



SHADOWRUN

MISSIONS

ANCIENT RUMBLINGS

0603

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STILL MISSING

Nick Ryder put his head between his hands, groaning. "You OK there, Detective?" the bartender asked. A slightly overweight elf, Jim had been the bartender at the Brass Star for several years now and knew the look on Nick's face all too well. It was yet another of those nights. "No, I'm not OK, Jim. Haven't been for a long time." He drained his whiskey glass and set it down on the counter just a little too hard. He motioned for another, then waved at the small stack of folders in front of him. "Missing-persons cases. A dozen of them, and that's just in the last couple months. Just the ones that get reported. The SINners. God only knows how many SINless went missing in that time period, how many of the poor slots in the CZ. Or how many SINners just never got reported or the corps are keeping under wraps. "This job is killing me. This town went to hell two decades ago, and we just refuse to admit it." As Jim set another whiskey down in front of him, Nick knocked that back as well, slamming the glass onto the bar harder this time. Yep, definitely one of those nights. "For every person we save, a dozen more slip past us." "Maybe you should take it easy, Nick?" the bartender said as Nick motioned for another refill again. "The thing is," Nick began, his hands nervously gestulating in front of him. Jim rolled his eyes and took his time getting Nick's refill. He couldn't cut him off this early, but he could do his damndest to slow him down a little. "The thing is; there's shit out there still. We all know that. Sure, the damn creepy-crawlies aren't popping out of every sewer grate like they used to back in the bad old days, but we all know some of them are still around. There's a reason the mayor kicked Ares to the curb, ya know?" "Why's that?" Jim asked calmly. He set the next drink down just slightly out of Nick's reach, forcing him to move a bit to get it.

"Because they came in, they played the big damn heroes, right? Made the rest of us all feel like chumps. They wall up downtown overnight, BAM, just like that!" Nick downed the next shot and slammed down the glass again, punctuating his "BAM" with the sound of the glass hitting the bar. "Take it easy with the glasses, Nick, would ya?" Jim shook his head. "So they come in, wall up the city, and then sit there saying 'Look how cool we are!' till one day they start hosing everything down with their magic goo. And suddenly 'poof!' the bugs are suddenly all gone? I don't think so!" Nick slammed another glass and waited for the next one before continuing. "See, the thing is the goo just made them run and hide. It didn't get 'em all. They're just hidin' now. Hidin', waitin', and stealin' our people. Making more of 'em." So much whiskey in so little time was quickly having an effect on even a veteran drinker like Nick, and his words slurred together. "Have you seen any bugs lately, Nick?" Jim asked. He'd done this song and dance before, so he just had to ride it out. He poured another drink as Nick waved at him again. "Well, no." Nick replied. "I guess not. But that's 'cause they're hidin'!" "Or, maybe this is just a big city, and this sort of thing unfortunately happens in every big city?" "Or maybe ..." Nick squinted at Jim. "Yeah, maybe that too, I guess. But why can't I find these people? Help them? Protect them?" Nick's head drooped and he rested his forehead on the edge of the bar. Jim could hear him still mumbling to himself, about missing kids and innocent girls, and shook his head. He didn't envy Nick his job. He activated his commlink and called a cab for Nick.

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INTRODUCTION

SRM 06-03: Ancient Rumbings is a *Shadowrun Missions* living campaign adventure. Full information on the *Shadowrun Missions* living campaign is available at shadowruntabletop.com/Missions and includes a guide to creating Missions characters and a regularly updated FAQ. All maps, player handouts, and other playing aids are found at the end of this document.

PREPARING THE ADVENTURE

SRM 06-03: Ancient Rumbings is intended for use with *Shadowrun, Fifth Edition*, and all character and rules information refers to the Fifth Edition of the *Shadowrun* rules.

ADVENTURE STRUCTURE

SRM 06-03: Ancient Rumbings consists of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell It to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the

scene, but does not contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and other suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best *Shadowrun* game you can for your players. *Shadowrun Missions* adventures are designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. You should leave at least 15-20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' **Debriefing Logs**. (Make sure that you have enough copies of the **Debriefing Log** for this adventure to give one copy to each player after running the adventure.) This section offers some guidelines you may find useful in preparing to run *SRM 06-03: Ancient Rumbings* (or any *Shadowrun Missions* adventure).

STEP 1: READ THE ADVENTURE

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and you can adapt things smoothly.

STEP 2: TAKE NOTES

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points (so you can see them all at a glance), the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

STEP 3: KNOW THE CHARACTERS

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

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STEP 4: DON'T PANIC!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or you just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

STEP 5: CHALLENGE THE PLAYERS

Gamemasters should challenge the players but should not generally overwhelm them. This is not to say that games cannot be deadly. If the characters die through their own actions and repercussions of those actions, then so be it. But the idea is to challenge the players and their characters, not to overwhelm them. If the enemies and challenges are too light for the characters present, then increase them. On the other hand, if the characters are badly outmatched by the enemies, then tone them down. Make things difficult but not impossible.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, glitches, critical successes, and other common mechanics are described in *SR5* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily be comprised of a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall because of such complications, show flexibility and use your best judgment in how you lead them back to the plot.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups, and include most of the skills and the gear they have access to.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, es-

BACKGROUND COUNTS

Background counts impose a negative dice pool penalty equal to their rating for all tests that are linked to or utilize magic in any way (i.e., spellcasting, summoning, assensing, any test made while astrally projecting, and any active skill that benefits from active adept powers such as killing hands, critical strike, great leap, or improved skills, etc). Dual-natured creatures and spirits suffer this penalty to all actions.

Aspected background counts grant a boost to any limit that utilizes magic in any way (see above) to any metahuman, spirit, or dual-natured creature that matches the aspected domain. This includes spellcasting Force limits, so spellcasters need to be careful as it can be hard to control the additional surge of mana. Any magically active being that does not match the aspected domain should treat this as a normal background count and suffer penalties.

Background counts above 12 are called either a flux (for aspected domains) or a void (for magically dead zones), and are very dangerous. Any being that is magically or astrally active in any way (dual natured, astrally perceiving, casting a spell, has an active adept power, has an active foci, etc.) takes background count – 12 unresisted Stun Damage each turn that they are active and exposed to the flux or void.

pecially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to **Helps and Hindrances** (p. 378, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

MISSION DIFFICULTY

Gamemasters are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steam-rolling the opposition, add one or two enemies to the fight. Missions should be difficult and something of a challenge, but should not be insurmountable.

A simple method for adjusting difficulty is to simply increase the dice pools and Professional Ratings of the enemies. A simple +1 or +2 to all combat and defense tests gives enemies a minor boost in power, while a +3 or 4 will make them truly formidable. Adding to their Professional Rating will give them a larger group Edge pool to draw from, and gamemasters are encourage to use this Edge when logical.

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Often a combat scene will tell you if it's supposed to be challenging or is simply there to serve as filler or a minor obstacle that the players should steamroll through. When possible, use this as a guide to know when to tweak the enemies and encounters. If it doesn't say, assume the scene should present a challenge to the power levels of the players.

A NOTE ON LOOT AND LOOTING

Gamemasters should be careful what they allow players access to, because they can and will try to steal everything not nailed down (and even then, they often have pry bars and claw hammers to deal with those nails). *Shadowrun Missions* operate under the assumption that two players who have run the same missions will have roughly the same amount of resources available to them (give or take some negotiation and a little bit of minor loot fenced), so when players are able to steal and fence a lot of gear or are able to get their hands on high-priced vehicles, cyberdecks, or foci, it can unbalance the game and make it unfair to players who didn't have the opportunity to get those items. Gamemasters should avoid letting the players get into a position to do high value looting whenever possible.

CHICAGO, THE CZ, NOISE, AND BACKGROUND COUNTS

While for many the Chicago and the Bug City Containment Zone are synonymous, the CZ holds less than 1/3 of the total landmass of the city of Chicago proper, not counting suburban areas and farmlands connected to the city. But the CZ is still big, and it is the rotted, gutted, feral heart of the Windy City. It starts at 115th Street to the south and runs nearly 30 km North way to Belmont Avenue to the north, and reaches from the Lake Michigan an average of fifteen kilometers to Harlem Avenue to the west. A mass of torn down buildings and hastily-erected barricades were added to and reinforced over the three-year period that the Containment Zone was in effect, and even now nearly twenty years later this barrier stands as an imposing divide between the Zone and the outside world. Anyone can supposedly freely travel between the Zone and Chicago proper, but Lone Star watches those coming out and the gangs and warlords watch those going in very closely.

Between the Cermak Blast, the bugs, the debilitating effects of FAB III, and years of death and metahuman misery, astral space in and around the Zone is horrible. Unless otherwise noted in the scene, assume a default background count of 2 anytime characters are within the Containment Zone. The count will fluxuate wildly at times, so players should expect to encounter everything from high background counts and mana voids to various aspected backgrounds and mana warps (see

Background Count sidebar for full rules; note that future *Shadowrun, Fifth Edition* rulebooks may supersede these rules). Areas of Chicago outside the CZ may also suffer background count bleed from the Zone.

Besides the background count, the CZ is a virtual nightmare for deckers and technomancers. The persistent low-level background radiation coupled with a distinct lack of modern matrix broadcasting equipment through the area results in a high level of constant background Noise that makes even basic matrix communication difficult. Noise levels will vary from area to area, but unless otherwise specified in the scene, assume a default Noise level of 2 anytime the characters are within the Containment Zone.

PAPERWORK

After running a *Shadowrun Missions* adventure, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's **Debriefing Log** to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 372, SR5).

The second is to make sure that all players have updated their character's **Mission Calendar**. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.

Finally, once an adventure is completed gamemasters should head over to the official Shadowrun forums at <http://forums.shadowrun tabletop.com> and look in the *Shadowrun Missions* section. There will be a section to post the outcome of the Missions adventure. Future adventures will be affected by these results. Without gamemaster feedback, the PCs' exploits will be unable to affect the campaign.

MISSION SYNOPSIS

Simon Andrews hires the runners to do a simple dive into an old Fuchi-America research facility ruin to see if they can find some tech rumored to have been developed there. The facility is barely standing, and the mission is a bust. As the runners leave, Becky 99 and several members of the Desolation Angels burst into the building to find some shelter from a firefight they are in with members of the Ramblers, a go-gang that owns I-294 and I-80 in Southside. Becky has been searching for her missing "little sister" Tasha; while searching, she ran afoul of the gang and is in a little over her head. She

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asks the runners for help, both with getting out of her current jam and with searching for Tasha. She thinks a gang or group in the Zone abducted her, possibly as leverage against the Desolation Angels and their growing power in the Zone.

Becky 99 gives the runners a few leads to track down, running through several gangs and groups that operate in the Containment Zone. Eventually these clues lead them to a person known only as the Altar Boy, a figure who has been active in the Zone for the last few months and has been attracting a bit of a cult following, though his motivations are unknown. The runners track Altar Boy down to an old abandoned storefront. There they find Altar Boy and a group of the elven gang, the Ancients, holding a knife over a young dwarf girl tied to an altar in what looks to be a strange, alien-looking ritual circle. The Ancients are acting obviously strangely, moving in a mechanical fashion with empty, blank stares, while Altar Boy looks positively maniacal. He attempts to sacrifice the dwarven girl, then escape, using the Ancients as fodder to cover his escape. Sadly, Tasha has been dead for days before the runners ever arrive, but they may be able to save one innocent young girl.

Ultimately, the adventure is a failure for the runners. They return empty handed to Simon Andrews, having come up with nothing from the Fuchi facility, and they

are unable to rescue Tasha from Altar Boy, probably their first real failure in Season 5.

Gamemaster's Note: The first portion of this adventure is a setup to get the players into the action, but it looks like it could be a big run in and of itself. Don't let the runners get too bogged down in preparation and planning for this section. Move them along to **Scene 3: An Angel in Need** as quickly as possible to leave your group as much time as possible.

Scene 1:

LOUNGE LIZARD

SCAN THIS

Simon Andrews (see **Cast of Shadows**) contacts the runners to hire them for a simple job. Rumor has it that Fuchi-America was working on a radically different version of the standard ASIST technology used back in the '50s.

TELL IT TO THEM STRAIGHT

You're kicking back, wondering if a job will come your way anytime soon or if you get to relax this weekend.

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You're ready to turn on the trid and watch either reruns of "Tales of the Deathgun" or try the new sitcom "Troll for Hire," based on the down-and-dirty trog humor of troll funnyman John "Horny" Horniwicz, when your commlink beeps at you. Glancing at the display, you recognize the number of a rather unusual individual: the lizard changeling Simon Andrews.

"Right, let's get right to it, shall we?" Simon says without preamble in his distinctive sibilant London accent when you answer. "I need a few good deniable assets for a quick dungeon dive into the Containment Zone. You interested? Of course you are! This is what you do, and you lot are pros. Meet me in two hours, 10 PM at the Buried Treasure in Southside, a few blocks west of the Zone. Its ladies' night, so any birds on your team should wear a bandanna. They're giving out some Captain Jack's Hypervodka for any that do."

ONCE THE RUNNERS ARRIVE AT THE BURIED TREASURE:

If you couldn't discern it from Simon's sales pitch, the Buried Treasure is a theme bar, and the theme is pirates. The building's exterior has a large neon sign depicting a pirate ship sinking a galleon, which is enhanced by sound and other visual effects in augmented reality. The single-story building has a large Jolly Roger flag flying over its roof. There doesn't seem to be much of a crowd tonight, and you can walk right into the place. The doorman looks you over, pats you down for weapons, and allows you in with anything heavy pistol sized or smaller after giving it an AR tag.

*If anyone attempts to sneak a weapon in, he or she makes a **Palming + Agility [Physical] Test** with a threshold of 3 to sneak it past the bouncer. Weapons larger than a heavy pistol suffer a -2 penalty, and anything assault rifle or larger is automatically spotted.*

The bar isn't very large. There's a dance floor big enough for maybe a dozen people, a bar with a dozen stools sits along one wall, and a half-dozen small tables and an equal number of booths line the wall on the opposite side of the dance floor. Pirate-style rock music blares from a couple tinny-sounding old speakers, and the smell of old cigarettes, stale booze, and sweat fills the air. This is not the highest class of es-

JACKPOINT SEARCH PROFILE...

THE BURIED TREASURE

11845 SW Hwy, Palos Heights, IL

A cheap theme bar in Southside just outside the CZ, the Buried Treasure themes itself as a pirate bar, complete with Jolly Roger flags, old nautical decorations, and cheesy pirate-themed drinks. The place used to be called "Pete's Pub," but when the owner lost his leg in an auto accident a few years back he decided to embrace his loss and rebrand. He goes by Peg-Leg Pete now, for obvious reasons. The place maintained a small uptick in clientele for a while.

- Pete's friendly with a few local shadowrunners as well, so he doesn't mind when local fixers use the place for business.
- Traveler Jones

tablishments. Only a dozen patrons grace the bar, and you can see the scaly, multi-colored lizard frill of your contact sitting at the head of two tables he's pushed together in anticipation of your arrival. He's wearing an eyepatch and has a stuffed parrot on his shoulder, obviously enjoying the atmosphere. He sees you walk in and waves you over.

"Glad you could make it! Sorry for the state of the pub; hard to find a good quality, low-class establishment around these parts. Sure makes me miss the Rubber Suit back in Seattle." He pauses a moment to chug down the last half-mug of beer and grimaces. "Weak swill, too. But never mind that. You didn't come here to listen to my complaints. You're here about the money, so let's jump right in, shall we?"

BEHIND THE SCENES

Before the bugs wrecked Chicago, Fuchi-America and Truman Technologies were in a fierce battle to produce newer and better ASIST technology, the interface that allowed people to plug their brains into the virtual world of the Matrix. Fuchi-America was less than six months away from announcing ACCEL, a revolutionary breakthrough that would reinvent how ASIST was used. Unfortunately, when the bugs hit and the walls went up, all contact with the Fuchi-America facility was lost. Not a single one of the 300 men and women employed at the facility made it out of the CZ, nor

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were they found once the walls were opened again. By that time, Fuchi's internal problems had begun, and the project got lost in the subsequent corporate infighting and their eventual destruction in 2059.

Saeder-Krupp recently bought out Anderson Electronics, a company Fuchi once owned and, while going through their records, they found references to the ACCEL project. On behalf of S-K, Simon wants to hire the runners to head into the Containment Zone and check out Fuchi-America's old facility to see if any traces of the project still exist. Simon reveals the ACCEL project backstory if the runners ask.

Simon offers the runners 10,000 nuyen for the run, with 2,000 nuyen up front. A Charisma + Negotiation [Social] (3) Test increases the payout by 500 nuyen per net hit, to a maximum of five (5) hits, with the first 1,000 nuyen going toward the up-front payment, and the remaining 1,500 nuyen toward the final payout.

Simon is friendly and already a little drunk by the time the runners arrive, so he's having a lot of fun. He openly flirts with any runner with a Charisma of 4 or better, and halfway through discussing the run, he excuses himself from the table to approach a man and woman sitting at the bar next to each other. He leans in and talks to both of them for several minutes, then comes back smiling and smugly says, "I have a date with them later, so let's wrap this up."

Once the runners accept the run, Simon provides the facility's address (corner of W 111th St. and Ridge-land Ave.) and tells them it's close to the edge of the southwest corner of the Zone. It's one of the safer areas inside the Containment Zone since Lone Star occasionally sweeps it out.

PUSHING THE ENVELOPE

A group of four bar regulars challenge the runners to a drinking contest, with the winning group paying the other's bar tab. The bartender sets up rounds of his special house brew, what he calls "Blackbeard's Rum," which is roughly 151 proof. Every round each participant must resist a 4S DV using straight Body. Last person standing wins. Each drink costs 10 nuyen, and the regulars have run up a 600 nuyen bar tab already, so if the runners lose, they're on the hook for all the drinks for the contest, plus the regulars' prior tab. The regulars all count as having a dwarf's toxin resistance (+2 resistance dice) while the leader of the group, a grizzled blond dwarf named Gregor, gets both his natural dwarven resistance plus the built-up tolerance of the regulars, giving him a total of +4 bonus dice. Simon offers to judge the contest, and prevents magic used to cheat.

BURIED TREASURE REGULAR

(HUMAN, 3) (PROFESSIONAL RATING 1)

B	A	R	S	W	L	I	C	ESS
5	3	3	2	3	3	3	4	6

Initiative: 6 + 1D6

Condition Monitor: 11

Limits: Physical 4, Mental 4, Social 6

Qualities: Experienced drinker (+2 resistance to alcohol)

Skills: Chicago History 2, Etiquette 4, Local Bars 4, Negotiation 2

Gear: Meta Link commlink

GREGOR

(DWARF)

B	A	R	S	W	L	I	C	EDG	ESS
6	4	4	4	5	3	4	5	3	6

Initiative: 8 + 1D6

Condition Monitor (P/S): 11/11

Limits: Physical 6, Mental 5, Social 7

Qualities: Experienced drinker (+2 resistance to alcohol), Dwarven toxin resistance (+2 resistance to pathogens and toxins)

Skills: Chicago History 2, Etiquette 5, Local Bars 4, Negotiation 4, Throwing Weapons 4 (Darts +2)

Gear: Metalink commlink

DEBUGGING

The only thing that can really go wrong is if the runners turn down Simon. If this happens, skip to **Scene 4: A Quiet Moment** and have a wounded Becky 99 call the runners with a job offer to help her look for Tasha.

Scene 2:

CHASING GEESE

SCAN THIS

The runners head into the Containment Zone to check out the old Fuchi facility. The place is empty, abandoned, and there are no traces of the ACCEL project to be found. The run turns out to be a bust.

TELL IT TO THEM STRAIGHT

The Containment Zone is a curious thing. Despite being abandoned and forgotten, and despite the fact the hor-

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rors of the bugs are long gone (mostly), sometimes the city and the Star feel like it's still a threat and heavily guard all the access points in and out of the Zone. They rarely care when you're going in, but they check you out sixteen ways from Sunday when you come out. Well, really they're usually just looking for a big bribe, but the Star can and does make life hell for shadowrunners who operate with fake SINS, fake licenses, and decked out in gear even those fancy fake licenses won't cover. Fortunately for you, today doesn't seem to be one of those days. Today there's one bored Lone Star beat cop manning the checkpoint, and he simply waves you through without even looking up from the movie he's watching in AR.

True to Simon's word, this section of the Zone seems to be pretty clean. Sure, the buildings are all rundown, windows are largely busted out or boarded up, and some of the places are on the verge of collapsing, but the streets are mostly clear. There are only a few burned-out wrecks, and they're all pulled off the road completely. There's not much more than the usual trash, and it even seems like fewer squatters are hanging about. You could almost see yourself renting out a safehouse here. The only rough part is where I-294 running overhead has partially collapsed and blocked off a part of the road, but even that's been cleared enough to easily drive past.

WHEN THE RUNNERS ARRIVE AT THE FUCHI-AMERICA FACILITY:

This building was once a five-story office building, but those days are long past. The roof has caved in, and it's obvious anything from the third story up is inaccessible. A large parking lot capable of holding at least fifty cars sits to the north side of the building with over two dozen ancient and ruined vehicles; two decades old dust and rust envelope them. The pavement is cracked and disintegrating as weeds grow up through them, trying to reclaim the urban landscape. The building sits dark and forlorn, with most of the windows boarded up. Graffiti covers every surface, but rather than the usual gang tags, racial slurs, and bad attempts at street poetry and art, most of it appears to be warnings. A lot of death's heads and warnings to "Stay Out!"

Across the street you can see the easternmost edge of the Holy Sepulchre Cemetery, a crumbling cemetery over half a kilometer wide and nearly two kilometers long. Between the unnatural stillness in this area of the Zone and the abandoned cemetery looming behind you, a shiver runs down your spine.

BEHIND THE SCENES

The Fuchi-America building is an abandoned wreck. There are few squatters living in and around this block, and no gangs operate regularly in the immediate area. If the local squatters are questioned, most simply say the area gives them an uneasy feeling and they don't like it here, even if there is a lot of room. If the runners are persistent, the third squatter they speak with is an older woman who has been here for years. In exchange for some food, some nuyen (hard currency or certified credstick only), or some booze (she's a shrewd old negotiator when it comes to street goods), she tells the runners that years and years ago, there were stories about people going missing around here, and strange noises coming from that "creepy old building," referring to the Fuchi-America building. As far as she knows, no one has gone in or out of the building in years.

The area around the Fuchi-America building has a background count of 2, like most of the Zone. However, it feels even more sickly and strange than usual, though any runners attempting to assense the area won't know why, as the background count just feels muddy and diseased.

The building gives off no wireless signals. There are no lights on anywhere. Two side employee entrances and the rear loading bay are all shut and locked. The main entrance was once a set of glass double doors with glass panes to either side, but boards replace the glass, and one door stands slightly ajar, occasionally moving slightly as a breeze blows past.

Inside, the building is completely abandoned and empty. It's also completely filthy and an overpowering putrid stench fills the air, a rotten-meat smell that seems to have seeped into the building's very walls and floors. Any runners without some sort of air filtration system have to make a Composure (3) test (Charisma + Willpower), or be at a -1 penalty while inside the building. Glitching or critically glitching this test forces the runner to flee the building, puking and gasping for air.

The first and second floors are completely trashed. Furniture and equipment is shredded, broken, and destroyed. The walls are covered in mildew, filth, and mold. The carpeting has rotted mostly away, and the flooring on the second story feels like it could give way at any moment. Heavier characters (trolls or any character with a Body of 6+) need to make a Gymnastics + Agility [Physical] (2) Test to avoid falling through weak spots. Each floor is four meters tall, so anyone falling needs to resist a DV 4P with a -4 AP. It's difficult to tell how the floors were once used, though at a guess it was mostly as offices, cubicles, and storage areas.

The background count here is stronger: Rating 3. An Assensing + Intuition [Astral] (4) Test reveals the background count is a mix of two flavors: death, and

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something alien to this world as well as the standard metaplanes—possibly insect spirits. Astral space almost seems broken, though, so it's impossible to tell. Something did some massive damage to it.

The building was once shielded to block incoming and outgoing signals, allowing the company to control and monitor all communications going in and out of the building. The shielding was designed for older cell phones and pocket secretaries; between that and the building's damaged state, wireless signals aren't completely blocked. The first and second floors should be considered to have a Noise of 4.

Stairs lead down to a basement level with a long hallway that runs the length of the building. Again, the power's not working so there are no lights and no light sources, so even low light doesn't help. There are three doors, one each on the north and south side of the hallway about 30 meters in, and one at the far western end of the hall sixty meters down. Down here the background count is a 4, and the Noise is 6, as there are fewer gaps in the old shielding.

The northern doorway leads into an old computer server room that has been completely torn apart. The remains of more than five dozen old computers and server towers are strewn around the room. Searching the room thoroughly and sifting through all the computer parts takes twenty minutes, but yields nothing useable. It almost looks like every piece of technology was deliberately broken and shattered.

The southern doorway opens into what can only be described as an ancient burial chamber. It's hard to tell what this large room was once used for, as no furniture or equipment remain in the room. Instead, at the center, a massive bone pile stands a meter high and spreads out for more than ten meters from the center. There are easily over one hundred victims in the pile. Inspecting it reveals that some bones seem strange, twisted or elongated in unnatural ways. The skull of what seems to be a troll lies near the edge closest to the runners; it has unnatural, bony protrusions jutting out from the jaw, almost like a set of mandibles. Along the sides of the walls are a dozen dry and hard lumps, which resemble man-sized raisins, but feel like plastic or resin to the touch. Breaking one open reveals a twisted skeleton inside. There is nothing useful to be found in this room.

The far western door opens into what appears to have been a large "clean room" at one point. There is a small decontamination chamber, ruined like the rest of the building, and beyond it is a moderately sized room you can tell was once painted a bright white. The equipment in here also lies in ruins, and has been pushed up against the walls. Most of the floor has been dug out, and it looks like a tunnel once ran down and out of this room. However, the tunnel has long since collapsed, and is now only a two-meter-deep hole. At the bottom of the pit are several more skeletons, half buried in the collapsed tunnel.

DEVIL RAT

B	A	R	S	W	L	I	C	EDG	ESS	M
2	5	5	1	3	2	5	5	2	6	4

Initiative: 10 + 1D6
Movement: x1/x2/+1
Condition Monitor: 9/10
Limits: Physical 3, Mental 4, Social 7
Armor: 0
Skills: Climbing 5, Perception 4, Running 2, Sneaking 6, Unarmed Combat 5
Powers: Animal Control (Ordinary Rats), Concealment (Self Only), Immunity (Toxins), Natural Weapon (Bite: DV 2P, AP —, -1 Reach)
Weaknesses: Allergy (Sunlight, Mild)

DEMON RAT

B	A	R	S	W	L	I	C	EDG	ESS	M
5	5	5	4	4	4	5	5	3	6	6

Initiative: 10 + 2D6
Movement: x1/x3/+1
Condition Monitor: 11/10
Limits: Physical 6, Mental 6, Social 7
Armor: 2
Skills: Exotic Ranged Weapon (Corrosive Spit) 5, Gymnastics 5, Perception 5, Running 3, Unarmed Combat 5
Powers: Animal Control (Devil Rats, Rats), Armor (2), Concealment, Corrosive Spit, Enhanced Senses (Low-Light Vision), Gestalt Consciousness, Immunity (Pathogens, Toxins), Natural Weapon (Claws: DV 5P, AP +1)
Weaknesses: Allergy (Sunlight, Moderate)

Shortly before Bug City, several good-merge cockroaches infiltrated the Fuchi-America building, and when all hell broke loose, they led their brethren to the building and took it over as a nest. They converted almost all of the building's three hundred employees into Cockroach flesh forms, and they routinely grabbed anyone foolish enough to come near the building. When Ares dropped FAB-III on the city, this building was one of the first hit. Many cockroaches were caught, hosed down and killed in the central nesting chamber (the southern room with all the bones). A large number attempted to escape through the tunnel under the building, and when Ares chased them, they collapsed it. The building has been abandoned ever since, but the alien background count, coupled with ghost stories the squatters and survivors passed around, ensured the building stayed empty ever since.

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There are no working (or even intact) computers or hard drives anywhere in the building, and no physical files survived the past two decades. There are no signs of the ACCEL program to be found.

However, as the runners go to leave basement level ...

PUSHING THE ENVELOPE

A pack of twelve devil rats with a demon rat (gamma variant) leading them has taken up residence in a couple offices in the rear of the building. Runners who make too much noise, or who do a room to room search of the first floor, disturb them, leading them to attack. The demon rat is a particularly cunning old rat who has survived a long time and has learned a trick or three. She guides the pack to surround the team through stealth, using their Concealment powers to give them an ambush. She also enables the pack to use pack tactics as long as she's alive. Pack tactics add a +1 dice pool bonus to all Defense, Sneaking, and Unarmed Combat tests for each member of the pack (to a maximum bonus of +8 dice), and raise the Initiative and limits of the Pack by +1 each member, up to a maximum of +8.

DEBUGGING

Play up the creepy factor in this scene, and make the runners think they're about to be jumped at any point. Never tell them outright that this used to be a bug hive, but imply it strongly and make them think they're in for a nasty fight. However, this entire run is one big bait-and-switch to get them into the meat of the plot. Don't let them spend too much time on this, since the building is ultimately empty and there's nothing to be found.

Some players may be frustrated because the run ends as a failure. Failure and disappointment happen to runners sometimes, and they should take it with grace and aplomb. If they don't, and they don't give you the chance to continue on to the next scene and bring the rest of the adventure to them, take the player aside and assure them there is more to the adventure and there is more to do.

Scene 3:

AN ANGEL IN NEED

SCAN THIS

As the runners prepare to leave the Fuchi-America building, they hear gunfire outside. Becky 99 (see Cast of Shadows) and several wounded Desolation Angels stagger into the building, searching for a hiding spot.

When Becky 99 sees the runners, she sees an opportunity and asks them for help, either fending off the Ramblers go-gang outside, or finding a way for them to escape.

TELL IT TO THEM STRAIGHT

As you stagger toward the stairs, ready to leave the horrible blight and terrible sights in the basement behind, you hear gunfire coming from outside the building. Indistinct voices screaming out commands, the staccato of assault rifles, the roar of heavy pistols, and the growling of motorcycles can all be heard. Sounds like you're approaching a war zone.

BEHIND THE SCENES

The Desolation Angels are investigating a rash of missing people, including one of their own: the young girl Tasha, whom Becky 99 treated as a younger sister. She has a clue that a street gang is behind the abductions, and she believes one of their gang colors is green. She's investigating all the street gangs in Chicago that use that color, and her investigations led her to a go-gang, the Ramblers. While they appear to be innocent, they took offense at the criminal accusation and attacked Becky and her entourage. The DAs fled by vehicle, but it was destroyed two blocks from the Fuchi-America building, and they've been in a running firefight with the gang ever since. They're outnumbered two to one.

As the runners finish their investigation in the basement, the firefight reaches the front corner of the Fuchi-America building. Unless the runners have someone stationed outside or on the first or second floor watching the street, they are not aware of the fight until they're about to leave. Otherwise they have 3 Combat Turns before the DAs hide inside the building, and it takes 2 full Combat Turns to leave the basement and reach the front doors.

If the runners do not have spotters or lookouts, they hear shouts, the roar of motorcycles, and gunfire from outside once they reach the first floor from the basement. Then the front doors fling open and four be-draggled women come bursting in. If the runners have worked with Becky 99 before, they recognize her and she recognizes them. Otherwise a Gang Knowledge + Intuition [Mental] (2) Test recognizes the tattered leather jackets as those belonging to the street gang the Desolation Angels.

Becky 99 and crew immediately lower weapons to show they mean no harm. She looks at any runners with whom she's worked before and who have her as a contact and asks them for help. If none of the runners have her as a contact, she recognizes the one with the highest street cred (or a random runner if they're all even or have none) and addresses them instead. She and her girls accidentally instigated a fight with the Ramblers, a

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RAMBLER STREET GANGER (8)

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS
4	4	4 (5)	5	3	3	4	2	4

Initiative: 8 + 1D6 (9 + 2D6)

Condition Monitor: 10

Limits: Physical 7, Mental 5, Social 4

Armor: 12

Skills: Automatics 5, Blades 4, Perception 4, Pistols 4

Augmentations: Wired reflexes 1

Gear: Armor jacket, goggles (lowlight, smartlink), Harley-Davidson Scorpion, Renraku Sensei commlink

Weapons:

Ares Predator V [Heavy Pistol, Acc 5, DV 8P, AP -1, SA, 15 (c) w/ smartgun system, internal]

Ingram Smartgun X [SMG, Acc 4, DV 8P, AP —, BF/FA, RC 2(3), 32 (c) w/ folding stock, gas-vent system 2, silencer/suppressor, smartgun system, internal]

RAMBLER LIEUTENANT

(ORK)

B	A	R	S	W	L	I	C	EDG	ESS
6	5	5 (7)	5	3	3	5	2	1	3

Initiative: 10 + 1D6 (12 + 3D6)

Condition Monitor (P/S): 11/10

Limits: Physical 7, Mental 5, Social 4

Armor: 12

Skills: Automatics 5, Blades 4, Perception 4, Pistols 4

Augmentations: Wired reflexes 1

Gear: Armor jacket, goggles (low-light vision, thermographic vision, smartlink), Harley-Davidson Scorpion, Renraku Sensei commlink

Weapons:

Ares Predator V [Heavy Pistol, Acc 5, DV 8P, AP -5, SA, 15 (c) w/ smartgun system, internal, APDS ammo]

Ingram Smartgun X [SMG, Acc 4, DV 8P, AP -4, BF/FA, RC 2(3), 32 (c) w/ folding stock, gas-vent system 2, silencer/suppressor, internal smartgun system, APDS ammo]

DESOLATION ANGEL (3)

(PROFESSIONAL RATING 2)

B	A	R	S	W	L	I	C	ESS	M
3	4	5	3	5	5	4	6	6	6

Initiative: 9 + 1D6

Condition Monitor: 11

Limits: Physical 5, Mental 7, Social 8

Armor: 12

Skills: Blades 5, Conjuring skill group 4, Perception 5, Pistols 3, Sorcery skill group 4

Qualities: Hermetic Magician

Gear: Armor jacket, contacts (smartlink), Renraku Sensei commlink

Spells: Armor, Magic Fingers, Manabolt, Stunbolt

Weapons:

Ares Predator V [Heavy Pistol, Acc 5, DV 8P, AP -1, SA, 15 (c) w/smartgun system, internal]

Combat Knife [Blade, Acc 6, Reach —, DV 5P, AP -3]

SPIRIT OF AIR (FORCE 10)

(UNBOUND, 4 SERVICES)

B	A	R	S	W	L	I	C	EDG	ESS	M
8	13	14	7	10	10	10	10	5	10	10

Initiative: 24 + 2D6

Movement: x2/x4/+10

Condition Monitor: 13

Limits: Physical 12, Mental 14, Social 14

Armor: 20H (against normal weapons)

Skills: Assensing 10, Astral Combat 10, Exotic Ranged Weapon: Noxious Breath 10, Perception 10, Running 10, Unarmed Combat 10

Powers: Accident (20 dice pool vs. Reaction + Intuition), Astral Form, Concealment (-10 dice pool for 50 small or 10 large targets), Confusion (20 dice pool vs. Willpower + Logic), Engulf (18 dice pool vs. Strength + Body): Air, Fear (20 dice pool vs. Willpower + Logic), Guard (10 characters), Immunity to Normal Weapons (Armor Rating 20), Materialization, Movement (x/÷ 10), Noxious Breath, Sapience, Search (20 dice pool (5, 10 minutes))

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rough go-gang that runs this area of the city, while looking for her missing “sister,” Tasha. They’re outnumbered and were not prepared for a fight, and two of the Angels with Becky 99 are wounded already.

Becky 99 suddenly stops in the middle of speaking to the runners and looks around the building a little more carefully, assensing the place. “Drek,” she mutters. “Have you scouted the entire building yet?” Once the runners say they have, she sighs with relief. If they did not, she gets nervous and rushes further negotiations (giving the runners +2 dice to the Negotiation test, if they make one). She wants out of here, now. If the runners press her as to why, she gets a little pale and says “This was a cockroach hive—a big one, very big. They’re long gone, I think, but I’d rather be safe than sorry.”

If the runners can help them get out of this, either through stealth or combat, she can compensate them. She’s not eager for a fight and would prefer the stealth option, since her crew is wounded and she doesn’t want to aggravate things with the Ramblers any further. In either case, she offers 1,000 nuyen, plus another job offer after they’re safely away. A Negotiation + Charisma [Social] (2) Test yields 200 nuyen extra per net success, up to a maximum of 5 net hits.

Becky 99 currently has 6 boxes of physical damage and 4 boxes of stun damage. The two wounded DAs are both at 7 boxes of physical damage. Becky 99 already used a medkit and was magically healed, so she cannot be further healed.

There are eight Ramblers, all of whom are spoiling for a fight, but they have no magical support and they’re not the brightest crew. They watch the front exit for 5 Combat Turns before they even think to check for rear exits, at which point it takes them 2 more Combat Turns to circle around to the rear entrance and loading bay door. Teams that don’t dicker with Becky 99 over money and move out right away can slip out the back before the Ramblers make it there. Otherwise, the Ramblers set up a loose perimeter with two gangers guarding the rear, three out front, and one on either side. This leaves enough room for the runners to sneak out, utilizing stealth, invisibility, or spirits with Concealment.

Clever runners may be able to negotiate their way past the Ramblers if stealth fails (or is not an option). It takes some fast talking to convince the Ramblers to listen in the first place, but once they do, a Negotiation + Charisma [Social] (4) Test gets them past safely, so long as the runners suck up to the Ramblers a lot. Any show of force or threats angers the Ramblers and triggers a possible fight.

Becky 99 has a safehouse where she wants to go to hole up and talk strategy, or the runners can lead her to one of their safehouses. She doesn’t want to be out in public right now though; not until the Ramblers chill out some.

PUSHING THE ENVELOPE

To increase the difficulty, gamemasters can increase the number of gangers to allow for a tighter security perimeter. They can also move some of the gangers to the back immediately so the runners don’t get an opportunity to escape without stealth. Finally, the gamemaster can have the Ramblers decide not to wait at all and follow Becky 99 into the building, allowing just enough time for some quick negotiation (two rounds) before they come bursting through the doors, guns blazing.

DEBUGGING

The runners can do two things to hose up this scene: attack Becky 99 or try to assault the Ramblers. The latter is really only a problem with a small group or one that isn’t packing much firepower. The former could derail the rest of the adventure.

Should the runners attack Becky 99, she immediately hits the dirt, orders the other Desolation Angels to drop their weapons and do the same, and yells out that she surrenders. If they continue attacking, she calls up a Force 10 spirit of air to use Concealment and Movement to whisk her away to safety, using and burning Edge as needed to succeed and survive. The runners permanently lose Becky 99 as a contact (and earn her as an enemy, and they need to let any future *Missions* gamemaster know this, as it can and will directly affect many future adventures adversely). The adventure ends with them returning empty-handed to Simon.

If the runners decide to duke it out with the Ramblers, be careful to watch the time. They should largely bypass this fight, so if they waste too much time here they have trouble fitting in the necessary legwork and the final confrontation for the main section of the adventure. The DAs help as much as possible, but they’re in bad shape and just want to escape.

Scene 4:

A QUIET MOMENT

SCAN THIS

The runners head to a safehouse to regroup and figure out what to do next. They call Simon Andrews and let him know the run was a bust, and Becky 99 has a replacement job opportunity.

TELL IT TO THEM STRAIGHT

“Ahh, bollocks,” Simon says as you tell him the bad news. “It was to be expected though, I guess. I’m amazed anything is still in one piece in this town, con-

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sidering everything it's been through. I appreciate the effort, though. Keep the upfront money as a gesture of my thanks. I'd just pay you in full, since you did the job, but the deal was to bring me the data. And my boss would chew me out something fierce if I paid out this much for zero results, ya know? And considerin' my boss is Lofwyr, when I say 'chew me out,' that may just be literal. Sorry, guys. Next time you guys are at the Treasure, drinks are on me."

Well, you got a little bit of cred for scoping out a spooky building, so that's not too bad, plus a little extra for helping out some ladies in distress. And sometimes in this biz, this happens. Not every run pans out or pays out. Guess it's time to call it a day and grab some cold brews; maybe catch an early sleep for once.

However, the lovely rat shaman in black and green leather has a look in her eye that says she might still need you ...

BEHIND THE SCENES

Simon Andrews is disappointed there was no trace of the ACCEL program left, but given it's been twenty years, it's understandable. Especially if the runners figured out the Fuchi-America building had been a bug hive and tell him. He lets them keep the upfront nuyen he already gave them, but without any data he can't pay them the remainder. He apologizes, thanks them for a job well done, and says next time they're at the Buried Treasure he'll buy a couple rounds of drinks. He also promises he'll have more work for them soon.

If the runners get upset or push for payment, he becomes less and less polite with them. It's not his fault they failed. Drek happens and they should be professional enough to deal with it. If the runners continue to push the point, they risk pissing him off and losing loyalty with him.

Becky 99 takes the time to heal up the other Angels magically then asks the runners for help. She's been tracking down Tasha, a younger Desolation Angel whom the runners may have met a time or two before. Tasha has been missing for a while, and Becky 99 believes she may have been abducted. The runners may have already helped a little with this case if they played *SRM 06-01: 10-57*. Becky believes it may be a street gang that was poaching her members, doing it as revenge or simply a way to strike at the Angels. She's unsure which gang or group it may have been. The Ramblers were a possibility, but after their run-in today she has ruled them out.

She asks the runners if they would be willing to continue the investigation for her. The only real lead she has is a scrap of green leather, which could be any number of gangs, groups, from someone's personal coat, or it may even be completely unrelated. She's frustrated and angry, but she knows she can't really search effectively. The Desolation Angels don't have any allies in the Zone,

especially since the regime from whom she took over was "a bunch of cold-hearted, ruthless bitches who'd rather fight than make friends." She wants to take the gang in a different direction, but it's difficult to escape rumors and past indiscretions. Most of the groups in the Zone fear and/or hate the DAs. She hopes the runners will have better luck, and should at least be able to investigate without getting shot at before they can even ask a question.

Becky offers the runners each 8,000 nuyen, and is willing to up that by 500 nuyen per net success on a Negotiation + Charisma [Social] (5) Test, with a maximum of 2,000 nuyen extra.

Becky suggests three starting points for investigation:

CRYPT KICKERS

Tasha disappeared somewhere along the southern edge of the Zone and Becky suggests the runners start there. Tasha was on a supply run to trade with one of the few groups with whom the Angels still get along, the Crypt Kickers. They are a pacifist ghoulish group that operates out of the Holy Sepulchre Cemetery, just south of the Fuchi-America Building. Becky likes them, as they're pretty open and friendly.

THE VAULT

Tasha frequented the Vault and had a lot of friends there, so someone there may have information on Tasha, what she was up to, and if anyone may have been hassling her. The runners likely met with Becky and/or Tasha there in previous *Missions* adventures.

BROTHER'S SCRAP YARD

This is an abandoned high school at S. Pulaski Rd and W 99th St, which the neighborhood residents converted into a local scrap yard and metal works. Tasha made some friends there and sometimes went to trade scrap she found for some food they grow there. Becky isn't familiar with them, as they're very private. Tasha is the only one of the gang who has interacted with them to any degree.

PUSHING THE ENVELOPE

The Ramblers weren't quite as careless as they seemed at the Fuchi-America building and set a spirit to tracking the Desolation Angels who escaped. Their leader, a grizzled and mean dwarf named Griller, surrounds the safehouse with a dozen of his top gangers. He challenges Becky 99 one-on-one to prove whose gang is the toughest. Since Becky 99 is already injured he is willing to accept someone as Becky 99's surrogate to fight in her place, and she asks one of the runners to handle it. Anything goes, shy of area effect spells or weapons. If

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GRILLER

B	A	R	S	W	L	I	C	EDG	ESS
7	5 (7)	5 (7)	4 (6)	5	3	5	4	4	1.2

Initiative: 10 + 1D6 (12 + 3D6)

Condition Monitor P/S: 12/11

Limits: Physical 7(9), Mental 6, Social 5

Armor: 20

Skills: Athletics skill group 4, Automatics 4, Blades 5 (Axes +2), Perception 5, Pistols 5 (Semi-automatics +2)

Augmentations: (All alphaware) dermal plating 2, muscle replacement 2, wired reflexes 2

Gear: Full body armor, full body armor helmet, Transys Avalon

Weapons:

Ares Predator V [Heavy Pistol, Acc 5, DV 8P, AP -5, SA, 15 (c) w/ 50 rounds APDS, smartgun system, internal]

Combat Axe [Blade, Reach 2, Acc 5, DV 11P, AP -4 w/ personalized grip]

RAMBLER ELITE (8)

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
6	5	5 (7)	5	3	3	5	2	3

Initiative: 10 + 1D6 (12 + 3D6)

Condition Monitor: 11

Limits: Physical 7, Mental 5, Social 4

Armor: 12

Skills: Automatics 5, Blades 4, Perception 4, Pistols 4

Augmentations: Wired reflexes 1

Gear: Armor jacket, goggles (thermo, smartlink), Renraku Sensei commlink

Weapons:

Ares Predator V [Heavy Pistol, Acc 5, DV 8P, AP -5, SA, 15 (c) w/ smartgun system, internal, APDS ammo]

Ingram Smartgun X [SMG, Acc 4, DV 8P, AP -4, BF/FA, RC 2 (3), 32 (c) w/ folding stock, gas-vent system 2, silencer/suppressor, smartgun system, internal, APDS ammo]

the runners are at Becky 99's safehouse, it's inside the CZ, so out on the street is fine. If the runners chose a safehouse outside the CZ, they need to locate a safe location to duel, or else the cops get called.

Regardless of the outcome, the Ramblers leave after the fight, honoring the deal. If anyone else interferes or if any Rambler besides Griller is attacked, the gang attacks en masse.

DEBUGGING

If the runners get upset with Simon and push him too far, they earn a -1 Loyalty with him, and he coldly reminds them they are supposed to be professionals and sometimes drek happens, but he can't and won't pay when they failed to bring him the item for which they were hired. If they further push things, Simon gets infuriated with their behavior and they lose -2 Loyalty. If Simon's loyalty drops to 0, they temporarily lose him as a contact and should be sure to note for future gamemasters what happened, as it could adversely affect future dealings with him.

If the runners decline to help Becky 99, she pleads with them for help first, then gets upset and simply dismisses them, letting them know she can easily find another team to help her out. The runners lose -1 Loyalty, and this incident should be noted for future gamemasters as it will adversely affect future dealings. Plus, the adventure is now over. Gamemasters should feel free to use up any remaining game time roleplaying the first ever Stuffer Shack visit that doesn't break out into a fire-fight, and thus turns out to be pretty boring.

Scene 5:

TASHA'S TRAIL

SCAN THIS

The runners have three leads to follow. One takes them to the scene of a massacre of a ghoulish gang, the Crypt Kickers, in a cemetery. Another takes them to the Vault, where they can ask around for information. The last leads them to a large scrap yard where they must deal with the paranoid residents. All roads lead to a single source: the Ancients.

TELL IT TO THEM STRAIGHT

Time to hit the streets and earn some money. Your first job may have been a bust, but fortunately a second run came hot on its heels. That doesn't happen too often, so relish it.

You have a choice to make now. Do you want to deal with some ghouls, hit the closest thing the CZ has to a shopping mall, or check out a junkyard?

BEHIND THE SCENES

The runners now have several leads, plus they can try investigating on their own.

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CRYPT KICKERS

The Holy Sepulchre Cemetery is nearly two kilometers long and over half a kilometer wide. In the southwest corner stands the Mausoleum of the Archangels, a group of circular open-air mausoleums, with the vaults built into the circular walls. The Crypt Kickers use this area as a meeting spot and hang out here. They are a group of ghouls who are relatively non-violent and consider themselves pacifists. They avoid fighting with the other gangs and groups in the area, and do not participate in the organlegging trade like many other area ghouls.

The cemetery is huge, and depending on which end the runners start searching, it can take them hours to scour the entire thing. The cemetery is a mess. Few gravestones still stand, and more than a few graves have been dug up, though it's obvious some care has been taken to restore the place somewhat in recent years. The Crypt Kickers, despite their name, designated themselves as caretakers of this patch of the CZ. When the runners reach the southwest section of the cemetery, however, it's obvious their caretaking days are over.

The Mausoleum of the Archangels has been trashed, and around three dozen dead ghouls are scattered about. Many burial vaults have been broken open and destroyed or vandalized as well, though none of the bodies from the recently opened vaults are missing. Most of

the dead ghouls were shot, though some bodies show what appear to be heat, electrical, and acid burns, and a few have wounds indicating sharp blades of varied sizes. A Medicine + Logic [Mental] (2) Test determines the ghouls have been dead for about three days.

If the runners search the grounds closely enough, a Perception + Intuition [Mental] (2) Test notices a number of tire tracks on the ground leading into and out of the area. A Pilot Ground Craft + Logic [Mental] (2) Test recognizes the tire tracks belong to Yamaha Rapier motorcycles, and a Pilot Ground Craft + Logic [Mental] (4) Test can pick out twelve distinct sets of tires. Any motorcycle knowledge skill can be substituted for Pilot Ground Craft for these tests.

If a runner thinks to search for video cameras, a local business across from the southwest entrance to the cemetery has a working surveillance camera. They can hack and decode the video feed themselves by performing a Snoop action to intercept the video feed (Electronic Warfare + Intuition [Sleaze] (4)) and a Crack File action to decrypt the data (Hacking + Logic [Attack] (3)). If they don't have a decker, they can talk to Quantum Princess who can do it for them for a small fee (500 nuyen per runner at the table, non-negotiable). The video from three days ago shows some gangers wearing green-on-black colors and riding Rapiers, entering the cemetery and leaving

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JACKPOINT SEARCH PROFILE

HOLY SEPULCHRE CEMETERY

6001 West 111th Street

An enormous cemetery running along the southwestern edge of the Containment Zone, the Holy Sepulchre Cemetery had quite a history in its day. Established on the site of the former Worth Racetrack in 1923, the cemetery eventually housed well over 125,000 internments. It was the first cemetery in the United States to feature lawn-level grave markers to facilitate mowing the lawn, and the first to include all future maintenance in the cost of the grave.

One of the cemetery's most prominent features is the garden-crypt style Mausoleum of the Archangels, dedicated in 1993. It featured life-sized statues of the archangels Michael, Gabriel, and Raphael, though these have long since been defaced or vandalized. Each statue sits in a small park-like setting with private seating areas and marble-lined halls. The burial vaults are all along the exterior walls.

JACKPOINT SEARCH PROFILE

THE VAULT

The Vault is an old community data center located on the corner of West Addison St. and North Kimball Ave. The exterior structure of the building is pitted and charred, its reinforced concrete dome showing signs of age with exposed rebar in the half-meter-thick walls. The building is encircled with two rows of staggered attack-resistant bollards providing a barrier around the perimeter, preventing anything larger than a motorcycle from getting too close to the walls. Inside the facility there are three main areas: the power plant, the offices, and the server farm. The power plant area that once housed a large generator and underground diesel reservoir has been converted to an entertainment arena of sorts, most notably known for its high profile pit fights. Matt Wrath can usually be found here fighting, watching the fights, or working out in an attached gym, and Sid Gambetti maintains an office as the main fight organizer and promoter. The office area has been converted to a street clinic run by Dr. Martin Tate. The tattered remnants of the cubicle partitions have been converted to recovery cots and private examination rooms. The few walled offices now serve as operating theaters and quarantine rooms. The old, massive server farm with its rows of chain-link cages has become a barter town with a reputation for having what you need if you can pay the price.

about an hour later. The camera angle is bad, however, so the gangers only show up at the edge of the feed for a few seconds each way, and no gang logos can be made out. If time is short or this is the last place the runners search, the camera can make out the Ancients' green Anarchy As on the backs of a couple jackets.

This is purely a roleplaying scene. Gamemasters should have fun while the players explore the area talking with folks. No one at Martin Tate's clinic or in the pit-fighting arena knows anything about Tasha, though interactions there could be fun with Matt Wrath challenging one of the runners to a fight again (especially if they fought in an earlier *Missions* adventure). Tasha didn't frequent those areas very much, usually hanging out and running errands in the Barter Town section of the Vault.

Tasha was well liked, energetic, and helped out a number of folks who live and work there. She frequently ran errands or helped out at stalls part-time to earn a few 'yen, and she shopped here for the Angels on a regular basis as well. Most just talk about how much they liked her and how helpful she and the Desolations Angels have been since Becky 99 took over. The third or fourth person they talk to remembers seeing Tasha arguing with a young male elf, with the argument getting loud and nasty, though she doesn't recall what they were arguing about. She does recall the elf threatening Tasha before the girl stomped off.

Depending on time and what stage the runners are at with their legwork, another person also remembers seeing the argument, and remembers the elf had on green and black gang colors. A Gang Knowledge + Intuition [Mental] (2) Test suggests the combination of elf plus those colors makes him a likely member of the Ancients. That person also notes something seemed off about the elf: He was moving just a little funny, like something was wrong.

BROTHER'S SCRAP YARD

An abandoned high school at South Pulaski Road and West 99th Street, this used to be Brother Rice High School, but the sign was damaged years ago, and only "Brother" remains. This is part of a large 1.5-kilometer-square block made up of two high schools (Brother Rice and Mother McAuley Liberal Arts High School) as well as St. Xavier University and a small residential block surrounding a two-hundred-meter-wide lake (Lake Marion) and a small park (Mary's Lock). This entire block has been fenced off using makeshift fencing and walls three to five meters tall and topped by rusty, jagged razorwire. The residents converted it into a small "safe" neighborhood, with a couple dozen homes, two "apartment buildings" that were once dorms at St. Xavier's, and countless small metalworking shops, surrounded by mountains

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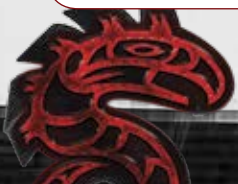
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of scrap. One corner is sectioned off for several acres of farmable fields.

The residents here are paranoid and almost never leave, being largely a self-sufficient community. What little trading they do, “Brother” Billy Kusinagi handles. He is an older man of mixed Asian descent who runs a metal shop near the main gate of the community near the old Brother Rice High School building. Brother Billy is a bit of a crazed old man who is convinced the bugs still have the city overrun. He won’t let anyone into the community itself, keeping them inside a loading dock area separate from the rest of the community. He’s willing to talk to the runners, but only if they have something to trade: a couple dozen pounds of scrap metal, a junked vehicle, or any type of working technology worth at least 1,000 nuyen. No cash though—he deals only in trade. There is no scrap metal or junked machinery left within a half-dozen blocks of this area, as the scrap yard residents and locals picked it clean long ago, so if the runners want to find something to trade, they have to range further out.

Billy is saddened to learn Tasha is missing, and he wondered why she hadn’t been around lately. He really likes her and hopes the “bugs didn’t finally get her.” When asked what he means, he says this kid about twelve or thirteen years old came up to the gate asking about Tasha. He was dressed funny, in a black robe with a white smock over it. He looked harmless, but he made Billy’s skin crawl, like there was something wrong about him. “I ain’t felt like that since ‘62, when we had a fella we found out was a wasp shaman come here looking to trade.” Billy refused to talk to him and kicked him out, and he hasn’t seen him since.

If anyone assesses Billy, an Assensing + Intuition [As-tral] (2) Test shows he has a very low amount of magical talent, enough to be sensitive to magic but not enough

to really use it (and Billy looks at the runner doing the as-sensing and squints at him a little when they do it).

If asked if anything else unusual has happened, Billy says, “Not really.” The Ancients tried raiding them a while back, but otherwise this is the quietest it’s been in a long time. Depending on what stage the runners are at in their investigation and how pressed for time they are, Billy can also suddenly remember the Ancients attacked the day after the creepy kid was there, and he found it strange. He also notes something about them was weird and thinks they may have been bugs in “meatskins”.

PUTTING THE CLUES TOGETHER

Ultimately, if the runners chase down the clues from each location they should find out the following:

- The gang colors are black & green.
- An elf was arguing with Tasha.
- A creepy kid was asking about Tasha.
- The Ancients are tied into all this somehow.

The next step is to find out where the Ancients are. Asking street-level contacts should help provide their location.

The Ancients in Chicago were never on the same level as those in Seattle, but prior to Bug City they were still a powerful gang, running weapons and magical tesma into the city. However, they were operating in the heart of downtown, near Cermak, and when the bugs hit and the CZ wall went up, the Ancients were decimated fast. The gang never really recovered, and today it only has a couple dozen members, along with token support from the other gang chapters.

Three months ago, things changed. A mysterious new leader emerged, known only as Altar Boy. Details on the street are sparse, but the gang’s activity spiked as they abandoned what little gun running and drug trade in which they’d been involved, and instead turned to organlegging and body harvesting. The Chicago Ancients have turned incredibly violent—uncharacteristically so—and have savagely attacked gangs and innocents in the CZ in broad daylight. Rumors abound that they’re different now. No one outside the gang has any real dealings with them anymore; they act strange, almost unnatural, and the few who have come into non-violent contact with them come away spooked and unnerved. A few rumors insist they’ve been taken over by good-merge bug spirits.

Finding the Ancients isn’t too hard. While the gang doesn’t seem to socialize anymore, they’ve made no real secret of the fact they’re holed up in an old department-superstore, a giant S-Mart facility on North Avenue near the Noose.

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‘BROTHER’ BILLY KUSINAGI

B	A	R	S	W	L	I	C	EDG	ESS	M
3	3	3	3	3	4	3	4	2	6	2

Initiative: 6 + 1D6

Condition Monitor (P/S): 10/10

Limits: Physical 4, Mental 5, Social 6

Armor: 6

Skills: Bug Spirits (street knowledge) 1, Conspiracy Theories 3, Electronics skill group 3, Engineering skill group 4, Etiquette 3, Negotiation 3, Pistols 3

Gear: Armor clothing, Erika Elite commlink

Weapons:

Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP -2, SS, 6 (cy)]





PUSHING THE ENVELOPE

This scene is all legwork and roleplaying and can be infinitely expanded upon as needed; scavengers picking over the scene of the Crypt Kickers slaughter, a nosy and chatty vendor at The Vault, or “Brother” Billy trying to sell them some welded together junk a scrap yard resident made could all easily be incorporated into the scenes.

DEBUGGING

This is a very opened-ended section, in which the players can follow a number of leads. Gamemasters should be well aware of the time at this point, however. Depending on how much prep work, roleplaying, and/or combat the players have participated in, the first four scenes may have taken a couple hours or more. Gamemasters should feel free to let the runners investigate as much as they can, but should try to funnel them into **Scene 6: Altar of Sacrifice** with at least half an hour to spare, in case they get into combat with the Ancients in that scene.

Each legwork avenue in this scene has the potential for combat, and the potential to lead them to Altar Boy and the Ancients. If they do particularly well in any area, you can have the location give them a solid clue to the Ancients, but if you’re not pressed for time, run as many as you want and save the final clue pointing toward Altar Boy for last.

Conversely, if pressed for time or the runners get stuck and need help, Becky 99 can suggest looking for surveillance cameras at one of the locations, and/or one of her other contacts comes through and tells her the Ancients were asking around about Tasha and someone saw them snatch her outside Brother’s Scrap Yard.

Scene 6:

ALTAR OF SACRIFICE

SCAN THIS

The runners finally tracked the Ancients down and figured out they’re behind Tasha’s disappearance. However, they arrive too late. Tasha has been dead for days. They may be able to stop a sacrifice of another innocent, but Altar Boy escapes— not before letting slip that he works for someone else ...

TELL IT TO THEM STRAIGHT

It’s taken some effort and a lot of legwork, but you’ve finally pinpointed the who and where. Ahead of you

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is an ancient, ruined S-Mart building, one of those giant megastores that had anything and everything you could possibly want to buy. The parking lot is cracked and crumbled, and several rusted out, junked cars sit haphazardly scattered about, but parked in a neat row along the front of the building are a dozen Yamaha Rapiers, most sporting the Ancients trademark anarchy “A” symbol.

The building itself is mostly a large brick block, with the only windows surrounding the two main entrances. The glass has long since been destroyed, and the windows and doors are covered with boards. One entrance has been totally blocked off and made inaccessible, but the other looks like it’s still useable. There doesn’t seem to be anyone around outside.

ONCE INSIDE THE BUILDING:

The building’s interior is dimly lit, as most of the overhead fluorescent lights are busted or burnt out, but a few have been maintained and replaced. Trash litters the floor and the counters and carts up front are filthy from nearly two decades of accumulated dust and disuse. The shelves are mostly bare, though trash and the occasional personal effects of an Ancient are piled haphazardly on some. There are no guards watching the front of the building, but chanting can be heard coming from the center of the building. The air is thick and musty, and smells wrong: the scent of unwashed bodies, decayed meat, and something ... alien and unrecognizable. It makes your skin crawl.

ONCE THE RUNNERS APPROACH

CLOSER TO THE CENTER OF THE STORE:

The shelves have been pushed out away from the center of the store to clear an area about one hundred meters across, and the majority of the lights in this section work. The floor has been swept spotless, and a large ritual circle has been engraved into the floor about ten meters in diameter. Twelve elves (eight male and four female) stand around the circle; all wear gang colors. They stand unnaturally still and stare at the center of the circle with blank looks on their faces.

Layers of both old and fresh blood stain the circle’s center a dark brown and red. A small, darkly bloodstained table has been set up

there, and on it is a terrified young dwarf girl, no more than twelve years old, both bound and gagged. Her mouth makes muffled sounds as she tries to scream and her eyes bulge from terror. Standing next to her is an almost cherubic-looking young man wearing a black robe with a white bloodstained church frock over it. With light blond hair and soft facial features, he’s handsome, almost beautiful to look upon. Or he would be if it weren’t for the demonic grin and crazed eyes nearly glowing in joy and glee as he holds up a foot-long, glowing, engraved blade ready to plunge it down into the girl.

He grins up at the approaching runners and cackles, “I’ve been waiting for you! But your queen can’t stop us!” He plunges the blade downward.

BEHIND THE SCENES

Three months ago, the Ancients came under the sway of a pair of master shedim. One, a fourteen-year-old boy once known as Jason Smith and now going by the name Altar Boy (see **Cast of Shadows**), took active control of the Ancients while answering to the second, who stays hidden and operating from the shadows. They are desperate, as passage to their home metaplane has been severed ever since the magical rift in DeeCee was closed, and thus they have no way to summon more of their kind or return home. Altar Boy and his master have been experimenting with alternate ways of connecting to their home plane, and their recent scheme involves technomancers. The Resonance is a huge unknown for everyone, and the two shedim are interested in seeing if it’s possible for them to connect to the Resonance themselves, so they’ve been hoping to possess a technomancer and keep their power intact.

Tasha was targeted partly for this reason. Sadly, Becky 99 and the runners are too late. Tasha was sacrificed days ago, and her body lies rotting in the back warehouse of the S-Mart along with a dozen others who have been sacrificed so far. The young dwarf girl, Misa Sanchez, is just the latest victim to be kidnapped for Altar Boy’s sacrifices.

Outside the S-Mart there are no physical guards, but there are six watcher spirits in place. Whenever anyone gets within one hundred meters of the watchers, four of them immediately dive into the building to report back, leaving two to continue watching, making it nearly impossible to approach undetected.

All exits except the front are sealed off, though if the runners want to bash or cut their way in, it’s still possible

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to come in through them with some effort. There is a large steel roll-door on the front left side of the building for Home and Garden, surrounded by the rusted and partly-collapsed chain link fence where plants, mulch, and other supplies were displayed during the spring and summer months. Toward the back of the same side are two bay doors and a normal entrance to the automotive garage. Around the back side are two large roll-doors for semi-truck deliveries as well as a steel security door for a rear employee entrance. The roll-doors and the security doors all count as Reinforced Material barriers (Structure 8, Armor 12), the chain-link fence is a Heavy Material barrier (Structure 6, Armor 8), and the boarded-up door near Automotive is an Average Material barrier (Structure 4, Armor 6). The security door has a manual lock that can be picked with a Locksmith + Agility [Physical] (3) Test.

Inside, the place is a mess and mostly empty, having been ransacked and looted years earlier. The Ancients used this as an HQ for several years and were none too tidy during that period. There's not much here besides empty shelving and trash. The center area is the only clear and clean spot, except for the Force 8 ritual circle in the floor and the blood. There are quickened Force 9 Detect Enemies spells (1 Karma spent on each) on both main entrances, as well as on the entrances from the warehouse, garage, and Home & Garden areas into the main store floor to alert Altar Boy if anyone intending to stop him or cause him harm enters.

Surprisingly, astral space in here is spotless. This is because Altar Boy conducts the Manifest Sha ritual daily, worried that any impurities or influences could affect the rituals. So there is no background count, making this an astral breath of fresh air for mages accustomed to the taint of the CZ.

The ritual circle is inscribed with runes alien to the runners, and the magic being cast has a strange, alien quality to it. An Arcana + Logic [Astral] (6) Test recognizes it as something from the outer planes, but otherwise they can't pinpoint it any further. The ritual circle has been designed with quickened Physical and Mana Barriers (Force 10 and 5 Karma spent on each to quicken them) around the perimeter to protect the ritual from being disturbed. For rules on these barriers, see pp. 197, 294, and 315, SR5.

Unless the runners are exceptionally good or careful, Altar Boy is aware of their approach. They have the chance to perform one Complex Action before Altar Boy stabs the girl. However, they do not get an additional Simple or Free Action, so they must have the action "readied" prior to this (for example, weapon drawn). Any shot or spell that penetrates the barrier, hits Altar Boy, and causes a wound forces him to pause, step back, and raise his hands to talk. Keep in mind that the Force of the Physical Barrier, if penetrated, acts as additional armor for Altar Boy on top of his Mystic Armor, his Immunity

to Normal Weapons, and the armor jacket he wears under his altar boy robes, so the chances of significantly wounding or killing him in one action is minimal.

IF THE RUNNERS ATTACK AND WOUND ALTAR BOY BEFORE HE CAN ACT:

Altar Boy has no interest in fighting. If the runners manage to wound him, he acquiesces and prepares to leave peacefully, allowing the runners to take the girl.

"Take her," he says. "You're the heroes. Hooray for you. I admit that this experiment has thus far been a failure and is unlikely to succeed if we continue. I don't understand their power, this technomancy, and it seems we cannot harness it no matter what we try. We will leave peacefully. But tell your queen that we're not done yet, and since this is a failure, her kind is next. My master and I will usurp her kind's power. Oh, and the girl you came to find? You're days too late. You can find her corpse in the back, if you want her rotted husk."

IF THE RUNNERS DO NOT ACT FIRST AND ALTAR BOY KILLS THE GIRL:

The boy plunges the glowing dagger into the dwarven girl, the knife entering her chest easily as a spurt of fresh blood splashes out across his chest and face. She gasps once and falls silent, her eyes going glassy. A glowing burst of energy runs through the dagger into Altar Boy and he twitches as the ritual circle flashes a bright green before dimming again. With a sigh he pulls the knife from her chest and casually wipes it on her pant leg.

"Failure again," he says in your direction. "What a waste. I can taste her energy. So different, so alien, for just a brief moment, then it's gone. I just cannot understand this technomancy power. Ah well. So, shall we fight? I'd rather not; a waste of effort and energy. We shall leave peacefully, but tell your queen that we're not done yet, and since this is a failure, her kind is next. My master and I will usurp her kind's power. Oh, and the girl you came to find? You're days too late. You can find her corpse in the back, if you want her rotted husk."

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ANCIENTS GANGER (12)

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	5	4 (5)	3	3	3	4	5	3.5

Initiative: 8 + 1D6 (9 + 2D6)

Condition Monitor: 10

Limits: Physical 5, Mental 5, Social 6

Armor: 12

Skills: Blades 3, Perception 3, Pilot Ground Craft 4, Pistols 5, Unarmed Combat 6 (Cyber Implants +2)

Qualities: Enhanced Senses: Low-Light Vision

Augmentations: Cortex bomb (area bomb), datajack, hand razors, smartlink, wired reflexes 1

Gear: Armor jacket, Erika Elite commlink, Yamaha Rapier

Weapons:

Savalette Guardian [Heavy Pistol, Acc 7, DV 8P, AP -1, SA/BF, RC 1, 12 (c) w/ smartgun system, internal]
Hand Razors [Unarmed, Acc 5, Reach —, DV 4P, AP -3]

WATCHER SPIRITS (6)

(FORCE 8)

B	A	R	S	W	L	I	C	EDG	ESS	M
—	—	—	—	6	6	6	6	4	8	8

Initiative: 12 + 1D6

Condition Monitor: 11

Limits: Physical —, Mental 8, Social 9

Skills: Assensing 4, Astral Combat 4, Perception 4

Powers: Astral Form, Manifest, Search, Sapience

If the runners allow Altar Boy to walk away, he won't say any more and simply turns to walk out toward the back (or the front if the runners entered through the rear). The Ancients all turn as one and follow him soundlessly, moving with fluid, inhuman grace, but all moving in unison, as if they were a single being.

If the runners attack further, all the Ancients rush the runners. Each is fitted with an area cranial bomb (DV 10, AP -4, -1 DV/meter) and they all detonate simultaneously either when any one of the gangers dies or if they get within two meters of a runner. The explosions cause the building to start collapsing, and the runners must flee immediately or be crushed as it comes down around them.

Altar Boy flees out the back, concealing himself and using Edge as needed if any of the runners get off lucky shots or insist on chasing him down. He should escape to plague the runners another day.

Throughout, you should play up the alien nature of everything, from the magic to the way the Ancients move. His nature as a shedim should remain a secret, and the runners should instead jump to the same conclusion as other Chicago denizens already have: that they are bugs. After all, when spooky stuff happens in Chicago, isn't it always bugs?

In the back warehouse, in what was once a large walk-in storage freezer for the grocery section, there are eleven bodies in various states of decomposition, including Tasha's body. All were stabbed through the heart. The freezer no longer works, so the smell is hideous and overwhelming.

PUSHING THE ENVELOPE

To crank up the combat even further, Altar Boy has loosened his mental grip on the Ancients a bit, allowing them to act somewhat normally. They rush in close to the runners, firing their Guardians until they're in melee range and then engage the runners with their hand razors. The cortex bombs detonate individually in this case, when their owner either takes lethal damage or falls unconscious.

DEBUGGING

Persistent runners who insist on fighting could find themselves in trouble if they're caught in the cranial bomb blasts, or crushed if the building collapses. Give them some warning if it looks like the players aren't willing to back down. The decker could detect the wireless signal for the cranial bombs Altar Boy sends out to activate them, for example.

Scene 7:

THE BAD NEWS

SCAN THIS

The runners report back to Becky 99, who is devastated by Tasha's death but still pays up.

TELL IT TO THEM STRAIGHT

Becky 99 bows her head, fighting to remain calm as the news of Tasha's death hits her. Her fists are clenched tight enough her nails draw blood from her palm.

"Dammit. Not again," she curses, mostly to herself. She momentarily seems to have forgotten you're there. "The others, they know what they're in for, and they can handle this stuff. But Tasha was different. She was supposed to be safe."

She looks back up at you, her eyes puffy and red. She absently fiddles with the gold ring she wears around her

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neck as she scowls. “I’m going to get my revenge on this Altar Boy and his master, no matter what. Doesn’t matter who or what he is, I will hunt him down and eat his heart.”

Her eyes flash and for a moment her power is palpable and scary. Even the mundanes can feel the magic radiating from her in her anger.

“When I find him, I’ll call you. I assume you’ll want some payback as well?”

BEHIND THE SCENES

Becky 99 meets with the runners either at the safehouse they used earlier (either hers or theirs) and shows up with four Desolation Angels. She is both devastated and pissed at Tasha’s death. But the runners upheld their end of the deal and found Tasha, so Becky 99 pays them in full, promising that if she finds more info about Altar Boy or his master she will call the runners. She asks that they do the same—call her if they come across anything.

If asked about what Altar Boy is or shown pictures of the ritual circle, she honestly says she has no clue. The rumors of him being an insect spirit or insect shaman are possible.

She thanks them for their hard work and sets off to find the man responsible for killing Tasha.

There are also a bunch of other corpses in the freezer to deal with. If the runners think to call Nick Ryder, he’s obviously not happy about the corpses, but he tells the runners he thinks this will help clear up at least a couple pending missing-persons cases that landed on his desk recently. He doesn’t know what is going on, but something has been causing those cases to skyrocket in the last few months, and it looks like this may be the cause. There’s no outstanding reward, but Nick offers up a favor to the runners, telling them they can cash it in down the line as a “Get Out Of Jail Free” card if they find themselves tangled up with Lone Star (assuming it’s nothing too major and they haven’t killed any cops).

PUSHING THE ENVELOPE

Altar Boy isn’t happy over having his plans disrupted, and he sends an Ancients hit squad after the runners and their benefactor, Becky 99. They manage to trail Becky 99 to the meeting location, and ambush her on arrival. There are twelve Ancients, though these aren’t rigged with cortex bombs.

DEBUGGING

The players may be unhappy with the overall adventure, since they technically end up failing twice. But

ANCIENTS GANGER (12)

(PROFESSIONAL RATING 3)

B	A	R	S	W	L	I	C	ESS
4	5	4 (5)	3	3	3	4	5	3.5

Initiative: 8 + 1D6 (9 + 2D6)

Condition Monitor: 10

Limits: Physical 5, Mental 5, Social 6

Armor: 12

Skills: Blades 3, Perception 3, Pilot Ground Craft 4, Pistols 5, Unarmed Combat 6 (Cyber Implants +2)

Qualities: Enhanced Senses: Low-Light Vision

Augmentations: Datajack, hand razors, smartlink, wired reflexes 1

Gear: Armor jacket, Erika Elite commlink, Yamaha Rapier

Weapons:

Savalette Guardian [Heavy Pistol, Acc 7, DV 8P, AP -1, SA/BF, RC 1, 12 (c) w/smartgun system, internal]

Hand Razors [Unarmed, Acc 5, Reach —, DV 4P, AP -3]

DESOLATION ANGEL (4)

(PROFESSIONAL RATING 4)

B	A	R	S	W	L	I	C	ESS	M
3	4	5	3	5	5	4	6	6	6

Initiative: 9 + 1D6

Condition Monitor: 11

Limits: Physical 5, Mental 7, Social 8

Armor: 12

Skills: Blades 5, Conjuring skill group 4, Perception 5, Pistols 3, Sorcery skill group 4

Qualities: Hermetic Magician

Gear: Armor jacket, contacts (smartlink), Renraku Sensei commlink

Spells: Armor, Magic Fingers, Manabolt, Stunbolt

Weapons:

Ares Predator V [Heavy Pistol, Acc 5, DV 8P, AP -1, SA, 15 (c) w/smartgun system, internal]

Combat Knife [Blade, Acc 6, Reach —, DV 5P, AP -3]

that happens sometimes when you’re a shadowrunner. You can’t win them all. And the runners still get full Karma and get paid a full adventure’s worth of nuyen, regardless of the outcome. You can also explain that this is part of an overall story, and things are far from over. Rather than being upset about the adventure, they should look forward to the day they can get vengeance for Tasha against Altar Boy.

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MONEY

- 2,000¥ per runner from Simon as their upfront payment for the failed Fuchi-America run, plus up to 1,000¥ extra from Negotiation hits
- 1,000¥ per runner from Becky 99 for helping the Desolation Angels escape the Ramblers, with an extra 200¥ per net Negotiation hit (up to a maximum of 1,000¥ extra)
- 8,000¥ from Becky 99, plus 500¥ per net Negotiation hit (to a maximum of 2,000¥ extra).

KARMA

- 1 Karma - Helped Becky escape
- 1 Karma - Tracked down the Ancients
- 2 Karma - Surviving the adventure
- 3 Karma - Overall adventure challenge

GAMEMASTER REWARD

When running this adventure, you may choose to count the Missions as “played” for your personal *Shadowrun Missions* character. You must choose to do this the first time you run this Mission only, and take the optional results to match those the team you game mastered for earned. You may not choose to wait for a “better” attempt to choose your rewards. You’re on the honor system here, so please don’t skew the adventure to help the players gain extra rewards just so that you can get better results.

You will earn a flat amount of Karma and nuyen, regardless of how well (or poorly) the players do, listed below. For other missions results and rewards that you track on the Debriefing Log (Objectives completed, reputation and contacts earned, etc.), take the average results of the group you’re gamemastering for. So if four out of six players earned a point of Notoriety, you will earn one as well. If only two players out of five earn a +1 Loyalty with Simon, you would not get that +1 Loyalty.

Karma Earned: 7

Nuyen Earned: 13,400¥

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 372, SR5). Besides the scenario-specific gains listed below, gamemasters should consider the characters’ actions throughout the game and award

additional points as appropriate. If a player earns Public Awareness or Notoriety, don’t be afraid to give them extra points.

- +1 Street Cred for rescuing the Dwarf girl
- +1 Notoriety for any player who starts a fight at the Vault.
- +1 Notoriety for any player who starts a fight at Brother’s Scrap Yard

CONTACTS

Successfully completing objectives or performing the actions listed below will earn characters specific Missions contacts at a Loyalty of 1, and should be given the **Contact Sheet** included with this Mission. If they already have that contact, they gain a +1 Loyalty to that contact (up to a maximum of 4).

Characters might interact with NPCs not specified by the Mission, and may earn these NPCs as contacts at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

- **Simon Andrews (Connection 5):** +1 Loyalty (to a maximum of 4) for attempting the Fuchi-America run, even though it’s a failure. -1 or -2 Loyalty instead if they fight with him over payment for the failed run.
- **Becky 99 (Connection 4):** +1 Loyalty (to a maximum of 4) for helping her out and tracking down Tasha’s kidnappers.

LEGWORK

When a PC gets in touch with a contact, make an unopposed Connection + Connection Test for the contact. The results of this test determine how many ranks of information the contact knows about the question. If the relevance of the subject is a specialty of the contact, they get +3 to this test. The player then makes an unopposed Charisma + Etiquette + Loyalty Test, the results of which determine how many ranks of information the contact is willing to divulge for free, up to the max ranks of information they know. If the contact knows more, they will require a payment of 500¥ - (Loyalty x 100¥, minimum 100¥) per rank of information they still know.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Con-

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tact make an extended (Connection + Connection (1 hour)) Test. Additional information will be available at a cost of 1,000¥ - (Loyalty x 100¥, minimum 200¥).

A **Matrix Search** action (p. 241, SR5) may also be utilized to gather information from the following charts, using the appropriate thresholds and search times.

ACCEL

Contacts to Ask: Matrix Contact

Contacts	Matrix Search	Information
0	0	Wasn't that an old anime?
4	6	I heard it was an experimental version of ASIST that Fuchi was working on. There were rumors it was gonna be the next big thing in Matrix tech, but then ... nothing.

THE ANCIENTS, CHICAGO BRANCH

Contacts to Ask: Street Contact, Law Enforcement Contact

Contacts	Matrix Search	Information
0	0	Who you calling old?
1	1	National level street gang, black and green colors. Symbol is a big Anarchy symbol.
2	3	The Chicago chapter of the Ancients is pretty tiny and weak. They were one of the big gangs in the Sprawl before Bug City, but their power base was downtown and they were decimated by the bugs. Never recovered.
3	—	Word is they've been making some moves and gaining in power recently. A new leader took over a few months back—rumor has it he calls himself the Altar Boy. They've been operating near the old Noose, north of Cermak.
4	6	Something's up with the gang though. They're different now. Scary. They've dropped almost all their drug and gun business, and have gotten into body harvesting, organlegging, and the like. And everyone says they're just creepy and weird these days.
5	8	The Ancients have been operating

out of an old abandoned department megastore building on North Avenue recently, using the building as an HQ and storehouse.

ANDERSON ELECTRONICS

Contacts to Ask: Corp Contact, Matrix Contact

Contacts	Matrix Search	Information
0	0	No clue, man.
5	4	Some small-time electronics company. Was a subsidiary of a subsidiary of a subsidiary for Fuchi back in the day. They went private for a while, and just recently got bought out by Saeder-Krupp.

BECKY 99

Contacts to Ask: Street Contact, Law Enforcement Contact, Shadowrunner Contact

Contacts	Matrix Search	Information
0	—	That's the name of some old Springsteen song, isn't it?
1	1	I think she's the leader of that all-girl street gang, the Desolation Angels.
2	3	She was a shadowrunner back in the Fifties.
3	4	The Desolation Angels were pretty rough for a while, a menace to everyone that wasn't a member, doubly so if you were male. When Becky took over, that all stopped.
4	6	The Desolation Angels have renewed their war on the remaining bugs in the city.
5	—	Becky 99 was trapped in the Containment Zone when the bugs attacked.
6	—	Becky's team and family escaped the CZ, but she chose to stay behind for some reason. Never been able to find out why.

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“BROTHER” BILLY KUSINAGI

Contacts to Ask: Street Contact

Contacts	Matrix Search	Information
0	0	You ain't no brother of mine!
3	—	Billy's the doorman for Brother's Scrap Yard. Nice guy, though a bit of a paranoid old nutter. Bribe him with some tech or scrap and he'll tell you anything you want to know, and a few things you didn't ask about.

BROTHER'S SCRAP YARD

Contacts to Ask: Street Contact

Contacts	Matrix Search	Information
0	0	We ain't related. Scram.
1	1	A place to trade scrap at, duh.
2	3	It's a decent-sized community in the heart of the CZ, walled off and fiercely private.
3	—	Used to be several old schools and some local housing, and the community turtled up to protect itself when the bugs hit. They're paranoid about outsiders.
4	6	At one time it was Brother Rice High School, Mother McAuley Liberal Arts High School, and St. Xavier University.

CRYPT KICKERS

Contacts to Ask: Local Street Contacts, Law Enforcement Contacts

Contacts	Matrix Search	Information
0	0	Hey, they rock man! I love that band!
1	1	One of the local street gangs.
2	3	They're a gang entirely made up of ghouls.
3	5	They're pacifists. They go out of their way to keep the peace with other gangs, never cause trouble.
4	6	They hang out at the southwest corner of Sepulchre Cemetery, near the Mausoleum of the Archangels.

DESOLATION ANGELS

Contacts to Ask: Gang Contacts, Law Enforcement Contacts

Contacts	Matrix Search	Information
0	0	The strip joint on 5 th ?
1	1	A local street gang.
2	3	They used to be pretty nasty, especially if you were male. They went out of their way to punish men. Rumor has it they were led by Mantis spirits.
3	4	A couple years ago a member of the gang, Becky 99, challenged the former leaders and beat them, taking over leadership. She changed the gang, turning them from a dangerous gang of women hellbent on punishing men into a group that has become very helpful to the Zone. They still focus on helping women in trouble, but it's more of a nurturing, safe space rather than a place to go for vengeance. Maybe Becky drove out the Mantids that were running the gang?

FUCHI-AMERICA CORPORATION

Contacts to Ask: Corp Contacts, Runner Contacts

Contacts	Matrix Search	Information
0	0	The new coffee place on 3 rd ?
1	1	Fuchi Industrial Electronics was a megacorp formed in 2017. Run by Richard Villiers starting in the early 2030s, they released the first cyberterminal in 2036. They were a dominant force in Matrix design and technology in their day.
2	2	When the Corp War hit in 2059, Fuchi was a casualty, with the company breaking up and its various divisions getting bought out. Villiers founded Novatech, buying out Fuchi-America, one of the three pillars of Fuchi (The others being Fuchi-Pan Europa and Fuchi-Asia).

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FUCHI-AMERICA BUILDING

Contacts to Ask: Corp Contacts, Local Street Contacts

Contacts	Matrix Search	Information
0	0	Never heard of it.
1	1	Fuchi was a megacorp in the '50s, but fell apart during a corporate war.
2	3	When Bug City hit, Fuchi-America closed down all its local assets and moved out of the city.
5	--	(Street Contact Only) There are some nasty rumors about that place. People went in, never came out. No one goes there anymore. They say there's still bugs there.

RAMBLERS

Contacts to Ask: Gang Contacts, Law Enforcement Contacts

Contacts	Matrix Search	Information
0	0	Ramble on, man. Dig it!
1	1	They're a street gang, I think?
2	3	They're a go-gang operating in Southside around I-294 and 80.
3	—	They frequently feud with gangs inside the CZ, and will often set up roadblocks on the highways to charge tolls.
4	6	Their current leader is a dwarf named Griller.

SAEDER-KRUPP

Contacts to Ask: Matrix Contact

Contacts	Matrix Search	Information
0	0	The corp?
1	1	The corp? The one run by the great dragon Lofwyr, based outta Germany? One of the most powerful megacorps in the world? You'll need to be more specific.

SIMON ANDREWS

Contacts to Ask: Any Club-related, Any Changeling, High Level Saeder-Krupp, Simsense Star

Contacts	Matrix Search	Information
0	0	<From a blog> Simon and Andrew are finally getting married, oh HOT HOT HOT, those bad boys! Mmmmm! Time to break out my tux with the ass-less chaps! HELLOOOOO!
1	2	Simon Andrews? Isn't that a fixer or company man for Saeder-Krupp?
2	--	Simon is a full-body changeling who took the change well, though some girls will tell you he was already a snake. He's covered in green, scaly skin like a lizard, has a British accent, and is an all-around freak, especially when anything female with two legs catches his reptilian eyes. He's new in Chicago.
3	4	Agent for Saeder-Krupp? Yes, in fact he's Lofwyr's eyes and ears around here, or so I heard.
5	6	Who the hell knows what he's up to? He works for a dragon. What else can you say but never deal with a dragon? Well, that and don't pick his pocket. <Contact shudders>

TASHA

Contacts to Ask: Gangers, Maker's Collective Resident

Contacts	Matrix Search	Information
0	0	No, my sister's named Liu Xian.
1	1	I heard she runs with the Desolation Angels. Handles their errands.
2	3	She often hangs out up at the Vault. Sweet girl, has lots of friends.
4	6	Heard she went missing a little while ago. Poor thing. Happening a lot these days, it seems.

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TRUMAN TECHNOLOGIES

Contacts to Ask: Corp Contacts, Longtime Chicago Residents

Contacts	Matrix Search	Information
0	0	They make toilets, right?
1	2	Chicago's hometown corp, back before Bug City.
2	3	Truman Tech was once one of the cutting edge tech companies working on simsense technology. Was run by Daniel Truman until everything fell apart. Heard they got broken up and bought out by Ares and Horizon.
3	4	Daniel Truman was caught up in the chaos of Bug City. One of his daughters went missing and his son was killed as the bugs started to reveal themselves. He never recovered.

THE VAULT

Contacts to Ask: Any local

Contacts	Matrix Search	Information
0	0	Is that some new keeb night club?
1	1	CZ swap meet.
2	3	Best place in the Zone to get busted up and then patched up.
3	4	Three sections: a clinic, a pit, and an open market.
4	5	In Desolation Angels turf. They help keep the peace.
5	6	The deed shows Truman Technologies owns the land.

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ALTAR BOY

(FORCE 6 MASTER SHEDIM)

B	A	R	S	W	L	I	C	EDG	ESS	M
8	7	9	5	6	5	6	5	6	6	9

Initiative: 15 + 5D6

Condition Monitor (P/S): 12/11

Limits: Physical 9, Mental 8, Social 8

Armor: 28 (12 hardened)

Active Skills: Arcana 5, Assensing 5, Astral Combat 5, Athletics skill group 4, Blades 3, Conjuring skill group 6, Intimidation 5, Perception 5, Sneaking 4, Sorcery skill group 6

Critter Powers: Astral Gateway, Aura Masking, Banishing Resistance, Compulsion, Deathly Aura, Dual Natured, Energy Drain, Fear, Immunity to Aging, Immunity to Normal Weapons, Immunity to Pathogens, Immunity to Toxins, Possession, Regeneration, Sapience, Search, Shadow Cloak, Silence

Weaknesses: Allergy, Mild: Sunlight, Evanescence

Qualities: Hermetic Mystic Adept

Initiate Grade: 5

Metamagics: Channeling, Cleansing, Geomancy, Masking, Quickening

Adept Powers: Combat Sense 3, Improved Reflexes 3, Mystic Armor 4

Gear: Armor jacket, Hermes Icon commlink, Reagents (200)

Spells: Ball Lightning, Control Thoughts, Detect Enemies, Improved Invisibility, Mana Barrier, Manaball, Manabolt, Manifest Sha Ritual, Mob Control, Mob Mind, Physical Barrier, Watcher Ritual

Bound Spirits: Force 6 Spirit of Air (5 services)

Weapons:

Combat Knife [Blade, Acc 6, Reach -, DV 7P, AP -3]

ALTAR BOY'S SPIRIT OF AIR

(FORCE 6) (BOUND, 5 SERVICES)

B	A	R	S	W	L	I	C	ESS	M
4	9	10	3	6	6	6	6	6	6

Initiative: 16+2D6

Movement: x2/x4/+10

Condition Monitor: 10

Limits: Physical 7, Mental 8, Social 8

Armor: 12H

Skills: Assensing 6, Astral Combat 6, Perception 6, Running 6,

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Unarmed Combat 6

Powers: Accident, Astral Form, Concealment, Confusion, Engulf: Air, Immunity to Normal Weapons, Materialization, Movement, Sapience, Search

BECKY 99



A Rat shaman and a former shadowrunner, Becky 99 survived in the chaos of the Containment Zone by joining up with a group of women who would eventually become the Desolation Angels. When the wall came down, she stayed with the group, mostly working in the background until last year when she stepped forward and challenged the leaders of the different factions of the gang. Believing that they had lost focus and disgusted with the way they treated anyone not a member of the gang, especially men, she defeated each faction's leader and united the Angels under a new banner. She's now working to make the Zone a little bit better, and in the process wants to stamp out any and all remaining signs of the insect spirits that once invaded her home.

Becky is a short, thin woman who appears to be in her late twenties but has to be at least in her thirties. She has short, spikey, dark hair and dresses in street ganger chic, lots of black leather in the Desolation Angels colors of black and green. Her armored jacket is decorated with a couple of rat skulls on the shoulders, and she wears a golden ring that resembles a wedding band on a chain around her neck.

Connection: 4

Loyalty: Max Starting 3

Quote: "Ask me no questions, I'll tell you no lies."

B	A	R	S	W	L	I	C	EDG	ESS	M
5	5	6	3	6	3	5	5	6	6	9

Initiative: 11+1D6

Condition Monitor: 11/11

Limits: Physical 7, Mental 6, Social 8

Armor: 12

Active Skills: Assessing 6, Athletics skill group 5, Banishing 7, Blades 5 (Knives +2), Con 5, Conjuring 8, Counterspelling 8, Etiquette 4 (Street +2), First Aid 4, Intimidation 5, Negotiation 6 (Bargaining +2), Palming 5, Perception 5, Performance 4, Pistols 4, Ritual Spellcasting 4, Sneaking 7, Spellcasting 7, Survival 5, Throwing Weapons 4, Unarmed Combat 6

Knowledge Skills: Chicago Area 5, Insect Spirits 9, Famous Shadowrunners 4, Local Bars 3, Runner Hangouts 4, Magic Theory 4, Music 3 (Modern Punk +2), Street Gangs 6 (Chicago +2)

Qualities: Astral Chameleon, Focused Concentration 4, Spirit Bane (Insect Spirits)

Initiate Grade: 4

Metamagics: Centering, Flexible Signature, Masking, Shielding

Gear: Armor jacket, contact lenses Rating 3 (image link, low light, thermo), Hermes Ikon commlink, power focus (Rating 3, dagger), spell focus (Rating 4, health, sustaining, diamond-stud earring), spell focus (Rating 4, illusion, sustaining, diamond-stud earring), spirit focus (Rating 4, beast spirits, gold ring)

Spells: Armor, Chaotic World, Control Actions, Death Touch, Detox, Fireball, Heal, Increase Reflexes, Invisibility, Levitate, Magic Fingers, Manaball, Manabolt, Mind Probe, Mind Link, Stunbolt, Stunball, Toxic Wave, Trid Phantasm

Bound Spirits: Spirit of Beasts (Force 6, 5 services)

Weapons:

Ares Predator V [Heavy Pistol, Acc 5 (7), DV 8P, AP -1, SA, RC -, 15(c), 2 clips APDS ammo]

Combat Knife [Blades, Acc 6, Reach -, DV 5P, AP -3]

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SIMON ANDREWS



Simon is an odd individual. A full-body changeling, he appears to be a bipedal lizard-man with thick scales. He's also a traditional British punk, wearing a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons. He has a lizardfish frill running front to back on his head that he paints up like a multi-colored Mohawk. He revels in being a freak, will hit on almost anything that moves, and likes to snack on live white mice. He's direct and in your face, but is utterly loyal to "Master Lofwyr," and serves as the dragon's eyes and ears in Chicago, working as an independent agent and fixer for Saeder-Krupp.

Connection: 5

Quote: "Look mate, I'm just here trying to have a good time. But if you want, we can step outside, I can beat the piss out of you, then come back here and shag your girl. Sound good?"

B	A	R	S	W	L	I	C	EDG	ESS	M
4	4	5	3	5	5	5	6	5	6	8

Initiative:

Condition Monitor: 10/11

Limits: Physical 5, Mental 7, Social 8

Armor: 9

Active Skills: Athletics skill group 4, Assensing 8, Banishing 5, Binding 8, Con 5, Counterspelling 8, Negotiation 8, Pistols 4, Ritual Spellcasting 7, Spellcasting 9 (Combat Spells +2), Summoning 8

Knowledge Skills: Chicago Area 3, Kaiju Monster Movies 7, London Area 5, Magical Theory 7, Neo-Anarchist Movement 5, Saeder-Krupp Politics 5, Seattle Area 4

Qualities: Magician, SURGE (Lizard features, tail, lizard head-frill, non-retractable claws, snout, green scales)

Initiate Grade: 5

Metamagics: Anchoring, Masking, Extended Masking, Reflecting, Shielding

Gear: Armor vest, contact lenses (image link), power focus (Force 4, silver skull ring), spell focus (Force 4, sustaining, health, Ramones button), spell focus (Force 4, spellcasting, combat spells, golden eyebrow ring), Transys Avalon commlink

Spells: Armor, Chaos, Chaotic World, Clairaudience, Clairvoyance, Fireball, Gecko Crawl, Heal, Ice Sheet, Improved Invisibility, Increase Reflexes, Mana Barrier, Manabolt, Physical Barrier, Physical Mask, Stunball, Stunbolt, Trid Phantasm, Wreck

Bound Spirits: Spirit of air (Force 5, 5 services), spirit of fire (Force 6, 6 services), spirit of man (Force 5, 4 services)

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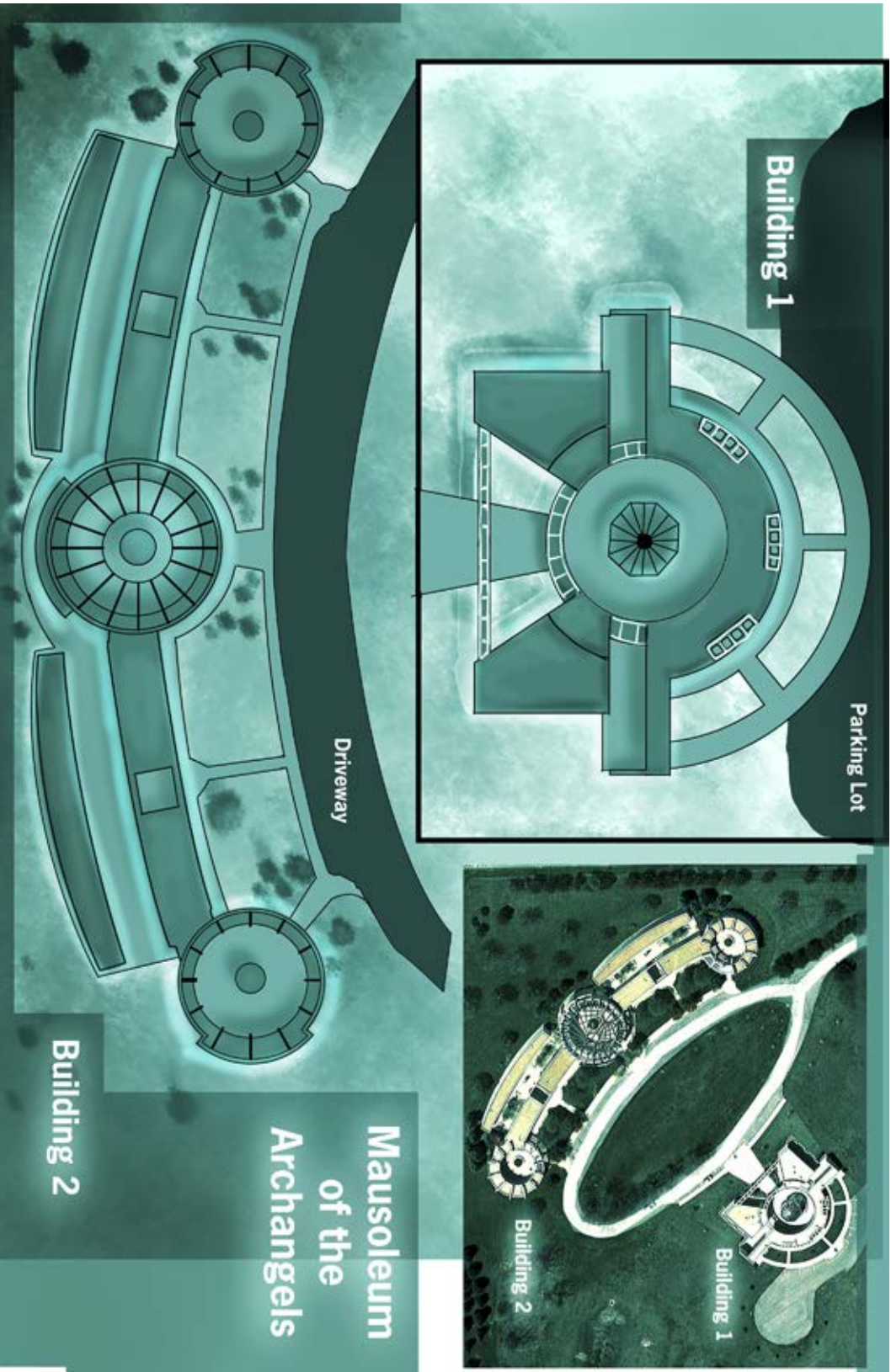
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Building 1

Parking Lot

Driveway

Building 2

Mausoleum of the Archangels



Building 1

Building 2



Simon is an odd individual. A full body changeling, he appears to be a bipedal lizard-man with a thick, scaly hide. He's also a traditional British punk, wearing a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons. He has a lizzardfish frill running front-to-back on his head that he paints up like a multi-colored Mohawk. He revels in being a freak, will hit on almost anything that moves, and likes to snack on live white mice. He's direct and in your face, but is utterly loyal to "Master Lofwyr," and serves as the dragon's eyes and ears in Chicago, working as an independent agent and fixer for Saeder-Krupp.

SIMON ANDREWS

Saeder Krupp Troubleshooter
Male Changeling

Connection Rating: 5

Loyalty:

Key Active Skills: Arcana, Assensing, Con, Negotiation, Spellcasting, Summoning

Knowledge Skills: Kaiju Monster Movies, London Area, Magical Theory, Neo-Anarchist Movement, Saeder-Krupp Politics, Seattle Area

Uses: Corporate Rumors, Magical Knowledge, Magical Gear



Simon is an odd individual. A full body changeling, he appears to be a bipedal lizard-man with a thick, scaly hide. He's also a traditional British punk, wearing a battered leather vest covered in graffiti, anarchy symbols, and punk band buttons. He has a lizzardfish frill running front-to-back on his head that he paints up like a multi-colored Mohawk. He revels in being a freak, will hit on almost anything that moves, and likes to snack on live white mice. He's direct and in your face, but is utterly loyal to "Master Lofwyr," and serves as the dragon's eyes and ears in Chicago, working as an independent agent and fixer for Saeder-Krupp.

SIMON ANDREWS

Saeder Krupp Troubleshooter
Male Changeling

Connection Rating: 5

Loyalty:

Key Active Skills: Arcana, Assensing, Con, Negotiation, Spellcasting, Summoning

Knowledge Skills: Kaiju Monster Movies, London Area, Magical Theory, Neo-Anarchist Movement, Saeder-Krupp Politics, Seattle Area

Uses: Corporate Rumors, Magical Knowledge, Magical Gear



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Male Changeling

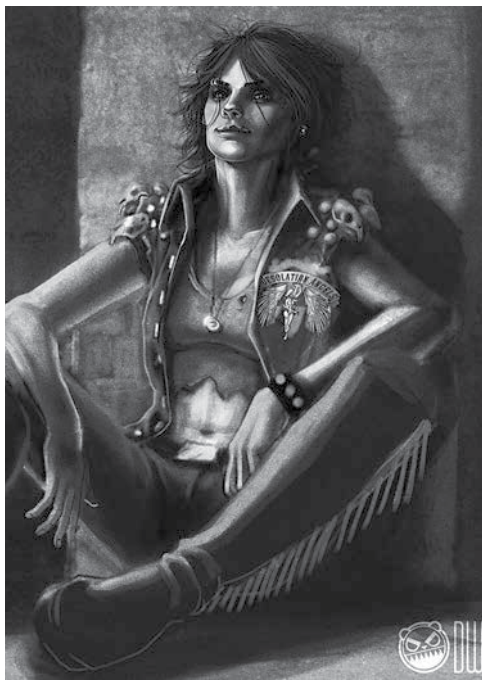
Connection Rating: 5

Loyalty:

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Knowledge Skills: Kaiju Monster Movies, London Area, Magical Theory, Neo-Anarchist Movement, Saeder-Krupp Politics, Seattle Area

Uses: Corporate Rumors, Magical Knowledge, Magical Gear



A Rat Shaman and a former shadowrunner, Becky 99 survived in the chaos of the Containment Zone by joining up with a group of women who would eventually become the Desolation Angels. When the wall came down, she stayed with the group, mostly working in the background until last year when she stepped forward and challenged the leaders of the different factions of the gang. Believing that they had lost focus and disgusted with the way they treated anyone not a member of the gang, especially men, she defeated each faction's leader and united the Desolation's under a new banner. She's now working to make the Zone a little bit better, and in the process wants to stamp out any and all remaining signs of the Insect Spirits that once invaded her home.

BECKY 99

Rat Shaman, Gang Leader
Female Human

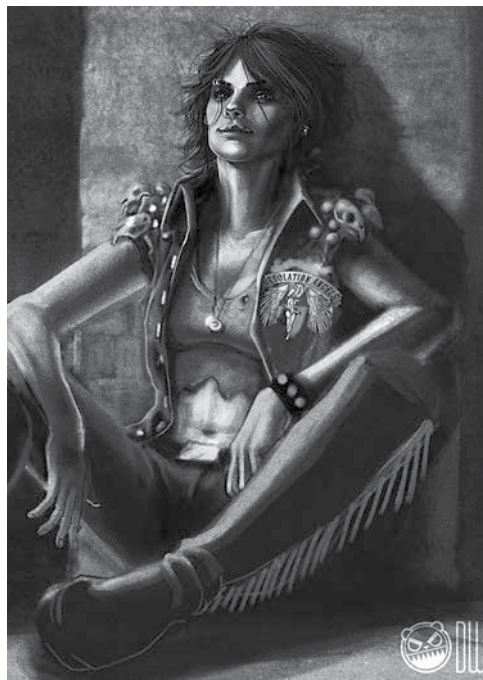
Connection Rating: 4

Loyalty:

Key Active Skills: Conjuring Group, Spell-casting Group, Stealth Group

Knowledge Skills: Chicago Area, Insect Spirits, Famous Shadowrunners, Local Bars, Runner Hangouts, Magic Theory, Music (Modern Punk), Street Gangs (Chicago)

Uses: Street Info, Rumors, Jobs



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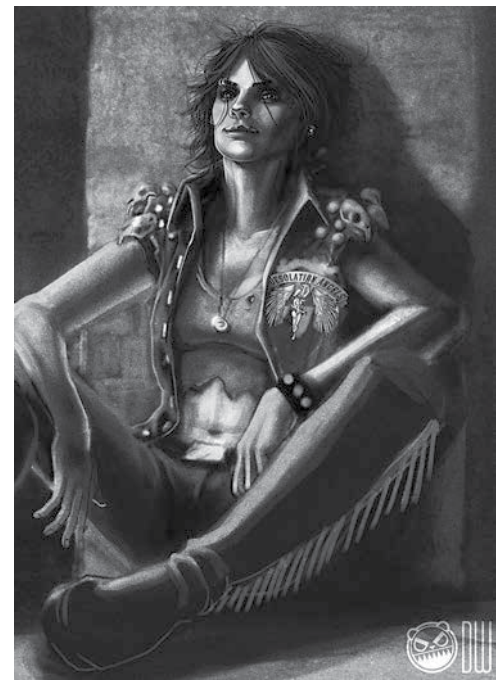
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Uses: Street Info, Rumors, Jobs

DEBRIEFING LOG



PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

SRM 06-03: ANCIENT RUMBLINGS

Simon Andrews hired you to search for some old Fuchi tech, and while that run turned out to be a bust, Becky 99 of the Desolation Angels needed some help fending off a gang and searching for a missing member.

- Searched the Fuchi-America building
- Helped Becky 99 against the Ramblers
- Found Ancients and Altar Boy
- Saved Dwarf Girl

SYNOPSIS

MISSION RESULTS

Names

Character Improvement

Karma Cost

TEAM MEMBERS

ADVANCEMENT

Previous Available _____
 Earned _____
 Spent _____
 Remaining Available _____
 New Career Total _____

Street Cred _____
 Notoriety _____
 Public Awareness _____

- Simon Andrews (Connection Rating 5)
- Becky 99 (Connection Rating 4)
- "Get Out of Jail Free" card from Nick Ryder

KARMA

REPUTATION

Previous Available _____ ¥
 Earned _____ ¥
 Spent _____ ¥
 Remaining _____ ¥

GM's Name _____
 GM's Signature _____

NUYEN

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

DEBRIEFING LOG

