seattle contacts know that the player characters helped them out, which might well net the runners some extra work in the metroplex. The smugglers have nothing else to offer at this time, but the player characters might be able to negotiate for future goods. If successful, the runners would get a smuggled version of the item in question the next time the Pentagon will be in Seattle—sometime in the nearest month, rounded up (see *Availability*, p. 272, SR3). Any item that costs more than 10,000 nuyen will be worth the cost without Street Index.

Offer this only if the player characters are going to pull out, as a last-ditch effort to keep them interested. Breetva has negotiated with the lowest street scum, pirates, the Mafia, the Yakuza, and various international cartels, as well as operatives

for most megacorps. She begins by offering to smuggle in one thing, then two, then three. She knows everything the Pentagon offers is coming out of the group's pocket, and so is a shrewder bargainer than any player character.

PUSHING THE ENVELOPE

There's not much to push in this scenario; it's primarily a roleplaying encounter.

DEBUGGING

The two biggest problems can occur if either side begins slaughtering the other in combat. If the player characters are winning, have the Pentagon aim toward the runners' vehicle. As that is the runners' only way out of the Cascades, it shouldn't take too long before someone panics and ends the combat. Also, even in her weakened state, Red-Scale-Snake might still summon a mountain, forest, or wind spirit to even the odds. If the Pentagon is winning, have them call off the attack and talk peace.

If the player characters want to end their venture outside the sprawl here, that's not a problem. (Really.) To keep them interested, try the following options. Have Breetva explain that Daisy wanted the smuggled items on a rush job, so they must be important. Or have a player character remember that Daisy won't get paid unless she completes the magic items she's been commissioned to make, which means retrieving the stolen telesma. A magician making an Intelligence (4) Test or any character with a background skill in Magic (Target Number 5), will know with 1 success that magical telesma is rare and valuable; furthermore, it must be high-quality and worth the runners' effort if Daisy is going to the trouble of smuggling it into the UCAS.

If the runners leave, put them through some of the events in *Mother Nature* (see p. 48). Daisy will not pay them, and her contact level will drop. If Daisy was a Level 1 contact, she ceases to be a contact for that character.

THE PATH OF MOST RESISTANCE

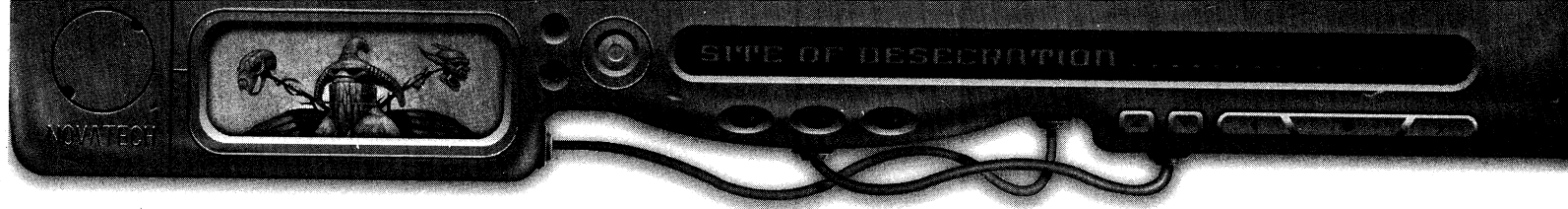
WHAT'S UP, CHUMMER?

In this encounter, the player characters meet the full force of the spirit power behind the Tooth Warriors. The Old One is a man-of-the-woods, a nature spirit that exists without being conjured and whose powers and Force depend upon no shaman. He is not naive (though he acts that way) and is allowing the leader of the Tooth Warriors to pursue his own agenda for now. Kaztok's agenda is simple and brutal—to lure smugglers in and take their cargo.

TELL IT TO THEM STRAIGHT

The sky is full of stars. You've heard rumors of how dazzling the stars look in the wilderness, but you knew better than to believe what stoned-out shamans say in the sprawl. Now you're seeing it for yourself, and you realize that the stoned-out shamans didn't go far enough. So many fragging stars . . .

Pounder puts out the fire with a handful of dirt and says, "Now's the time. We need to sneak in at night, so we can figure out what's what and who's who. We can walk it or drive



around the valley. I recommend walking, but then I don't have a vehicle."

Once the group is out of the pass, read the following aloud:

The forest gets a bit thicker up here, though you can hear generators and see the lights of houses. From a nearby clearing, you can hear angry voices. A group of trolls and orks is milling around the front of a house while a large troll harasses a family of orks. Their small barn is open; two humans are getting worked over inside. An elf is lying unconscious on the straw.

Off to the side stands a man thinner than anyone you've ever seen. When you take your eyes off him, it takes awhile to find him again. He looks almost like a sapling tree.

Pounder says, "That looks like the Black Dog team—smugglers from Denver who disappeared about a week ago. Breetva, isn't that Denver Bob?"

HOOKS

The player characters are completely out of their element, but they should feel a bit more comfortable under the present circumstances. They can at least figure out who's bad and who's good. Kaztok and the Old One hold all the cards. The Old One's power is off the scale compared to what the runners are used to, and they have likely never met anyone or anything like him before. Play up the mystery. Remember, the Awakening has more surprises up its sleeve than the runners can imagine.

BEHIND THE SCENES

Kaztok has discovered that some farmers outside the Tooth have been sheltering a band of smugglers he thought he'd killed. That's not good for his new business, so he needs to teach a few lessons.

When the runners first see him, Kaztok is clearly speaking to the owner of the farm. His voice is too low to make out words, but his anger is clearly audible to the player characters. Mages with Clairaudience and characters with hearing amplification can hear the following conversation:

Kaztok: You're ruining everything. Can't you understand what we have here? The Old One's power is incredible. We can get things we've only dreamed of.

Farmer: But Denver Bob brought medicine for Morning Dawn when she was sick. All he wanted in payment was a home-cooked meal. He isn't anyone's enemy, no matter what the Old One says.

Kaztok: The Old One does what I tell him. I tell him the smugglers are harming his forest, and he takes care of them for us. Look how much stuff we got from those smugglers last month! Guns, cyberdecks and electronics—all because I convinced the Old One they were evil.

Farmer: But the smugglers always give us something when they come through. Isn't that enough?

Kaztok: Something?! Look at all the stuff that passes us by! I want it, and I'm gonna get it. As long as I control the Old One, I control the Tooth—and as long as I do that, I control the smugglers. I get everything, and no two-bit farmer is gonna get in my way.

Actions and Reactions

In addition to the Old One and Kaztok, there are at least six Tooth Warriors present, three trolls and three orks. If that number doesn't seem to offer enough of a threat for the player characters, feel free to add more warriors. For complete statistics, see *Cast of Shadows*, p. 59. Three Tooth Warriors are in the barn working over Denver Bob and the other still-conscious smuggler. The other three are standing watch over the farmer, whose name is Crescent Eye. Crescent Eye's family stands near their house, while Kaztok and Crescent Eye are close enough to the barn to see the smugglers' punishment. The Old One is at the edge of the forest that surrounds the farmland. He shows no reaction to anything.

The player characters should get the impression that the man-of-the-woods answers to Kaztok, which is exactly the way the Old One wants it. The scenario can unfold in many different ways; the wild card is the player characters' reaction to each action described below.

Action A: Denver Bob screams in pain as a troll cracks him in the ribs with a board.

Reaction 1: If the runners don't try or plan something, Night-Strike-Woman leaps from the group's hiding place, sprints to the barn and starts mixing it up with the Tooth Warriors. She will get caught eventually, but not until she takes down a troll or two.

Reaction 2: Pounder will give everyone up in order to save Strike and hopefully come out ahead. If this happens, go to *Smuggler Hospitality* (p. 55).

Action B: Kaztok says loudly to the Old One that Crescent Eye wants to cut down more woods so smugglers can land.

Reaction 1: The Old One seems to disappear into the ground and then reappears as an indistinct form. Crescent Eye screams and tries to run, but the warriors grab him and drag him closer to the Old One. A wave of panic sweeps over the entire area as the Old One uses his Fear power.

Reaction 2: The waves of fear are so powerful that even the warriors start to flee. Then suddenly they all stop moving and stand around as if completely bewildered; this effect is caused by the Old One's Confusion power.

Reaction 3: If either power works on the player characters or if they will be discovered and brought under Kaztok's iron fist for questioning, go to *Smuggler Hospitality*.

Action C: If any character goes astral (perception or projection), the Old One discovers him. The spirit leaves the astral so that the magically active player character and smugglers can't follow him, and then reappears near the player characters. Without the Old One, Kaztok doesn't bother Crescent Eye anymore. The Tooth Warriors take the remnants of Denver Bob's group and leave, warning Crescent Eye not to let this happen again.

Reaction 1: This situation is the most advantageous to the player characters because the man-of-the-woods is away from Kaztok. Alone, the spirit may be reasoned with. He initially appears as a deep patch of shadow, a small woodland animal



or a young tree. He will ask the player characters if they are smugglers. Use the information on p. 56 under *Talking With the Old One* to see if any of the runners can convince the Old One they might be friendly.

Reaction 2: If the player characters attack the Old One, he will use his Confusion and Accident powers, then Fear. He doesn't fear the characters and turns them over to Kaztok to see what they are made of. Go to *Smuggler Hospitality*, below.

Reaction 3: If the runners try to dispel or trick the Old One, he will use his Accident power to cause a gun to go off and get the Tooth Warriors' attention. Go to *Smuggler Hospitality*.

Action D: The player characters decide to open fire on everyone in sight, hoping to take out Kaztok and his minions.

Reaction 1: The Old One uses all of his powers to stop the player characters. If any of them survive, go to *Smuggler Hospitality*.

PUSHING THE ENVELOPE

Because the runners are spending so much time in the wild during this encounter, you can use any of the encounters in *Mother Nature* (p. 48) to liven up the day. Remember to keep them more annoying than deadly; however, also keep in mind that facing Kaztok and company slightly wounded may make the runners feel less invincible. You can also add more troll and ork warriors to the mix if the runners think they can take everyone by force.

DEBUGGING

The real wild card here is the Pentagon, whose agenda is very different from the player characters'. Surviving and not losing their reputation are much more important to them than who's right or wrong. Their world is a lot less black-and-white; it's more the color of nuyen. If it makes more sense to deal, they will—dealing is always better than fighting or killing. Use that. If the runner team can't make a decision, have one of the Pentagon smugglers try to make contact with the man-of-the-woods or with Kaztok. This will force the runners to react. Just make sure the smugglers are thinking bottom line—trades, a vehicle and a way out with their goods. Don't make them act against the player characters just for the sake of conflict. Like all plausible characters, the smugglers should be consistent.

SMUGGLER HOSPITALITY

WHAT'S UP, CHUMMER?

In this scenario, the player characters must use their wits to come out on top. Kaztok takes them, the Pentagon, Crescent Eye and the Denver smugglers to the Site of Desecration, the home of the Tooth Warriors. The warriors' camp has sprung up around the Ares Dragon crash site. This forested area is also home to the man-of-the-woods. The scenario offers the player characters a chance to talk with the Old One and help "free" him from Kaztok (which is exactly what the man-of-the-woods wants).

Kaztok will listen to Breetva and Pounder as they try to deal with him. He is less drawn by their proposed deal than by his conviction that the player characters have some hidden

wealth; after all, they're shadowrunners, and everyone knows shadowrunners pack state-of-the-art equipment (or at least newer equipment than Kaztok's).

TELL IT TO THEM STRAIGHT

If one more troll pushes you, you'll snap. The only thing keeping you from hitting the nearest thug is the fact that they have the guns. Also, they seem to know all the nooks and crannies of the forest and the mountainside at night better than you could navigate it in daylight.

A clearing opens before you, the trees that once filled it cleft in two as if by a giant blunt object. You realize that the blunt object was an Ares Dragon rotorcraft that had the misfortune of hitting the earth nose first. The camp around the shattered wreckage of the Dragon is full of fires—at least twelve at first glance—around which trolls and orks are standing around drinking. Lamps hang off the Dragon; the play of shadows across it makes it look like a giant dinosaur skeleton.

"Welcome to the Site of Desecration," Kaztok says. "Now I and the Old One will decide whether you live or die."

HOOKS

Once again, the player characters get tossed into a totally unfamiliar situation—this time a mock trial, with a power-hungry troll and a mysterious spirit as their judges. The key to survival is whom the characters see as the most important of the two. If they disagree, let them. No one can be sure where the power lies.

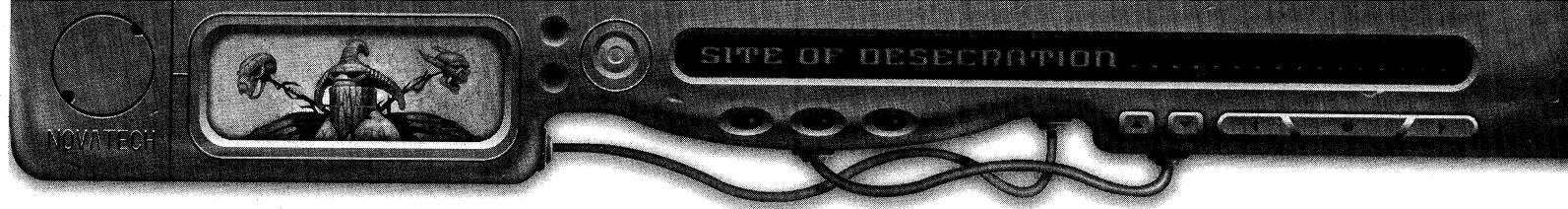
BEHIND THE SCENES

The Site of Desecration is a shrine created from the remnants of total destruction. Countless lights hang on the crashed Ares Dragon, and tents have been pitched all over the place. At least a dozen campfires are burning, many of them cooking food whose smells can only appeal to an ork or a troll. There are fifty orks and trolls in camp, none of whom looks like a trained mage or shaman.

It takes the player characters awhile to see the Old One. He goes where he wants, constantly popping in and out of the physical plane in different tree, animal and metahuman forms.

Talking With Kaztok

Kaztok is convinced that the Pentagon smugglers have goods that his warriors didn't discover on their T-bird before it took off. He wants that stuff in exchange for letting them walk away. He is also convinced that the player characters have items of their own that he might like, especially if anyone mentions that they are shadowrunners and not smugglers. Breetva will do most of the talking for the Pentagon and will get angry if a player character tries to cut the team's own deal. She will begin by offering Daisy's sake for the stolen goods, hoping that the Tooth Warriors will take the alcohol. After that, she offers the rest of the sprawl goods. Next, she offers the Novatech simsense deck and some chips, appealing to the warriors' thuggish nature with combat and sex sims. Remember that Breetva knows what the Pentagon has to trade even if the player characters never look in Daisy's boxes.



Neither the Pentagon nor the runners will get Daisy's rum back, as the warriors have drunk most of it. Push that point home by having Kaztok guzzle rum while negotiations are going on. Individual Pentagon members talking with Kaztok include Breetva, Pounder and Heeley.

Talking With the Old One

Talking with the man-of-the-woods is an interesting experience, as he shifts from form to form throughout. Any player character wishing to talk one-on-one with the Old One must make a successful Charisma (7) Test to get the spirit interested. A successful test will also show the man-of-the-woods which runner has the strength of character to be trustworthy. Non-player characters who try to talk with the spirit include Crescent Eye, Night-Strike-Woman and Red-Scale-Snake. The player characters' goal is to convince the Old One that they are good people and that he should use his influence over Kaztok to let them go.

The Old One will test the characters however he can to see who is the strongest and whom he should use to get what he wants. The Charisma (7) Test above is one of the spirit's criteria. A shaman can impress the Old One by calling forth a forest, mountain, or wind spirit of Force 7 or greater; similarly, a mage can call up a Force 8 or greater elemental. Any character whose Charisma Test succeeds may also make a Willpower (7) Test; successes achieved on this test enable the character to tell that the Old One is making him or her jump through hoops for some reason. Each success allows for such "clarity of thought" regarding one contest; the character will not necessarily recognize what is really happening in other contests. The Old One will know when the character is aware of what's going on and will try to exclude the character during that particular contest.

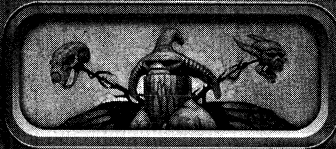
To achieve their goal, the player characters should try to convince the man-of-the-woods that they will not harm him or any of his friends (including the forest), that smugglers are not bad and also will not harm him or the woods, that Kaztok is using him for power and revenge, and that the people of the Tooth only fear Kaztok because of the Old One's power. The Old One will play along.

The player characters may also attempt to tell the man-of-the-woods what happened to the crashed Ares Dragon. If they check out the crash site, a team rigger can make a Rotor Aircraft (4) Test to find out the facts. Consult the table below to see what he or she discovers. A character can use the highest-rated of either a flying craft B/R skill or a Knowledge Skill dealing with aircraft as a complementary skill. Heeley can also help out, though a player character should make the first attempt.

A mage assensing the crash will find that no metahumans were in the Dragon when it went down, and that the site exudes panic and doom.

Successes Information

- | | |
|---|--|
| 1 | This vehicle was equipped for smuggling, not combat. |
| 2 | The rigger dumped its fuel to avoid an explosion. |
| 3 | The rigger jacked out before impact. |
| 4 | The crew bailed out. |



- 5 The vehicle has below-standard sensors for mountain flying.
- 6+ A ripped-off section of the main rotor caused the crash.

The Old One's Tests

The Old One may try any or all of the following to test the player characters' mettle:

- The spirit uses his Accident power to knock a player character into a very drunk troll. Let a fight brew. This test is excellent for a character who lacks strong combat skills. Give the troll a +1 modifier for fighting drunk (this negates the troll's Reach bonus).
- The spirit forces a non-troll or ork player character to eat the Tooth Warriors' food. Start with a Willpower (4) Test and increase the target number by 1 for each spoonful. When the player character finally fails a test, have him or her make a Body (4) Test or take 1 box each of Light Stun and Physical damage.
- The spirit uses its concealment power on the runners in order to check on the Black Dog smuggling group. The spirit then revokes the power at the last moment, when the greatest number of Tooth Warriors are around. The player characters can either fight or use their wits to get out of trouble.
- The spirit uses his Fear power to make Crescent Eye flee into the woods (the Old One will claim that the farmer escaped) and tells the runners to go get him while the Old One covers for them. The gamemaster decides how long it takes before the runners find Crescent Eye and/or the Tooth Warriors discover that the player characters are missing.

The Bottom Line

If the runners make a deal to get out, let them. The Tooth Warriors will probably force them to leave without most of their gear but will let them keep the crates that belong to Daisy.

Kaztok will send two people—two runners, two smugglers, or a mix—to get the crates, or whatever else he may have promised to the player characters, from his hidden stash of stolen goods. The rest he keeps in camp. This gives the runners more chances to convince the Old One that they are on his side. Any character with enhanced hearing or clairaudience will overhear Kaztok's plan to double-cross the player characters; if you want to, you can use this incident as one of the Old One's tests.

When the player characters return with the crates, Kaztok tells them that the Old One doubts they told the truth and that they must remain as his guests like the smuggler teams. The Old One will not disagree, even if he never spoke with Kaztok.

At this point, any player character who spent time with the Old One can try to plead the team's case. The camp goes silent as the Old One responds—he will save one character to be his companion, and the rest are Kaztok's to play with. The gamemaster decides who the lucky character is; however, it should be a player character or one runner and one member of the Pentagon.

A furious Kaztok screams, "No! I am your master! You listen only to me!" He fires his Ares Predator and hits the chosen

player character. If you chose two characters, the bullet hits the player character. Go to *The Spirit World*, below.

PUSHING THE ENVELOPE

This scenario is already pretty difficult, but you can have the Old One put the player characters through even tougher tests, such as a pit fight. The Old One can also use his Weather Control power to cause rain, snow, or fog that will make the existing tests harder.

DEBUGGING

The biggest challenge in this scenario is handling the Old One's tests. Have the man-of-the-woods act naive all the while he is testing the characters. Let the tests come out of roleplaying; turn the players' plans into contests that the Old One watches. Finally, let the player characters make Willpower Tests every so often, especially after making a point to the man-of-the-woods about the fact that he is being controlled. This will convince them that they are getting through to him.

THE SPIRIT WORLD

WHAT'S UP, CHUMMER?

In this scenario, the spirit finishes with Kaztok and reveals its true nature.

TELL IT TO THEM STRAIGHT

A shot rings out; then all hell breaks loose. Waves of panic and confusion seem to pour over the camp. Dozens of orks and trolls, the smugglers, practically everyone is either standing around like an idiot or running like a terrified small child into the dark forest. The weird thing is, you feel nothing. You're just watching the action, as if someone had plugged you into a simdeck.

You and your teammates seem to be the only ones unaffected. Even Kaztok is just standing there stupefied, looking at the gun in his hand as if he's never seen one before.

The Old One's form has changed again, from an old man to a tree that looks possessed by a demon—the kind of rattling, branch-tossing apparition that scares little children during a raging storm. The nightmare tree moves toward [the character the Old One singled out].

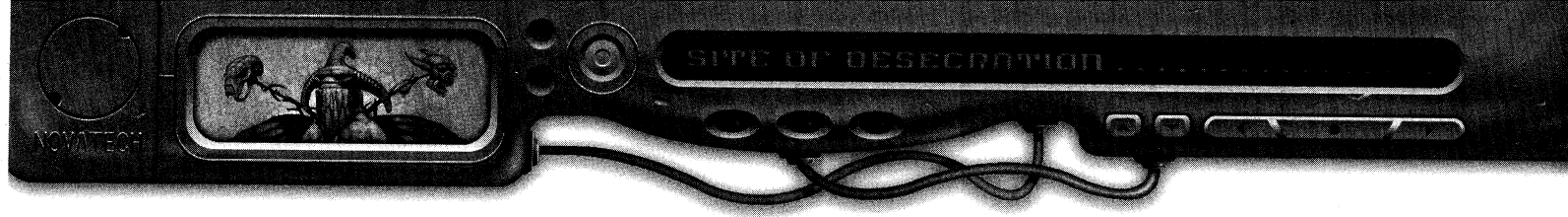
"Kaztok has outlived his usefulness to me," the spirit says, in a voice like a storm wind. "I need someone stronger, someone who can take me beyond these woods. You will do this for me."

Kaztok's gun goes off. The bullet hits a rock, then ricochets off the shell of the Ares Dragon and hits Kaztok in the head. The big troll crumples bleeding to the ground.

"Accidents happen," the Old One says, while the wind howls around you like laughter.

HOOKS

This scene should border on chaos, as if any misstep might provoke another outburst from the Old One. The player characters are holding their lives in their hands, as well as the lives of the Pentagon and the Black Dogs.



BEHIND THE SCENES

This scenario requires you to choose a goal for the man-of-the-woods. As written, it assumes that the Old One ultimately wants to learn more about the world. If you want a different motive, then change this section accordingly.

More Deals

After the panic dies down, the Old One states plainly what he wants.

"I want to leave here. I have lived here longer than any of you have been alive, and I've heard tales of other places from the smugglers who come through. I want to see those places. Can you take me there?"

This demand is another test. The man-of-the-woods knows that the player characters aren't smugglers. How they respond will determine what the Old One does.

Honesty Is the Best Policy

The runners may explain that they aren't smugglers, but shadowrunners doing a favor for a friend, and that the Pentagon or the Black Dogs would be better able to do what the Old One wants. If so, the Old One tells them that they are strong of will and have passed the ultimate test. He then releases the Pentagon from the Confusion power and takes the whole bunch—smugglers, player characters and all—to Kaztok's stash of stolen goods (see *The Stash*, below).

The smugglers are easily persuaded to take the Old One along with them, especially if he gives them most of the stash. With it, they can get another vehicle, make a little profit and stay in biz. The smugglers will overlook the past if they can make a decent deal.

What's One Little Fib?

If the runners decide to play along instead of telling the truth, just saying, "Sure, we can take you there" won't do it. The player characters must make a Charisma (7) Test followed by a Willpower (7) Test to convince the Old One that they can do what he wants. Note the number of successes rolled on each test.

Assuming the runners succeed, the Old One releases the Pentagon from confusion and takes everyone to the stash, then allows the runners to pick up Daisy's crates and something in compensation for her lost case of rum. If the player characters fail, the Old One shows the group the stash and then hits them with his Fear power, sending them fleeing into the woods. When the runners regroup, only Daisy's crates will be left in the stash.

If a character succeeds at the tests, make them for the Pentagon as well. The Pentagon must roll the same number or more successes to change the Old One's mind. If they pull this off, the spirit announces that he has decided to go with them and that they can divide Kaztok's stash as they see fit. If the Pentagon fails, the Old One uses his Fear power to send them running and then leaves with the player characters.

The Stash

The stash can contain anything you want it to; some suggestions are given below.

- A case of six rifles, twelve SMGs or twenty-four pistols
- Ammunition for the above weapons in all types
- Simchips
- Electronics and electronics kits
- Medical supplies, including patches and medkits
- Alcohol or drugs from a specific region (elven or California wines, Caribbean rum, Japanese sake)
- Magical teslas, magical items and non-magical Native American artifacts (animal bones, artwork, masks and so on)
- Regional goodies (clothes, hats and such from sports teams, tourist stuff from different parts of the UCAS)
- Personal computers, cheap cyberdecks and other accessories
- Daisy's crates (Breetva will point out what the runners might give Daisy in compensation for the rum)
- Something exotic: a vehicle, a high-end cyberdeck, an animal, a valuable piece of artwork, a state-of-the-art drone, and so on

PUSHING THE ENVELOPE

While fear and confusion run rampant through the camp, leave some of the Tooth Warriors unaffected. This situation might lead to a fight between the player characters (with little or no gear) and the armed trolls and orks. Alternatively, have people from the Tooth arrive with hunting guns and farm implements to rescue Crescent Eye. Either way, combat adds to the chaos and tests the runners' ability to survive.

DEBUGGING

If having the man-of-the-woods go with the player characters seems to make them too powerful, have the Pentagon keep trying to "steal" him away, or have him announce that he changed his mind and decided to go with the smugglers. The latter allows the player characters to take some of the stash without giving them a powerful spirit ally too. If that doesn't work, have the man-of-the-woods go with the player characters until they reach Daisy. *Picking Up the Pieces* (below) includes various options for more adventures with the Old One.

PICKING UP THE PIECES

This section contains all the miscellaneous information the gamemaster needs to know to run *Site of Desecration*, including descriptions and game statistics for important non-player characters.

GETTING HOME

After all the excitement, the runners' trip home should be relatively simple. You can throw in some near-misses, and maybe a problem at the border if the group has the Old One with them.

Depending on what happens, the player characters may wish to wait until morning before heading out of the mountains and back to the sprawl. Plenty of local farmers will put them up for the night; in return for this hospitality, the player characters should give something to the farmer in question. If the characters opt for honesty in *The Spirit World* (*Honesty Is the Best*



Policy, p. 58), they can hang with the Pentagon for the evening. They will also get the smugglers as a contact, either individually or as a group, which can open up opportunities for smuggling runs (see *What's Next*, below). Word also gets back to the Black Dogs of the runners' aid to their fellow smugglers. While the Dogs won't become contacts, the player characters will have netted themselves some good public relations in the smuggling biz.

If the runners chose not to be honest, they can still leave on good terms if they manage not to royally screw up their relationship with the Old One and the Pentagon. The gamemaster makes that determination; however, if the player characters or the Pentagon get nailed by the Old One's Fear power at the goodie stash, the smugglers will not become contacts for the runners.

No matter what happens, the runners return to Seattle late in the second day. Daisy will not be back yet, so they must wait until the third day to deliver her goods. Because it will be late in the day by the time they get out of the mountains, they can stay in Denny Creek posing as tourists in order to leave during the morning rush, when they are less likely to get caught at the Seattle border. As long as one player character has a credstick and is willing to pay for rooms, the team shouldn't run into any trouble (aside from some odd stares—shadowrunners rarely make plausible tourists).

Life With the Old One

Life with the Old One will be short. When the runners deliver the goods to Daisy, she will recognize the man-of-the-woods for what he is. While the runners look around the shop, Daisy will call her contacts with Hestaby (see *Daisy Quallon*, below). The dragon will send her own messenger to the man-of-the-woods in astral space. After that, the Old One will manifest and tell the team that they have done well, but that now he needs someone stronger. He will then disappear from the player characters' lives. If a mage assenses the astral, he or she gets an overwhelming feeling of power that dwarfs anything previously sensed around the man-of-the-woods. To reflect the various levels of magic used in Daisy's shop, raise the Target Number for the mage's test to 6.

WHAT'S NEXT

The player characters can go in many directions from here. Assuming they got out with her stuff, Daisy will be happy to contact them for magical runs in the future. She might even introduce them to those above her in Hestaby's organization, who might involve the player characters in search and surveillance runs.

Having dabbled in smuggling, the player characters may get hired as couriers or as muscle for deals going down. The Pentagon is as good as their word; whether or not they become contacts for the player characters, they spread the word in the sprawl that the runners helped them out and are a trustworthy team.

Gamemasters who want to delve deeper into smuggling-based adventures will find the *Cyberpirates* and *Target: Smuggler Havens* sourcebooks extremely useful. *Cyberpirates*

discusses all kinds of ship-based smuggling and piracy; if your players seem interested, you can use this sourcebook as a launching pad to places all over the world. *Target: Smuggler Havens* contains information on overland smuggling in North America, including adventure options and ideas for running that type of campaign. It also describes border crossings in detail.

Finally, the *New Seattle* sourcebook fleshes out the local setting of this adventure and contains plenty of adventure ideas and plot lines.

AWARDING KARMA

Award individual Karma according to the rules on p. 244, *SR3*. Award Karma to each team member based on the following table. If the player characters return to Daisy without her magical goods, they earn only the Karma for Threat level.

Surviving the run	2 points
Threat level	1–3 points*
Surviving the Old One's tests	1–3 points*

*The gamemaster determines the points awarded, depending on the difficulty of the encounters and events.

LEGWORK

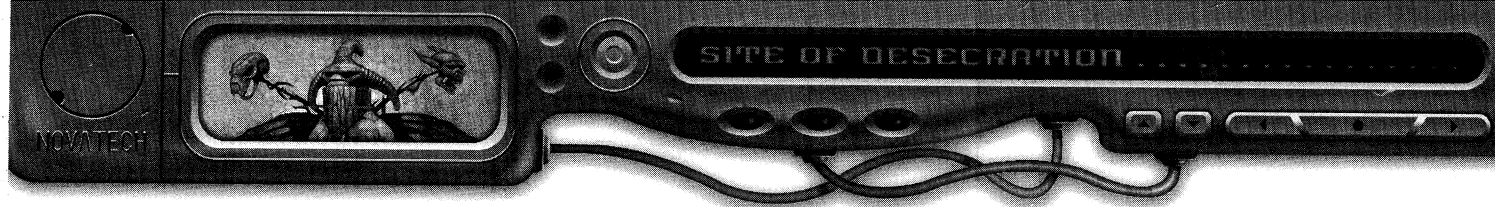
The player characters can't do much legwork in this adventure, as most of their contacts don't know much about regions outside the sprawl. If they want to research smuggling or the Cascade Mountains, give the information on p. 46 for smuggling and on p. 320, *SR3*, for the Cascade Mountains and the local orks.

CAST OF SHADOWS

This section contains background information and game statistics for the non-player characters who have the greatest impact on the adventure and with whom the player characters will have the most dealings. Feel free to adjust the listed attributes or add skills and gear to better match your group's level of play. The NPCs as written work well for starting characters and gamemasters, as they are neither too elaborate nor too tough to kill. Their statistics include Knowledge Skills to add depth to the characters; gamemasters can add more if they want a specific perspective or a wider range of interests.

DAISY QUALLON

Daisy is a twenty-five-year-old elf with green eyes and blond hair, dyed at least six different colors in places. Probably one of the most attractive women the runners have ever met, she could easily have been a sim starlet or a model. Instead, she runs a modest talismonger shop in the far eastern section of Renton, as near to the Salish-Shidhe border as possible. Her family history is in the *Behind the Scenes* section of *A Walk on the Awakened Side* (see p. 47). Daisy also gathers information on magical undercurrents in Seattle, the NAN territories and even Tir Tairngire for the great dragon Hestaby. Hestaby lives on Mount Shasta, in the disputed area between the California Free State and Tir Tairngire. Hestaby has been extremely active since Dunkelzahn's death, and her intelligence network stretches around the world. Daisy will never reveal her alle-



giance to the dragon or where she gets her information, but gamemasters can use this background information as a hook for future adventures.

Daisy uses the Enchanting Skill to make magic items. This skill is fully explained in *Magic in the Shadows* but is cited below for completeness.

B 2 **Q** 4 **S** 1 **C** 6 **I** 5 **W** 6 **E** 6 **M** 6 **R** 4

INIT: 4 + 1D6, Astral 25 + 1D6

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

Karma Pool/Professional Rating: 2/3

Race: Elf

Active Skills: Aura Reading 6, Conjuring 6, Enchanting 6, Etiquette 4 (Magical Groups 6), Instruction 4, Negotiations 3, Pistols 4, Sorcery 6, Stealth 3

Knowledge Skills: Magic Background 4, Magical Groups 3 (Hestaby's Organization 5), Magical Sites 4, Smuggler Trading 2, Tir Tairngire/Northern California Political Struggles 4

Spells: Analyze Truth 5, Clairaudience 6, Confusion 3, Control Actions 5, Detect Enemies 4, Detect Magic 5, Fling 5, Invisibility 4, Levitate 4, Magic Fingers 6, Mask 3, Shadow 5, Stunball 5, Stunbolt 4

Weapons:

Browning Max Power [HP, SA, 9M, 10(c)]

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

Armor: While in her shop, she wears real leather [2/1] but also owns a Lined Coat [4/2]

Gear: As appropriate to her shop (see *The Magic Touch*, p. 47)

THE PENTAGON

The Pentagon is a group of smugglers who specialize in the long route between New Orleans and Seattle. Sometimes they travel south through Denver, other times north via Minneapolis. They have an excellent reputation for delivering the goods with a minimum of heat. They have worked for Daisy before and are happy to get her the items she requested.

Pounder

Pounder is a black dwarf with a laid-back New Orleans attitude, but he gets dangerous when annoyed. He founded the Pentagon and has held the group together during bad times. He has total faith in his team and lets them operate almost hands-off. He's the contact man—he knows lots of people and can get his hands on just about anything. If it exists, Pounder can find it and smuggle it to you.

B 6 **Q** 3 **S** 5 **C** 2 **I** 3 **W** 4 **E** 5.5 **M** 0 **R** 3

INIT: 3 + 1D6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 3/3

Race: Dwarf

Active Skills: Assault Rifle 4, Car 4, Edge Weapons 4, Etiquette 2 (Smuggling 6), Gunnery 5, Leadership 5, Pistols 4, Stealth 4, Throwing Weapons 4, Unarmed Combat 5



Knowledge Skills: Merchandise Inspection 5, New Orleans Politics 5 (Mafia 7), Salish Shidhe 2 (Read/Write 0), Smuggler Havens 6, Smuggling Routes 7

Weapons:

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

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

FN-HAR [Assault Rifle, 8M, SA/BF/FA 35(c), smartlinked]

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

Survival Knife [7L]

2 defensive grenades [10S]

Armor: Lined Coat [4/2], full suit of forest camo [3/2]

Cyberware: Smartlink

Gear: Survival kit

Breetva

Breetva (Russian for "razor") is a native Russian whom Pounder met on a smuggling run into Vladivostok. Breetva's ability to negotiate an excellent deal impressed Pounder; he was even more impressed when she killed her double-crossing suppliers for foolishly attempting to take advantage of her. Convinced she would make a perfect addition to the team he was putting together, Pounder brought her to New Orleans. Breetva is the team's negotiator (thick accent and all). She handles the deals, and so far she has gotten the Pentagon top jobs and exchanges. She is a brunette of average height, with a rock-hard body and a rep for being able to drink everyone under the table. In New Orleans, that reputation is constantly challenged.



B **Q** **S** **C** **I** **W** **E** **M** **R**
 5 4 (5) 5 (6) 3 4 3 1.96 0 4 (6)

INIT: 4 (6), + 1D6 (2D6)

Dice Pools: Combat 6

Karma Pool/Professional Rating: 3/3

Race: Human

Active Skills: Car 4, Cyber-Implant Combat 1 (Spurs 6), Edged Weapons 4 (Knife 6), Etiquette 3 (Smuggling 6), Gunnery 4, Intimidation 4, Leadership 3, Negotiations 8, Pistols 6, Stealth 3, Throwing Weapons 3, Unarmed Combat 4

Knowledge Skills: Merchandise Inspection 6, Russian 4 (Read/Write 2), Smuggler Havens 6, Smuggling Routes 4, Yakuza Politics 3

Weapons:

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

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

Remington Roomsweeper [HP, SA, 9M, 8(m), smartlinked]

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

Ceska Black Scorpion [MP, SA/BF, 6L, 35(c), smartlinked, folding stock (-1 recoil)]

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

Retractable Spurs [HTH, no Reach bonus, 6M]

Survival Knife [8L]

2 defensive grenades [10S]

Armor: Armored Jacket [5/3], full suit of forest camo [3/2]

Cyberware: Cybereyes [low-light], Muscle Replacement 1, Reflex Trigger, Retractable Hand Spurs (alphaware), Smartlink (alphaware), Wired Reflexes 1

Gear: Survival kit

Heeley

Heeley is the Pentagon's rigger. He'd put his heart and soul into his GMC Banshee, which he named Creole Lady. When the player characters meet him, his Lady has been smashed into its component parts, and he's somewhat depressed about that. Though well into his thirties, Heeley looks about twelve. He has been with Pounder the longest; the two of them used to act as middlemen in New Orleans between pirates (who didn't want to dock) and smugglers (who had no desire to go out to sea). Heeley speaks with a heavy Creole accent, and it is often difficult for those outside the team to understand him.

Heeley uses his looks to his advantage. He loves to act like a newbie rigger to get people into betting competitions—having Breetva on his side has gotten him out of many a jam when his marks discover that they've been had.

B **Q** **S** **C** **I** **W** **E** **M** **R**
 5 6 4 3 6 5 2.24 0 6

INIT: 6 + 1D6, Rigging INIT: 10 + 3D6

Dice Pools: Combat 8, Control 10

Karma Pool/Professional Rating: 3/3

Race: Human

Active Skills: Car 5, Car (B/R) 4, Computer 3, Electronics 5, Etiquette 3 (Motorheads 6), Ground Vehicles (B/R) 4, Gunnery 5, Motorboats 4, Pistols 3, Vector Thrust Vehicles 5 (GMC Banshee 7), Vector Thrust Vehicles (B/R) 5



Knowledge Skills: Jazz 3 (New Orleans 5), NAN Border Patrol Tactics 6, Smuggler Havens 6, Smuggling Routes 8

Weapons:

Ceska Black Scorpion [MP, SA/BF, 6L, 35(c), smartlinked, folding stock (-1 recoil)]

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

Survival Knife [6L]

Armor: Full suit of forest camo [5/3]

Cyberware: Cybereyes (flare compensation, low-light and thermographic), Datajack (alphaware), Smartlink (alphaware), Vehicle Control Rig 2

Gear: Survival kit

Red-Scale-Snake

Red-Scale-Snake and her sister Night-Strike-Woman are twin orks from the Pueblo Corporate Council. They were Pounder's first shipment—exotic sex slaves for a rich CAS landowner, whom they killed almost upon arrival. They subsequently ended up homeless in New Orleans, where Pounder found them. Feeling responsible for their fate, he asked them to work with him, as he had no magical back-up and saw how well they worked together. Since that day, Pounder has had no stomach for the slave trade. Red and Strike never bring it up.



Red-Scale-Snake's totem is Snake, and her shamanic mask marks her skin with gray, silver and black scaled bands that spread outward in circles from her mouth. Her eyes become slits and she delivers her spells in a sibilant hiss. She has long red hair that reaches almost to the ground when combed straight out, customarily held up by a snake bone. She also has a habit of peeling dry skin as if she was molting, which outsiders frequently find disturbing (her buddies in the Pentagon are used to it). Generally pleasant, she appears to have suffered no ill effects from her brief time as cargo, though she clearly enjoys her freedom.

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

INIT: 3 + 1D6, Astral 23 + 1D6

Pools: Astral Combat 7, Combat 6, Spell 5

Karma Pool/Professional Rating: 3/3

Race: Ork

Active Skills: Aura Reading 5, Biotech 4, Conjuring 6, Negotiation 3, Pistols 2, Projectile Weapons 1 (Crossbow 5), Sorcery 5, Stealth 4

Knowledge Skills: Magical Background 4, Pueblo 5

(Read/Write 2), Pueblo Tribe Chants and Dances 5, Reptiles 2 (Snakes 6), Swamp Territory 2

Totem: Snake (+2 dice for detection, health and illusion spells, +2 dice for Mountain Spirits, -1 die for all spells cast during combat)

Spells: Analyze Truth 3, Antidote Toxin 5 (f), Hibernate 3 (f), Ignite 4, Manabolt 5, Magic Fingers 4, Mask 4, Shadow 4, Stunball 4, Treat 5 (f)

Weapons:

Colt America L36 [LP, SA, 6L, 11(c)]

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

Medium Crossbow [6M] with 20 bolts

Range (TN): 0-15 (4), 16-60 (5), 61-150 (6), 150-250 (9)

Survival Knife [7L]

Armor: Lined Coat [4/2], real leather painted with a hognose snake pattern (also called the puff adder) [2/1]

Gear: Survival kit; wooden wand carved in the form of a snake (Power Focus 2); necklace of colored glass beads (Manipulation Spell Focus 3); 3 pouches filled with powdered herbs, molted snakeskin and snake skull [these act as fetishes for health spells, noted above with (f); all three items reduce Drain]

Night-Strike-Woman

Night-Strike-Woman is bigger and stronger than her minutes-younger sister and protected Red when they were children. She follows her sister's lead now, knowing that Red is wiser than she in the ways of Snake. Strike rarely talks, letting Red do it for both of them. The sisters' brief time as slaves left more of a mark on Strike; being sold by an unscrupulous tribal leader shattered her image of the tribe she had loved and trusted. Pounder's willingness to help the sisters restored some of her faith, however. Of all her travels as a smuggler, she most loves the trips into tribal lands, where she can hear the stories and legends of the different peoples. She especially loves the mixing of "tribes" in New Orleans, where she can hear African, South American and Caribbean legends and lore.

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

INIT: 4 (6) + 1D6 (2D6)

Dice Pools: Combat 6 (8)

Karma Pool/Professional Rating: 3/3

Race: Ork

Active Skills: Athletics 6, Biotech 3, Etiquette 2 (Tribal 3), Pistols 4, Projectile Weapons 3 (Crossbow 6), Stealth 6, Unarmed Combat 6 (8)

Knowledge Skills: Magical Background 4, NAN History 4, NAN Lore 2 (Pueblo 5), Pueblo 5 (Read/Write 2), Pueblo Tribe Chants and Dances 6

Powers: Combat Sense 2, Improved Ability (Unarmed Combat) 2, Improved Reflexes 1, Killing Hands (M), Missile Parry, Pain Resistance 2, Rapid Healing 2

Weapons:

Ceska Black Scorpion [MP, SA/BF, 6L, 35(c), smartlinked, folding stock (-1 recoil)]

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



Heavy Crossbow [8S] with 20 bolts

Range (TN): 0-40 (4), 41-120 (5), 121-320 (6), 321-480 (9)
Survival Knife [10L]

Armor: Lined Coat [4/2], real leather painted with a hognose snake pattern by Red [2/1]

Gear: Survival kit, medicine pouch (non-magical tribal fetishes)

THE OLD ONE

The Old One is a man-of-the-woods, a rare and powerful forest spirit that has somehow become attached to the physical plane. He normally appears as a smaller-than-average human dressed in tribal clothing. He can also appear as a deep patch of shadow, a walking tree, or a talking woodland animal. When assensed, the man-of-the-woods appears as a flickering, shimmering humanoid. More free-willed than the average nature spirit, these beings can leave their domains but cannot exercise all of their powers outside their territory.

The man-of-the-woods defies the conventions of magic. This spirit is not conjured, but appears at its own whim. Dispelling a man-of-the-woods means removing it from the physical plane for a number of hours equal to the Force of the banisher. It then returns, usually angry and looking for revenge.

The motives of a typical man-of-the-woods often seem alien and incomprehensible to metahumanity, and the Old One is no exception. The gamemaster decides exactly what the Old One's motives are (see *The Old One*, p. 46). The Old One will not die in combat but will leave for the metaplanes if he takes too much damage and return later to begin his plotting anew. He makes an excellent recurring character, turning up in various forms and with various attitudes to plague the player characters.

B	Q	S	C	I	W	E	M	R
12	8 x 2	9	7	7	7	7/A	—	7

INIT: 17 + 1D6, Astral 27 + 1D6

Dice Pools: Astral Combat 10, Combat 11

Karma Pool/Professional Rating: 4/3

Attacks: 7S

Powers: Accident (Domain), Concealment (Domain), Confusion (Domain), Fear (Domain), Immunity (Normal Weapons), Magical Guard, Materialization, Movement, Weather Control



KAZTOK

Kaztok is taller, fatter, and a touch smarter than the average troll, which makes him an excellent leader of the newly formed Tooth Warriors and the perfect patsy for the Old One. He has dreams of power and is therefore easily manipulated. Frustrated as smugglers come into the Tooth and leave with "the good stuff," dissatisfied with what the smugglers leave behind but lacking the courage or willpower to act, he spends most of his time drinking and plotting how he'll knock the smugglers down a peg. He finally gets his chance when he sees an Ares Dragon crash. While scavenging the wreckage, he comes across the Old One.

The Old One convinces Kaztok that he is under the troll's command, giving Kaztok the muscle to overpower and rip off various smuggling teams. Through intimidation, the power of the

Old One, and the lure of being able to play with stuff they could never afford, Kaztok gathers more disenfranchised trolls and orks to his side as the Tooth Warriors. Under his leadership, the Tooth Warriors have been waylaying smugglers in the Tooth for a month before the player characters and the Pentagon arrive.

B	Q	S	C	I	W	E	M	R
11 (12)	3	9	3	3	5	6	—	3

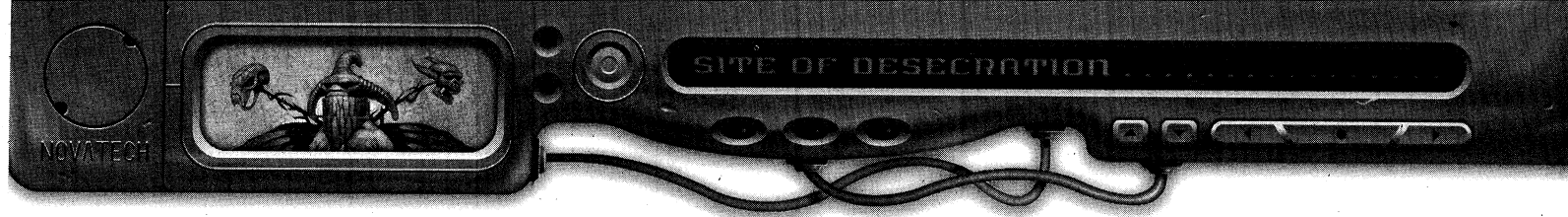
INIT: 3 + 1D6

Dice Pools: Combat 5

Karma Pool/Professional Rating: 2/3

Race: Troll

Active Skills: Edged Weapons 2 (Knife 4), Intimidation 5, Leadership 2, Negotiation 2, Pistols 5, Rifles 5, Unarmed Combat 5



Knowledge Skills: Cascade Mountains Terrain 6, Cascade Ork Lore 4, Salish Shidhe Politics 2, Smuggler Trading 3, Smuggling Routes 2

Weapons:

Ares Predator [HP, SA, 9M, 15(c)]
 Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)
 Leadership Staff [11M, Stun, +1 reach bonus]
 Survival Knife [11L, +1 reach bonus]

Armor: Lined Coat [4/2]

Gear: Camouflage clothing under leather coat; carries a Leadership Staff that looks like part of the rudder from the Ares Dragon's landing gear

THE TOOTH WARRIORS

B	Q	S	C	I	W	E	M	R
8 (9)	2	7	2	2	2	6	—	2

INIT: 2 + 1D6

Dice Pools: Combat 3

Karma Pool/Professional Rating: 1/1

Race: Troll

B	Q	S	C	I	W	E	M	R
6	3	5	2	2	3	6	—	2

INIT: 2 + 1D6

Dice Pools: Combat 4

Karma Pool/Professional Rating: 1/1

Race: Ork

Active Skills: Edged Weapons 1 (Knife 2), (Choose one: Pistols 5, Rifles 5, Shotguns 5, or Unarmed Combat 5)

Knowledge Skills: Cascade Mountains Terrain 6, Cascade Ork Lore 4

Weapons (based on Active Skill):

Ares Predator [HP, SA, 9M, 15(c)]
 Range (TN): 0-5 (4), 6-20 (5), 21-40 (6), 41-60 (9)
 Remington 750 [Rifle, SA, 7S, 5(m) with laser sight]
 Range (TN): 0-100 (3), 101-250 (4), 250-500 (5), 501-750 (8)
 Defiance T-250 [Shotgun, SA, 10S, 5(m)], long-barrel version
 Range (TN): 0-10 (4), 11-20 (5), 21-50 (6), 51-100 (9)
 Survival Knife [9L, +1 reach bonus for trolls; 7L for orks]

Armor: Real Leather [2/1]

Gear: Anything required for good storytelling

Crescent Eye

Crescent Eye is a farmer caught between a rock (the Tooth Warriors) and a hard place (loyalty to the Black Dogs). He doesn't mean to cause trouble, but he is also a man of conscience who opposes Kaztok's plans.

B	Q	S	C	I	W	E	M	R
5	3	4	2	2	3	6	—	2

INIT: 2 + 1D6

Dice Pools: Combat 4

Karma Pool/Professional Rating: 1/1

Race: Ork

Active Skills: Rifles 1, Shotguns 1, Unarmed Combat 1

Knowledge Skills: Farming 3, Salish Shidhe Politics 2 (Cascade Politics 4)

Gear: Leather Jacket [2/1]

SHADOWLORE

Gamemasters can find out more information on smuggling and magical threats in various *Shadowrun* sources. *Cyberpirates* (FASA Product #7124) covers the basics of piracy and smuggling, including examples of how and why smugglers operate. *Target: Smuggler Havens* (#7215) describes overland smuggling throughout North America, including the routes taken by the Pentagon; it also contains border-crossing encounters for all the North American nations, as well as a detailed description of the smuggling scene in New Orleans. *The Underworld Sourcebook* (#7123) features major criminal organizations in the world of *Shadowrun* and can help give depth to any smuggling operation.

The Shadowrun Gamemaster Screen (#7002), which includes the *Critters* book, is useful for any gamemaster who wants to add more creatures and animals to adventures and campaigns. The adventure set *Predator and Prey* (#7324) takes runners out of the sprawl and pits them against various paranormal animals.

For more information on magical threats, as well as rules for enchanting and telesma, see the Third Edition sourcebook *Magic in the Shadows* (#7909). Finally, *New Seattle* (#7216) contains in-depth background on the Pacific Northwest and its relationship to the Seattle sprawl.

First Run! features three complete adventures that help novice gamemasters and players learn the rules of *Shadowrun, Third Edition*

IN THE SHADOWS YOU LEARN OR YOU DIE

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