

# SHADOWRUN

## Missions

**SRM02-23 PRODIGAL SON**  
**BY: MARK EDWARDS**



**INTRODUCTION..... 3**

- Preparing the Adventure ..... 3
- Adventure Structure..... 3
- Running the Adventure ..... 3
- General Adventure Rules ..... 4
- Non-Player Characters..... 4
- Table Rating..... 4
- A Note on Commlinks ..... 4
- Crossing Borders ..... 4
- Contacts ..... 5
- Tracking Faction ..... 5
- Paperwork..... 5

**ADVENTURE BACKGROUND..... 6**

**PLOT SYNOPSIS ..... 6**

**DEJA VU ..... 6**

**BREAKING AND ENTERING..... 9**

**BLOOD AND MAYHEM, REDUX. 11**

**LIFE IS A HIGHWAY ..... 13**

**FLIGHTS OF FANCY ..... 15**

**A LITTLE PAYBACK..... 17**

**DOING THE IMPOSSIBLE ..... 18**

**PICKING UP THE PIECES ..... 20**

**LEGWORK ..... 21**

**CAST OF SHADOWS..... 23**

- Mark Longfeather (Koshari Chief) .... 23
- Samuel “PiP” Halbert..... 24
- Blood and Mayhem..... 24
- Christopher Kimura..... 24
- Ruben Bryson ..... 25
- Juliette ‘Jewels’ Corola ..... 25
- Amanda Jannick ..... 26
- Dennis Porter..... 26
- Cyril Pelagia..... 27
- Smugglers ..... 27
- Jennifer “Kirby” Krbez..... 27
- Dan “Hollowpoint” Pierce ..... 28
- Dean “L-n-L” Hollembaek ..... 28
- Eric “Pretty Boy” Rossing ..... 29
- Taijha ..... 29
- Vory Mage Trainee..... 29

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## INTRODUCTION

*Prodigal Son* is a *Shadowrun Missions* campaign adventure. This is only the adventure portion of *Prodigal Son* – the maps, player handouts, sample characters, and other playing aids are included in SRM02-23B, *Prodigal Son, Playing Aids*.

### **Preparing the Adventure**

*Prodigal Son* 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**

*Prodigal Son* 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 *Prodigal Son* (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

As any made-man can tell you, switching sides once you're in is just asking for a double-tap in the back of the head. But, what if the defector is simply too valuable to the organization? They may know too much or hold a strategic position. The reasons don't really matter. In the end, they can't be released nor can they simply be killed. What then?

This is the position between the Koshari and Nathaniel Howlingcoyote, aka Alesandro Ibáñez. (see SRM02-14 **Wetwork Pure and Simple** for more of Nathaniel's back story.)

A few weeks ago, through various sources, the Koshari discovered Alesandro's duplicity. While remaining on the surface at least, a loyal Koshari, he was secretly smuggling certain rare and esoteric materials into Denver through a company called XCR and, in turn, to the Vory. The Vory were moving the materials to a secret Tamanous hideout located underneath the Aurora Mall. They'd made a deal to supply the organleggers with chemicals and apparatus along with 'raw materials' for their operation. These chemicals were being used for fetus farming (see SRM02-21 **Happenstance** and SRM02-15 **Critical Care**).

Normally, a Koshari underling found to be working with another crime organization would be loudly and publicly murdered along with any and all accomplices and left as a warning that such behavior would not be tolerated. But Alesandro was a special case. He was the majority shareholder of XCR and its current CEO. Killing him would deprive the Koshari of millions of nuyen, not to mention the inroads with Evo, and the company's potential utility to the Koshari's own smuggling operations. Since killing him was out of the question, the only answer left was to bring him back into the fold.

The easiest way to do this is to ensure that the Vory have reason for wanting him dead. Then Alesandro will have no choice but to return to the Koshari in the hopes that they will protect him. Since the Vory do not accept excuses nor do they forgive failure, this shouldn't be too difficult. All it should take is a series of late, lost, or simply stolen deliveries.

## Plot Synopsis

Runners are hired by the Koshari to conduct a series of thefts of XCR property. These thefts are to occur as the materials are in transit (either to or from XCR). The materials in question are a number of rare and esoteric chemicals, the loss of which will be a financial hardship on the company. Runners are to coordinate with a Koshari mole inside XCR. He will alert the runners when the deliveries are to be in transit. The details of each hit are left to the runners; however, they will find that opposition increases as the thefts continue, more so if the runners wantonly destroy property and/or kill indiscriminately.

The adventure revolves around the planning and execution of two separate thefts over the course of just a few days. Runners will have varying amounts of planning time as they will not be contacted until the mole learns of the next shipment.

This adventure is designed with more scenes than is necessary to complete the run. The second through fifth scenes detail the various thefts, each more difficult than the last. Recommended runs are as follows. TR 1-2 should play the scenes, **Breaking and Entering** and **Blood and Mayhem, Redux**; TR 3-4, **Blood and Mayhem, Redux** and **Life is a Highway**; TR 5-6, **Life is a Highway** and **Flights of Fancy**. If time is not an issue, all of the scenes may be played.

The last two scenes, **A Little Payback** and **Doing the Impossible**, deal with retaliation and a story arc wrap up. They are potentially quite lethal and not necessary to end the story (see **Denouement** in **Picking up the Pieces**).

## Deja Vu

### What's up Chummer?

Runners get a unique message from Mark Longfeather, a.k.a. Raven. He is organizing and overseeing a run. Because of the delivery method, runners will not receive any details. However, he tells them that this business will require flexibility, and a meet at Denim in the PCC.

### Tell it to them straight

Talk about weird. Just a moment ago you were walking down the street, minding your own business. Out of the corner of your eye, you noticed a large black bird. Stopping to watch, it landed in front of you and dropped a shiny new credstick. It looked back and forth, from the credstick to you, then flew off. Never one to look a gift horse in the mouth, you grabbed it and made your way back home.

Wary of danger, you slotted the stick. Surprisingly, an ARO appeared. The image resolved itself into a man you've worked for in the past. You know him as Mr. Johnson, but his name on the street is Raven. Things just got a bit clearer. This credstick, he explained, has a thousand nuyen on it. You should consider it an advance on some biz that will require flexibility. Stop by Denim tonight an hour before closing.

### Behind the Scenes

Runners have several hours to do background checks, cross borders and prepare for the meet. If they want to know more about Raven or Denim, refer to **Legwork**.

Unless the runners attempt to cross several borders while heavily armed, the trip to Denim is uneventful. When they arrive, they find Denim in full swing. The tribal beats boom from the club at heart-stopping decibels. Pick-up trucks and off-road work vehicles pack the parking lot and crowd the streets.

At the front doors, an Amerind ork (use *Sprawl Ganger*, p. 100, *SR4*) watches for problems and checks ID's. Runners may notice that he shows only enough interest to keep his job. He directs all questions to the Amerind woman at the bar.

At the bar, a woman whom runners may have met previously asks for their drink orders. Those whom she has not yet met or who tipped well previously are given well-prepared drinks. Poor or non-existent tippers get lukewarm soy-beer from a flat keg. When asked about the meet or Raven, she directs them downstairs to the end of the hall. There are several bouncers wandering inside Denim. However, none stop the runners from going downstairs.

When they arrive at the end of the hall, they'll see two burly Amerind bodyguards (use *CorpSec Unit*, p. 275, *SR4*) standing in the middle of the hall. They are dressed in black business suits with traditional Hopi adornments. Runners may notice (Intuition + Perception (1)) bulges in their jackets indicating they are armed. As they approach, the guards step aside, mentioning that they are expected and nodding toward the door leading to the corner conference room.

The room is designed for function rather than comfort. A dozen plastic and aluminum chairs sit around a large synth-wood table that dominates the room. The walls are unadorned. Along the short wall nearest the door, storage shelves have been turned into a makeshift bar.

Inside, the runners see four people: Mr. Johnson (Mark Longfeather, see **Cast of Shadows**), two more bodyguards, and a salaryman in a disheveled business suit (PiP/Samuel Halbert, see **Cast of Shadows**). As the runners enter, the bodyguards are standing uncomfortably close to Samuel while Mr. Johnson speaks quietly to him. Upon seeing the runners, Mr. Johnson motions for Samuel to sit down and greets the runners. After the usual niceties, he gets down to business.

There is a corporation in the CAS Sector, he explains, with which his organization would like to do more business. However, they are being difficult. It appears that an object lesson is in order. Over the course of the next several days, the company will attempt to deliver a highly lucrative package. The loss of this package would be a financial hardship on the company. Nothing gets a corporation's attention better than threatening their bottom line. He would like to hire the runners for a series of runs. When and how many is difficult to say. After

all, he doesn't know how long it will take for the lesson to sink in.

Because the runners will be on retainer, Mr. Johnson is willing to pay each character 3000¥ + (2000¥ \* TR) for one week of their time. That's in addition to the 1000¥ credstick they have. This figure can be increased by 250¥ per net hit on an opposed Charisma + Negotiation test, up to an additional 1,250¥. If additional time is required, Mr. Johnson is willing re-negotiate on a weekly basis. To ensure their safety between jobs, he has also secured a safe house (804 Dexter St., Apt 31F, CAS Sector). Give the players a copy of the **Safehouse Map**.

Once the runners have agreed, Mr. Johnson provides details. Pointing at the disheveled man, he makes introductions. Since real names only complicate matters, Mr. Johnson refers to the man as "PiP." PiP is a shipping manager at XCR. He will tell the runners where the materials are and when to hit them. Runners are given a secure commlink (DR 4) so PiP may contact them. Mr. Johnson is not concerned how the runners accomplish their goals. If possible, Mr. Johnson would like the packages delivered to him. He states that returning the stolen property is more profitable in the end. However, if worse comes to worse, it is better destroyed than delivered. As incentive, Mr. Johnson is willing to pay the runners an additional (500¥ \* TR) for each shipment they bring back intact. They can use the secure commlink to let him know they have a shipment for him. He will send a van and driver with their payment. He will also contact them on the commlink when the corporation has learned their lesson.

'Runners may have questions of their own, some examples include the size, shape, and weight of the package, how to transport it to Mr. Johnson, etc. He does his best to answer these questions. More direct questions about the package (e.g. what is in it), are answered more vaguely. The package has nothing that need concern you, isn't dangerous, won't explode, etc. The package is a 1 m cube, it is heavy (around 150 kg), but several strong runners can probably pick it up. He will not, however, explain the reasons for this lesson, citing client confidentiality.

Before the runners leave, he gives them two final warnings. First, while he doesn't

care about body counts, he does care about success. No doubt, the more destructive they are, the more opposition they'll face. Second, PiP will likely be killed if his involvement comes to light. Runners should do their utmost to keep their actions from pointing toward him.

### **Debugging.**

Runners may be tempted to take the credstick and walk. Kind GMs may allow them a chance (Intuition + Syndicate Knowledge, 1) to remember some details about Raven and his connections to the Koshari. If this doesn't encourage them to go to the meet, then the consequences are entirely on their shoulders. Runners who don't show earn 1 point of notoriety. However, Raven won't send someone after them, unless they start talking.

### **Pushing the Envelope**

If time is less of an issue, GMs may want to play out the drive to Denim. This is especially so for runners who want to come heavily armed. Such runners may have to deal with PuebSec, Knight Errant (use Lone Star Police Squad, p. 275, SR4) or even the Zone Defense Force (use Red Samurai Detachment, p. 276, SR4) in their attempts to cross.



## Breaking and Entering

### What's up Chummer?

PiP calls the team to tell them the box is being moved to a warehouse this afternoon. Security is minimal, as the warehouse contains nothing of value. He must schedule a pickup within two days. If the runners get in before then, they'll have the package without much trouble.

### Tell it to them straight

Bright and early you get a call from PiP. He sounds worn out from lack of sleep and nervous. He talks too fast but you are able to catch the gist. He got a notice this morning that the package is at the Lehow Ave. facility. That is his cue to start making arrangements. Delivery is expected within 48 hours. He will begin scheduling the delivery 36 hours from now. You have until then to break in and steal the stuff.

### Behind the Scenes

Runners will certainly have questions. PiP can tell them the following. The Lehow Ave. facility (287 W. Lehow Ave. CAS Sector) stores XCR's physical plant material (flexi-plast cubical walls, furniture, machine parts, extra carpeting, etc.). Nothing there is highly sensitive or valuable. In fact, weeks pass with no activity. Thus, the facility has only one employee on staff. A programmer-rigger (use Drone Rigger, p. 92, SR4) maintains the books, keeps records of activities, logs pick-ups and deliveries, and oversees security. For this, he relies on drones, alarms, and cameras. PiP has personally witnessed the camera and mic at the front gate, the camera over the delivery entrance, and some kind of crawler drone. Several times a day, the rigger disconnects from the system (to eat, take bathroom breaks, stretch his legs, end of shift, etc.). These absences last from a few minutes to over an hour. Runners will be able to recognize the box a number of ways. It will be just inside the rear emergency exit. Its RFID tag has it earmarked for Special Projects. It is also the only box in the facility not covered in dust.

Runners may wonder why such an important delivery would be moved to such a

poorly secured location. If they ask PiP, he states that XCR wouldn't want this delivery going on the books.

Runners checking into the Lehow Ave. Facility either through contacts (see **Legwork**) or a Matrix run can find some interesting information. Checking with contacts may reveal that the night-shift rigger lets vagrants stay the night for a small fee. A Matrix run on the facility reveals that all of the riggers have had failings in the past (gambling debts, addiction, bad tempers) and been placed here as punishment, so none of the employees have great loyalty to XCR. Played correctly, this information could make getting the package a simple matter.

The facility's security measures are close to PiP's description (see **Lehow Ave. Facility map**). The fence is chain-link topped with razor wire. It comes within two meters of the walls everywhere but the delivery door in the front. There, the distance is around 10 meters, allowing delivery vehicles to easily turn around. Cameras (DR 3) are placed around the building in the center of each wall; they are equipped for low-light. The only exterior light is located near the front gate and illuminates the sign identifying it as "Xeverus Cosmetics Research, Inc. Lehow Ave. Facility." Inside the fence, a GMC-Nissan Doberman (armed with an HK MP-5 TX SMG) patrols the perimeter. A maglock and communications system (DR 3) at the front controls the sliding gate and allows communications with the rigger's office.

The building is three stories high and consists of open space with boxes, furniture, plastic wrapping, and assorted odds and ends neatly piled nearly to the ceiling. Small, seemingly random, paths lead through the maze of stuff, allowing movement from one side to the other. There are no windows, and the only heated rooms are the office and restroom. It appears that none of this stuff has been moved in a very long time. A Sikorsky-Bell Microskimmer patrols the storage areas searching for movement.

The office contains a small trideo, control rig and several pictures of scantily clad metahuman females. It smells of stale sweat and day-old food. The riggers who work here are bored stiff. Their only excitement is the occasional devil rat wandering the facility. Thus, the rigger will likely interpret

alarms as non-threatening. Runners get a +2 situational modifier to avoid detection.

The Lehow Ave. Facility is in a 'C' rated security zone. If the rigger does trigger the alarm, it should take Knight Errant 10-20 minutes to send a patrol car. When it arrives, two patrolmen (use Lone Star Police Squad, p. 275, SR4) show up in a Chrysler-Nissan Patrol 1. They spend several minutes speaking with the rigger before doing a search of the premises. Runners should have plenty of time to get out should Knight Errant arrive.

## Debugging

A problem arises if the runners decide to wait for the delivery van and take the package from them instead. Essentially, the scene would turn into **Blood and Mayhem, Redux** (see below). Because not all scenes are necessary to complete their mission, the easiest solution is to skip this scene and go on to Scene 5.

If the runners plan to attack the drivers or security personnel and express such plans to PiP, have him mention Mr. Johnson's comment about protecting him. He points out that the package is essentially unguarded at this point. If the runners attack the drivers, there will be more witnesses. More witnesses means more fingers pointing at him.

Because of Mr. Johnson's evasive answers about the package's contents, the runners may want to open the box. Inside are many small boxes stamped with various drug names. A successful (Logic + Medicine or Logic + Data Search, TR 3) roll reveals that the drugs are anabolic steroids. As they are repeatedly stealing the same shipment, this will be true no matter when they open the box. Unless runners take measures to cover up their examination, they will receive a call from Mr. Johnson. He notes that the runners looked in the package and reminds them of the effects of curiosity on the cat.

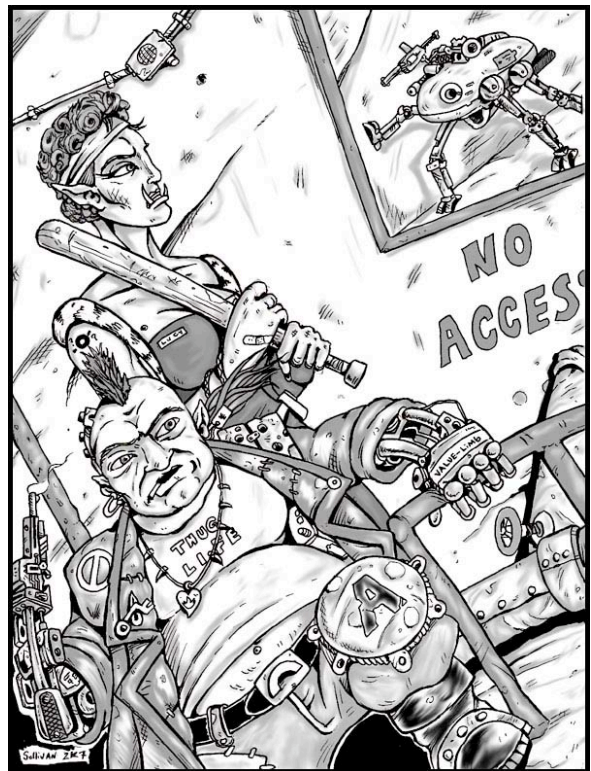
Runners who attempt to steal some of the steroids get a visit from some Koshari goons (use Triad Posse, p. 276, SR4). They admonish the runners that stealing from so generous an employer could be hazardous to their health.

## Pushing the Envelope

This scene is intended for inexperienced runners, and as such is relatively basic. It is possible that even inexperienced runners can have too easy a time. The easiest solution to this is to make PiP's intelligence faulty or downright wrong. For every TR above 1, the DR of the equipment could go up by 1. For tougher runners (TR 2+) additional drones could be added (number of drones equal to TR).

Runners who insist on poking around could find themselves face to face with devil rats (p. 292, SR4). Small groups might scatter and make some noise, perhaps initiating a rigger chase (see above). Larger groups might attack the runners.

Another interesting twist is to have a surprise security inspection when the runners are inside. A number of security experts (use CorpSec Unit, p. 275, SR4) begin looking around inside the facility. For particularly tough runs, (TR 3+) they could be led by a Corp Mage (use CorpSec Lieutenant, p. 275, SR4).



## Blood and Mayhem, Redux

### What's up Chummer?

The company reschedules the delivery. To ensure no further snafus, the drivers are to pick up the product and vehicle from XCR's main facility. This means the runners will need to hit the delivery van between XCR and its destination.

### Tell it to them straight

No sense in wasting time, it seems. PiP calls you first thing in the morning. He's been ordered to schedule a delivery tonight. Seems XCR doesn't buckle under easily. They don't want to take any chances that the stuff could be stolen or won't arrive where it's expected. PiP is to have his regular drivers come to the main XCR facility to pick up the package and vehicle.

All you'll have to do is follow them or pick your spot. Either way, you hit them when it's most advantageous for you. It'll be like shooting devil rats in a barrel.

### Behind the Scenes

PiP can offer the following information. The drivers will arrive at the XCR tower in the Hub at 8 PM. Barring any unforeseen circumstances, they should leave with the van at 8:30 PM. The drive should take less than half an hour. However, given that the van has to leave the hub it should arrive at its destination at 9:30 PM.

The drivers are known colloquially on the street as Blood and Mayhem. PiP works exclusively with them. There are five members, a street sam, an adept, a rigger, a mage, and a street doc. While he knows their functions (and names), he doesn't know details about their capabilities. He does know that they tend to go lightly armed compared to most teams. But he can state that they have always gotten the job done.

PiP does not know which van they will be using until they actually get there. However, if asked, he can contact the runners with the van's GridGuide identity code when he gets it. The GridGuide is active. XCR wants to know if anything goes wrong.

He has discussed the route with the drivers. They concluded that while the freeway might be safer, crossing so many borders could cause problems. Thus, they

have opted for a direct route. PiP can download the route map to them (see **Blood and Mayhem Route Map**).

PiP has scheduled this run numerous times. The destination is always the same, Arctic Cold Storage in Chinatown. Almost as an afterthought, he mentions that it would be easier for the runners to take the package from Blood and Mayhem than from ACS. There were some problems with break-ins a while ago, and since then they have beefed up security.

Runners may have some questions that PiP can't answer. For information about Blood and Mayhem or Arctic Cold Storage, see **Legwork**. Runners can gather other information through role-playing, character knowledge (Intuition + Area Knowledge, TR), or the Matrix (Logic + Data Search, TR). Some sample information they can find includes; security ratings of the areas along the route (they go steadily down from 'AAA' in the Hub to 'G-H' near the storage complex); locations of Knight Errant Police Services (the drivers stick close to police until the last 2 km of the route); and the susceptibility of traffic lights to hacking (DR 4). For questions not mentioned here, GMs are encouraged to use their best judgment.

In the end, runners should come away believing that the best place to hit the van is somewhere along S. Parker Ave (the last 2 km of the route). It has the lowest security rating, there are no nearby police stations, and the road is flat, level and straight.

Having been in a few fights since their last appearance (see **SRM 02-21: Happenstance**), Blood and Mayhem have developed a few tricks to save their skins. First, they have become a bit paranoid. They assume they are being followed constantly. Rather than waiting for the rigger to spot something, all are on the lookout; they have a +1 dice pool bonus to Perception Tests.

Before Blood and Mayhem went to the Hub, they stashed their heavy armaments in the trunk of their car. The car was left on a cross street near a traffic light on their route. Unless they spot the runners following them, they will be more heavily armed than previously thought (see **Cast of Shadows**).

Should a firefight occur, only one of the members (Juliette "Jewels" Corola, see **Cast of Shadows**) will insist on protecting the package with their lives. The others are more than willing to negotiate or, failing that,

simply run away (see below). However, as long as Jewels is still calling the shots (i.e. conscious) she won't compromise.

While the others never discussed this with Jewels, the route is significant. Following it, the van is within six blocks of a police station until the last two kilometers. Since all of Blood and Mayhem are SINners, they've reasoned they can always turn themselves in if things get too hot.

## Debugging

Runners may consider replacing Blood and Mayhem for the pick-up at XCR. PiP will be opposed to this. The runners would need to sneak past ZDF security as they entered the Hub. While not absolutely necessary, it would help if they looked like Blood and Mayhem, requiring fooling ZDF mages and spirits. Then they would have to make their way to XCR through a AAA rated security area, and then past the Evo Security staff that guards XCR. At that point, the runners would definitely need to look like Blood and Mayhem. Any slip-ups would place the runners and PiP in mortal danger.

A small group of inexperienced runners might get in over their heads against Blood and Mayhem. One solution to this is to reduce membership prior to the encounter. Perhaps one of them "got sick" suddenly. Alternatively, if the runners have already seen them, an errant bullet or glitch on spellcasting could cause the van to explode. It could kill several members of Blood and Mayhem outright, wound a few, or simply knock Jewels out. This would allow the runners to negotiate their way out the situation rather than shoot it out.

Despite PiP's warning, runners may want to try and take the package from Arctic Cold Storage. While this is certainly possible, security at ACS has been upgraded since their last security breach.

Outside (see **Arctic Cold Storage Map**), there are two gates made of reinforced plasticrete (AR 12, SR 11), each with a gatehouse made of plasticrete and extra thick ballistic glass (AR 12, SR 11). Two guards (Corporate Security Unit, p. 275, SR4) man each gatehouse. They make one perimeter patrol every half-hour. The perimeter fence is electrified chain link (AR 8, SR 9) topped with monofilament wire. Spotlights cover the exterior. 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 are equipped with low-light and thermographic enhancements. Each of the cameras is good quality (DR 4).

Inside, four security guards (Corporate Security Unit, p. 275, SR4) patrol the facility. The shift supervisor (Lone Star Police Squad, p. 275, SR4) does Matrix overwatch using closed circuit monitors (both interior and exterior, DR 4). Once an hour, the security guards search the building thoroughly. When not otherwise occupied, employees spend their time in the break room playing cards and the local Matrix combat game.

A group of three Vory foot soldiers (use Lone Star Police Squad, p. 275, SR4) and a mage (use CorpSec Lieutenant, p.275, SR4) maintain watch over the package throughout its stay. They will immediately notify their superiors (via comm unit, DR 4) of any interference.

## Pushing the Envelope

For tougher runs (TR 2+), Blood and Mayhem could have some gadgets PiP is unaware of. Rather than a delivery van, they could be equipped with a GMC Bulldog Step-Van. At TR 3 they could also have a MCT-Nissan Roto-Drone for surveillance. At TR 4 or greater, add one or more Aztechnology Crawlers armed with Uzi IVs.

For GMs wanting to add an interesting twist, several of Blood and Mayhem could have gold or platinum DocWagon contracts. Runners could find themselves facing a DocWagon ERT in addition to Blood and Mayhem.

Alternatively, GMs could make the area claimed by the Casquilhos, the Triads, the Yakuza, or the Vory (use CorpSec Unit, p. 275, SR4, or Triad Posse, p. 276, SR4, as appropriate). None of them like business conducted in their backyard without their say-so. A simple theft could soon turn very ugly.

## Life is a Highway

### What's up Chummer?

To minimize the package's exposure, the package is being shipped into Denver via Stapleton Airport. From there, it will be driven, with security escort, directly to Catchkey Lake Apartment complex via highways. While on the freeway, the only thing that slows it down is a UCAS/CAS border crossing. Runners will have a short amount of time to prepare and must hit it while it's moving.

### Tell it to them straight

PiP sounds very nervous. He whispers into the comm-unit, and by the echo in the background you'd guess he's in a bathroom. "It's not my fault," he begins, and for the next several minutes he apologizes for what's about to come.

Apparently, XCR is worried that their usual policy leaves the package unguarded for too long. Thus, they're having the stuff shipped in via suborbital today. From there, an XCR driver takes it to the Catchkey Lake Apartment complex. To ensure there aren't any "unexpected delays," a security detachment will be following the driver every step of the way.

### Behind the Scenes

This time around, PiP has essentially been taken out of the loop. If earlier scenes have been played, Alesandro is starting to have his suspicions about PiP. If not, then it is merely coincidence. PiP got what little information he has when he asked about arranging the next delivery.

PiP can tell the runners the following. The plane will be landing in about an hour. They will still need to follow procedures, so the van should be loaded an hour after that. With the usual delays, he believes that the runners have 2.5 hours at most to prepare.

His superiors told him specifically that this plan was to 'minimize the package's exposure.' He believes that means moving the package as fast as possible. The fastest route involves the freeway. There is one border crossing (on I-225 at E. Colfax Ave., see **Highway Route Map**). However,

corporate ID and travel passes should minimize the wait.

The distance is no more than 15 km. So the drive shouldn't take more than 15-20 minutes. Add in another 10-15 minutes for the border crossing and the van should arrive at its destination in around half an hour.

Since this was arranged without PiP's help, he does not know who the driver is. He was able, however, to search the GridGuide system for the van. While he cannot say with absolute certainty, he believes the van's GridGuide ID is DENVER#48597694-098. It is currently heading to Stapleton Airport.

He has no information about the security detail. He cannot tell the runners what company is doing the security, their capabilities, or even how many vehicles, people, mages, drones or weapons have been sent. If pressed to make guesses, he rules out shadowrunners (if they had been used, PiP would have been notified), Evo Security (XCR wouldn't want this operation to leak to their superiors), and PuebSec (possible ties with the Koshari). Any other security would do.

While they don't have much time, runners may want to search for more information. For questions about Catchkey Lake Apartments, or recently hired Security Teams refer to **Legwork** below. In addition, runners may not trust PiP's assessment of the route. Hackers or Technomancers may try to find where the van is scheduled to go by hacking the GridGuide system. It is relatively easy to find the node (Data Search + Browse, 1). Getting in, however, is another matter. GridGuide is a high security node (Response 5, Signal 7, Firewall 6, System 6) designed to prevent interference with traffic conditions. Use of the van's code, however, gives a +1 dice pool bonus to Data Search tests.

The delivery van driver (use Humanis Goon Squad, p. 274, SR4) isn't a combatant. If a firefight of any kind occurs, he will attempt to escape. However, if confronted personally, following XCR procedure, he will not offer any resistance. The security detail, however, is another matter.

Cyclops Security has been hired to ensure the package arrives on time. They are a local company whose management views this detail as a step up (working for an

A-rated corp). As such, they are a bit trigger-happy in their efforts to please XCR. The detail consists of (TR+5) officers (use Corp Sec Unit, p. 275, SR4) with a support mage (use CorpSec Lieutenant, p. 275, SR4) and a detail commander (use Lone Star Lieutenant, p. 275, SR4). None of the security officers know what the package is (other than that it is not explosive). They follow the delivery van in an Ares Citymaster driven by their rigger (use Mechanic, p. 284, SR4). The vehicle contains a GMC-Nissan Doberman equipped with an AK-97.

Should something happen, they will attempt to place themselves between the runners and the delivery van. If necessary, they will ram the runners' vehicle to ensure that it can't continue. The plan is to engage the enemy while allowing the van time to escape. Unless they have some reason to believe the runners are innocent civilians, they will come out of the van ready to fight.

Unless the runners intervene, the package's route is as follows. Leaving somewhat behind schedule, the van leaves the airport 2 hours and 38 minutes after PiP's phone call. The security van pulls in behind as it heads east on E 47th Ave., before turning south onto Havana St. Crossing under the freeway, it avoids the ZDF checkpoint at the UCAS/CAS border to get onto I-70 eastbound. From there, it turns south onto I-225 and doesn't slow down until the border checkpoint at East Colfax Ave. It is delayed there for about 15 minutes waiting in line. Once at the border, however, it is quickly waved through. Once more on the go, it gets off at E. Mississippi Ave., and heads south at S. Potomac St.

## Debugging

GMs should take care to increase the opposition, but not so much that runners feel their only recourse is to destroy the van. While this is certainly possible, it would definitely trigger a reaction from the Vory (see **A Little Payback**). That may be too much for some teams to handle. To avoid this problem, if this scene is to be used with an inexperienced group, it should probably be the final scene.

## Pushing the Envelope

The easiest way to increase the difficulty of this scene is to increase the opposition. Tougher tables (TR 2+) could have more security officers ((2xTR)+5). For every two levels above TR 1, add either more Doberman drones or add different types of drones (MCT-Nissan Roto-Drones with AK-97s). At TR 3+ the CorpSec Mage could have spirits at the ready. TR 3, add a watcher spirit. TR 4, add a fire spirit (Force 4). TR 5, add an air spirit (Force 4).

For GMs who want to add a twist, the runners could find that PiP's intelligence about the route was faulty. Rather than taking the highway, the van stays on Havana St, detouring only to skirt the runways of Stapleton Airport. It then turns east on E. Mississippi Ave, arriving at the apartments from the other side. In this case, the van sent via the highway is a ruse (which the security detail doesn't know about). Runners will have to catch up with the correct van before it arrives at its destination.

Runners could be forced to deal with ZDF agents. This could take place at the Colfax Ave. border crossing, as back up for a firefight on the highway, or simply as a distraction. Runners looking into the ZDF border crossing (see **Legwork**) could find that Cyril Pelagia (see **Cast of Shadows**) is scheduled to work today. Negotiating with him is easy, the other ZDF agents, however, could cause problems.

If the runners are involved in a firefight anywhere along the freeway, ZDF agents could arrive very quickly. After all, they do roaming patrols to check for problems. Runners could find themselves in an untenable situation very quickly.

Finally, if the runners are having too easy a time following the van and security team, they could find themselves pulled over by a ZDF roaming patrol. The patrolmen noticed something hinky about the runners' vehicle and want to look at them a bit more closely.

## Flights of Fancy

### What's up Chummer?

Realizing that ground transport is getting nowhere, the decision made to use smugglers with air transport. In the dead of night, the package is delivered to an airfield near the UCAS/ Pueblo border. PiP calls the runners in a panic because he wasn't even informed of this delivery. He only found out because he overheard something he shouldn't have. What he heard told him the delivery was already on its way. Runners must get to the airstrip before the smugglers can take off.

### Tell it to them straight

PiP wheezes and coughs for several moments before catching his breath. You note that it is after 1 AM and wonder what's so unsettling. He tells you he's left the XCR tower for security reasons. You have to go now, he says, before catching himself and telling you the whole story. Apparently his superiors no longer trust him. They scheduled a delivery without even mentioning it to him. He only found out by eavesdropping on a private conversation. Since ground vehicles have been unsuccessful, they've decided to use air transport. The van with the package is already on its way out to the airfield. You have to get there, he warns you, before they take off. Otherwise, you'll never stop them.

### Behind the Scenes

PiP has precious little else to tell the runners. The van is heading to some place called Van Slyke Field. He doesn't know the address, but he knows the van is heading east on I-70 toward the UCAS/Pueblo border. The van left Stapleton Airport no more than five minutes prior to his call. Given that the van has a speed regulator limiting it to 88 kph, the runners should be able to catch it. PiP doesn't know anything else.

Runners will certainly have other questions. However, they will have to get the answers on the go in order to stop the shipment. Questions about Van Slyke Field or Smugglers can be handled through Legwork, below.

If not stopped, the scene is as follows. The van arrives at Dutch Valley Road. Turning south, it makes a short drive (5 minutes) to the airstrip where smugglers are waiting. Driver and smugglers check bona fides (5 minutes) then load the package on the helicopter (5 minutes). Smugglers prepare for take-off (10 minutes) while Driver makes sure they leave. Once the smugglers are airborne, the scene is over.

Runners who make a driving roll (Reaction + Pilot, TR) arrive when the smugglers are in the middle of preparations (five minutes before take-off). For each net hit above the threshold, runners arrive five minutes earlier.

Once the runners are spotted, the smugglers (see **Cast of Shadows**) and driver do their utmost to get away. The two gunners lay down cover fire while the mage tries to take out cybered runners. Meanwhile, the rigger gets the Hughes Stallion warmed up while using its guns. Given the remoteness of the site, they have no compunctions about cutting loose with everything they have (figuring they'll be far away by the time authorities arrive). What none of them know is that they have a little help.

Cyclops Security, a local security corp has been hired as "extra muscle." They have been sent to ensure that no one interferes with this transaction. This is a step up for Cyclops, as this is their first contract with an A-rated corp. They don't want any problems, and thus have sent in the ERT (use Red Samurai Detachment, p. 276, SR4) lead by a unit commander (use Red Samurai Lieutenant, p. 276, SR4). They are hiding in the basement of the 'abandoned' house at the end of the landing strip (see **Van Slyke Field** handout). They let the runners pass then attack from behind. If the runners search the house, the ERT tries to stop them quietly.

### Debugging

The two biggest problems with this scene are getting overwhelmed searching the abandoned house, and letting the helicopter get airborne. Either of these could potentially end the run prematurely.

The easiest solution for runners searching the abandoned house is to move Cyclops to the other abandoned house (or

delete them altogether). The smugglers are prime runners and with their armed and armored helicopter, could be more than a match for inexperienced runners. Alternatively, Cyclops' contribution could be nothing more than sniper drones and a lone rigger. Another solution is to let the smugglers overhear the fight between the runners and Cyclops. As mentioned earlier, the smugglers are unaware of the 'assistance.' The runners could use the confusion to their advantage.

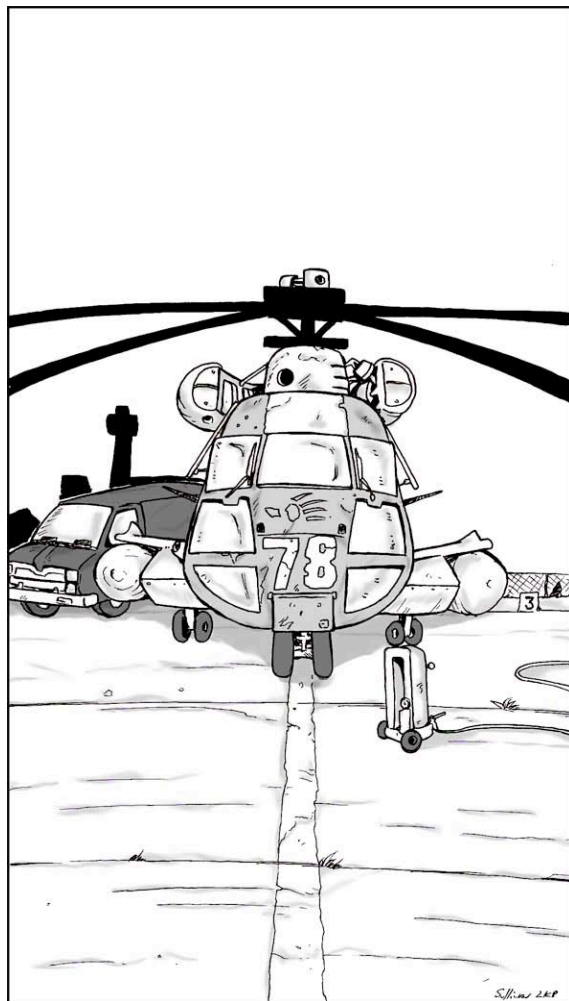
If the helicopter gets airborne, GMs could simply rule that runners have failed. However, this is not nearly as much fun as trying to stop the smugglers. Runners searching through Cyclops equipment could find (Intuition + Perception, TR) an Aztechnology Striker along with (7-TR) Anti-Vehicle rockets. Alternatively, riggers may take control of Cyclops' drones in an attempt to shoot the pilot. If all else fails, spirits could be summoned to stop/detain/destroy the helicopter.

Runners who roll particularly well on their driving roll (with 5+ net hits) could theoretically arrive at Dutch Valley Road prior to the delivery van. GMs may rule that runners can stop the van before the meet. Essentially, they bypass this scene taking the van before it is protected. However, this boils the scene down to the luck of the roll. An alternative is to rule that more hits are negligible. The runners arrive hot on the tail of the delivery van. In this case, Cyclops could be waiting at the end of the road to give the driver an assist. While this would eliminate the smugglers from the scene, runners would still have their hands full.

## Pushing The Envelope

The easiest way to make the scene more difficult is to add more opposition. At TR 2, the driver could be a corporate mage (use CorpSec Lieutenant, **SR4**, p. 275). At TR 3, Cyclops could have a flying drone equipped for sniping (MCT-Nissan Roto-Drone with Ranger Arms SM-4) and controlled by a rigger (use Drone Rigger, **SR4**, p. 92). At TR 4+ add another drone and mage back up, (use Combat Mage, **SR4**, p. 90).

At TR 2+ add a watcher spirit standing guard by the road. TR 3, add a Spirit of Earth (**SR4**, p. 295, Force 4). At TR 4, the smugglers use a T-Bird instead of a helicopter. At TR 5+ add another spirit and increase to Force 5.





## A Little Payback

### What's up Chummer?

With each progressive theft, Alesandro becomes more frantic. If the package isn't delivered soon, they'll come looking for him. In desperation, he orders his personal guard to hunt down those responsible and stop them, permanently. Using the resources available, the strike team has located the runner's safehouse. The plan is simple, go in quietly and kill everyone.

### Tell it to them straight

The waiting is always the worst. You can't go out because you don't want to risk being seen and you never know when *the* call will come. If you stay in, you just slowly climb the walls as the anxiety builds. So you look for small diversions like trideo, Matrix games, BTLs, and the like. But in the back of your mind, you're always thinking about what's to come. Tonight though, it looks like you'll just have to live with it. The comm-unit has been silent all day. Unless it goes off in the middle of the night, you'll just have to start this all again tomorrow.

### Behind the Scenes

How this scene develops largely depends on the preparations the runners have made to defend themselves while asleep. Ideally, GMs should hand the runners a map of their safehouse (use **Safehouse Map**) and keep track of their preparations. Keep track of the hits made on any appropriate tests, so contested rolls can be made later without alerting the players to an impending attack.

Initially, the strike team will try to get as much intel as they can about the runners. They will want to know about numbers, mages, tech, arms, vehicles and tactics. The strike team should be able to learn anything the runners have done during the course of this adventure. Once the runners are located, the team will split in two. One team will keep watch to ensure the runners are truly asleep. The other team will attempt to disable their escape routes (vehicles, drones, comm-units). The teams will then regroup and enter the premises. On the way in, they attempt to disarm, deactivate, or circumvent the runners' defenses. Unless

stopped, they move methodically through the runners' hideout killing one runner at a time, beginning with the mages. They will not negotiate or even talk to the runners, and they will not retreat. The scene is over if the runners kill the opposition or evade pursuit.

The strike team consists of (2 x TR) members (use Red Samurai Detachment, p. 276, *SR4*) all with silenced weapons. Their leader (use Red Samurai Lieutenant, p. 276, *SR4*) is a confidante of Alesandro's, and the only one who can give the runners details if she is captured.

### Debugging

The strike team is experienced and competent. Given the element of surprise, they could very well kill PCs before they had a chance to react. There are several ways to help out an unprepared runner team. The first is simply to have the dedicated comm-unit activate. With his resources, Raven could re-connect to the unit even if the strike team blocked it. He could have learned through other sources that the strike team was on the way. The call could be a lifesaver.

The sounds of the city could also be used. Perhaps the neighborhood goes strangely quiet, the neighbors have a loud argument, or someone bumps into the strike team accidentally. Any of these could alert the runners. If all else fails, GMs can simply fudge the rolls, allowing runners a chance to defend themselves.

This scene works best if the runners have made defensive preparations beforehand. If GMs suddenly start asking about defenses as this scene begins, that is a big clue something is going to happen. GMs who plan to use this scene should hand the runners the **Safehouse Map** after the initial meet. That way, they will be unaware of its relevance.

### Pushing the Envelope

The easiest way to increase the difficulty of this scene is to add more opposition. At TR 2+ add an adept (use Red Samurai Detachment, p. 276, , *SR4*, and add Magic 4, Astral Perception, Improved Reflexes 1, Critical Strike 2, Killing Hands, and Weapon Focus 1). At TR 4, add a mage (use Combat Mage, p. 90, *SR4*).

The most experienced tables (TR 5+) may need tougher opposition. Rather than using Red Samurai Detachment and Lieutenant, GMs can use Tir Ghosts and Lieutenant (p. 276, SR4) instead.

GMs can also look at this as an opportunity to insert problems due to negative qualities. During down time, addicts could seek relief from their anxiety, uncouth characters could be a problem for other runners, and a simple allergy could lead to unexpected problems.



## Doing the Impossible

### What's up Chummer?

The Vory, never ones to take failure lightly, have taken Alesandro Ibáñez to their facility. Since they didn't kill him outright, it's certain they have plans for him. Regardless, the plan will surely not benefit Mr. Johnson's interests. The runners have to break into a highly secured, magically guarded facility, get Alesandro, and bring him to Mr. Johnson. All this while the Vory are preparing for their arrival.

### Tell it to them straight

Things have gotten pretty tight over the past couple of days, and tensions are at an all-time high. But it's all arctic when the 'link starts buzzing. Looking at it, you allow yourself a moment of hope as you see its Mr. Johnson calling. However, you know as soon as he says hello that the corp didn't cave. He's too ice, too detached.

"It's just hit the fan," he begins, "and this is the way it scans out. Seems the Vory are involved in this too and they've decided to take the direct approach. About an hour ago, a Vory-backed extraction team forcibly removed the Owner/CEO, Alesandro Ibáñez. My sources tell me that they are keeping Ibáñez on ice at a Vory stronghold over on Potomac. I need you to deliver him to me, tonight."

### Behind the Scenes

Raven is somewhat flexible on the time. If the runners can deliver Alesandro within 18 hours he will consider that a success. However, he is sure that the longer the runners take, the more likely it will be that the Vory have come up with a solution of their own (see **Pushing the Envelope**).

Runners will have questions about the location and its defenses. The Koshari have known about this Vory stronghold for some time (see **SRM 02-21: Happenstance**) and have been keeping an eye on it. Raven can send the runners a map (see **Catchkey Lake Blueprint**). He warns the runners that the map is significantly out of date (almost 25 years) and they should expect changes.

He also transmits a dossier of the data the Koshari have collected on the apartment complex. It makes note of the wards on the

interior walls, a significant spirit presence, and the armed guards. However, it does not mention the reinforced walls, number of residents (guards and mages), nor response times and tactics.

Runners may have further questions about Alesandro Ibáñez or Catchkey Lake Apartments. Their questions can be handled through role-playing or by using contacts (see **Legwork**).

The apartment building is a three-story square complex with a private, open air, garden in the center (see **Catchkey Lake Apartment Map**). This area of town is nominally claimed by the Casquilhos. However, given its proximity to the Warrens, the family generally ignores it. This has allowed the Kirillov Vory to gain a foothold. Though the building appears abandoned from the outside, this is a carefully constructed disguise. The complex houses Vory mages training in the Ghede tradition.

A variant of the voodoo tradition, Ghede demands souls. As a result, many astrally perceiving characters notice a background count in the area (+1 Domain: Dark King). Runners notice that the place is crawling with magic security. Four watcher spirits (with the spirit power Possession) maintain vigil in each of the abandoned first floor corner apartments. Their specific instructions vary, however, all will raise an alarm for intruders. They will also warn the (TR) Spirits of Man (spirit power: possession, Force TR+3, p.295, SR4) who also patrol the complex.

The interior walls have been reinforced (AR 12, SR 11) to guard against stray bullets. The walls have also been warded (Force 5). In addition, doors leading through these walls are reinforced (AR 8, SR 9) locked (DR 6) and alarmed. At any given time, (TR+4) armed elite Vory soldiers (Triad Posse, p. 276, SR4, with AK-97s with EX explosive ammo, and Clubs instead of Blades) on duty inside the ward. They are disbursed evenly throughout the three-level complex. However, their instructions are to remain on the inside of the ward (meaning that they are not visible from the outside). If any trouble starts, they immediately trip the alarm (see **Pushing the Envelope**) and run to confront intruders.

There are (TR+2) Mage Trainees (see **Cast of Shadows**) located throughout the complex. They will come to the soldiers

defense if the alarm is raised, and will raise it themselves if not already done.

Once inside the warded area, runners should immediately begin searching for Alesandro. What they find is that he isn't being held in the building. That is, anywhere above ground. An astral search or quick scan of the original blueprints reveals that the only place left in the building is the basement.

Despite blueprints to the contrary, none of the emergency stairs go into the basement. The only current route to the basement is through elevator 2.

Once in the basement, runners find a disused laundry room. A quick search (Intuition + Perception, TR) reveals that the floors are dust free in a path leading from the elevator to the far wall. Hidden behind several panels of plastiboard is another security door. It is made of steel with reinforced plasticrete walls surrounding it (AR 12, SR 11). The entry lock has a retinal scanner (DR 5) connected to two smart firing platforms with Ingram White Knight LMGs hidden in the walls opposite the door. If the runners unsuccessfully attempt to disarm or circumvent it, it will set off the alarm.

The door opens to a short hallway that leads to the spellcasting room. The background count becomes more prominent (+2 Domain: Dark King) beyond the door. The room is empty save for several figures and a huge ritual circle inscribed on the floor. Two Hell Hounds (p. 292, SR4) patrol outside the circle, and attack anyone entering the room. Runners also see Taijha (see **Cast of Shadows**) and (TR-2) more Mage Trainees. They are in the process of casting some vicious ritual magic on Alesandro. He lays, unconscious, on the floor in the center of the circle. While the runners may not realize it, Taijha and her cohorts are attempting to summon and bind a powerful spirit to possess Alesandro.

## Debugging

Due to the magic firepower and armaments of the defenders, there is a good possibility of character death. GMs are encouraged to use their best judgment before playing this scene.

If the runners get in over their heads in the basement, GMs could also use the spirit

being summoned to give them an out (see below). Rather than focusing its fury at everyone, it could, focus on the mages who summoned it. This could allow the runners a free moment to grab Alesandro and escape.

### **Pushing the Envelope**

If the runners are having an easy time against the Vory defenders, the alarm could also have another consequence. Within (10-TR) minutes, reinforcements could arrive. These could include (TR x 3) additional elite Vory soldiers (Triad Posse, p. 276, SR4, with AK-97s with EX explosive ammo, and Clubs instead of Blades), with (TR-2) combat Mages (use CorpSec Lieutenant, p. 275, SR4). They arrive in Ares Citymasters with Stoner Ares M-202s.

If time is not an issue, Alesandro could be moved between the time the runners finish getting intel and when they assault the apartment complex. Runners would be forced to get a living defender to interrogate while dealing with significant firepower lined up against them. The details of this are left up to individual GMs.

The defenders can also be beefed up. The number of soldiers and mages, can easily be revised according to GM need. In addition, each of the soldiers could have a Steel Lynx combat drone (p. 342, SR4, armed with AK-97s with EX explosive ammo).

Finally, the runners, in disturbing the ritual at a critical time, could cause the circle to instead summon an enraged Force (TR +3) Spirit of Man. It immediately goes berserk and attacks everything in its path. The runners could soon find themselves trapped between the creature and the Vory.

Alternatively, if the runners took an inordinate amount of time planning, the ritual could be nearly finished. It is possible that the runners could rescue Alesandro only to find it isn't the person they were supposed to get.

## **Picking up the Pieces**

### **Denouement**

Regardless of exactly where the adventure ended, Mr. Johnson meets with the runners at Denim once more to pay them off and thank them. He explains that, due to their efforts, XCR has decided to 'play ball.' PiP is not at the meeting. However, if they ask, Raven assures the runners that he is 'well in hand.' With that, runners are free to go.

Approximately a week later, the runners happen to pick up the local news datafax (see **Datafax** in Player Handouts).

### **Money**

Runners who stop the package twice (or play through two scenes in addition to the meet) earn 4000¥ + (2000¥ \* TR). As a rough estimate, for each additional two scenes, runners should spend another week of time (earning them an additional 3000¥ + (2000¥ \* TR)). For each of the shipments the runners bring back they earn an additional 500¥ \* TR. Inventive players may be able to pick up extra cash for selling dropped guns, cars and possibly a Hughes Stallion.

## **Karma**

### **3 – Stopping at least two deliveries**

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 Koshari if the runners talk about the meet.

-1 with Koshari if the runners fail to stop a delivery.

+1 with Koshari if the runners stop both deliveries.

+1 with Koshari if the runners turn over both deliveries to Raven.

-1 with Koshari if any member of Blood and Mayhem involve the police.

-1 with Koshari if the runners are recognized by the ZDF.

-1 with Vory if the runners are recognized breaking into the Catchkey Lake Apartment complex.

## **Reputation**

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

## **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 (p.58, SR4). Hits on this extended test may be substituted per the standard Data Search chart (p.220, SR4).

## **Mr. Johnson**

0. What do I look like? The answer man?
1. Does business in the PCC Sector
2. Pointman for Koshari interests
3. Shaman, one of the inner circle of the Koshari.
4. Word on the street is, Raven is hiring for a run against their former interest, XCR.
5. Raven's 'ironclad insider' is reportedly being courted by the Kirillov Vory.

## **Denim**

0. You're asking the wrong fella.
1. Lakewood PCC bar, caters to Amerinds.
2. Good place to set up biz, if you're Amerind
3. Rumor is, the owner is loyal to the Koshari
4. When the Koshari have biz they don't want anyone knowing about, they use Denim.

### **PiP/Samuel Halbert**

- 0. Never hearda him.
- 1. U of D grad, hired by XCR a few months back.
- 2. Despite a poor work record, was taken under the wing of someone highly placed at XCR.
- 3. Fixes shadowruns for XCR interests. Works with old friends from college.
- 4. Almost killed during a job. Rumor is the Koshari now own him.

### **XCR's Lehow Ave. Facility**

- 0. You must be speaking gibberish.
- 1. Storage building in the southern CAS.
- 2. Word on the street is that some of the guards run a flophouse out of the place at night.
- 3. You have to do something really wrong to be assigned there.

### **Blood and Mayhem**

- 0. Isn't that the new Troll thrash band playing at Sierra's on Colorado Blvd?
- 1. Name of a shadowrunner-wannabe group of college students.
- 2. Have a rep as amateur and sloppy.
- 3. Only get work from Samuel Halbert, an old college buddy.
- 4. After a run-in with real shadowrunners, they started getting paranoid.

### **Arctic Cold Storage**

- 0. Sounds like a place you'd store something you wanted really cold.
- 1. Cold storage unit in Chinatown near I-225.
- 2. Got a state-of-the-art security upgrade just a few weeks ago.
- 3. Rumor is that ACS has a lot of ties with the Kirillov Vory.

### **Security Hiring**

- 0. Security is at a premium.
- 1. News on the grapevine is that Cyclops Security is on their way up in the world.
- 2. Cyclops just landed a small contract with XCR. Not sure for what though.
- 3. The XCR contract involved security for delivery vans. Oddly, they are testing out Cyclops on just one van.

### **Catchkey Lake Apartments**

- 0. Tell the truth, did you make that up?
- 1. That three-story devil rats' nest over on Potomac, what about it?
- 2. Squatters in the area say that an organized group's been hanging their hats at Catchkey.
- 3. Soon after they arrived, a lot of bad mojo showed up.
- 4. The dilapidated look is a front. Nothing moves in the area without all kinds of spirits taking an interest.

### **Cyclops Security**

- 0. Legit biz isn't really my thing.
- 1. Local security company with delusions of the big time.
- 2. They have the usual range of security services, individual, group, company. But they're no Lone Star or KE.

### **Van Slyke Field**

- 0. Oh, you gotta be kidding me.
- 1. Crop-duster landing strip from last century.
- 2. Out in the eastern UCAS Sector, almost all the way to the Pueblo border (1299 S. Dutch Valley Rd. Bennet, UCAS)
- 3. Recently, smugglers have been using it as a waypoint to get into Denver.

### **Smugglers**

- 0. Do you have any idea how many smugglers operate in Denver?
- 1. I know a couple of groups that use Van Slyke Field a lot.
- 2. One group in particular is led by a guy goes by the handle Pretty Boy.
- 3. I hear Pretty Boy and his crew are heading in tonight.

### **Eric "Pretty Boy" Rossing**

- 0. He got a pretty mouth?
- 1. Smuggler. Runs with three chummers, Jennifer Krbez, an elf; Dean Hollembaek, an ork; and Dan Pierce, a dwarf.
- 2. They use a Hughes Stallion outfitted for stealth.
- 3. Not only has he got a way with words, he is also a mage.

## Tamanous

0. ORGANLEGGERS? What're you crazy, man? I stay as far away from them as possible!
1. Rumor is, they got an operation at the Mall. Musta made a deal with the ghouls.
2. Run by ghouls, the operation is not only well funded, but well defended.
3. Their defenses got an overhaul after a late-night visit by some runners.
4. Overhaul came courtesy of the Kirillov Vory.

## Alesandro Ibáñez

0. Who?
1. Majority shareholder of Xeverus Cosmetics Research, Inc. There are rumors he has some close ties to organized crime in Denver.
2. Rumor was that he was awfully cosy with the Koshari, but that was a while back. Currently, Ibáñez seems to do more favors for the Vory.
3. This may sound crazy but I have a friend who swears that Ibáñez is just a made-up identity for a Koshari plant.
4. Ibáñez's true identity is really Nathaniel Howlingcoyote, a Koshari underling. So it's no wonder they are so hot to bring him to heel. Having a rogue agent under your roof is bad for your rep.

## Cast of Shadows

### Mark Longfeather (Koshari Chief)

Human Male; Connection Rating 4

**B A R S C I L W M E** ESS INIT IP CM  
3 3 3 3 5 5 4 5 5 2 6 8 1 10

**Active Skills:** Conjuring: 4; Sorcery: 4; Etiquette: 4; Leadership: 2; Negotiation: 4

**Knowledge Skills:** Underworld Politics: 4; Drugrunning: 5; Magical Theory: 3

**Spells:** Stunbolt; Analyze Truth; Mind Probe; Mass Confusion

**Advantages:** Magician; Mentor Spirit (Raven)

**Gear:** Power Focus (2) – Mask; Actioneer Business Clothes

Mark is a member of the Koshari council of elders. When conducting Koshari business, he wears a Raven Mask (his power focus) and traditional garb. When not wearing the mask, his Hopi heritage is immediately recognizable. Physically, he is short and skinny. His short hair has turned grey, and a best estimate would place him at 65-70 years old.

Mark has a wicked sense of humor, and won't hesitate to make wisecracks at the expense of his contacts or his hirelings. The "mocking" aspect of Raven shines through in his personality. He speaks slowly and methodically, with a slight southwestern twang.

### **Samuel "PiP" 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 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; Mitsuhamma 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 is 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.

### **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.

### **Smugglers**

#### **Jennifer "Kirby" Krbez**

Elf Female; Connection Rating 1

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

2 6 4(6) 1 4 5 3 3 4.4 11(11) 1(3) 10

**Active Skills:** *Automatics*: 3; *Aeronautics Mechanic*: 2; *Electronics*: 4; *Gunnery*: 3; *Locksmith*: 2; *Perception*: 2; *Pilot Aircraft (Helicopters)*: 4 (+2); *Pilot Groundcraft*: 2;

**Knowledge Skills:** *Area Knowledge (Denver)*: 3; *Computer Background*: 2; *Safe Houses*: 1; *20th Century Video Games*: 2

**Cyberware:** Control Rig, Cybereyes (Rating 3, w/Flare Compensation, Low Light, and Thermographic Vision), Datajack, Reaction Enhancers (2), Touchlink

**Gear:** Transys Avalon Commlink (DR 5 w/sim mod), AR Goggles with Image Link, AR Gloves, Workshop, Lockpick Set, Autopicker, Maglock passkey (Rating 4), Toolkit

Kirby is the group's worrier. No matter whether the run is delivering ice to Eskimos or kidnaping the UCAS president's son to use for parts, Kirby will sweat the details. Not that it's a bad thing. Kirby acts as counter-point to Pretty Boy's 'big picture' planning sessions. Their 'negotiations' are known to get quite heated. The problem, however, is that Kirby worries about all details equally, and that can make for some interesting team negotiations.

Kirby is a thin elf of average height (59 kg, 1.85 m). She originally hails from Amsterdam, and thus her thick black hair and brown eyes. Secretly she has the hots for Pretty Boy, but she'd never let him know that. Her nickname comes from an ancient video game she is positively addicted to.

**Dan “Hollowpoint” Pierce**

Dwarf Male; 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 1.25 7(9) 1(3) 10

**Active Skills:** *Athletics:* 3; *Automatics:* 5; *Blades:* 4; *Dodge:* 3; *Heavy Weapons:* 4; *Etiquette:* 2; *Unarmed Combat:* 3; *Pilot Aircraft (Helicopters):* 1(+2)

**Knowledge Skills:** *Urban Brawl Teams:* 2; *European Trivia:* 3; *Weather Forecasting:* 2

**Qualities:** *Will to Live* (5)

**Cyber:** *Cyber-eyes* (*Flare Compensation, Low-Light Vision, Protective Covers, Smartlink, Wired Reflexes 2, Obvious Cyber-Arm (Gyromount, Cyber Heavy Pistol, Hand Razors, Spur) Muscle Augmentation 2, Orthoskin 2*)

**Gear:** *HK MP-5 TX, Mossberg AM-CMDT, Armored Jacket*

Dan is the wild card. Usually quiet and unassuming, he has moments of brilliant wit, scathing humor, and mindless violence. While completely appropriate to the situation, it always seems that Dan would be the last one to mis-behave. But whatever you do, don't disrespect the beard.

Dan is a stocky, heavily muscled (even without the cyber) dwarf (1.15 m, 75 kg). He keeps his brown hair cut short and out of his eyes. His beard, however, is a sight to see. At .6 m long, it has been braided into a series of Celtic knots. He keeps it meticulously clean and free of debris. His nickname comes from his habit of constantly checking his weapons and ammo.

**Dean “L-n-L” Hollembaek**

Ork 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; *Firearms:*4; *Unarmed Combat:* 3; *Perception (Visual):* 4 (+2)

**Knowledge Skills:** *Historical Battles:* 2; *Unlicensed Brawling Locations:* 3; *Gambling:* 2

**Advantages:** *Adept, Ambidextrous, Uncouth*

**Powers:** *Combat Sense 2, Improved Ability (Automatics) 2, Improved Reflexes 2,*

**Gear:** *Lined Coat, Lined Vest, HK 227X (Bipod, Gas Vent 3, Shock Pad, Sound Suppressor) Smartlink Goggles*

Those who spend time with the smugglers often ask why Dean is still a member. A notorious hothead, it often seems that his input just makes things worse. Those who ask that, however, have never seen him in action. During a firefight, Dean comes to life. The weapons become extensions of his very being, he is an artist working in his true medium, lead.

A good sized ork (1.95 m, 135 kg) Dean knows the effect of his physical presence, and uses it in good stead.

**Eric "Pretty Boy" Rossing**

Human Male; Connection Rating 2

**B A R S C I L W 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*: 4; Perception (Visual): 3 (+2); Pistols: 1; *Sorcery*: 3

**Knowledge Skills:** Smuggling Routes 3; Smuggler Hangouts 2; Area Knowledge 3

**Advantages:** Mage, Home Ground, Mild Allergy to Sunlight, SINner

**Spells:** Analyze Truth, Stunbolt, Manabolt, Magic Fingers, Influence

**Gear:** Hammerli 620S, Lined Vest, Mage Sight Goggles

Eric sees himself as the brains behind the team. He organizes most of their jobs, handles negotiations, and also takes care of the magical concerns. He's always focused on his "big picture" plan. While he's happy to take smaller jobs, they're always a means to an end.

**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.

**Vory Mage Trainee**

Various; Connection Rating 1

**B A R S C I L W E S S M I N I T I P M**  
5 2 3 4 4 5 4 5 6 5 7 1 11

**Active Skills:** Assensing 2; Perception 3; *Conjuring*: 4; *Sorcery*: 3; Pistols: 1

**Knowledge Skills:** Ghede Doctrine1

**Gear:** Armor Vest

**Spells:** Chaotic World, Flamethrower, Heal, Manabolt

**Qualities:** Magician