

# SHADOWRUN

## Missions

**SRM02-21 HAPPENSTANCE**  
**BY: MARK EDWARDS**



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## INTRODUCTION

*Happenstance* is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Happenstance* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-21B, *Happenstance*, *Playing Aids*.

### **Preparing the Adventure**

*Happenstance* is intended for use with *Shadowrun, Fourth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

### **Adventure Structure**

*Happenstance* 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.

*What's up, chummer?* 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.

*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 offer 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 *Happenstance* (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.

### 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.

### General Adventure Rules

*Shadowrun Missions* adventures use the rules presented in *Shadowrun, Fourth Edition (SR4)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure, that the PCs will not necessarily comprise 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 in the *Cast of Shadows* section.

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,

especially 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 the Prime Runner Creation and Advancement Table (**SR4** p.277). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

### Table Rating

Table Rating (TR) is used to adjust the difficulty of an adventure so that it is appropriate to the characters playing it. The TR value can be used to increase the number or abilities of opponents, and the device ratings of equipment in the adventure. Add up the Career Good Karma of all PCs and divide by the number of PCs. Once that average is determined, consult the chart below to determine the class of the table.

Table Rating	Class	Karma Range
1	Green	0-19
2	Streetwise	20-59
3	Professional	60-99
4	Veteran	100-159
5	Elite	160-249
6	Prime	250+

### A Note on Commlinks

With the change to *SR4*, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be stated out in the adventure text. For NPCs who do not have a stated commlink, assume it has all necessary ratings at (TR/2) +1 (round-up). These commlinks will not contain any valuable paydata.

### Crossing Borders

As a city of 4 nations, getting around Denver can be tricky business. Sometimes a coyote contact can help the team across a border. Other times a border crossing may be an integral part of the adventure. Often, however, crossing the border is just a minor step in completing the run and part of another "day in the life."

To quickly simulate a border crossing, have all characters make a quick test of Fake SIN Rating + Charisma + Etiquette. Threshold on the test is TR/2 (round-up). On a failure, the PC will need to pay a 300¥ bribe to get across safely. If the PC glitches, the passage ends up taking longer than intended, and the character needs to spend 300¥ on a bribe. On a critical glitch, the PC loses one piece of forbidden or restricted gear, and must spend 500¥ on a bribe.

If the whole party is attempting to cross as a group, use a Teamwork test (**SR4** p.59) for the border crossing. In the event of a glitch or critical glitch, all players will suffer the previously mentioned consequences.

### **Contacts**

Some campaign specific contacts may require an availability test. For the purposes of those tests, glitch and/or critical glitch results will have no special effects. In the event that multiple PCs at the table have the same contact, they may each independently attempt the availability test. Please see the legwork section for more information on contacts.

### **Tracking Faction**

A special feature, in Shadowrun Missions, is Faction. As PCs proceed through the adventures in Denver, they may develop good or bad standing with many of the underworld organizations. These standings will affect their ability to interact with those groups.

Because of this, when calculating character awards at the end of the session, make sure to also mark off the faction changes that were earned in the adventure. (As noted in **Picking up the Pieces.**)

In game play, characters will gain bonus dice or suffer dice pool penalties for each tick of faction they have for social interactions dealing with NPCs belonging to those groups. For example, when attempting to negotiate with a Mr. Johnson affiliated with the Casquilho Mafia, characters who have two ticks towards Ally will have an extra two dice for any negotiation attempt. Characters can only gain or lose standing through game play.

### **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 GM, 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 (**SR4** pp.257-8).

The second is to make sure that all players have updated their character's 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, please fill out the Event Summary report and e-mail it to the campaign coordinator at [missions@shadowrunrpg.com](mailto:missions@shadowrunrpg.com) or use the web reporting form available at <http://www.srrpg.com/missions>. Future adventures will reflect the outcome of this one. Without GM feedback, the PCs' exploits will be unable to affect the campaign.

## Adventure Background

Superficially, Alesandro Ibáñez is a swarthy Euro-playboy who fell into the job of owning and running Xeverus Cosmetics Research Inc., an 'A' rated subsidiary of Evo. He was recruited into this duty after his wife was murdered and her hand-chosen successor died accidentally while vacationing (see SRM 02-14: Wetwork, Pure and Simple). Despite insisting that he wasn't interested in the job, the board of directors begged him to take his wife's place. The truth is more complicated.

A few years ago, 'Alesandro' was Nathaniel Howlingcoyote, a dutiful Koshari underling. When the Koshari told him to get body modifications and infiltrate the upper echelons of Denver society, he didn't ask questions. Nathaniel had a talent for getting people to see things his way.

The Koshari had been trying to infiltrate Xeverus Cosmetics Research Inc. for many years. However the owner/CEO, Margaret Xeverus had a knack for sniffing out infiltrators. That changed when Alesandro met Margaret. He convinced her to hire Wapasha Blackwolf as XCR's new CFO. Another Koshari plant, Wapasha had an excellent head for numbers that impressed Margaret. Between the two, the Koshari soon controlled much of XCR.

Then, environmental extremists murdered Margaret. Alesandro used his resources to have the murderers hunted down, but it didn't end there. He began to believe that Wapasha and the Koshari ordered the hit. So Alesandro went looking for answers. The Kirillov Vory, who had been looking for a way to get into Denver biz, were happy to provide them. Soon, Vory hirelings provided false information to convince Alesandro that his worst fears were correct. Wapasha was assassinated while on vacation days later.

Currently, Alesandro plays a dangerous game. He pretends to remain loyal to the Koshari. Secretly, however, he funnels shipments to the Vory. Alesandro knows that his life is forfeit if the Koshari find out. To solve this, he's tapped Samuel Halbert as a scapegoat.

Samuel is a recently hired XCR accountant with a penchant for risk. His favorite hobbies include, gambling, drugs, and BTLs. Unfortunately, Samuel also

never wins. This unlucky streak has led to some serious Vory debt.

When Alesandro found out about Samuel, he knew just what to do. Through loyal intermediaries, Alesandro made Samuel the offer of a lifetime. In exchange for reducing his debts, he acts as an errand boy, with no questions asked.

However, Samuel made no secret of his new-found wealth. His free spending habits have raised the eyebrows of the Golden Triangle Triad and the Koshari. Both these groups want to know about these secret shipments.

## Plot Synopsis

This adventure focuses on gathering information about some non-sanctioned biz in Triad territory. The Golden Triangle has received word that a Johnson has been hiring runners for several months now to smuggle goods through Chinatown. They know that he works out of a local bar/nightclub called Happenstance. Despite the fact that Happenstance is controlled by the Casquilhos, Triad forces attempt to crash Mr. Johnson's party. The runners are among the witnesses. During the melee, runners see Mr. Johnson and his team. Having seen their faces, the Golden Triangle hires the runners to find out all they can about Mr. Johnson, the meet, and the biz.

Despite being a simple package delivery, the runners find they are not alone. The Casquilhos, the Koshari, and the Vory are interested in the delivery. Along the way, the package stops at a warehouse, crosses the CAS/UCAS border, and ends in the Aurora Mall. The runners find that the package is destined for Tamanous organleggers. Can they get out with their skins intact?

## Down Time

### What's up Chummer?

The runners, independently or together, have chosen tonight for a night on the town in the CAS sector. Unwittingly, they walk into the middle of a meet that could set the Casquilho Mafia, the Golden Triangle Triad, the Koshari and the Kirillov Vory against one another.

### Tell it to them straight

There's little better than deciding to take a night off. It only gets better when you have enough nuyen in your pocket to make it possible. Tonight's the night. Your bud's offer of a night on the town couldn't have come at a better time. Your latest run had you all bunched up and since you had the nuyen to spare, you were out the door before you hung up. A short drive later you reached your destination, Happenstance, in the CAS sector.

It's now 11 PM and you've got enough synthahol in you that the tension has started easing. Sure, you've caught the subtle signs that biz is going down here, but tonight that's none of your concern.

### Behind the Scenes

Happenstance (1504 Colorado Blvd S.; See **Map One**) is a mid-sized bar/nightclub with a working class atmosphere. The music is loud and the conversation, louder. The decor is a combination of local road signs, sports on the triad, and memorabilia on the walls. The synthahol is cheap and free flowing. The other patrons don't want to know about your home life, unless you're buying.

Patrons come and go but only a few look interesting. Call for Intuition + Perception (2) tests, the PCs can notice any of the following three groups. They might notice a team of five other shadowrunners (Blood and Mayhem, See **Cast of Shadows**) enter and walk through the bar to the back room. In the main bar area, they may notice four armed men in black business suits (Casquilho soldiers, use Lone Star Police Squad, **SR4**, p. 275). If the PCs happen to wander into the backroom, they'll see eight Triad Posse members (**SR4**, p.276) playing

pool while they wait for Blood and Mayhem to arrive.

The action starts shortly after the other shadowrunner team goes into a back room. Just after midnight, there is a loud exchange from the back. That quickly turns into shouting, and finally gunshots.

At this point, everyone in Happenstance reacts. Bystanders run for the closest door, the bartender ducks behind the bar, waitresses scatter, and the Casquilho soldiers rush toward the shots. Should the PCs get involved, they find a three-way gunfight between the Casquilho soldiers, the shadowrunner team, and the Triad posse. It appears that the first two groups are ganging up on the third. However, if the runners pay careful attention (Intuition + Perception, TR), they notice the following:

- The two-on-one situation appears based on convenience rather than allegiance.
- The runner team is focused on looking for cover rather than fighting.
- Neither the Casquilho nor the Triads are being selective in their targeting.

Any players who specifically mention the runner team may make another (Intuition + Perception, TR) to get a good look at them.

During the fight, the runners notice one of the patrons (Samuel Halbert, see **Cast of Shadows**) coming from the bathroom hallway. As he tries to get past the gunfight, he is shot and falls down. Runners get a good look at him as this happens. He hurriedly flees the building and out of the runners' sight.

Unless the PCs intervene, Triad members are forced out of the building, dragging several casualties with them. The opposing runner team also escapes out the back door. At that point, the Casquilhos leave as Knight Errant sirens sound in the distance. PCs should get the clue that it's time to go.

If the runners don't get involved, they have no problems getting out. Outside they are swept up in the confusion. Looking around, they notice a man (Samuel Halbert) coming out the front door. He has been shot in the right arm and stumbles toward them. He walks past them toward an arriving DocWagon ambulance along with TR Knight Errant patrol cars.

If the runners confront Halbert, he explains that he was in the bathroom when the shooting started and accidentally got

caught in the crossfire. (Judge Intentions (2) will reveal he is lying.) Before they can obtain any further information, the DocWagon team will attempt to get the PCs out of the way so that they can begin treatment.

### Debugging.

For whatever reason, players may feel that their PC would not be in Happenstance. In that case, GMs can identify reasons for PCs to be in the area. For example, their vehicle broke down and, seeing a tow truck in the parking lot, they went to investigate. Alternatively, runners could be at Happenstance to check into an unrelated run. Runners with Triad or Casquilho connections could be called upon to make the initial attack. This could have interesting possibilities as runners who have fired upon one another are forced to work together.

### Pushing the Envelope

For GMs who like to start with a bang, the Triads could cover all the entrances, forcing a fight to freedom through bystanders. For tougher runners (TR 2+) add a Triad Lieutenant (**SR4**, p. 276) leading the charge

Alternatively, Blood and Mayhem members could flee into the main area of the bar, and attempt to grab cover around the PCs just as the shouting and gunplay begins. This could trap the PCs between three armed and hostile groups.

If time is not an issue, Casquilho soldiers could recognize characters with strong factions toward the family. The exchange shouldn't come to violence but could increase the tension of the encounter.





## High Road to China

### What's up Chummer?

Runners are contacted by Zhang Wong, a Chinatown talismonger and occasional fixer. The biz is just 'watch and see,' but time is precious. Mr. Johnson wants to see them today. When runners arrive, they deal with unfamiliar customs and possibly hostile Triad members. All this before they even get to meet Mr. Johnson

### Tell it to them straight

The early and incessant ringing of your commlink tells you that sleep wasn't in the cards. When you finally pick up, a polite and subdued voice on the other end introduces himself as Zhang Wong, and inquires if you have made purchase recently. Thinking it to be a business solicitation, you start to hang up. However, just before you do, Zhang makes a comment that puts you back on the line. If you aren't interested in purchasing telesma perhaps, he says conspiratorially, you'd be interested in some other biz.

Zhang has connections and knows a Mr. Johnson who is looking for outside talent. "Talent," he mentions, "that can keep its eyes and ears open while keeping their mouths closed." Seeing that he has your attention, he mentions a meet. The Jade Emperor, he says without pause, 5 PM, be there promptly. If he has dealt with the runners before, before he hangs up, he mentions that being late is bad *guanxi* (see **Runner Havens**, p.11).

### Behind the Scenes

If any of the PCs have Zhang Wong as a contact with a loyalty of 2 or higher, he'll stay on the line long enough to extend the conversation, and answer any questions they might have.

The runners have time (6 hours) to prepare for the meet. If they are interested in Zhang, his shop, *guanxi*, or The Jade Emperor, refer to **Legwork**.

The Jade Emperor is a Triad-run nightclub near the heart of Chinatown. On the outside, the PCs see men in gold uniforms parking cars. It appears that the area around the nightclub is filling quickly.

While at the nightclub, runners find previous interactions with the Triads affect their treatment. In game terms, make sure to apply Triad Faction Rating for Charisma-based skills.

The doorman, a hulking troll, waves the runners through. In passing, he mentions that it's happy hour, so the characters should make sure to have a drink. Inside runners find the club is in full swing. A cacophony of sights and sounds assault their senses. The synth-pop is loud but not eardrum shattering. In the middle of the room, AROs perform traditional Chinese dances.

Regardless of whom the runners speak with about the meet, they are met by a 'greeting party' of Golden Triangle members (use Triad Posse, **SR4**, p. 276). The Triad members insist on frisking the runners while other patrons ignore the incident. Runners who have done their homework on *guanxi* or who have knowledge of Chinese etiquette may attempt to bypass the frisking by use of (Charisma + Etiquette ± Faction, TR). Success means that only obvious weapons are removed. Either way, they are soon escorted upstairs.

The runners are taken directly to a private function room. Once the doors are closed, the music outside is noticeably lessened. Decorations are sparse but the room is comfortable. Inside are Mr. Johnson (Bai Zhi Shan, see **Cast of Shadows**) and one personal bodyguard (use Triad Lieutenant, **SR4**, p. 276). Bai Zhi is leaning back in his chair, seemingly unaware of the runners. His bodyguard leans over and whispers to him. He then stands and greets the runners.

Getting down to business, Bai Zhi apologizes but states that time is a precious commodity. Recently, he learned of smuggling activity in Chinatown. The smugglers planned to meet last night at Happenstance. There, an unknown man was to deliver a package and instructions for delivery somewhere in Chinatown. Bai Zhi's associates (the Triad Posse from Down Time) went there to discuss the matter. Unfortunately, they were unsuccessful. Bai Zhi has it on good authority that the runners have seen these smugglers. Bai Zhi and his associates have searched for news of another meet. However, it seems the smugglers have gone to ground.

Nevertheless, a meet must take place quickly or no one gets paid. This is where the runners come in. Bai Zhi will provide them with a picture of the man. They should recognize the picture as Samuel Halbert from Happenstance. (Bai Zhi will not provide the name, as he does not know it.)

Using their contacts and resources, the team is to track these parties down, find out who's behind the business, find the package's source and destination. The job pays a base of (500¥ + 500¥ \* TR) per runner. Payment can be increased by (100¥ \* TR) per net hit (up to 5) on negotiation rolls. Finally, he offers a bonus of (100¥ x TR) for the team to divide for each additional piece of useful information. For example, the package contents, who is moving it, how it is being moved, for what it's being used, who it's going to, etc. (see Picking up the Pieces).

While the pay may seem low, Bai Zhi states that this is strictly a 'look and see' mission. As long as they remain undetected, this should be uneventful.

### Debugging

If time is less an issue, runners may have some questions for Zhang. While it is not directly relevant, runners may want to know why he is contacting them. He states that Mr. Johnson specifically asked for them. So, he called around (to fixers familiar to the runners) until he found someone who knew them.

If the runners have gone against Triad interests in the past, Zhang's business location may concern them. However, Zhang can mention 'a friend of a friend' who can vouch for him. If runners express worry about their employer, Zhang mentions that he has a *guanxi* with Mr. Johnson. It would be dishonorable for him to harm people that Zhang hired. GMs might also mention that no other contracts are pending currently.

However, if the runners flatly refuse the contract or simply don't show, the adventure is over for them. Note that runners who express interest then don't show will earn a point of notoriety.

At the nightclub, runners may refuse the job due to Triad interference. GMs are encouraged to focus on the role-playing aspects of this scene. Successful Logic + Etiquette ± Faction (2) rolls will earn the

players helpful hints about *guanxi* and Asian etiquette. Don't raise your voice. Don't make eye contact. Don't show any strong emotion. If they remain calm, Bai Zhi notes their use of proper etiquette and quietly (yet angrily) dismisses all detractors.

### Pushing the Envelope

If the runners were particularly reckless during the fight at Happenstance or actively attacked the Golden Triangle hit squad, the greeting party can be comprised of Triad survivors. In this case, the PCs will have to be quick on their feet (requiring some good negotiation or bribery) or a fight could ensue. Use caution in considering this option, as it could completely disrupt the scenario.



For more experienced tables (TR 2+) An Peng (See Cast of Shadows) shows up with Triad soldiers (TR x 2, use Triad Posse, **SR4**, p. 276) during the middle of the negotiations. He protests the use of runners who interfered in Triad business. Good role-playing or negotiation will be useful to resolve the encounter.

## Hide-N-Seek

### What's up Chummer?

The team investigates the business in Chinatown in CAS sector. They find a number of dead-ends, several red herrings and just enough information to find the targets. Arriving at a rescheduled meet, the runners view all the principals. They also see others who are interested the targets. If they aren't careful, a fight could end the adventure early.

### Tell it to them straight

The pay might be a bit low, but the job is easy. Once you have the basics, you can bail anytime you want. When it comes right down to it, it's easier to play 'follow the leader' than 'cops and robbers.' Given that you don't know where the leader is, or much else besides what he looks like, it seems that first you'll be playing 'hide and seek.' The question is: Which rock do you look under first?

### Behind the Scenes

There are numerous ways the runners can find out about their target, his business, his employers, his underlings, etc. Examples include speaking to known fixers, using pictures the runners have downloaded from their encounter at Happenstance, and speaking with the bartender on duty the previous night. This can be handled through role-playing (see **Legwork**).

Their sources should lead them to a 10 PM meet at McHugh's in the CAS sector, near the University of Denver (3996 E. Evans Ave.).

The meet is in progress when the runners arrive. Christopher Kimura (see **Cast of Shadows** for all) has a watcher spirit keeping an eye out for any astral activity. Meanwhile Amanda Jannick has a Sikorsky-Bell Microskimmer at the back door looking for armed individuals. The three other runners are Juliette Corola, Dennis Porter, and Ruben Bryson. Samuel has changed clothes and is favoring his right arm. He appears disheveled, but in good health.

A successful Perception + Intuition (TR +1) Test reveals two rather conspicuous black Ford Americars with tinted windows.

Inside are (TR +3) Casquilho soldiers (Corporate Security Unit, **SR4**, p. 275). Runners may note (Logic + Willpower, TR) that these are the men from Happenstance. Throughout the meet, the soldiers seem content to watch. Odds are currently in Samuel's favor, and they want him alive.

Unless the PCs interrupt, the meet goes as follows. Samuel uses his commlink to transfer a file to Juliette's commlink. She visually acknowledges the receipt. He then finishes his drink and leaves. If the PCs manage to intercept the transmission, they'll discover that it's a simply a passcode allowing access to make a delivery at Atlas Cold Storage later tonight.

The smugglers go outside to an unmarked GMC Bulldog Step-Van. Juliette, Christopher, Amanda and Dennis get in while Ruben follows on a Suzuki Mirage. The two Casquilho cars split up. The first follows Samuel while the second follows the smugglers and their package.

The Casquilhos following Samuel stop his car after two blocks by using the Americar to ram his Mercury Comet. They grab Samuel and start to leave. If the runners don't intervene they see the following. A Force TR+2 Spirit of Man appears near Samuel. The soldiers scream and drive off. Samuel remains exactly where he is. From a side alley, a middle-aged blind Amerindian ('Treads-in-Darkness' see **Cast of Shadows**) walks over and begins speaking to Samuel. Runners may hear (Intuition + Perception, TR +1) Samuel confessing the package was going to Atlas Cold Storage (ACS).

The smugglers and their package head directly for Atlas Cold Storage (701 E Bethany Drive) in Chinatown; followed closely by the other Americar. Unless the PCs intervene, the Casquilhos will take control of the package and leave the smugglers for dead. (See Below.) The PCs will need to simultaneously take care of the Casquilhos and track the package. If alerted, the smugglers take off, eventually losing the Americar. However, they still deliver the package to ACS.

The cold storage facility is located in an industrial district close to the CAS/UCAS border. The runners will need to roll (Intuition + Shadowing TR +1) to follow without being spotted.

At ACS, Ruben waits on the street while his fellows drive to the front gate. After a brief conversation with the guard, they drive the van inside. A worker motions for them to drive up to one of the delivery entrances. Once the back doors open, the four smugglers and the worker move a one cubic meter square plasticard crate inside. A quick (Intuition + Perception, TR+1) look reveals that the crate has an XCR logo. Runners who don't recognize the logo can check into it (Intuition + Corporate Knowledge, 1).

Once the cargo is unloaded, the smugglers head back. This time they take several abrupt turns checking for tails. On the way, they stop at McHugh's, drop off the van, and pick up a Mercury Comet.



## Debugging

It is possible that the runners could head toward Blood and Mayhem's doss (2154 S. Jackson St.). If this is the case, the smugglers aren't home (they didn't return after Down Time). A search reveals a vidphone message in which a frantic Samuel Halbert (moments after Down Time) tells them to become scarce until the heat is off. He mentions a second meet at McHugh's at 9 PM the following night (tonight). There he will give them delivery instructions.

If the runners follow Samuel, it is possible they might try to take him from Treads-in-Darkness. This might be doubly important if they did not overhear the package's destination. Treads is not about to fight armed shadowrunners. He will leave at the first sign of trouble. However, Treads may know some things they don't. Runners may (through contested Negotiation tests) be able to exchange information with him (refer to **Picking up the Pieces** below).

If the PCs don't find out about the meet, the easiest solution is to pay for the information. GMs can ensure that one contact has heard the necessary information. Another solution is to spend a point of Edge to get an emergency call from a contact. The contact could give them the crucial information allowing the run to progress. Finally, if the runners are struggling to make headway, GMs could allow a (Logic + Charisma, TR+1) roll to get a hint about using contacts.

## Pushing the Envelope

For more experienced teams (TR 3+), the Casquilho hit squad also includes a combat mage (**SR4**, p. 90). At (TR 5+) add two GM-Nissan Dobermans equipped with Ingram White Knight LMGs.

Runners who choose to check out the Jackson St. House (see **Debugging** above), could find someone home. Roommates (use Humanis Policlub Goon Squad, **SR4**, p. 275) will have something to say about the runners breaking in. While not a threat physically, the roommates could call the police (the University has A-rated security). It could become more interesting if Samuel's message was erased.

## Just Chillin'

### What's up Chummer?

Now that the runners are on the right path, it's time for answers. What they get depends on the risk they take. Astral recon will earn them a little. A matrix run will tell them some. Going into ACS will get them the most information.

### Tell it to them straight

Here you stand, in the cold and dark of a chilly Denver night. It's just after 11 PM and all around you is the muted silence of night in an industrial complex. Numerous buildings and warehouses surround Atlas Cold Storage. By the looks of things, you shouldn't need to worry about prying eyes for several hours. Given the relative upkeep of the buildings and their proximity to the CAS/UCAS border, your only real worry is a rare CAS or ZDF patrol.

Reflecting on the job, you realize how little you know. You've seen the smugglers who move the product, and their Mr. Johnson, Samuel Halbert. You also know that the product is in Atlas Cold Storage. However, you can't say if this is its final destination or a stopover. Plus, you don't know what's in the package, and that's leaving nuyen on the table. Time's wasting.

### Behind the Scenes

ACS crews work around the clock. The night crew is little more than security and maintenance. All crews report to the general manager. He owes the Kirillov Vory, for both his rapid rise to management and for covering up illicit behaviors which would have gotten him fired.

Thus, ACS has become a kind of 'staging point' for Vory deliveries. Packages are dropped off at all times. Later, they are delivered by ACS personnel under the pretext of 'routine monthly vehicle maintenance.' A truck is taken off the GridGuide™ tracking system and driven with the package inside, across the CAS/UCAS border to the Aurora Mall. This occurs tonight at 1:45 AM. While they may not be aware of this, the runners have just under three hours before the package leaves.

ACS's security measures are adequate for their purposes. Nothing high-tech or dangerous is stored here. Outside (see **Map Two**) there are two gates made of reinforced plastic (AR 8, SR 9), each with a gatehouse made of plastic and ballistic glass (AR 6, SR 7). Both are located on the south side of the building, facing the road. Two guards (Corporate Security Unit, **SR4**, p. 275) man each gatehouse. They make one perimeter patrol every half-hour. The perimeter fence is chain link (AR 8, SR 9) topped with monofilament wire. Spotlights cover most of the exterior. However, runners can use the darker areas to move closer. Two GM-Nissan Dobermans armed with AK-97s patrol the parking area. Wide-angle cameras offer a complete view of the parking area. The cameras have lowlight enhancements, but not thermo. Each of the cameras is of average quality (DR 3).

Inside, four security guards (Corporate Security Unit, **SR4**, p. 275) patrol the facility. The shift supervisor (use Lone Star Police Squad, **SR4**, p. 275) does Matrix overwatch using closed circuit monitors (both interior and exterior, DR 4). Meanwhile, the maintenance chief (use Humanis Policlub Lieutenant, **SR4**, p. 275) and his crew (use Humanis Policlub Goon Squad, **SR4**, p. 275) check meters and make half-hearted attempts to clean. Once an hour the security guards search the building. However, they do not enter any locked doors. When not otherwise occupied, employees spend their time in the break room playing cards and the local matrix combat game.

An astral search of the premises reveals a rough map with the locations of the workers. However, the package contains nothing living.

A matrix search can be more informative. The external security system (a DR 4 node) contains links to all the cameras located on the premises, information about all the systems running onsite (generators, water, sewer, electricity, comm units, etc.) and override codes for onsite security (locks, gates, drones, and secured lines). The override codes are restricted to Security access. A Logic + Data Search (TR +1) reveals there is no record of the delivery (cameras were pointed elsewhere, gates were offline, etc.).

Separate from the security system, but directly connected, is the older, less secure business system (DR 3, no Signal). This system can be accessed wirelessly, if the security system is first hacked. A search (Logic + Data Search, TR+2) reveals a great deal about ACS. Runners can learn about policies and procedures, the names of all employees along with their specific jobs, all ACS' accounting information, a listing of all incoming and outgoing packages, and all the maintenance records for the equipment onsite. Selling this information could net the runners 100¥ (+50¥ per net hit on Negotiation rolls).

A thorough search of specific records reveals a number of irregularities, including falsified accounts, missing or incomplete records, phantom reimbursements, and questionable accounting practices. Runners also find extensive entries for routine monthly vehicle maintenance on ACS vans. The repairs average twice weekly for months, which seems far too often. They require the van be disconnected from GridGuide™ and delivered to Quality Automotive Repair and Service (1096 S. Sable Blvd., Aurora.). Van 4 is scheduled to be delivered for service at 1:45 AM today.

A physical search of ACS initially reveals little of interest (several dozen cold storage units, including three that are room sized (most of which are empty), several locked offices containing personal effects and ancient computers hardwired to the business system). However, searching delivery Van 4 reveals the box with an XCR logo that Blood and Mayhem delivered. The

box is made of plasticard with plastic supports secured with staples. Runners will have no trouble opening it. Inside are several dozen smaller boxes stamped with various drug names. A successful (Logic + Medicine, Data Search, or an appropriate knowledge skill, TR 3) roll reveals that the drugs are anabolic steroids.

## Debugging

Runners may attempt to capture a security guard or maintenance crewman. Everyone knows something is up, but none know details. But, they know to keep silent. Only security and maintenance chiefs can tell the runners more. However, they are more afraid of the Vory than the runners (+3 situational modifier to resist bribery and threats).

## Pushing the Envelope

For tougher parties (TR 2+) security can be increased by (TR) crew distributed equally between interior and exterior. For very tough runners (TR 4+) a mage (use CorpSec Lieutenant, **SR4**, p. 275) with watcher spirit can be added to the defenses.

If time is less an issue, runners could encounter a roving KE patrol (use Lone Star Police Squad, **SR4**, p. 275) or as mentioned above, a roving CAS/ZDF patrol (use Red Samurai Detachment for CAS patrol, **SR4**, p. 276; for ZDF patrol, use Tir Ghosts, **SR4**, p. 276); another delivery (preferably as the runners are exploring the shipping bays); or even a false alarm as a rat sets off motion sensors or drones.



## Crowded Shadows

### What's up Chummer?

As the runners follow Van 4 on its rounds through the CAS sector, they make several discoveries. First, the van makes a stopover at an as-yet-unknown Vory hangout, where it picks up several 'suspicious' packages. Second, the Koshari are interested in the package. Finally, the van crosses into headed to the Aurora Warrens in the UCAS instead of a repair shop.

### Tell it to them straight

They say that running the shadows is mind-numbing boredom punctuated by moments of extreme gunfire. Given your surveillance of the cold storage complex, you can't say which of those you would least prefer. Whatever your thoughts on the subject, you have to put them aside for now. The moon is high, and you notice that Van 4 is heading toward the street. It looks like you're back on the move.

### Behind the Scenes

The route (see **Map Three**) and departure time were carefully chosen. There are few prying eyes as the van goes to it's Vory pickup (Location 1). The closest border crossing is around 10 blocks north of the Mall (Location 2) where East 6th Ave crosses old IH-225. At around 2:30 AM, when the van gets to the crossing, the bars have been closed for half an hour. The increased traffic and drunks at the checkpoint help camouflage it.

Runners have several options for tailing the van (RFID tags, turning the van's GridGuide™ back on, watcher or other spirits, and shadowing are a few examples). However, they may have problems if they are relying on only one method.

Though the van is traveling through Casquilho territory, the Family generally ignores the area along old IH 225. The Vory have been able to exploit this oversight. Just before 2 AM, the van arrives at a seemingly abandoned apartment complex (Location 1, Catchkey Lake Apartments, 1353 S. Potomac St.). The driver gets out and, waving to a corner apartment, heads inside.

These apartments serve as training grounds for several Vory mages under the tutelage of Taijha (see **Cast of Shadows**), a voodoo tradition mage. Its proximity to the warrens allows access to virtually limitless practice 'volunteers.' This practice often leaves left over parts which are recycled by the Tamanous.

As a result, astrally perceiving characters notice a wrong-ness to the area (Voodoo-affected background count Rating 1). Runners notice that the place is crawling with magic security. Four Voodoo watcher spirits with Possession patrol the first floor (they were instructed to possess and inform Vory soldiers of anyone who didn't wave before entering). The interior walls have been warded (Force 5). At any given time, (TR +4) armed Vory soldiers (CorpSec Unit, **SR4**, p. 275) patrol within the ward. However, they are not visible from the outside.

Just after the driver goes in, runners may notice (Assensing + Perception, TR+1) several astral spirits converging on the building. Meanwhile regular perception (Intuition + Perception, TR+1) reveals several dogs moving in the same direction. Finally, the runners may recognize the blind man sitting half a block away talking to himself. Astral perception reveals he is speaking with several Force 3 Spirits of Man who move between him and the building.

The blind man is Treads-in-Darkness (see **Cast of Shadows**) the Dog shaman runners may have encountered earlier. While he does some freelance work, he is firmly in the Koshari camp, and tonight he is working for them. Like the runners, he has been trying to follow the package that left XCR yesterday. He recently got the location of the package (via Samuel, see Hide and Seek above) and just arrived in the area.

He is following the package, so he will not interfere with the runners. That is, unless they interfere with it. In that case, he orders his spirits to trigger the Vory defenses and lets them deal with the problem. He is smart enough not to fight well-armed runners. Given his Koshari duties, he only uses spirits to escape if he is in danger of being killed.

Treads-in-Darkness knows some things runners might not. Through good role-playing or an opposed Negotiation test he might be willing to exchange information.

Treads will insist on using Analyze Truth during the information exchange. For information about what Treads knows, refer to Picking up the Pieces.

Ten minutes later, the driver and five other men exit the building. Between them, they carry three thick heavy plastic bags. An Intuition + Perception (2) test reveals they are body bags. The men load the bags into the back of the truck, then head back into the building. The driver continues on his route toward Location 2.

The drive is smooth given the time and proximity to the border. After 15 minutes, the van turns onto E. 6th Ave heading to the border (Location 2). The crossing is uneventful. Runners may notice (Intuition + Perception, TR +3), that the driver hands a credstick to the ZDF guard as he sends he presents his identification. The guard, an ork named Cyril Pelagia (see Cast of Shadows), is on the take. Runners who do their homework (see **Legwork**) could find crossing here cheaper when Cyril is working. A brief once-over and the van is on its way.

Now, the PCs need to cross. Regardless of how, it will have to be quick. The van doesn't stop or go to the repair shop. Instead it continues down E. 6th Ave and turns right on Chandler before taking back roads into the Warrens (Location 3).

The Warrens are a dead zone so runners relying on matrix technology (RFID tags, GridGuide™, etc.) with a Signal rating of less than 7 find that it suddenly disappears. Runners who maintain visual contact or use magic can continue the chase.

The Warrens are quiet and dark, and the smog thinner. The runners might notice that there are stars in the sky. Remember that this area is alien to city dwellers. As mentioned before, the area is a matrix dead zone, and the suffering and desperation are fairly palpable. However, the runners are well-armed, so most squatters will give them a wide berth.

Slowing down because of potholes and other obstacles (garbage, plasticrete blocks, etc.), Van 4 drives around the back of the Mall. Keeping the van in sight is now easier (Agility + Infiltration, TR).

## Debugging

Runners may plan an assault on the Vory hangout rather than watching and listening. A quick call from Mr. Johnson inquiring about their progress, however, may hold them back. Given the Vory defenses, it is unlikely that a frontal assault will succeed. Add in TR apprentices to Taijha, if they try. (Use Street Shaman, **SR4**, p.102) After fleeing, runners will have to find the van again.

Perhaps runners haven't contacted a coyote for a crossing or they don't know any in the area. Such runners can always cross the same way the van did. Discussions about bribes to Cyril could get them a +1 modifier on their rolls. If necessary, the van could break down. Runners could find the van on the side of the road, the driver making hasty repairs. If not used previously, runners could come upon Lone Star pulling the van over.

## Pushing The Envelope

If the runners are following the van easily (multiple precautions, magic and technology), GMs can have the Vory spot the runners (or Treads-in-Darkness) at the apartment complex. With the magic and technology available to the Vory, runners would not want to fight. Fleeing would force runners to track down the van again, and alert the driver to watch for tails.

Alternatively, one of Treads' Spirits of Man could take a disliking to a heavily cybered PC. The spirit could use its Accident power on the runner.

During the drive up Potomac, KE (use Lone Star Police Squad, **SR4**, p. 275) could pull the van over for an infraction. The driver could be given a warning, a ticket, or could be arrested. This would require runners to save him such that he could continue while unaware of the runners' aid.

If time is less an issue, the trip through the warrens could be extended. Runners could face beggars, hostile natives, go-gangs, or spirits as they follow the van. Specifics of this are left to individual GMs.



## Mall Walkers

### What's up Chummer?

Runners follow the package to another destination. However, they still don't know if this is a stopover or the final destination. There are still unanswered questions. For example, the runners don't know what the chemicals are for and who is receiving them. Getting those answers requires entering the Mall, and coming out with their skins intact.

### Tell it to them straight

You manage to follow the van as it drives around the Mall to the delivery bays on the back. The driver reverses into the loading bay, the back doors open, and you see the truck move as, you assume cargo is unloaded. Someone is definitely unloading something, and they're making multiple trips. At one point, you're certain that you see a box with an XCR logo leave the truck.

After a few minutes the van emerges and begins retracing its path. Now the only question is, is this the next stop, or the final resting place?

### Behind the Scenes

This area of the mall is mostly free of ghouls (the Tamanous don't want their suppliers attacked), but not entirely. Runners have to watch for four member ghoul (**SR4**, p. 292) patrols making periodic checks around the Mall. These patrols are comprised of sentient ghouls and their tactics should reflect this.

The Tamanous rely on camouflage to protect their operation. They have dispensed with external security, relying on squatters and ghouls to cover the outside. Problems inside the operation however, are met with swift and decisive action.

Security measures begin with two motion sensors (DR 4) just inside the docking bay (see Map Four). They cover a space approximately 2 x 5 meters. However, they only detect motion up to about ten centimeters high (so hovering, flying, or crawling along the walls would avoid the sensors). There are ten cameras (DR 2) in the area. They are monitored round the clock.

Running along the ceiling in every room and hallway is an old-fashioned sprinkler system. Careful inspection of this 'fire extinguishing' system (Intuition + Perception, TR +2) reveals that the pipes have been retrofitted to expel a mix of putrescine and cadaverine. These expelled chemicals overwhelmingly mimic the smell of rancid meat. It can cause illness (see Toxic Substances, **SR4**, p. 245; toxin power: TR; Effect: Nausea). However, this effect is secondary. If the alarm is activated (via alarm buttons located in the security office, records room, surgery prep, and operating theater), it's sprayed on everyone inside. Meanwhile, the doors at the ghoul entrance (see below) unlock and open. Degenerate ghouls from the lower floor enter and attack anything smelling of the chemical mixture.

A security team of two sentient ghouls (**SR4**, p. 292, add Automatics: 2 and HK MP-5 TX SMGs) roams the halls periodically. They randomly check doors and look in rooms to make sure everything is locked.

All the external walls have an astral barrier (Force 4). This barrier covers the doors between the storage room and the loading bay, effectively keeping wandering ghouls out and the ghoul patrols inside. The Tamanous operation is underground so no magical protections are visible from outside. If the barrier is breached, at TR 4+ the Ghoul Mage (see **Cast of Shadows**) will notify all of the facilities security teams to respond. At lower TR, the mage who set up the barriers fails to notify the facility of the breach.

The loading bay is unremarkable. A raised platform in the back eases the loading and unloading of trucks. The bay is grimy from truck exhaust and piled refuse. The only exit is a set of double doors leading inside.

The storage area is used to hold commonplace materials. Some of the items the runners might find include; foodstuffs (all soy-based); equipment parts (for upkeep and repair); cleaning products; containers of freon, ammonia, hydro-fluoro-carbon (used for refrigeration); dollies and gurneys, etc. Sitting on a dolly, the runners find the remains of the XCR box. Refuse around the dolly (torn plastic, smaller XCR boxes, etc.) implies that (Intuition + Perception, 1) the chemicals are being used here.

The security office has banks of trideo screens and other recording equipment along with an alarm button (all DR 4). If runners are seen, the roving security team will be sent in. If the security team is unable to stop the 'runners, an alarm is triggered. At any given time there are four security officers (Ghouls, SR4, p. 292, armed with HK MP-5 TX SMGs ) and two ghoul adept lieutenants (add Critical Strike 2, Improved Ability (Unarmed Combat) 2, Improved Reflexes 2, and Killing Hands). In the event of a full alarm, both lieutenants and two full security teams will be dispatched to the intruders' last known location.

The records room door is maglocked (DR 4) and heavily armored (AR 8, SR 9). The room is empty save a matrix terminal, chair and server. The walls have been painted with rating (TR \*2) EM dampening paint. This wireless system has a subscription list of only a few comm units (the lieutenants, surgeon and this terminal are all subscribed). Hackers who want access can use a subscribed comm unit, or spoof the system. The server (Response 4, Signal 2, Firewall TR+4, System 5) contains detailed information about the Tamanous operation. Selling this information could net the runners 500¥ \* TR (+100¥ \* TR per net hit on Negotiation rolls).

The western hall ends at doors. These 'deadman' doors (one must be closed before the other will open), lead into the mall. The doors are both maglocked (DR 4) and heavily armored (AR 8, SR 10). They allow Tamanous ghouls to enter without bringing in their mindless brethren. If the alarm is activated, both doors open, allowing degenerate ghouls entrance.

At the opposite end of the hall are prison cells. Each of the fifteen rooms has an airtight door which has been locked (DR 3) and is armored (AR 8, SR 9). Six people (use Humanis Goon Squad, SR4, p. 275) share each room. Runners who attempt to interact with them, find them in shock. Moving from cell to cell are two ghoul guards (Ghouls, SR4, p. 276, with HK MP -5 TX SMGs) and a ghoul physician (use Humanis Lieutenant, **SR4**, p. 275, with a Fichetti Pain Inducer). The doctor is carrying a small XCR box and distributing pills to the prisoners. If confronted, the guards attack the runners while the doctor attempts to

escape. He heads directly for the nearest alarm button.

The surgical preparations room contains smocks, gowns, sinks, and cleaning supplies. Everything necessary to prepare for surgery. There is also an alarm button.

The surgical theater has enough computer-guided surgical equipment to make many hospitals envious. Runners with a medical background (Logic + Medicine, TR+1), may discover that, while well equipped, it is best suited for autopsies.

Medical supplies are stored at the end of the hall. In addition to the typical supplies (medicines, surgical tools, gauze, bandages, etc.), the runners may find (Intuition + Perception, TR+1) the bulk of the small XCR boxes. Several have been opened.

The cold storage area contains inventory. Dozens of bodies hang, suspended from the ceiling, on meat hooks. Closer inspection reveals that several have been 'harvested.' Along the far wall, 'parts' are neatly vacuum-sealed and stacked on shelves. There is no identification on the packaging. However, each has an RFID tag. Searching the tags reveals many are destined for hospitals around Denver.

The Tamanous equipment, drugs, and supplies have a resale value of 10,000¥ (6,000 for the equipment, 3,000 for the drugs, and 1,000 for the supplies), which can be increased by +100¥ per net hit on Negotiation rolls. However, the equipment is bulky. Runners will have to find some way to transport it.

## Debugging

Runners who decide to enter the Tamanous operation through the mall could have problems. This area has been cordoned off in an effort to keep the mindless ghouls under control. The lower levels of the Mall contain hundreds of ghouls. Entering this area could be suicide. Runners find that all entrances have been locked and blockaded with steel panels welded in place. This should be their first indication that entering would be unwise. If they are still set on this course of action, GMs can have them roll (Intuition + Street Knowledge, 1) to remember rumors of the significant ghoul presence at the Mall. If this still does not give them the hint, let them face the consequences.

It is possible that runners will see the torn up XCR box and decide to return to Mr. Johnson with their report, in essence, bypassing this particular scene. It is not necessary for the runners to explore the Tamanous operation to complete their contract. Only greed puts them in harm's way.

Runners can get in over their heads very quickly here. No matter how experienced the runners are, they will probably not survive a fight against hundreds of ravenous ghouls. While it is a bit contrived, there is a solution. Neither the Casquilhos nor the Koshari have been idle during this time, each could have made their way here. A massive battle between the Koshari, the Casquilhos, the Tamanous and the ghouls could allow runners to escape.

If the PCs decide to continue following the van from the mall, it heads directly back to ACS.

### **Pushing the Envelope**

The easiest way to increase challenge in the Tamanous operation is to add more opposition. For TR 2+ add two Hell Hounds (SR4, p. 292) to the roaming security team. At TR 3, add gun emplacements (Pilot 3, Targeting 2, HK MP-5 TX, SR4, p. 308) to the cameras and a ghoulish adept Lieutenant (see above) to the security team. At TR 4, replace the Adept with a Ghoul Mage (see Cast of Shadows below). At TR 5+ use both the Ghoul Adept and Mage.

## **Picking up the Pieces**

### **Money**

Telling Mr. Johnson that goods from XCR are going to a business operating out of the Aurora Mall and that Samuel Halbert is spearheading it, will earn the runners (500¥ + 500¥ \* TR). In addition, the runners can earn an additional (100¥ x TR) for each of the following extra pieces of information:

- Samuel Halbert is directly in the employ of someone high up in XCR.\*
- That someone is Alesandro Ibáñez, CEO and majority stockholder of XCR.
- Samuel hired old college friends, a runner group calling themselves Blood and Mayhem.
- They still live on the University of Denver campus.
- The Casquilhos are interested in Samuel and the package.
- Not only does the package go through Chinatown, it also stops at Atlas Cold Storage.
- ACS has close ties with the Vory.
- The package contains a variety of anabolic steroids.
- From ACS it is delivered to its final destination via truck.
- The Koshari are interested in the package.\*
- Along the route, the van stops at a 'seemingly abandoned' apartment complex.
- The building is actually a Vory hideout.\*
- The Vory hideout has a lot of magical support (spirits, wards, mages).\*
- The truck goes off-grid, making it more difficult to track.
- This 'off-grid' ploy has been used frequently.
- The Vory appear to be dealing with the business at the Mall.
- The business at the Mall is a Tamanous operation.
- The Tamanous are using the steroids to bulk up their 'donors.'

Note: Facts with an asterisk (\*) indicate information Treads-in-Darkness knows.

## Karma

1 – Getting back to Mr. Johnson with the basic information.

1 – Not being noticed by their targets.

An additional 1-3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action. The maximum adventure award for SRM characters who played this adventure is **6** karma.

## Faction

-1 with Casquilhos if the runners are recognized helping Blood and Mayhem escape.

-1 with Casquilhos if the runners are recognized helping Samuel Halbert escape.

-1 with Triads if the runners fail to return with the basic information.

+1 with Triads if the runners return with at least the basic information.

+1 with Triads if the runners return with at least 4 points of extra information.

-1 with Koshari if the runners attack Treads-in-Darkness.

+1 with Koshari if the runners exchange information with Treads-in-Darkness.

-1 with Kirillov Vory if the runners attack Atlas Cold Storage.

-1 with Kirillov Vory if the runners attack Catchkey Lake Apartments.

-1 with Kirillov Vory if the runners attack the Tamanous operation.

## Reputation

Failure to complete the run earns characters 1 point of notoriety.

## Contacts

If Bai Zhi is pleased with the outcome, Zhang will tell them they are welcome in his shop. While he does some fixing, that is not his primary business. If runners need answers about magic formula or other mystical matters, Zhang is their man. Characters who already have Zhang If a character already has Zhang as a contact, they earn **+1** loyalty with him, to a maximum of **4**.

## Legwork

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information will require a payment to the contact of 50¥ \* TR.

If the PCs have worked all of their contacts, and are still missing important information, they may ask a contact to ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 200¥ \* TR.

A Data Search may also be utilized to gather information from the following charts. They may only make a number of Logic + Data Search rolls times equal to their dice pool (**SR4** p.58). Hits on this extended test may be substituted per the standard Data Search chart (**SR4** p.220).

## Happenstance

0. Sounds like one of them 'high-faluton' words.
1. It's a bar near the middle of the CAS sector, north of the University of Denver.
2. It's got a 'working-class only' feel to it.
3. Good place for biz, the locals mind their own business.
4. A good place for biz if you don't mind the Casquilho's knowing about it.

## Zhang Wong/Mystic Curiosities

0. You're just making up names aren't you?
1. Owner of a talismonger shop (Mystic Curiosities) down in Chinatown.
2. Has been known to do some fixing on the side.
3. A great resource if you need magic questions answered.

### **Guanxi**

0. Isn't that a fancy word for bat shit?
1. Refers to the system of relationships in Chinese society.
2. The 'lesser' acts with deference, the 'better' acts with benevolence.
3. Failure to live up to *guanxi* expectations is a stain on your reputation.

### **The Jade Emperor**

0. Don't know what you're talking about, chummer.
1. Nightclub in the middle of Chinatown.
2. 'Traditionalists' tend to hang out there.
3. A lot of Triad biz goes on there.

### **Bai Zhi Shan**

0. Never heard of him... Or her. Whoever.
1. Owns a weekly tridsheet business in Chinatown.
2. Tridsheet business is a cover, rumors have him highly placed in the Golden Triangle.
3. He is the Pak Tsz Sin (Accounts/Matrix Commander) of the Golden Triangle.

### **Samuel Halbert**

0. Could be anyone.
1. Real name, Samuel Halbert, a middle management accountant at XCR.
2. Word is, he is addicted to the high life and in debt to some very bad men.
3. A month ago, his debts disappeared, since then has been back to living the high life.
4. Rumor has it, someone high up in XCR bailed him out.
5. The only person with that kind of clout is Alesandro Ibáñez, the Owner/CEO.

### **Samuel Halbert's History**

0. Never heard of him.
1. Hired by XCR straight out of college.
2. Attended University of Denver, got an MBA.
3. Had a close group of friends who all moved in together (2154 S. Jackson St).
4. Rumor has it they hung out at a nearby McHugh's and played in the shadows for thrills.

### **Halbert's Current Location**

0. Hell, I don't know, probably at home watching the kids.
1. I hear he's going to meet some old college buddies later tonight.
2. Mentioned something about meeting them at the McHugh's on Evans.
3. Meet's supposed to take place at 10 PM.

### **Chinatown Biz**

0. I don't know nothin'.
1. It was a simple delivery job.
2. Mr. Johnson and his runners play exclusively with one another.
3. Way I hear it, after stuff went south earlier, both parties agreed to meet up at McHugh's on Evans around 10.

### **Halbert's College Buddies**

0. I'm drawing a blank.
1. College student Runner wanna-be's, they apparently run the shadows for a thrill, call themselves 'Blood and Mayhem.'
2. Rep as unprofessional, if not for Samuel Halbert they'd be out on the streets.
3. Rumor is, they've got biz in their back yard later tonight.

## Blood and Mayhem

0. Sounds like a slasher simsense.
1. Five members all going to University of Denver.
2. Membership consists of Christopher Kimura, an elf mage; Ruben Bryson, a human physical adept; Juliette 'Jewels' Corola, a human street sam; Amanda Jannick, a dwarf hacker/rigger; and Dennis Porter, a dwarf street doc.
3. They work out of their University digs (2154 S. Jackson St).

## Atlas Cold Storage

0. Sounds frigid, like my ex.
1. Small cold-storage complex in the northeast part of Chinatown, near the Warrens (703 E. Bethany Dr.).
2. Though still operating, business is slacking off.
3. Manager seems to have some protection of the Russian Family variety.

## Quality Automotive Repair and Service

0. Geez, that could be anywhere.
1. Decent enough repair shop. Owners seem preoccupied with protecting their equipment.
2. Not lucrative enough or located well enough to have much interest.

## Cyril Pelagia

0. Drawing a blank here.
1. An Ork. Sergeant in the ZDF. Came from UCAS Special Ops.
2. Looked like he was on the rise for a while, but in the last few months stuck doing border patrol spot checks.
3. Several months ago, wife went nuts, committed suicide and took the kids with her. Since then, Cyril's been losing himself in beetle-land.

## Cast of Shadows

### Samuel Halbert

Human Male; Connection Rating 1

**B A R S C I L W E S S I N I T I P C M**

3 3 3 3 4 3 3 2 6 6 1 10

**Active Skills:** Computer: 3; Data Search: 4; Dodge: 2; Etiquette (Street): 4(6); Negotiation: 5; Perception: 3; Pistols: 3

**Knowledge Skills:** Corporate Politics: 1; Sports Teams: 4; Extreme Sports: 6; Liquor Stores: 2; BTL Dealers: 2

**Gear:** Hermes Icon, Actioneer Business Clothes, Fichetti Security 600, Concealable Holster

Samuel Halbert is a tall, handsome human male of Caucasian descent in his mid-20's. He is used to having the attentions of others and behaves as though it is owed to him. He likes parties, women, sports, and every other thrill-seeking behavior under the sun. He has a reputation for his willingness to try anything (be that stunt, drug, BTL, whatever). Unfortunately, closer inspection reveals that his body is starting to rebel against this harsh treatment. Samuel talks a bit too fast and too loud for his own good, and he is overly friendly with people he's just met. Especially if he has had a few, which is often.

For Samuel, the transition from the good times and partying of college to the drudgery of the corporate world has been very difficult. Attention to detail was never his strong point so, the work he is assigned is almost beyond him. Worse, his colleagues have difficulty understanding why he wants to go out every night of the week when his work is suffering from his nightly predations (and lack of ability). To add insult to injury, it appears that someone up the ladder is protecting Samuel from the consequences of his behavior. So as his work goes undone, the others have to pick up the slack. Not once has Samuel thought about why this might be happening.

## **Blood and Mayhem**

### **Christopher Kimura**

Elf Male; Connection Rating 1

**B A R S C I L W M E S S I N I T I P C M**

3 3 3 2 4 4 4 4 5 6 7(8) 1(3) 10

**Active Skills:** Assensing: 3; *Conjuring*: 3; Data Search: 3; Dodge: 2; *Influence*: 2; Perception (Visual): 3(5); Pistols: 1; *Sorcery*: 3

**Knowledge Skills:** Library Locations: 3; Magic Trivia: 2; Mitsuhama Corporate Procedures: 3;

**Qualities:** Mage

**Spells:** Ignite, Improved Invisibility, Influence, Mind Probe, Stun Bolt

**Gear:** Colt Manhunter, Lined Coat, Mage Sight Goggles

Chris is a tall half-Japanese Elf in his late-20's. He is just finishing up his master's thesis on the flow of magic since the comet. MCT is paying for his education and has lined up a job for him at their Denver facility when he graduates. By all accounts he is a consummate book worm. He does not drink or do drugs. His idea of a good time is reading at a library. There is no earthly reason he should be running the shadows.

That is, save one. Chris loves thrills. Not participating, but watching them unfold. He can be counted on to stay in the back and watch the spectacle. In combat he sends out spirits to do his dirty work, but watches astrally. He is quiet, sometimes blending into the background so much that even his fellows forget he is there.

### **Ruben Bryson**

Human Male; Connection Rating 1

**B A R S C I L W M E S S I N I T I P C M**

5 5 5(7) 4 2 3 3 4 5 6 8 1(3) 10

**Active Skills:** *Athletics*: 3; Dodge: 3; *Close Combat*: 3; Pistols: 2; Pilot Ground Craft (Motorcycle): 1(3)

**Knowledge Skills:** Zen Philosophy: 3; Denver Area Knowledge: 2; Teaching Methods: 2

**Qualities:** Adept

**Powers:** Combat Sense 2, Improved Ability (Unarmed Combat), Improved Reflexes 2, Missile Parry 2

**Gear:** Fichetti Security 600, Lined Coat, Lined Vest

Ruben is a tall, handsome man in his mid-20's. He has two loves in life, women and a good time (in either order). He knows all the college hangouts and spends time regaling anyone who will listen of his tales of the shadows. He entered University of Denver on scholarship to join their mixed martial arts team. Having graduated last year, he splits his time between teaching and partying.

While useful in a fight, Ruben has trouble staying focused. He is most likely to let his mind wander or take off by himself. It hasn't proven a liability yet, but it's only a matter of time.

**Juliette 'Jewels' Corola**

Human Female; Connection Rating 1  
**B A R S C I L W E S S I N I T I P C M**  
4 5(7) 4(6) 5(7) 2 3 2 3 0.8 7(9) 1(3) 10  
**Active Skills:** *Athletics:* 3; *Automatics:* 5;  
*Blades:* 4; *Dodge:* 3; *Heavy Weapons:* 3;  
*Negotiation:* 2; *Pilot Ground Craft (Car):*  
1(3); *Unarmed Combat:* 2  
**Knowledge Skills:** *Tactics:* 1; *Military*  
*History:* 3; *ROTC Procedures:* 3; *CAS*  
*Trivia:* 2  
**Cyberware:** *Wired Reflexes* 2; *Dermal*  
*Plating* 2; *Muscle Replacement* 2;  
*Cybereyes (Flare Compensation, Lowlight*  
*Vision, Protective Covers, Smartlink)*  
**Gear:** *Survival Knife, Ares Predator IV*

Juliette Corola is a heavily-cybered human woman in her early-20's. The nickname comes from her father who told her that her "eyes sparkle like jewels." Her family has a long military tradition, and Juliette is no exception. She came to U of D in preparation for OCS and joined ROTC immediately. Soon, however, she began to chafe at the restrictions limiting 'hands-on training.' She suggested becoming shadowrunners, and picked the name 'Blood and Mayhem' because it would deter interference.

Jewels is the undisputed leader of the group, and always takes point. This gung-ho, take no prisoners, attitude makes her a frequent patient for Dennis. Juliette acts like a drill-sergeant. She has even gone so far as to hit a few fixers who made fun of the similarity between her name and her profession (Juliette/Gillette). Even now it's guaranteed to provoke a reaction.

**Amanda Jannick**

Dwarf Female; Connection Rating 1  
**B A R S C I L W E S S I N I T I P C M**  
3 4 4(6) 3 2 5 4 3 4.4 11 1 10  
**Active Skills:** *Automatics:* 3; *Automotive*  
*Mechanic:* 2; *Electronics:* 4; *Locksmith:* 2;  
*Perception:* 2; *Pilot Groundcraft:* 4;  
*Cracking:* 3  
**Knowledge Skills:** *Safe Houses:* 2; *Denver*  
*Area Knowledge:* 3;  
*Computer Background:* 3  
**Cyberware:** *Datajack, Reaction Enhancers*  
*Rating* 2  
**Gear:** *Sony Emperor Commlink running*  
*Mangadyne Deva, Mercury Comet, Control*  
*Rig*

Amanda is a lightly-cybered dwarf female in her mid-30's. Unlike her fellows, Amanda is the first person in her family to make it to college. Gifted with a good mind and an innate understanding of computers, she, unfortunately had to withdraw due to monetary issues. She began taking small, discreet jobs to pay rent, and save enough to return to college.

If there is one person to thank for Blood and Mayhem's survival, it's Amanda. She doesn't talk frequently but, when she does even Juliette listens. She mumbles to herself often. Her friends have noticed yet, but the mumbling increases when they make stupid plans.



**Dennis Porter**

Dwarf Male; Connection Rating 1

**B A R S C I L W E S S I N I T I P C M**

3 4 3 2 3 4 5 3 6 7 1 10

**Active Skills:** *Biotech*: 2; Computers: 2; Data Search: 2; Pistols: 2

**Knowledge Skills:** Law: 3; Business: 2; Biology: 2; Sports Trivia: 2; Fine Dining: 3; Clothiers: 2; Hospital Procedures: 3

**Gear:** Armored Jacket, Hammerli 620s, Medkit (Rating 4)

Dennis is a dwarf male in his late-20's. During his five years in college, he has tried to be a biochemist, a business major, a lawyer and now a doctor. He says that he is simply interested in too many things. The truth is, he doesn't want to grow up. It's the same reason he runs the shadows with his fellows. He's shirking responsibility.

Dennis is the "Yes" man for the group. Whatever idea they come up with, he's all for that. Enthusiastic no matter what the merits of the idea. The only glitch in this is that Juliette has been shot a number of times. Fortunately, they've all been superficial. Dennis lives in fear of the one that isn't.

**Zhang Wong**

Human Male; Connection Rating 3

**B A R S C I L W E D G M I N I T I P C M**

3 3 3 3 3 4 4 5 3 4 7 1 10

**Active Skills:** Biotech: 4; Etiquette: 2; Negotiation: 2; *Sorcery*: 4; Enchanting: 3; Assensing: 3; *Conjuring*: 4

**Knowledge Skills:** Underworld Rumors: 3; Eastern Mysticism: 4; CAS hospital procedures: 2; Magical Background: 3; Magical Goods Value: 4

**Gear:** GMs Discretion

A Talismonger who makes a modest living in the international district of Denver's CAS Sector, Zhang Wong is the owner and proprietor of Mystic Curiosities, a shop that specializes in exactly what the name implies. He is a venerable man, a traditionalist in a non-traditional world, whose knowledge of things arcane and keen insight into the ebb and flow of life make him an invaluable source of information in the streets of the Treaty City.

### **Bai Zhi Shan**

Human Male; Connection Rating 4

**B A R S C I L W E S S R I N I T I P C M**

2 3 4 2 3 5 6 3 6 5 7 1 10

**Active Skills:** *Cracking:* 4; *Electronics:* 4; *Tasking:* 4; *Dodge:* 2; *Etiquette (Triad):* 2(4); *Negotiation:* 5; *Perception:* 3; *Pistols:* 2

**Knowledge Skills:** *Triad Politics:* 4; *Triad History:* 4; *Go:* 3, *Denver Rumors:* 4; *Shadowrunner Teams:* 3

**Qualities:** Technomancer

**Living Persona:** *Firewall:* 3; *Response:* 5(6); *Signal:* 3; *System:* 5; *Biofeedback Filter:* 3(4)

**Complex Forms:** *Analyze:* 2; *Armor:* 3; *Browse:* 3; *Attack:* 4; *Exploit:* 5; *Decrypt:* 3; *Edit:* 3; *Scan:* 3; *Stealth:* 5; *Track:* 4

**Gear:** Actioneer Business Clothes

Bai Zhi Shan is a human male of Asian descent nearing 60 years old. He has his grey hair cut short in a very conservative fashion and is seen only in the finest suits money can buy. On the outside, he is known as a pillar of the community, helping out with various humanitarian efforts and pushing the causes of Chinese around Denver. His weekly tridsheet is both informative and useful. But for all that, no one really knows Bai Zhi Shan. He is very careful to reveal nothing of what he thinks or feels. He often takes his time to consider the implications of everything said to him. This leads significant pauses before he responds. His manners are impeccable

Bai Zhi can remember vividly the days when those who could naturally connect to the Matrix were thought of as freaks. But unlike most otaku in Denver, Bai Zhi never thought of working outside of his family, the Golden Triangle. When the Matrix 2.0 arrived, Bai Zhi, a loyal Triad decker (albeit without a deck) made the perfect candidate for the Accounts/Matrix Commander. The fact that the old commander had just died, well that made it all the more perfect. There were those who talked, but nothing could be proven, and Bai Zhi certainly isn't talking.

### **An Peng (Triad Hung Kwan)**

Troll Male; Connection Rating 3

**B A R S C I L W M E S S I N I T I P C M**

7 3 3 7 3 4 4 5 7 6 7 1 12

**Active Skills:** *Banishing:* 5; *Dodge:* 2; *Etiquette:* 3; *Intimidation:* 4; *Negotiation:* 3; *Sorcery:* 5; *Unarmed Combat:* 3; *Summoning:* 5

**Knowledge Skills:** *Triad History:* 3; *Narcotics:* 4; *ZDF Procedures:* 3

**Advantages:** Magician (Wuxing)

**Spells:** *Armor;* *Detect Enemies (Extended)\** *Flamethrower;* *Knockout;* *Manabolt;* *Phantasm;* *Physical Barrier;* *Stunball*

**Metamagics:** *Centering,* *Divination,* *Quickening,* *Shielding*

**Gear:** Lined Coat with Non-conductivity 6

An is the Hung Kwan for the Golden Triangle Triad. He stands at 2.5 m tall and weighs in at about 305 kg. He dresses in a lined coat, which is heavily embroidered with Wuxing symbolism. His single horn juts from the right side of head, and from the way it glistens, it's clearly been waxed recently and well maintained. It's pretty much impossible to estimate An's age.

An is a native of the Denver area, so speaks with no noticeable accent. He is extremely direct, and does his best to intimidate with his physical presence. For a master of Eastern mysticism, he is rather impatient and has a surprisingly short fuse.

*\*Spell quickened at Force 4*

### **Treads-in-Darkness**

Human Male; Connection Rating 2

**B A R S C I L W M E S S I N I T I P C M**

3 3 3 2 5 5 3 4 5 6 8 1 10

**Active Skills:** *Conjuring*: 4; *Sorcery*: 3; Dodge: 2; *Etiquette (Street)*: 2(4); *Negotiation*: 2; *Perception*: 3

**Knowledge Skills:** *Koshari Politics*: 2; *Dog Trivia*: 2; *City Parks*: 3; *Street Rumors*: 2

**Advantages:** *Magician (Shaman)*; *Mentor Spirit (Dog)*

**Spells:** *Analyze Truth*, *Caliraudience*, *Clairvoyance*, *Combat Sense*, *Heal*, *Mass Confusion*

**Gear:** *Lined Coat*

Treads-in-Darkness is a middle-aged human male of Amerindian descent. He stands about 1.8 meters tall and weighing about 82 kilos. He would be almost completely forgettable save for the milky white hue of his eyes. He wears his hair long, in the traditional style and tends toward wearing jeans and leathers.

Typical of most Dog Shamans, Treads views life as a game in which the perks are to be enjoyed rather than saved. As such, he will comment on the weather (which he can see astrally), good smells, interesting sounds, a kind word, etc. He has been known to focus on minutiae, but never while on a run.

### **Taijha**

Ork Female; Connection Rating 2

**B A R S C I L W E S S M I N I T I P M S M**

5 2 3 4 4 5 4 5 6 6 7 1 11 11

**Active Skills:** *Assensing*: 2; *Perception*: 3; *Conjuring*: 5; *Unarmed Combat*: 2; *Sorcery*: 4

**Knowledge Skills:** *Magical Theory*: 4

**Gear:** *Armor Jacket*, *Sustaining Focus (Rating 4, Force 4 Chaotic World)*

**Spells:** *Chaotic World*, *Flamethrower*, *One less (Human)*, *Heal*, *Manabolt*

**Qualities:** *Magician*, *Mentor Spirit (Dark King)*

An ork woman of Carribean descent, she wears a black suit with skirt and sunglasses. Taijha married into the Vory extended family through Mikael's cousin. Her talents have made her an excellent addition to the syndicate. As a follower of Ghede, she provides a steady flow of souls to pass through the crossroads.

Taijha is accompanied by TR Force 4 corpses, possessed by spirits. (GM discretion for type.)

### **Cyril Pelagia**

Ork Male; Connection Rating 2

**B A R S C I L W E S S I N I T I P C M**

7 5 5(7) 6 3 6 4 5 2.6 13 3 14

**Active Skills:** *Athletics*: 3; *Demolitions*: 3; *Dodge*: 4; *Firearms*: 4; *Perception*: 4; *Stealth*: 6; *Unarmed Combat*: 4

**Cyberware:** Flare Compensation (Retinal Modification), Commlink (Response 6, System File, Signal 3, Firewall: 4) Wired Reflexes Rating 2, Smartlink

**Qualities:** Addiction (Moderate, BTLs)

**Gear:** Full Body Armor, FN HAR, Ares Predator IV

Cyril looks every bit the typical hulking ZDF goon. Standing two meters tall and weighing just over 105 kilos, he is a mass of muscle and sinew. Trained in hand to hand and small weapons combat by the UCAS Army, he became a Master Sergeant in good time. What made him a truly valuable asset, however, was his quick, perceptive mind. It served him not only in combat, but also made him a good leader.

Underneath that exterior, however, is a black hole of despair. He was aware of his wife's depression but did nothing to alleviate it. So when she took her own life and those of her children, Cyril blamed himself. To escape the guilt, he started using BTLs, and has been slowly slipping away ever since. Cyril is just a hollowed out shell. He goes about his daily routines, but there is no spark in him. He doesn't even have the energy to kill himself.

### **Ghoul Mage**

**B A R S C I L W E S S M I N I T I P C M**

7 3 5 6 2 4 3 5 6 7 9 1 12

**Active Skills:** *Assensing*: 2; *Conjuring*: 3; *Astral Combat*: 3; *Counterspelling*: 3; *Dodge*: 2; *Etiquette (Street)*: 1(3); *Pistols*: 2; *Infiltration*: 4; *Perception*: 3; *Spellcasting*: 5; *Unarmed Combat*: 3

**Knowledge Skills:** *Cooking*: 3; *Magic Background*: 3; *Organlegging*: 3

**Powers/Weaknesses:** As a Ghoul (SR4, p.292)

**Initiate Grade:** 2

**Metamagic:** Masking, Shielding

**Gear:** Colt Manhunter, Lined Coat, Summoning Foci (2), Sustaining Focus (5)

**Spells:** *Alleviate Allergy*, *Astral Armor*, *Armor*, *Clout*, *Increase Initiative*, *Levitate*, *Lightning Bolt*, *Manaball*, *Manabolt*, *Physical Barrier*, *Stunbolt*